
Subject: Re: [RFC][only for review] memory controller bacground reclaim [4/5]
high/low watermark for memory
Posted by [KAMEZAWA Hiroyuki](#) on Thu, 29 Nov 2007 01:27:29 GMT
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On Wed, 28 Nov 2007 14:20:33 +0300
Pavel Emelyanov <xemul@openvz.org> wrote:

```
> > +static ssize_t mem_cgroup_write_limit(struct cgroup *cont, struct cftype *cft,
> > +    struct file *file, const char __user *userbuf,
> > +    size_t nbytes, loff_t *ppos)
> > +{
> > +    ssize_t ret;
> > +    ret = mem_cgroup_write(cont, cft, file, userbuf, nbytes, ppos);
> > +    if (ret > 0)
> > +        mem_cgroup_init_watermark(cont);
>
> No, please, no! I'd be very disappointed if I tune high and low watermarks
> carefully and then they are silently re-set after I tune the limit. Better
> (see my comment to patch #3) return -EINVAL in case I try to set limit
> below hwmark. Please :)
```

>
Ok, I'll drop this.

Thanks,
-Kame

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