
Subject: [PATCH] memcg: Do not open code accesses to res_counter members
Posted by [Glauber Costa](#) on Tue, 20 Mar 2012 16:53:44 GMT

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We should use the accessor res_counter_read_u64 for that.
Although a purely cosmetic change is sometimes better of delayed,
to avoid conflicting with other people's work, we are starting to
have people touching this code as well, and reproducing the open
code behavior because that's the standard =)

Time to fix it, then.

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mm/memcontrol.c | 4 +---

1 files changed, 2 insertions(+), 2 deletions(-)

diff --git a/mm/memcontrol.c b/mm/memcontrol.c

index 87a1e21..27c1bfa 100644

--- a/mm/memcontrol.c

+++ b/mm/memcontrol.c

@ @ -3708,7 +3708,7 @ @ move_account:

goto try_to_free;

cond_resched();

/* "ret" should also be checked to ensure all lists are empty. */

- } while (memcg->res.usage > 0 || ret);

+ } while (res_counter_read_u64(&memcg->res, RES_USAGE) > 0 || ret);

out:

css_put(&memcg->css);

return ret;

@ @ -3723,7 +3723,7 @ @ try_to_free:

lru_add_drain_all();

/* try to free all pages in this cgroup */

shrink = 1;

- while (nr_retries && memcg->res.usage > 0) {

+ while (nr_retries && res_counter_read_u64(&memcg->res, RES_USAGE) > 0) {

int progress;

if (signal_pending(current)) {

--

1.7.7.6
