
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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