
Subject: Re: [PATCH] introduce task cgroup v2
Posted by [KOSAKI Motohiro](#) on Mon, 16 Jun 2008 01:32:46 GMT
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Hi Paul,

very sorry, late response.

```
> > +struct task_cgroup {
> > +    struct cgroup_subsys_state css;
> > +    /*
> > +     * the counter to account for number of thread.
> > +     */
> > +    int max_tasks;
> > +    int nr_tasks;
> > +
> > +    spinlock_t lock;
> > +};
>
> This looks rather like a res_counter. Can you reuse that rather than
> implementing your own read/write/charge/uncharge routines?
```

honestly, I used res_counter on early version.
but I got bad performance.
tus, I changed to current implementation.

Of course, if res_counter become faster, I'll use it.

Containers mailing list
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