
Subject: Re: [PATCH v7 1/3] cgroups: read-write lock CLONE_THREAD forking per threadgroup

Posted by [Ben Blum](#) on Fri, 04 Feb 2011 21:25:15 GMT

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On Mon, Jan 24, 2011 at 01:05:29PM -0800, Andrew Morton wrote:

> On Sun, 26 Dec 2010 07:09:51 -0500

> Ben Blum <bblum@andrew.cmu.edu> wrote:

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> > taken for reading in the fork path, under CONFIG_CGROUPS. If another part of

> > the kernel later wants to use such a locking mechanism, the CONFIG_CGROUPS

> > ifdefs should be changed to a higher-up flag that CGROUPS and the other system

> > would both depend on.

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> > This is a pre-patch for cgroup-procs-write.patch.

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> > +/* See the declaration of threadgroup_fork_lock in signal_struct. */

> > +#ifdef CONFIG_CGROUPS

> > +static inline void threadgroup_fork_read_lock(struct task_struct *tsk)

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> > + down_read(&tsk->signal->threadgroup_fork_lock);

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> includes sched.h. It would be nicer to make the kernel build

> finer-grained, rather than blunter-grained. Don't be afraid to add new

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Hmm, good point. But there's also:

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+#ifdef CONFIG_CGROUPS
+ struct rw_semaphore threadgroup_fork_lock;
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in the signal_struct, also in sched.h, which needs to be there. Or I could change it to a struct pointer with a forward incomplete declaration above, and kcalloc/kfree it? I don't like adding more alloc/free calls but don't know if it's more or less important than header granularity.

-- Ben

Containers mailing list
Containers@lists.linux-foundation.org
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Subject: Re: [PATCH v7 1/3] cgroups: read-write lock CLONE_THREAD forking per threadgroup

Posted by [akpm](#) on Fri, 04 Feb 2011 21:36:57 GMT

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On Fri, 4 Feb 2011 16:25:15 -0500

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What about adding a new header file which includes rwsem.h and sched.h and then defines the new interfaces?

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Posted by [Ben Blum](#) on Fri, 04 Feb 2011 21:43:54 GMT

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> and then defines the new interfaces?

Er, I mean the definition of signal_struct needs rwsem.h as well, not just the threadgroup_fork_* functions. (And I suspect moving signal_struct somewhere else would give bigger problems...)

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