
Subject: Re: [PATCH RFC] sched: boost throttled entities on wakeups
Posted by [Vladimir Davydov](#) on Fri, 19 Oct 2012 15:40:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for the answer.

On Oct 19, 2012, at 6:24 PM, Peter Zijlstra wrote:

> its a quick hack similar to existing hacks done for rt, preferably we'd
> do smarter things though.

If you have any ideas how to fix this in a better way, please share.
