
Subject: Re: [RFC] memory controller : backgorund reclaim and avoid excessive locking [1/5] high-low watermar

Posted by [KAMEZAWA Hiroyuki](#) on Thu, 14 Feb 2008 09:10:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

On Thu, 14 Feb 2008 14:18:33 +0530

Balbir Singh <balbir@linux.vnet.ibm.com> wrote:

> > If I have to check under lock, please teach me.

> >

>

> If there are several processes running in parallel in the same cgroup, the end

> result might not be so nice, specially if the usage is close to the watermarks.

> I suspect that we should be OK for now, but might be worth keeping in mind.

>

I'll add text somewhere.

> > - counter->usage += val;

> > + if (newval > counter->hwmark) {

> > + counter->wmark_state = RES_WMARK_ABOVE_HIGH;

> > + smp_wmb();

>

> Do we need a barrier here? I suspect not, could you please document as to why a

> barrier is needed?

>

just chainging value with smp_wmb() and read value after smp_rmb().

By this, I think we can expect we can read snapshot value of wmark_state at smp_rmb().

.....I misunderstand that spin_unlock() has no barrier().

ok, I'll remove smp_wmb() here.

Thanks,

-Kame

Containers mailing list

Containers@lists.linux-foundation.org

<https://lists.linux-foundation.org/mailman/listinfo/containers>
