
Subject: [RFC][patch 2/11][CFQ-cgroup] Move header file
Posted by [Satoshi UCHIDA](#) on Thu, 03 Apr 2008 07:12:27 GMT
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This patch moves some data structure into header file
(include/linux/cfq-iosched.h).

Signed-off-by: Satoshi UCHIDA <uchida@ap.jp.nec.com>

```
---
block/cfq-iosched.c      | 60 +-----
include/linux/cfq-iosched.h | 70 ++++++++++++++++++++++++++++++++++++++
2 files changed, 71 insertions(+), 59 deletions(-)
create mode 100644 include/linux/cfq-iosched.h
```

```
diff --git a/block/cfq-iosched.c b/block/cfq-iosched.c
```

```
index 0f962ec..c1f9da9 100644
```

```
--- a/block/cfq-iosched.c
```

```
+++ b/block/cfq-iosched.c
```

```
@@ -11,6 +11,7 @@
```

```
#include <linux/elevator.h>
```

```
#include <linux/rbtree.h>
```

```
#include <linux/ioprio.h>
```

```
+#include <linux/cfq-iosched.h>
```

```
/*
```

```
 * tunables
```

```
@@ -58,65 +59,6 @@ static struct completion *ioc_gone;
```

```
#define sample_valid(samples) ((samples) > 80)
```

```
*/
```

```
- * Most of our rbtree usage is for sorting with min extraction, so
```

```
- * if we cache the leftmost node we don't have to walk down the tree
```

```
- * to find it. Idea borrowed from Ingo Molnars CFS scheduler. We should
```

```
- * move this into the elevator for the rq sorting as well.
```

```
- */
```

```
-struct cfq_rb_root {
```

```
- struct rb_root rb;
```

```
- struct rb_node *left;
```

```
-};
```

```
+#define CFQ_RB_ROOT (struct cfq_rb_root) { RB_ROOT, NULL, }
```

```
-
```

```
*/
```

```
- * Per block device queue structure
```

```
- */
```

```
-struct cfq_data {
```

```
- struct request_queue *queue;
```

```

-
- /*
- * rr list of queues with requests and the count of them
- */
- struct cfq_rb_root service_tree;
- unsigned int busy_queues;
-
-
- int rq_in_driver;
- int sync_flight;
- int hw_tag;
-
-
- /*
- * idle window management
- */
- struct timer_list idle_slice_timer;
- struct work_struct unplug_work;
-
-
- struct cfq_queue *active_queue;
- struct cfq_io_context *active_cic;
-
-
- /*
- * async queue for each priority case
- */
- struct cfq_queue *async_cfqq[2][IOPRIO_BE_NR];
- struct cfq_queue *async_idle_cfqq;
-
-
- sector_t last_position;
- unsigned long last_end_request;
-
-
- /*
- * tunables, see top of file
- */
- unsigned int cfq_quantum;
- unsigned int cfq_fifo_expire[2];
- unsigned int cfq_back_penalty;
- unsigned int cfq_back_max;
- unsigned int cfq_slice[2];
- unsigned int cfq_slice_async_rq;
- unsigned int cfq_slice_idle;
-
-
- struct list_head cic_list;
-};

/*
 * Per process-grouping structure
diff --git a/include/linux/cfq-iosched.h b/include/linux/cfq-iosched.h
new file mode 100644
index 0000000..cce3993

```

```

--- /dev/null
+++ b/include/linux/cfq-iosched.h
@@ -0,0 +1,70 @@
+#ifndef _LINUX_CFQ_IOSCHED_H
+#define _LINUX_CFQ_IOSCHED_H
+
+#include <linux/rbtree.h>
+#include <linux/list.h>
+
+struct request_queue;
+struct cfq_io_context;
+
+/*
+ * Most of our rbtree usage is for sorting with min extraction, so
+ * if we cache the leftmost node we don't have to walk down the tree
+ * to find it. Idea borrowed from Ingo Molnars CFS scheduler. We should
+ * move this into the elevator for the rq sorting as well.
+ */
+struct cfq_rb_root {
+ struct rb_root rb;
+ struct rb_node *left;
+};
+#define CFQ_RB_ROOT (struct cfq_rb_root) { RB_ROOT, NULL, }
+
+/*
+ * Per block device queue structure
+ */
+struct cfq_data {
+ struct request_queue *queue;
+
+ /*
+ * rr list of queues with requests and the count of them
+ */
+ struct cfq_rb_root service_tree;
+ unsigned int busy_queues;
+
+ int rq_in_driver;
+ int sync_flight;
+ int hw_tag;
+
+ /*
+ * idle window management
+ */
+ struct timer_list idle_slice_timer;
+ struct work_struct unplug_work;
+
+ struct cfq_queue *active_queue;
+ struct cfq_io_context *active_cic;

```

```
+
+ /*
+  * async queue for each priority case
+  */
+ struct cfq_queue *async_cfqq[2][IOPRIO_BE_NR];
+ struct cfq_queue *async_idle_cfqq;
+
+ sector_t last_position;
+ unsigned long last_end_request;
+
+ /*
+  * tunables, see top of file
+  */
+ unsigned int cfq_quantum;
+ unsigned int cfq_fifo_expire[2];
+ unsigned int cfq_back_penalty;
+ unsigned int cfq_back_max;
+ unsigned int cfq_slice[2];
+ unsigned int cfq_slice_async_rq;
+ unsigned int cfq_slice_idle;
+
+ struct list_head cic_list;
+};
+
+#endif /* _LINUX_CFQ_IOSCHED_H */
--
1.5.4.1
```

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