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Subject: [PATCH v3 08/13] res\_counter: return amount of charges after res\_counter\_uncharge

Posted by [Glauber Costa](#) on Tue, 18 Sep 2012 14:04:05 GMT

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It is useful to know how many charges are still left after a call to res\_counter\_uncharge. While it is possible to issue a res\_counter\_read after uncharge, this is racy. It would be better if uncharge itself would tell us what the current status is.

Since the current return value is void, we don't need to worry about anything breaking due to this change: nobody relied on that, and only users appearing from now on will be checking this value.

Signed-off-by: Glauber Costa <glommer@parallels.com>  
CC: Michal Hocko <mhocko@suse.cz>  
CC: Johannes Weiner <hannes@cmpxchg.org>  
CC: Suleiman Souhlal <suleiman@google.com>  
CC: Kamezawa Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>

---  
Documentation/cgroups/resource\_counter.txt | 7 ++++---  
include/linux/res\_counter.h | 12 ++++++-----  
kernel/res\_counter.c | 20 ++++++-----  
3 files changed, 24 insertions(+), 15 deletions(-)

```
diff --git a/Documentation/cgroups/resource_counter.txt
b/Documentation/cgroups/resource_counter.txt
index 0c4a344..c4d99ed 100644
--- a/Documentation/cgroups/resource_counter.txt
+++ b/Documentation/cgroups/resource_counter.txt
@@ -83,16 +83,17 @@ to work with it.
 res_counter->lock internally (it must be called with res_counter->lock
 held). The force parameter indicates whether we can bypass the limit.
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```
- e. void res_counter_uncharge[_locked]
+ e. u64 res_counter_uncharge[_locked]
   (struct res_counter *rc, unsigned long val)
```

When a resource is released (freed) it should be de-accounted from the resource counter it was accounted to. This is called - "uncharging".  
+ "uncharging". The return value of this function indicate the amount + of charges still present in the counter.

The \_locked routines imply that the res\_counter->lock is taken.

```
- f. void res_counter_uncharge_until
+ f. u64 res_counter_uncharge_until
```

```
(struct res_counter *rc, struct res_counter *top,  
unsigned long val)
```

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diff --git a/include/linux/res_counter.h b/include/linux/res_counter.h  
index 7d7fbe2..4b173b6 100644  
--- a/include/linux/res_counter.h  
+++ b/include/linux/res_counter.h  
@@ -130,14 +130,16 @@ int res_counter_charge_nofail(struct res_counter *counter,  
 *  
 * these calls check for usage underflow and show a warning on the console  
 * _locked call expects the counter->lock to be taken  
+ *  
+ * returns the total charges still present in @counter.  
*/
```

```
-void res_counter_uncharge_locked(struct res_counter *counter, unsigned long val);  
-void res_counter_uncharge(struct res_counter *counter, unsigned long val);  
+u64 res_counter_uncharge_locked(struct res_counter *counter, unsigned long val);  
+u64 res_counter_uncharge(struct res_counter *counter, unsigned long val);
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```
-void res_counter_uncharge_until(struct res_counter *counter,  
- struct res_counter *top,  
- unsigned long val);  
+u64 res_counter_uncharge_until(struct res_counter *counter,  
+ struct res_counter *top,  
+ unsigned long val);  
/**  
 * res_counter_margin - calculate chargeable space of a counter  
 * @cnt: the counter
```

```
diff --git a/kernel/res_counter.c b/kernel/res_counter.c  
index ad581aa..7b3d6dc 100644  
--- a/kernel/res_counter.c  
+++ b/kernel/res_counter.c  
@@ -86,33 +86,39 @@ int res_counter_charge_nofail(struct res_counter *counter, unsigned long  
val,  
 return __res_counter_charge(counter, val, limit_fail_at, true);  
 }
```

```
-void res_counter_uncharge_locked(struct res_counter *counter, unsigned long val)  
+u64 res_counter_uncharge_locked(struct res_counter *counter, unsigned long val)  
{  
 if (WARN_ON(counter->usage < val))  
 val = counter->usage;  
  
 counter->usage -= val;  
+ return counter->usage;  
 }
```

```

-void res_counter_uncharge_until(struct res_counter *counter,
- struct res_counter *top,
- unsigned long val)
+u64 res_counter_uncharge_until(struct res_counter *counter,
+ struct res_counter *top,
+ unsigned long val)
{
    unsigned long flags;
    struct res_counter *c;
+ u64 ret = 0;

    local_irq_save(flags);
    for (c = counter; c != top; c = c->parent) {
+ u64 r;
        spin_lock(&c->lock);
- res_counter_uncharge_locked(c, val);
+ r = res_counter_uncharge_locked(c, val);
+ if (c == counter)
+ ret = r;
        spin_unlock(&c->lock);
    }
    local_irq_restore(flags);
+ return ret;
}

-void res_counter_uncharge(struct res_counter *counter, unsigned long val)
+u64 res_counter_uncharge(struct res_counter *counter, unsigned long val)
{
- res_counter_uncharge_until(counter, NULL, val);
+ return res_counter_uncharge_until(counter, NULL, val);
}

static inline unsigned long long *
--
1.7.11.4

```

---

Subject: Re: [PATCH v3 08/13] res\_counter: return amount of charges after res\_counter\_uncharge

Posted by [Michal Hocko](#) on Mon, 01 Oct 2012 10:00:10 GMT

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On Tue 18-09-12 18:04:05, Glauber Costa wrote:

> It is useful to know how many charges are still left after a call to  
> res\_counter\_uncharge.

> While it is possible to issue a res\_counter\_read  
> after uncharge, this is racy. It would be better if uncharge itself

> would tell us what the current status is.

Well I am not sure how less racy it would be if you return the old value. It could be out of date when you read it, right? (this is even more visible with `res_counter_uncharge_until`)  
`res_counter_read_u64` uses locks only for 32b when your change could help to reduce lock contention. Other than that it is just `res_counter_member` which is one `cmp` and a dereference. Sure you save something but it is barely noticable I guess.

I am not saying I do not like this change I just think that the above part of the changelog doesn't fit. So it would be much better if you tell us why this is needed for your patchset because the usage is not part of the patch.

> Since the current return value is void, we don't need to worry about  
> anything breaking due to this change: nobody relied on that, and only  
> users appearing from now on will be checking this value.

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> `res_counter->lock` internally (it must be called with `res_counter->lock`  
> held). The `force` parameter indicates whether we can bypass the limit.

>

> - e. `void res_counter_uncharge[_locked]`

> + e. `u64 res_counter_uncharge[_locked]`

> (`struct res_counter *rc, unsigned long val`)

>

> When a resource is released (freed) it should be de-accounted

> from the resource counter it was accounted to. This is called

> - "uncharging".

> + "uncharging". The return value of this function indicate the amount

> + of charges still present in the counter.

```

>
> The _locked routines imply that the res_counter->lock is taken.
>
> - f. void res_counter_uncharge_until
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>  * these calls check for usage underflow and show a warning on the console
>  * _locked call expects the counter->lock to be taken
> + *
> + * returns the total charges still present in @counter.
>  */
>
> -void res_counter_uncharge_locked(struct res_counter *counter, unsigned long val);
> -void res_counter_uncharge(struct res_counter *counter, unsigned long val);
> +u64 res_counter_uncharge_locked(struct res_counter *counter, unsigned long val);
> +u64 res_counter_uncharge(struct res_counter *counter, unsigned long val);
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> -void res_counter_uncharge_until(struct res_counter *counter,
> -  struct res_counter *top,
> -  unsigned long val);
> +u64 res_counter_uncharge_until(struct res_counter *counter,
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long val,
>  return __res_counter_charge(counter, val, limit_fail_at, true);
>  }
>
> -void res_counter_uncharge_locked(struct res_counter *counter, unsigned long val)
> +u64 res_counter_uncharge_locked(struct res_counter *counter, unsigned long val)
>  {
>  if (WARN_ON(counter->usage < val))
>  val = counter->usage;

```

```

>
> counter->usage -= val;
> + return counter->usage;
> }
>
> -void res_counter_uncharge_until(struct res_counter *counter,
> - struct res_counter *top,
> - unsigned long val)
> +u64 res_counter_uncharge_until(struct res_counter *counter,
> + struct res_counter *top,
> + unsigned long val)
> {
> unsigned long flags;
> struct res_counter *c;
> + u64 ret = 0;
>
> local_irq_save(flags);
> for (c = counter; c != top; c = c->parent) {
> + u64 r;
> spin_lock(&c->lock);
> - res_counter_uncharge_locked(c, val);
> + r = res_counter_uncharge_locked(c, val);
> + if (c == counter)
> + ret = r;
> spin_unlock(&c->lock);
> }
> local_irq_restore(flags);
> + return ret;
> }
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> -void res_counter_uncharge(struct res_counter *counter, unsigned long val)
> +u64 res_counter_uncharge(struct res_counter *counter, unsigned long val)
> {
> - res_counter_uncharge_until(counter, NULL, val);
> + return res_counter_uncharge_until(counter, NULL, val);
> }
>
> static inline unsigned long long *
> --
> 1.7.11.4
>
> --
> To unsubscribe from this list: send the line "unsubscribe cgroups" in
> the body of a message to majordomo@vger.kernel.org
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```

--  
Michal Hocko

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Subject: Re: [PATCH v3 08/13] res\_counter: return amount of charges after res\_counter\_uncharge

Posted by [Glauber Costa](#) on Mon, 01 Oct 2012 10:01:14 GMT

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On 10/01/2012 02:00 PM, Michal Hocko wrote:

> On Tue 18-09-12 18:04:05, Glauber Costa wrote:

>> It is useful to know how many charges are still left after a call to  
>> res\_counter\_uncharge.

>

>> While it is possible to issue a res\_counter\_read  
>> after uncharge, this is racy. It would be better if uncharge itself  
>> would tell us what the current status is.

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> Well I am not sure how less racy it would be if you return the old  
> value. It could be out of date when you read it, right? (this is even  
> more visible with res\_counter\_uncharge\_until)  
> res\_counter\_read\_u64 uses locks only for 32b when your change could help  
> to reduce lock contention. Other than that it is just res\_counter\_member  
> which is one cmp and a dereference. Sure you safe something but it is  
> barely noticable I guess.

>

Sure it can. But this is the same semantics of the atomic updates, which were always considered to be good enough for cases like this.

> I am not saying I do not like this change I just think that the  
> above part of the changelog doesn't fit. So it would be much better if  
> you tell us why this is needed for your patchset because the usage is  
> not part of the patch.

>

I can update the changelog, for sure. But for the record, this has the goal of taking the get/put pair out of the charge/uncharge path.

If I have 8k of data, and two threads decrement 4k each, a update + read may return 0 for both. With this patch, only one of them will see 0, and will proceed with the reference drop.

Again, this is the same semantics as all of the atomic variables in the kernel.

>> Since the current return value is void, we don't need to worry about

```

>> anything breaking due to this change: nobody relied on that, and only
>> users appearing from now on will be checking this value.
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>> The _locked routines imply that the res_counter->lock is taken.
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>> - f. void res_counter_uncharge_until
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>> +u64 res_counter_uncharge(struct res_counter *counter, unsigned long val);
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>> if (WARN_ON(counter->usage < val))
>> val = counter->usage;
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>> counter->usage -= val;
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>> -void res_counter_uncharge_until(struct res_counter *counter,
>> - struct res_counter *top,
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>> +u64 res_counter_uncharge_until(struct res_counter *counter,
>> + struct res_counter *top,
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>> {
>> unsigned long flags;
>> struct res_counter *c;
>> + u64 ret = 0;
>>

```

```
>> local_irq_save(flags);
>> for (c = counter; c != top; c = c->parent) {
>> + u64 r;
>> spin_lock(&c->lock);
>> - res_counter_uncharge_locked(c, val);
>> + r = res_counter_uncharge_locked(c, val);
>> + if (c == counter)
>> + ret = r;
>> spin_unlock(&c->lock);
>> }
>> local_irq_restore(flags);
>> + return ret;
>> }
>>
>> -void res_counter_uncharge(struct res_counter *counter, unsigned long val)
>> +u64 res_counter_uncharge(struct res_counter *counter, unsigned long val)
>> {
>> - res_counter_uncharge_until(counter, NULL, val);
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---