

```
> [ ... ]  
>  
> [<a00000001002e0480>] rb_erase+0x300/0x7e0  
> [<a0000000100076290>] __dequeue_entity+0x70/0xa0  
> [<a0000000100076300>] set_next_entity+0x40/0xa0  
> [<a00000001000763a0>] set_curr_task_fair+0x40/0xa0  
> [<a0000000100078d90>] sched_move_task+0x2d0/0x340  
> [<a0000000100078e20>] cpu_cgroup_attach+0x20/0x40  
>  
> [ ... ]
```

argh... it's a consequence of the 'current is not kept within the tree' indeed.

When sched\_move\_task() is called for the 'current' (running on another CPU), we get the following:

```
...  
    running = task_running(rq, tsk);  
    on_rq = tsk->se.on_rq;  
  
    if (on_rq) {  
        dequeue_task(rq, tsk, 0);  
        if (unlikely(running))  
            tsk->sched_class->put_prev_task(rq, tsk);  
    }
```

[1] tsk->sched\_class->put\_prev\_task() actually \_inserts\_ 'tsk' back into the cfs\_rq of its \_old\_ group :

```
    set_task_cfs_rq(tsk, task_cpu(tsk));
```

[2] now task.se->cfs\_rq gets changed

```
    if (on_rq) {  
        if (unlikely(running))  
            tsk->sched_class->set_curr_task(rq);
```

[3] and now, tsk->sched\_class->set\_curr\_task(rq) \_removes\_ the 'current' from the tree... but this tree belongs to the \_new\_ group (the task is still within the 'old\_group->cfs\_rq->rb\_tree') ---> oops!

```
        enqueue_task(rq, tsk, 0);  
    }
```

Anyway, I have to admit that this problem is a consequence of the special-case treatment for the 'current' by 'dequeue/enqueue\_task()'... it makes the interface less transparent indeed.

/me thinking on how to get it fixed (e.g. set\_task\_cfs\_rq() might take care of it) or just get this special-case issue removed (have to check whether we lose anything in this case)... sigh.

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Best regards,  
Dmitry Adamushko

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Containers mailing list  
Containers@lists.linux-foundation.org  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

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