
Subject: Re: [RFC][PATCH 2/4] res_counter check usage under val

Posted by [Pavel Emelianov](#) on Mon, 21 Jul 2008 17:41:35 GMT

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KAMEZAWA Hiroyuki wrote:

> Add an interface to check usage is below "val"

>

> Signed-off-by: KAMEZAWA Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>

>

> include/linux/res_counter.h | 13 ++++++

> 1 file changed, 13 insertions(+)

>

> Index: mmtom-stamp-2008-07-15-15-39/include/linux/res_counter.h

> =====

> --- mmtom-stamp-2008-07-15-15-39.orig/include/linux/res_counter.h

> +++ mmtom-stamp-2008-07-15-15-39/include/linux/res_counter.h

> @@ -191,4 +191,17 @@ static inline int res_counter_set_limit(

> return ret;

> }

>

> +static inline int res_counter_check_under_val(struct res_counter *cnt,

> + unsigned long long val)

> +{

> + unsigned long flags;

> + int ret = 0;

> +

> + spin_lock_irqsave(&cnt->flags, flags);

Is this splock protection *really* required? As far as I see from its usage it is racy itself wrt to res_counter update, so this locking looks superfluous.

> + if (cnt->usage < val)

> + ret = 1;

> + spin_unlock_irqrestore(&cnt->flags, flags);

> + return ret;

> +}

> +

> #endif

>

>

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