Subject: Re: [ckrm-tech] [RFC][PATCH 2/7] UBC: core (structures, API)
Posted by Chandra Seetharaman on Thu, 17 Aug 2006 18:59:15 GMT
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On Thu, 2006-08-17 at 18:02 +0400, Kirill Korotaev wrote:
<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).
> every patch which adds a resource modifies this function and sets
> some default limit. Check: [PATCH 5/7] UBC: kernel memory accounting (core)

The idea of upper layer code changing the lower layer's code doesn't
sound good. May be you can think of defining some interface to do it.

>
> Thanks,
> Kirill
>
>
> --- ------------
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> ckrm-tech mailing list
> https://lists.sourceforge.net/lists/listinfo/ckrm-tech
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  Chandra Seetharaman | Be careful what you choose....
        - sekharan@us.ibm.com | ....you may get it.
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