

---

Subject: [PATCH -mm 2/3] i/o bandwidth controller infrastructure  
Posted by [Andrea Righi](#) on Tue, 15 Jul 2008 20:40:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is the core io-throttle kernel infrastructure. It creates the basic interfaces to cgroups and implements the I/O measurement and throttling functions.

Signed-off-by: Andrea Righi <[righi.andrea@gmail.com](mailto:righi.andrea@gmail.com)>

---

```
block/Makefile          | 2 +
block/blk-io-throttle.c  | 552 +++++
include/linux/blk-io-throttle.h | 41 +++
include/linux/cgroup_subsys.h | 6 +
init/Kconfig            | 10 +
5 files changed, 611 insertions(+), 0 deletions(-)
create mode 100644 block/blk-io-throttle.c
create mode 100644 include/linux/blk-io-throttle.h
```

```
diff --git a/block/Makefile b/block/Makefile
index 208000b..b3afc86 100644
```

```
--- a/block/Makefile
```

```
+++ b/block/Makefile
```

```
@ @ -13,6 +13,8 @ @ obj-$(CONFIG_IOSCHED_AS) += as-iosched.o
obj-$(CONFIG_IOSCHED_DEADLINE) += deadline-iosched.o
obj-$(CONFIG_IOSCHED_CFQ) += cfq-iosched.o
```

```
+obj-$(CONFIG_CGROUP_IO_THROTTLE) += blk-io-throttle.o
```

```
+
```

```
obj-$(CONFIG_BLK_DEV_IO_TRACE) += blktrace.o
obj-$(CONFIG_BLOCK_COMPAT) += compat_ioctl.o
obj-$(CONFIG_BLK_DEV_INTEGRITY) += blk-integrity.o
```

```
diff --git a/block/blk-io-throttle.c b/block/blk-io-throttle.c
```

```
new file mode 100644
```

```
index 0000000..f541e86
```

```
--- /dev/null
```

```
+++ b/block/blk-io-throttle.c
```

```
@ @ -0,0 +1,552 @ @
```

```
+/*
```

```
+ * blk-io-throttle.c
```

```
+ *
```

```
+ * This program is free software; you can redistribute it and/or
```

```
+ * modify it under the terms of the GNU General Public
```

```
+ * License as published by the Free Software Foundation; either
```

```
+ * version 2 of the License, or (at your option) any later version.
```

```
+ *
```

```
+ * This program is distributed in the hope that it will be useful,
```

```
+ * but WITHOUT ANY WARRANTY; without even the implied warranty of
```

```

+ * MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU
+ * General Public License for more details.
+ *
+ * You should have received a copy of the GNU General Public
+ * License along with this program; if not, write to the
+ * Free Software Foundation, Inc., 59 Temple Place - Suite 330,
+ * Boston, MA 02110-1307, USA.
+ *
+ * Copyright (C) 2008 Andrea Righi <righi.andrea@gmail.com>
+ */
+
+#include <linux/init.h>
+#include <linux/module.h>
+#include <linux/cgroup.h>
+#include <linux/slab.h>
+#include <linux/gfp.h>
+#include <linux/err.h>
+#include <linux/sched.h>
+#include <linux/genhd.h>
+#include <linux/fs.h>
+#include <linux/jiffies.h>
+#include <linux/hardirq.h>
+#include <linux/list.h>
+#include <linux/seq_file.h>
+#include <linux/spinlock.h>
+#include <linux/uaccess.h>
+#include <linux/blk-io-throttle.h>
+
+/* The various types of throttling algorithms */
+enum iothrottle_strategy {
+ IOTHROTTLE_LEAKY_BUCKET = 0,
+ IOTHROTTLE_TOKEN_BUCKET = 1,
+};
+
+/**
+ * struct iothrottle_node - throttling rule of a single block device
+ * @node: list of per block device throttling rules
+ * @dev: block device number, used as key in the list
+ * @iorate: max i/o bandwidth (in bytes/s)
+ * @strategy: throttling strategy
+ * @timestamp: timestamp of the last I/O request (in jiffies)
+ * @stat: i/o activity counter (leaky bucket only)
+ * @bucket_size: bucket size in bytes (token bucket only)
+ * @token: token counter (token bucket only)
+ *
+ * Define a i/o throttling rule for a single block device.
+ *
+ * NOTE: limiting rules always refer to dev_t; if a block device is unplugged

```

```

+ * the limiting rules defined for that device persist and they are still valid
+ * if a new device is plugged and it uses the same dev_t number.
+ */
+struct iothrottle_node {
+ struct list_head node;
+ dev_t dev;
+ u64 iorate;
+ enum iothrottle_strategy strategy;
+ unsigned long timestamp;
+ atomic_long_t stat;
+ s64 bucket_size;
+ atomic_long_t token;
+};
+
+/**
+ * struct iothrottle - throttling rules for a cgroup
+ * @css: pointer to the cgroup state
+ * @lock: spinlock used to protect write operations in the list
+ * @list: list of iothrottle_node elements
+ *
+ * Define multiple per-block device i/o throttling rules.
+ * Note: the list of the throttling rules is protected by RCU locking.
+ */
+struct iothrottle {
+ struct cgroup_subsys_state css;
+ spinlock_t lock;
+ struct list_head list;
+};
+
+static inline struct iothrottle *cgroup_to_iothrottle(struct cgroup *cgrp)
+{
+ return container_of(cgroup_subsys_state(cgrp, iothrottle_subsys_id),
+    struct iothrottle, css);
+}
+
+static inline struct iothrottle *task_to_iothrottle(struct task_struct *task)
+{
+ return container_of(task_subsys_state(task, iothrottle_subsys_id),
+    struct iothrottle, css);
+}
+
+/**
+ * Note: called with rcu_read_lock() or iot->lock held.
+ */
+static struct iothrottle_node *
+iothrottle_search_node(const struct iothrottle *iot, dev_t dev)
+{
+ struct iothrottle_node *n;

```

```

+
+ list_for_each_entry_rcu(n, &iot->list, node)
+ if (n->dev == dev)
+ return n;
+ return NULL;
+}
+
+/*
+ * Note: called with iot->lock held.
+ */
+static inline void iothrottle_insert_node(struct iothrottle *iot,
+ struct iothrottle_node *n)
+{
+ list_add_rcu(&n->node, &iot->list);
+}
+
+/*
+ * Note: called with iot->lock held.
+ */
+static inline void
+iothrottle_replace_node(struct iothrottle *iot, struct iothrottle_node *old,
+ struct iothrottle_node *new)
+{
+ list_replace_rcu(&old->node, &new->node);
+}
+
+/*
+ * Note: called with iot->lock held.
+ */
+static struct iothrottle_node *
+iothrottle_delete_node(struct iothrottle *iot, dev_t dev)
+{
+ struct iothrottle_node *n;
+
+ list_for_each_entry(n, &iot->list, node)
+ if (n->dev == dev) {
+ list_del_rcu(&n->node);
+ return n;
+ }
+ return NULL;
+}
+
+/*
+ * Note: called from kernel/cgroup.c with cgroup_lock() held.
+ */
+static struct cgroup_subsys_state *
+iothrottle_create(struct cgroup_subsys *ss, struct cgroup *cgrp)
+{

```

```

+ struct iothrottle *iot;
+
+ iot = kmalloc(sizeof(*iot), GFP_KERNEL);
+ if (unlikely(!iot))
+ return ERR_PTR(-ENOMEM);
+
+ INIT_LIST_HEAD(&iot->list);
+ spin_lock_init(&iot->lock);
+
+ return &iot->css;
+}
+
+/*
+ * Note: called from kernel/cgroup.c with cgroup_lock() held.
+ */
+static void iothrottle_destroy(struct cgroup_subsys *ss, struct cgroup *cgrp)
+{
+ struct iothrottle_node *n, *p;
+ struct iothrottle *iot = cgroup_to_iothrottle(cgrp);
+
+ /*
+  * don't worry about locking here, at this point there must be not any
+  * reference to the list.
+  */
+ list_for_each_entry_safe(n, p, &iot->list, node)
+ kfree(n);
+ kfree(iot);
+}
+
+static int iothrottle_read(struct cgroup *cgrp, struct cftype *cft,
+ struct seq_file *m)
+{
+ struct iothrottle *iot = cgroup_to_iothrottle(cgrp);
+ struct iothrottle_node *n;
+
+ rcu_read_lock();
+ list_for_each_entry_rcu(n, &iot->list, node) {
+ unsigned long delta;
+
+ BUG_ON(!n->dev);
+ delta = jiffies_to_msecs((long)jiffies - (long)n->timestamp);
+ seq_printf(m, "%u %u %llu %u %li %lli %li %lu\n",
+ MAJOR(n->dev), MINOR(n->dev), n->iorate,
+ n->strategy, atomic_long_read(&n->stat),
+ n->bucket_size, atomic_long_read(&n->token),
+ delta);
+ }
+ rcu_read_unlock();

```

```

+ return 0;
+}
+
+static dev_t devname2dev_t(const char *buf)
+{
+ struct block_device *bdev;
+ dev_t dev = 0;
+ struct gendisk *disk;
+ int part;
+
+ /* use a lookup to validate the block device */
+ bdev = lookup_bdev(buf);
+ if (IS_ERR(bdev))
+ return 0;
+
+ /* only entire devices are allowed, not single partitions */
+ disk = get_gendisk(bdev->bd_dev, &part);
+ if (disk && !part) {
+ BUG_ON(!bdev->bd_inode);
+ dev = bdev->bd_inode->i_rdev;
+ }
+ bdfput(bdev);
+
+ return dev;
+}
+
+/*
+ * The userspace input string must use one of the following syntax:
+ *
+ * dev:0 <- delete a limiting rule
+ * dev:bw-limit:0 <- leaky bucket throttling rule
+ * dev:bw-limit:1:bucket-size <- token bucket throttling rule
+ */
+static int iothrottle_parse_args(char *buf, size_t nbytes, dev_t *dev,
+ u64 *iorate,
+ enum iothrottle_strategy *strategy,
+ s64 *bucket_size)
+{
+ char *p;
+ int count = 0;
+ char *s[4];
+ unsigned long strategy_val;
+ int ret;
+
+ /* split the colon-delimited input string into its elements */
+ memset(s, 0, sizeof(s));
+ while (count < ARRAY_SIZE(s)) {
+ p = strsep(&buf, ":");

```

```

+ if (!p)
+ break;
+ if (!*p)
+ continue;
+ s[count++] = p;
+ }
+
+ /* i/o bandwidth limit */
+ if (!s[1])
+ return -EINVAL;
+ ret = strict_strtoull(s[1], 10, iorate);
+ if (ret < 0)
+ return ret;
+ if (!*iorate) {
+ /*
+  * we're deleting a limiting rule, so just ignore the other
+  * parameters
+  */
+ *strategy = 0;
+ *bucket_size = 0;
+ goto out;
+ }
+ *iorate = ALIGN(*iorate, 1024);
+
+ /* throttling strategy */
+ if (!s[2])
+ return -EINVAL;
+ ret = strict_strtoul(s[2], 10, &strategy_val);
+ if (ret < 0)
+ return ret;
+ *strategy = (enum iothrottle_strategy)strategy_val;
+ switch (*strategy) {
+ case IOTHROTTLLE_LEAKY_BUCKET:
+ /* leaky bucket ignores bucket size */
+ *bucket_size = 0;
+ goto out;
+ case IOTHROTTLLE_TOKEN_BUCKET:
+ break;
+ default:
+ return -EINVAL;
+ }
+
+ /* bucket size */
+ if (!s[3])
+ return -EINVAL;
+ ret = strict_strtoll(s[3], 10, bucket_size);
+ if (ret < 0)
+ return ret;

```

```

+ if (*bucket_size < 0)
+ return -EINVAL;
+ *bucket_size = ALIGN(*bucket_size, 1024);
+out:
+ /* block device number */
+ *dev = devname2dev_t(s[0]);
+ return *dev ? 0 : -EINVAL;
+}
+
+static int iothrottle_write(struct cgroup *cgrp, struct cftype *cft,
+ const char *buffer)
+{
+ struct iothrottle *iot;
+ struct iothrottle_node *n, *newn = NULL;
+ dev_t dev;
+ u64 iorate;
+ enum iothrottle_strategy strategy;
+ s64 bucket_size;
+ char *buf;
+ size_t nbytes = strlen(buffer);
+ int ret = 0;
+
+ buf = kmalloc(nbytes + 1, GFP_KERNEL);
+ if (!buf)
+ return -ENOMEM;
+ memcpy(buf, buffer, nbytes + 1);
+
+ ret = iothrottle_parse_args(buf, nbytes, &dev, &iorate,
+ &strategy, &bucket_size);
+ if (ret)
+ goto out1;
+ if (iorate) {
+ newn = kmalloc(sizeof(*newn), GFP_KERNEL);
+ if (!newn) {
+ ret = -ENOMEM;
+ goto out1;
+ }
+ newn->dev = dev;
+ newn->iorate = iorate;
+ newn->strategy = strategy;
+ newn->bucket_size = bucket_size;
+ newn->timestamp = jiffies;
+ atomic_long_set(&newn->stat, 0);
+ atomic_long_set(&newn->token, 0);
+ }
+ if (!cgroup_lock_live_group(cgrp)) {
+ kfree(newn);
+ ret = -ENODEV;

```

```

+ goto out1;
+ }
+ iot = cgroup_to_iothrottle(cgrp);
+
+ spin_lock(&iot->lock);
+ if (!iorate) {
+ /* Delete a block device limiting rule */
+ n = iothrottle_delete_node(iot, dev);
+ goto out2;
+ }
+ n = iothrottle_search_node(iot, dev);
+ if (n) {
+ /* Update a block device limiting rule */
+ iothrottle_replace_node(iot, n, newn);
+ goto out2;
+ }
+ /* Add a new block device limiting rule */
+ iothrottle_insert_node(iot, newn);
+out2:
+ spin_unlock(&iot->lock);
+ cgroup_unlock();
+ if (n) {
+ synchronize_rcu();
+ kfree(n);
+ }
+out1:
+ kfree(buf);
+ return ret;
+}
+
+static struct cftype files[] = {
+ {
+ .name = "bandwidth",
+ .read_seq_string = iothrottle_read,
+ .write_string = iothrottle_write,
+ .max_write_len = 256,
+ },
+};
+
+static int iothrottle_populate(struct cgroup_subsys *ss, struct cgroup *cgrp)
+{
+ return cgroup_add_files(cgrp, ss, files, ARRAY_SIZE(files));
+}
+
+struct cgroup_subsys iothrottle_subsys = {
+ .name = "blockio",
+ .create = iothrottle_create,
+ .destroy = iothrottle_destroy,

```

```

+ .populate = iothrottle_populate,
+ .subsys_id = iothrottle_subsys_id,
+};
+
+/*
+ * Note: called with rcu_read_lock() held.
+ */
+static unsigned long leaky_bucket(struct iothrottle_node *n, ssize_t bytes)
+{
+ unsigned long delta, t;
+ long sleep, stat;
+
+ /* Account the i/o activity */
+ atomic_long_add(bytes, &n->stat);
+
+ /* Evaluate if we need to throttle the current process */
+ delta = (long)jiffies - (long)n->timestamp;
+ if (!delta)
+ return 0;
+
+ /*
+ * NOTE: n->iorate cannot be set to zero here, iorate can only change
+ * via the userspace->kernel interface that in case of update fully
+ * replaces the iothrottle_node pointer in the list, using the RCU way.
+ */
+ stat = atomic_long_read(&n->stat);
+ if (stat > 0) {
+ t = usecs_to_jiffies(stat * USEC_PER_SEC / n->iorate);
+ if (!t)
+ return 0;
+ sleep = t - delta;
+ if (unlikely(sleep > 0))
+ return sleep;
+ }
+ /* Reset i/o statistics */
+ atomic_long_set(&n->stat, 0);
+ /*
+ * NOTE: be sure i/o statistics have been resetted before updating the
+ * timestamp, otherwise a very small time delta may possibly be read by
+ * another CPU w.r.t. accounted i/o statistics, generating unnecessary
+ * long sleeps.
+ */
+ smp_wmb();
+ n->timestamp = jiffies;
+ return 0;
+}
+
+/*

```

```

+ * Note: called with rcu_read_lock() held.
+ * XXX: need locking in order to evaluate a consistent sleep???
+ */
+static unsigned long token_bucket(struct iothrottle_node *n, ssize_t bytes)
+{
+ unsigned long iorate = n->iorate / MSEC_PER_SEC;
+ unsigned long delta;
+ long tok;
+
+ BUG_ON(!iorate);
+
+ atomic_long_sub(bytes, &n->token);
+ delta = jiffies_to_msecs((long)jiffies - (long)n->timestamp);
+ n->timestamp = jiffies;
+ tok = atomic_long_read(&n->token);
+ if (delta && tok < n->bucket_size) {
+ tok += delta * iorate;
+ pr_debug("io-throttle: adding %lu tokens\n", delta * iorate);
+ if (tok > n->bucket_size)
+ tok = n->bucket_size;
+ atomic_long_set(&n->token, tok);
+ }
+ atomic_long_set(&n->token, tok);
+
+ return (tok < 0) ? msecs_to_jiffies(-tok / iorate) : 0;
+}
+
+/**
+ * cgroup_io_throttle() - account and throttle i/o activity
+ * @bdev: block device involved for the i/o.
+ * @bytes: size in bytes of the i/o operation.
+ * @can_sleep: used to set to 1 if we're in a sleep()able context, 0
+ * otherwise; into a non-sleep()able context we only account the
+ * i/o activity without applying any throttling sleep.
+ *
+ * This is the core of the block device i/o bandwidth controller. This function
+ * must be called by any function that generates i/o activity (directly or
+ * indirectly). It provides both i/o accounting and throttling functionalities;
+ * throttling is disabled if @can_sleep is set to 0.
+ *
+ * Returns the value of sleep in jiffies if it was not possible to schedule the
+ * timeout.
+ */
+unsigned long
+cgroup_io_throttle(struct block_device *bdev, ssize_t bytes, int can_sleep)
+{
+ struct iothrottle *iot;
+ struct iothrottle_node *n;

```

```

+ dev_t dev;
+ unsigned long sleep;
+
+ if (unlikely(!bdev))
+ return 0;
+ /*
+  * WARNING: in_atomic() do not know about held spinlocks in
+  * non-preemptible kernels, but we want to check it here to raise
+  * potential bugs by preemptible kernels.
+  */
+ WARN_ON_ONCE(can_sleep &&
+ (irqs_disabled() || in_interrupt() || in_atomic()));
+ /*
+  * Do not make kernel threads to sleep, since they may completely block
+  * other cgroups, the i/o on other devices or even the whole system.
+  */
+ if (current->flags & PF_KTHREAD)
+ can_sleep = 0;
+ /*
+  * AIO is accounted in io_submit_one(); instead of making the current
+  * task to sleep, AIO throttling is performed returning -EAGAIN from
+  * sys_io_submit().
+  */
+ if (is_in_aio() && (bytes >= 0))
+ return 0;
+
+
+ iot = task_to_iothrottle(current);
+
+ BUG_ON(!iot);
+ BUG_ON(!bdev->bd_inode || !bdev->bd_disk);
+
+ /* accounting and throttling is done only on entire block devices */
+ dev = MKDEV(MAJOR(bdev->bd_inode->i_rdev), bdev->bd_disk->first_minor);
+
+ rcu_read_lock();
+ n = iothrottle_search_node(iot, dev);
+ if (!n || !n->iorate) {
+ rcu_read_unlock();
+ return 0;
+ }
+ switch (n->strategy) {
+ case IOTHROTTLLE_LEAKY_BUCKET:
+ sleep = leaky_bucket(n, bytes);
+ break;
+ case IOTHROTTLLE_TOKEN_BUCKET:
+ sleep = token_bucket(n, bytes);
+ break;
+ default:

```

```

+ sleep = 0;
+ }
+ if (unlikely(can_sleep && sleep && (bytes >= 0))) {
+ rcu_read_unlock();
+ pr_debug("io-throttle: task %p (%s) must sleep %lu jiffies\n",
+ current, current->comm, sleep);
+ schedule_timeout_killable(sleep);
+ return 0;
+ }
+ rcu_read_unlock();
+
+ return sleep;
+}
+EXPORT_SYMBOL(cgroup_io_throttle);
diff --git a/include/linux/blk-io-throttle.h b/include/linux/blk-io-throttle.h
new file mode 100644
index 0000000..d2d8b04
--- /dev/null
+++ b/include/linux/blk-io-throttle.h
@@ -0,0 +1,41 @@
+#ifndef BLK_IO_THROTTLE_H
+#define BLK_IO_THROTTLE_H
+
+#include <linux/sched.h>
+
+#ifdef CONFIG_CGROUP_IO_THROTTLE
+extern unsigned long
+cgroup_io_throttle(struct block_device *bdev, ssize_t bytes, int can_sleep);
+
+static inline void set_in_aio(void)
+{
+ atomic_set(&current->in_aio, 1);
+}
+
+static inline void unset_in_aio(void)
+{
+ atomic_set(&current->in_aio, 0);
+}
+
+static inline int is_in_aio(void)
+{
+ return atomic_read(&current->in_aio);
+}
+#else
+static inline unsigned long
+cgroup_io_throttle(struct block_device *bdev, ssize_t bytes, int can_sleep)
+{
+ return 0;

```

```

+}
+
+static inline void set_in_aio(void) { }
+
+static inline void unset_in_aio(void) { }
+
+static inline int is_in_aio(void)
+{
+ return 0;
+}
+#endif /* CONFIG_CGROUP_IO_THROTTLE */
+
+#endif /* BLK_IO_THROTTLE_H */
diff --git a/include/linux/cgroup_subsys.h b/include/linux/cgroup_subsys.h
index 23c02e2..198ee52 100644
--- a/include/linux/cgroup_subsys.h
+++ b/include/linux/cgroup_subsys.h
@@ -52,3 +52,9 @@ SUBSYS(memrlimit_cgroup)
#endif

/* */
+
+#ifdef CONFIG_CGROUP_IO_THROTTLE
+SUBSYS(iothrottle)
+#endif
+
+/* */
diff --git a/init/Kconfig b/init/Kconfig
index 162d462..a87189d 100644
--- a/init/Kconfig
+++ b/init/Kconfig
@@ -306,6 +306,16 @@ config CGROUP_DEVICE
    Provides a cgroup implementing whitelists for devices which
    a process in the cgroup can mknod or open.

+config CGROUP_IO_THROTTLE
+ bool "Enable cgroup I/O throttling (EXPERIMENTAL)"
+ depends on CGROUPS && EXPERIMENTAL
+ help
+   This allows to limit the maximum I/O bandwidth for specific
+   cgroup(s).
+   See Documentation/controllers/io-throttle.txt for more information.
+
+   If unsure, say N.
+
+config CPUSETS
+ bool "Cpuset support"
+ depends on SMP && CGROUPS

```

--

1.5.4.3

---

Containers mailing list

Containers@lists.linux-foundation.org

<https://lists.linux-foundation.org/mailman/listinfo/containers>

---