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Subject: Re: [PATCH] memcg: Do not open code accesses to res\_counter members

Posted by [akpm](#) on Thu, 05 Apr 2012 23:53:35 GMT

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On Tue, 20 Mar 2012 20:53:44 +0400

Glauber Costa <[glommer@parallels.com](mailto:glommer@parallels.com)> wrote:

```
> 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 =)
>
> ...
>
> --- 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)) {
```

Actually this fixes bugs on 32-bit machines. Good luck trying to demonstrate them at runtime though ;)

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