
Subject: Re: [ckrm-tech] [RFC][PATCH 2/7] UBC: core (structures, API)
Posted by [Srivatsa Vaddagiri](#) on Thu, 17 Aug 2006 11:09:13 GMT
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On Wed, Aug 16, 2006 at 07:37:26PM +0400, Kirill Korotaev wrote:

```
> +struct user_beancounter
> +{
> + atomic_t  ub_refcount;
> + spinlock_t ub_lock;
> + uid_t    ub_uid;
> + struct hlist_node hash;
> +
> + struct user_beancounter *parent;
```

This seems to hint at some heirarchy of ubc? How would that heirarchy be used? I cant find anything in the patch which forms this heirarchy (basically I dont see any place where beancounter_findcreate() is called with non-NULL 2nd arg).

[snip]

```
> +static void init_beancounter_syslimits(struct user_beancounter *ub)
> +{
> + int k;
> +
> + for (k = 0; k < UB_RESOURCES; k++)
> +  ub->ub_parms[k].barrier = ub->ub_parms[k].limit;
```

This sets barrier to 0. Is this value of 0 interpreted differently by different controllers? One way to interpret it is "dont allocate any resource", other way to interpret it is "don't care - give me what you can" (which makes sense for stuff like CPU and network bandwidth).

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Regards,
vatsa
