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Subject: Re: [RFC][ only for review ] memory controller background reclaim [4/5]  
high/low watermark for memory

Posted by [KAMEZAWA Hiroyuki](#) on Thu, 29 Nov 2007 01:20:44 GMT

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On Wed, 28 Nov 2007 15:20:42 +0300

Pavel Emelyanov <xemul@openvz.org> wrote:

```
> > + mem = mem_cgroup_from_cont(cont);
> > + spin_lock_irqsave(&mem->res.lock, flags);
> > + val = res_counter_get(&mem->res, RES_LIMIT);
> > + if (val == (unsigned long long) LLONG_MAX) {
> > + low = (unsigned long long) LLONG_MAX;
> > + high = (unsigned long long) LLONG_MAX;
> > + } else {
> > + low = val * DEFAULT_WATERMARK_PERCENT_LOW / 100ULL;
> > + high = val * DEFAULT_WATERMARK_PERCENT_HIGH / 100ULL;
>
```

> BTW, I tried to compile such a code:

>

```
> unsigned long long x, y;
```

```
> y = ...;
```

```
> x = y / 100ULL;
```

>

> (similar to yours) and that's what I got:

>

> kernel/built-in.o: In function `xxx':

> : undefined reference to `\_\_udivdi3'

>

> It looks like i386 doesn't have any support for ULL divisions.

> It doesn't have it in CPU, and I thought that it was some-how

> emulated, but it is not...

>

> Did I miss something?

>

Ah, I didn't try i386...

But I'll drop this automatic watermark adjustment part.

Thanks,

-Kame

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Containers mailing list

[Containers@lists.linux-foundation.org](mailto:Containers@lists.linux-foundation.org)

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