Subject: [PATCH] cfg: async queue allocation per priority Posted by Vasily Tarasov on Wed, 18 Jul 2007 14:35:49 GMT

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Jens, I think the last patch, that makes queues allocation per priority. has a problem.

If we have two processes with different ioprio_class, but the same ioprio data, their async requests will fall into the same queue. I guess such behavior is not expected, because it's not right to put real-time requests and best-effort requests in the same queue.

The attached patch fixes the problem by introducing additional *cfqq fields on cfqd, pointing to per-(class, priority) async queues.

Thanks. Vasily

File Attachments

1) diff-cfg-asyn-queues-per-prio, downloaded 233 times

Subject: Re: [PATCH] cfq: async queue allocation per priority Posted by Jens Axboe on Wed, 18 Jul 2007 18:51:45 GMT

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On Wed, Jul 18 2007, Vasily Tarasov wrote:

- > Jens, I think the last patch, that makes queues allocation per priority,
- > has a problem.

- > If we have two processes with different ioprio class, but the same
- > ioprio data, their async requests will fall into the same queue. I guess
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- > requests and best-effort requests in the same queue.

>

- > The attached patch fixes the problem by introducing additional *cfqq
- > fields on cfqd, pointing to per-(class, priority) async queues.

Ugh yes. I'm pretty tempted just to reinstate the cfqq hash again, it used to be a clean up but now the it's not stacking up so well.

Jens Axboe

Subject: Re: [PATCH] cfg: async queue allocation per priority

Posted by Vasily Tarasov on Thu, 19 Jul 2007 07:52:36 GMT

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On Wed, 2007-07-18 at 20:51 +0200, Jens Axboe wrote:

- > On Wed, Jul 18 2007, Vasily Tarasov wrote:
- > > Jens, I think the last patch, that makes queues allocation per priority,
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> >

- > > If we have two processes with different ioprio_class, but the same
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>

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- > used to be a clean up but now the it's not stacking up so well.

>

Hello, Jens,

- >From my humble point of view cfqq hash has two problems:
- 1. It is excess data structure. All needed information can be obtained from other structures easily, so the presence of hash is a bit strange... I mean that it's aim is not obvious:)
- 2. Hash hides from a developer a pretty important concept of CFQ: there are shared between processes per-priority async queues. I think the code is the best documentation, so the explicit async cfqq pointers at cfqd structure reveal this concept greatly.

Summary:

IMHO the hash revival is not very good way. However, this is of course fully in your competence to choose the right decision! ;)

Thank you, Vasily

Subject: Re: [PATCH] cfq: async queue allocation per priority Posted by Jens Axboe on Thu, 19 Jul 2007 17:30:53 GMT View Forum Message <> Reply to Message

On Thu, Jul 19 2007, Vasily Tarasov wrote:

> On Wed, 2007-07-18 at 20:51 +0200, Jens Axboe wrote:

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> > On Wed, Jul 18 2007, Vasily Tarasov wrote:
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> From my humble point of view cfqq hash has two problems:
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> is the best documentation, so the explicit async cfqq pointers at cfqd
> structure reveal this concept greatly.
>
> Summary:
> IMHO the hash revival is not very good way. However, this is of course
> fully in your competence to choose the right decision! ;)
Yeah, it's probably still better off without the hash. I'll play with it
a bit and see what comes of it.
Jens Axboe
```