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Subject: [PATCH] move\_task\_off\_dead\_cpu() should be called with disabled ints  
Posted by [Kirill Korotaev](#) on Tue, 14 Nov 2006 10:24:12 GMT

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move\_task\_off\_dead\_cpu() requires interrupts to be disabled,  
while migrate\_dead() calls it with enabled interrupts.  
Added appropriate comments to functions and added  
BUG\_ON(!irqs\_disabled()) into double\_rq\_lock() and  
double\_lock\_balance() which are the origin sources of such bugs.

Signed-Off-By: Kirill Korotaev <dev@openvz.org>

```
--- ./kernel/sched.c.schedx 2006-11-08 17:44:15.000000000 +0300
+++ ./kernel/sched.c 2006-11-14 11:32:24.000000000 +0300
@@ -1942,6 +1942,7 @@ static void double_rq_lock(struct rq *rq
    __acquires(rq1->lock)
    __acquires(rq2->lock)
    {
+ BUG_ON(!irqs_disabled());
    if (rq1 == rq2) {
        spin_lock(&rq1->lock);
        __acquire(rq2->lock); /* Fake it out ;) */
@@ -1981,6 +1982,11 @@ static void double_lock_balance(struct r
    __acquires(busiest->lock)
    __acquires(this_rq->lock)
    {
+ if (unlikely(!irqs_disabled())) {
+ /* printk() doesn't work good under rq->lock */
+ spin_unlock(&this_rq->lock);
+ BUG_ON(1);
+ }
    if (unlikely(!spin_trylock(&busiest->lock))) {
        if (busiest < this_rq) {
            spin_unlock(&this_rq->lock);
@@ -5056,7 +5062,10 @@ wait_to_die:
    }

#ifdef CONFIG_HOTPLUG_CPU
-/* Figure out where task on dead CPU should go, use force if neccessary. */
+/*
+ * Figure out where task on dead CPU should go, use force if neccessary.
+ * NOTE: interrupts should be disabled by the caller
+ */
    static void move_task_off_dead_cpu(int dead_cpu, struct task_struct *p)
    {
        unsigned long flags;
@@ -5176,6 +5185,7 @@ void idle_task_exit(void)
```

```

    mmdrop(mm);
}

+/* called under rq->lock with disabled interrupts */
static void migrate_dead(unsigned int dead_cpu, struct task_struct *p)
{
    struct rq *rq = cpu_rq(dead_cpu);
@@ -5192,10 +5202,11 @@ static void migrate_dead(unsigned int de
    * Drop lock around migration; if someone else moves it,
    * that's OK. No task can be added to this CPU, so iteration is
    * fine.
+ * NOTE: interrupts should be left disabled --dev@
    */
- spin_unlock_irq(&rq->lock);
+ spin_unlock(&rq->lock);
    move_task_off_dead_cpu(dead_cpu, p);
- spin_lock_irq(&rq->lock);
+ spin_lock(&rq->lock);

    put_task_struct(p);
}

```

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