Subject: Re: [PATCH, v6 3/3] cgroups: introduce timer slack controller Posted by Matt Helsley on Mon, 14 Feb 2011 23:39:36 GMT

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On Tue, Feb 15, 2011 at 12:39:39AM +0200, Kirill A. Shutemov wrote:
> On Mon, Feb 14, 2011 at 06:01:06PM +0100, Thomas Gleixner wrote:
> > B1;2401;0cOn Mon, 14 Feb 2011, Kirill A. Shutemov wrote:
> >
>> On Mon, Feb 14, 2011 at 03:00:03PM +0100, Thomas Gleixner wrote:
>>> On Mon. 14 Feb 2011, Kirill A. Shutsemov wrote:
>>> From: Kirill A. Shutemov < kirill@shutemov.name>
<snip>
>>>> + list_for_each_entry(cur, &cgroup->children, sibling) {
>>>> + child = cgroup_to_tslack_cgroup(cur);
>>>> + if (type == TIMER SLACK MIN && val > child->min slack ns)
>>>>+ return -EBUSY:
>>>>
>>> I thought the whole point is to propagate values through the group.
>>> I think silent change here is wrong, cpuset returns -EBUSY in similar
> > case.
>> And how is cpuset relevant for this? Not at all. This is about
```

I agree with Thomas here -- cpusets aren't relevant.

- >> timer_slack and we better have a well defined scheme for all of this
- > > and not some cobbled together thing with tons of exceptions and corner
- > > cases. Of course undocumented as far the code goes. >

> I don't like silent cascade changes. Userspace can implement it if

It need not be totally silent. memcg has a "use_hierarchy" flag file. Alternately, you could punt for now and disable hierarchy somewhat like blkio does.

> needed. -EBUSY is appropriate.

Hmm, I haven't thought about that method of cascading enough. The important question to consider is how will the parent cgroup be constrained if the owner/group of the children is different and thus disallows userspace from implementing this cascade. I suppose it's consistent with the owner/group ids but it hardly seems consistent with the "spirit" of using cgroups to enable things like containers.

Cheers,

-Matt Helsley

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