
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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