
Subject: Re: [PATCH 2/2] Make res_counter hierarchical
Posted by [yamamoto](#) on Wed, 12 Mar 2008 23:05:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

```
> @@ -36,10 +37,26 @@ int res_counter_charge(struct res_counter *counter, unsigned long val)
> {
>     int ret;
>     unsigned long flags;
>     struct res_counter *c, *unroll_c;
>     +
>     + local_irq_save(flags);
>     + for (c = counter; c != NULL; c = c->parent) {
>     +     spin_lock(&c->lock);
>     +     ret = res_counter_charge_locked(c, val);
>     +     spin_unlock(&c->lock);
>     +     if (ret < 0)
>     +         goto unroll;
>     + }
>     + local_irq_restore(flags);
>     + return 0;
>
> - spin_lock_irqsave(&counter->lock, flags);
> - ret = res_counter_charge_locked(counter, val);
> - spin_unlock_irqrestore(&counter->lock, flags);
> +unroll:
> + for (unroll_c = counter; unroll_c != c; unroll_c = unroll_c->parent) {
> +     spin_lock(&unroll_c->lock);
> +     res_counter_uncharge_locked(unroll_c, val);
> +     spin_unlock(&unroll_c->lock);
> + }
> + local_irq_restore(flags);
>     return ret;
> }
```

what prevents the topology (in particular, ->parent pointers) from changing behind us?

YAMAMOTO Takashi

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