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Subject: [PATCH] sched: don't call task\_group() many times in set\_task\_rq()

Posted by [Andrew Vagin](#) on Fri, 11 Nov 2011 14:04:00 GMT

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It improves performance, especially if autogroup enabled.

The size of set\_task\_rq() was 0x180 and now it is 0xa0.

Signed-off-by: Andrew Vagin <avagin@openvz.org>

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kernel/sched.c | 12 ++++++-----

1 files changed, 8 insertions(+), 4 deletions(-)

diff --git a/kernel/sched.c b/kernel/sched.c

index d87c6e5..a740eec 100644

--- a/kernel/sched.c

+++ b/kernel/sched.c

@@ -766,14 +766,18 @@ static inline struct task\_group \*task\_group(struct task\_struct \*p)

/\* Change a task's cfs\_rq and parent entity if it moves across CPUs/groups \*/

static inline void set\_task\_rq(struct task\_struct \*p, unsigned int cpu)

{

+ #if defined(CONFIG\_FAIR\_GROUP\_SCHED) || defined(CONFIG\_RT\_GROUP\_SCHED)

+ struct task\_group \*tg = task\_group(p);

+ #endif

+

  #ifdef CONFIG\_FAIR\_GROUP\_SCHED

- p->se.cfs\_rq = task\_group(p)->cfs\_rq[cpu];

- p->se.parent = task\_group(p)->se[cpu];

+ p->se.cfs\_rq = tg->cfs\_rq[cpu];

+ p->se.parent = tg->se[cpu];

  #endif

  #ifdef CONFIG\_RT\_GROUP\_SCHED

- p->rt.rt\_rq = task\_group(p)->rt\_rq[cpu];

- p->rt.parent = task\_group(p)->rt\_se[cpu];

+ p->rt.rt\_rq = tg->rt\_rq[cpu];

+ p->rt.parent = tg->rt\_se[cpu];

  #endif

}

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1.7.1

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Subject: Re: [PATCH] sched: don't call task\_group() many times in set\_task\_rq()

Posted by [Peter Zijlstra](#) on Sat, 12 Nov 2011 09:21:58 GMT

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On Fri, 2011-11-11 at 13:26 -0800, Paul Turner wrote:  
> Signed-off-by: Paul Turner <pjt@google.com>

I'll take that as Acked-by, ok?

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