
Subject: Re: [PATCH 3/8] Add container pointer on mm_struct
Posted by [Andrew Morton](#) on Wed, 30 May 2007 21:45:12 GMT
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On Wed, 30 May 2007 19:29:26 +0400
Pavel Emelianov <xemul@openvz.org> wrote:

```
> Naturally mm_struct determines the resource consumer in memory
> accounting. So each mm_struct should have a pointer on container
> it belongs to. When a new task is created its mm_struct is
> assigned to the container this task belongs to.
>
>
>
> diff -upr linux-2.6.22-rc2-mm1.orig/include/linux/sched.h
linux-2.6.22-rc2-mm1-0/include/linux/sched.h
> --- linux-2.6.22-rc2-mm1.orig/include/linux/sched.h 2007-05-30 16:13:08.000000000 +0400
> +++ linux-2.6.22-rc2-mm1-0/include/linux/sched.h 2007-05-30 16:13:09.000000000 +0400
> @@ -390,6 +390,9 @@ struct mm_struct {
>  /* aio bits */
>  rwlock_t ioctx_list_lock;
>  struct kiocx *ioctx_list;
> +#ifdef CONFIG_RSS_CONTAINER
> + struct rss_container *rss_container;
> +#endif
> };
>
> struct sighand_struct {
> diff -upr linux-2.6.22-rc2-mm1.orig/kernel/fork.c linux-2.6.22-rc2-mm1-0/kernel/fork.c
> --- linux-2.6.22-rc2-mm1.orig/kernel/fork.c 2007-05-30 16:13:08.000000000 +0400
> +++ linux-2.6.22-rc2-mm1-0/kernel/fork.c 2007-05-30 16:13:09.000000000 +0400
> @@ -57,6 +57,8 @@
> #include <asm/cacheflush.h>
> #include <asm/tlbflush.h>
>
> +#include <linux/rss_container.h>
> +
> /*
>  * Protected counters by write_lock_irq(&tasklist_lock)
>  */
> @@ -329,7 +331,7 @@ static inline void mm_free_pgd(struct mm
>
> #include <linux/init_task.h>
>
> -static struct mm_struct * mm_init(struct mm_struct * mm)
> +static struct mm_struct * mm_init(struct mm_struct *mm, struct task_struct *tsk)
> {
>  atomic_set(&mm->mm_users, 1);
```

```
> atomic_set(&mm->mm_count, 1);
> @@ -344,11 +346,14 @@ static struct mm_struct * mm_init(struct
> mm->ioctx_list = NULL;
> mm->free_area_cache = TASK_UNMAPPED_BASE;
> mm->cached_hole_size = ~0UL;
> + mm_init_container(mm, tsk);
```

mm_init_container() doesn't get added until the next patch, so you just broke git-bisect.

Please try to ensure that the kernel builds and runs at each stage of your patch series. You can assume that your newly-added CONFIG_ items are set to =n for this purpose.
