
Subject: [RFC] [PATCH 3/3] Generalize CFS core and provide per-user fairness
Posted by [Srivatsa Vaddagiri](#) on Wed, 23 May 2007 16:56:17 GMT
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This patch reuses CFS core to provide inter task-group fairness. For demonstration purpose, the patch also extends CFS to provide per-user fairness. The patch is very experimental atm and in particular, SMP LOAD BALANCE IS DISABLED to keep the patch simple. I think group-based smp load balance is more trickier and I intend to look at it next.

Although user id is chosen as the basis of grouping tasks, the patch can be adapted to work with other task grouping mechanisms (like : <http://lkml.org/lkml/2007/4/27/146>).

Signed-off-by : Srivatsa Vaddagiri <vatsa@in.ibm.com>

arch/i386/Kconfig | 6
arch/x86_64/Kconfig | 6
include/linux/sched.h | 16
kernel/sched.c | 256 ++++++++-----
kernel/sched_debug.c | 4
kernel/sched_fair.c | 820 ++++++++-----
kernel/sched_rt.c | 2
kernel/user.c | 5
8 files changed, 753 insertions(+), 362 deletions(-)

Index: linux-2.6.21-rc7/arch/i386/Kconfig

=====

--- linux-2.6.21-rc7.orig/arch/i386/Kconfig 2007-05-23 20:46:38.000000000 +0530
+++ linux-2.6.21-rc7/arch/i386/Kconfig 2007-05-23 20:48:39.000000000 +0530
@@ -307,6 +307,12 @@
making when dealing with multi-core CPU chips at a cost of slightly
increased overhead in some places. If unsure say N here.

+config FAIR_USER_SCHED
+ bool "Fair user scheduler"
+ default n
+ help
+ Fair user scheduler
+
source "kernel/Kconfig.preempt"

config X86_UP_APIC
Index: linux-2.6.21-rc7/arch/x86_64/Kconfig

```

--- linux-2.6.21-rc7.orig/arch/x86_64/Kconfig 2007-05-23 20:46:38.000000000 +0530
+++ linux-2.6.21-rc7/arch/x86_64/Kconfig 2007-05-23 20:48:39.000000000 +0530
@@ -330,6 +330,12 @@
    making when dealing with multi-core CPU chips at a cost of slightly
    increased overhead in some places. If unsure say N here.

```

```

+config FAIR_USER_SCHED
+ bool "Fair user scheduler"
+ default n
+ help
+   Fair user scheduler
+
+   source "kernel/Kconfig.preempt"

```

```

config NUMA
Index: linux-2.6.21-rc7/include/linux/sched.h

```

```

=====
--- linux-2.6.21-rc7.orig/include/linux/sched.h 2007-05-23 20:48:34.000000000 +0530
+++ linux-2.6.21-rc7/include/linux/sched.h 2007-05-23 20:48:39.000000000 +0530
@@ -551,6 +551,16 @@
#define is_rt_policy(p) ((p) != SCHED_NORMAL && (p) != SCHED_BATCH)
#define has_rt_policy(p) unlikely(is_rt_policy((p)->policy))

```

```

+msgid CONFIG_FAIR_USER_SCHED
+int sched_alloc_user(struct user_struct *user);
+void sched_free_user(struct user_struct *user);
+void sched_move_task(struct user_struct *old);
+else
+static inline int sched_alloc_user(struct user_struct *user) { return 0; }
+static inline void sched_free_user(struct user_struct *user) { }
+static inline void sched_move_task(struct user_struct *user) { }
+endif

```

```

+
+/*
+ * Some day this will be a full-fledged user tracking system..
+ */

```

```

@@ -575,6 +585,10 @@
/* Hash table maintenance information */
struct list_head uidhash_list;
uid_t uid;
+msgid CONFIG_FAIR_USER_SCHED
+ struct sched_entity *se; /* per-cpu sched_entity */
+ struct irq *irq; /* per-cpu runqueue for this user */
+endif
};

```

```

extern struct user_struct *find_user(uid_t);
@@ -859,6 +873,8 @@

```

```

s64 fair_key;
s64 sum_wait_runtime, sum_sleep_runtime;
unsigned long wait_runtime_overruns, wait_runtime_underruns;
+ struct sched_entity *parent;
+ struct Irq *my_q;    /* The queue owned by this entity */
};

```

```

struct task_struct {

```

```

Index: linux-2.6.21-rc7/kernel/sched.c

```

```

=====

```

```

--- linux-2.6.21-rc7.orig/kernel/sched.c 2007-05-23 20:48:34.000000000 +0530

```

```

+++ linux-2.6.21-rc7/kernel/sched.c 2007-05-23 20:48:39.000000000 +0530

```

```

@@ -129,6 +129,14 @@

```

```

    struct rb_root tasks_timeline;
    struct rb_node *rb_leftmost;
    struct rb_node *rb_load_balance_curr;
+ struct sched_entity *curr;
+ unsigned int *sched_granularity; /* &sysctl_sched_granularity */
+ struct rq *rq;
+ unsigned long nice_0_load;
+ #ifdef CONFIG_FAIR_USER_SCHED
+ struct list_head Irq_list;
+ struct rcu_head rcu;
+ #endif
};

```

```

/*

```

```

@@ -164,6 +172,7 @@

```

```

    struct task_struct *curr, *idle;
    unsigned long next_balance;
+ unsigned long rt_load;
    struct mm_struct *prev_mm;

```

```

    u64 clock, prev_clock_raw;

```

```

@@ -214,6 +223,32 @@

```

```

    struct lock_class_key rq_lock_key;
};

```

```

+ #define NICE_0_LOAD SCHED_LOAD_SCALE

```

```

+ #define NICE_0_SHIFT SCHED_LOAD_SHIFT

```

```

+

```

```

+ #ifdef CONFIG_FAIR_USER_SCHED

```

```

+ static struct sched_entity root_user_se[NR_CPUS];

```

```

+ static struct Irq root_user_Irq[NR_CPUS];

```

```

+

```

```

+ static inline void init_se(struct sched_entity *se, struct Irq *Irq)

```

```

+ {

```



```

- rq->lrq.raw_weighted_load -= p->se.load_weight;
+ /* Hack - needs better handling */
+ if (p->sched_class == &rt_sched_class)
+   rq->rt_load -= p->se.load_weight;
+ }

static inline void inc_nr_running(struct task_struct *p, struct rq *rq)
@@ -728,10 +766,32 @@
    return cpu_curr(task_cpu(p)) == p;
}

#ifdef CONFIG_FAIR_USER_SCHED
+
+ #define for_each_lrq(rq, lrq) \
+   for (lrq = container_of((rq)->lrq_list.next, struct lrq, lrq_list); \
+        prefetch(rcu_dereference(lrq->lrq_list.next)), lrq != &(rq)->lrq; \
+        lrq = container_of(lrq->lrq_list.next, struct lrq, lrq_list))
+
+ #else
+
+ #define for_each_lrq(rq, lrq) \
+   for (lrq = &rq->lrq; lrq != NULL; lrq = NULL)
+
+ #endif
+
+ /* Used instead of source_load when we know the type == 0 */
+ unsigned long weighted_cpuload(const int cpu)
+ {
+   - return cpu_rq(cpu)->lrq.raw_weighted_load;
+   + struct lrq *lrq;
+   + unsigned long weight = 0;
+   +
+   + for_each_lrq(cpu_rq(cpu), lrq)
+   +   weight += lrq->raw_weighted_load;
+   +
+   + weight += cpu_rq(cpu)->rt_load;
+   +
+   + return weight;
+ }

#ifdef CONFIG_SMP
@@ -761,6 +821,10 @@
    if (p->se.sleep_start_fair)
        p->se.sleep_start_fair -= fair_clock_offset;

#ifdef CONFIG_FAIR_USER_SCHED
+   p->se.parent = &p->user->se[new_cpu];
+ #endif

```

```

+
task_thread_info(p)->cpu = new_cpu;

}
@@ -863,12 +927,18 @@
*/
static inline unsigned long source_load(int cpu, int type)
{
- struct rq *rq = cpu_rq(cpu);
+ unsigned long rwl, cpl = 0;
+ struct lrq *lrq;
+
+ rwl = weighted_cpuload(cpu);

if (type == 0)
- return rq->lrq.raw_weighted_load;
+ return rwl;
+
+ for_each_lrq(cpu_rq(cpu), lrq)
+ cpl += lrq->cpu_load[type-1];

- return min(rq->lrq.cpu_load[type-1], rq->lrq.raw_weighted_load);
+ return min(cpl, rwl);
}

/*
@@ -877,12 +947,18 @@
*/
static inline unsigned long target_load(int cpu, int type)
{
- struct rq *rq = cpu_rq(cpu);
+ unsigned long rwl, cpl = 0;
+ struct lrq *lrq;
+
+ rwl = weighted_cpuload(cpu);

if (type == 0)
- return rq->lrq.raw_weighted_load;
+ return rwl;
+
+ for_each_lrq(cpu_rq(cpu), lrq)
+ cpl += lrq->cpu_load[type-1];

- return max(rq->lrq.cpu_load[type-1], rq->lrq.raw_weighted_load);
+ return max(cpl, rwl);
}

/*

```

```

@@ -893,7 +969,7 @@
    struct rq *rq = cpu_rq(cpu);
    unsigned long n = rq->nr_running;

- return n ? rq->lrq.raw_weighted_load / n : SCHED_LOAD_SCALE;
+ return n ? weighted_cpuload(cpu) / n : SCHED_LOAD_SCALE;
}

/*
@@ -1583,59 +1659,6 @@
    return running + uninterruptible;
}

-static void update_load_fair(struct rq *this_rq)
-{
- unsigned long this_load, fair_delta, exec_delta, idle_delta;
- unsigned int i, scale;
- s64 fair_delta64, exec_delta64;
- unsigned long tmp;
- u64 tmp64;
-
- this_rq->lrq.nr_load_updates++;
- if (!(sysctl_sched_load_smoothing & 64)) {
- this_load = this_rq->lrq.raw_weighted_load;
- goto do_avg;
- }
-
- fair_delta64 = this_rq->lrq.fair_clock -
- this_rq->lrq.prev_fair_clock + 1;
- this_rq->lrq.prev_fair_clock = this_rq->lrq.fair_clock;
-
- exec_delta64 = this_rq->lrq.exec_clock -
- this_rq->lrq.prev_exec_clock + 1;
- this_rq->lrq.prev_exec_clock = this_rq->lrq.exec_clock;
-
- if (fair_delta64 > (s64)LONG_MAX)
- fair_delta64 = (s64)LONG_MAX;
- fair_delta = (unsigned long)fair_delta64;
-
- if (exec_delta64 > (s64)LONG_MAX)
- exec_delta64 = (s64)LONG_MAX;
- exec_delta = (unsigned long)exec_delta64;
- if (exec_delta > TICK_NSEC)
- exec_delta = TICK_NSEC;
-
- idle_delta = TICK_NSEC - exec_delta;
-
- tmp = (SCHED_LOAD_SCALE * exec_delta) / fair_delta;

```

```

- tmp64 = (u64)tmp * (u64)exec_delta;
- do_div(tmp64, TICK_NSEC);
- this_load = (unsigned long)tmp64;
-
-do_avg:
- /* Update our load: */
- for (i = 0, scale = 1; i < CPU_LOAD_IDX_MAX; i++, scale += scale) {
- unsigned long old_load, new_load;
-
- /* scale is effectively 1 << i now, and >> i divides by scale */
-
- old_load = this_rq->lrq.cpu_load[i];
- new_load = this_load;
-
- this_rq->lrq.cpu_load[i] = (old_load*(scale-1) + new_load) >> i;
- }
-}
-
#ifdef CONFIG_SMP

/*
@@ -1999,7 +2022,7 @@

    avg_load += load;
    sum_nr_running += rq->nr_running;
- sum_weighted_load += rq->lrq.raw_weighted_load;
+ sum_weighted_load += weighted_cpuload(i);
}

/*
@@ -2227,18 +2250,19 @@
int i;

for_each_cpu_mask(i, group->cpumask) {
+ unsigned long rwl;

if (!cpu_isset(i, *cpus))
continue;

rq = cpu_rq(i);
+ rwl = weighted_cpuload(i);

- if (rq->nr_running == 1 &&
-     rq->lrq.raw_weighted_load > imbalance)
+ if (rq->nr_running == 1 && rwl > imbalance)
    continue;

- if (rq->lrq.raw_weighted_load > max_load) {

```

```

- max_load = rq->lq.raw_weighted_load;
+ if (rwl > max_load) {
+   max_load = rwl;
+   busiest = rq;
+ }
+ }
@@ -5988,6 +6012,12 @@
    */
    rt_sched_class.next = &fair_sched_class;
    fair_sched_class.next = NULL;
#ifdef CONFIG_FAIR_USER_SCHED
+ root_user.se = root_user_se; /* per-cpu schedulable entities */
+ root_user.lq = root_user_lq; /* per-cpu runqueue */
+ root_user_lq[0].curr = &current->se; /* todo: remove this */
+ cpu_rq(0)->lq.curr = current->se.parent = &root_user.se[0];
#endif

    for_each_possible_cpu(i) {
        struct prio_array *array;
@@ -5999,6 +6029,9 @@
        rq->nr_running = 0;
        rq->lq.tasks_timeline = RB_ROOT;
        rq->clock = rq->lq.fair_clock = 1;
+   rq->lq.nice_0_load = NICE_0_LOAD;
+   rq->lq.sched_granularity = &sysctl_sched_granularity;
+   rq->lq.rq = rq;

        for (j = 0; j < CPU_LOAD_IDX_MAX; j++)
            rq->lq.cpu_load[j] = 0;
@@ -6020,6 +6053,16 @@
        highest_cpu = i;
        /* delimiter for bitsearch: */
        __set_bit(MAX_RT_PRIO, array->bitmap);
#ifdef CONFIG_FAIR_USER_SCHED
+   INIT_LIST_HEAD(&rq->lq.lq_list);
+   {
+       struct lq *lq = &current->user->lq[i];
+       struct sched_entity *se = &current->user->se[i];
+       +
+       +   init_se(se, lq);
+       +   init_lq(lq, rq);
+   }
#endif
    }

    set_load_weight(&init_task);
@@ -6176,3 +6219,74 @@
}

```

```

#endif
+
+ #ifdef CONFIG_FAIR_USER_SCHED
+
+ int sched_alloc_user(struct user_struct *new)
+ {
+     int i = num_possible_cpus();
+
+     new->se = kzalloc(sizeof(struct sched_entity) * i, GFP_KERNEL);
+     if (!new->se)
+         return -ENOMEM;
+
+     new->lrq = kzalloc(sizeof(struct lrq) * i, GFP_KERNEL);
+     if (!new->lrq) {
+         kfree(new->se);
+         return -ENOMEM;
+     }
+
+     for_each_possible_cpu(i) {
+         struct lrq *lrq = &new->lrq[i];
+         struct sched_entity *se = &new->se[i];
+         struct rq *rq = cpu_rq(i);
+
+         init_se(se, lrq);
+         init_lrq(lrq, rq);
+     }
+
+     return 0;
+ }
+
+ static void free_lrq(struct rcu_head *rhp)
+ {
+     struct lrq *lrq = container_of(rhp, struct lrq, rcu);
+
+     kfree(lrq);
+ }
+
+ void sched_free_user(struct user_struct *up)
+ {
+     int i;
+     struct lrq *lrq;
+
+     for_each_possible_cpu(i) {
+         lrq = &up->lrq[i];
+         list_del_rcu(&lrq->lrq_list);
+     }
+ }
+

```


=====

--- linux-2.6.21-rc7.orig/kernel/sched_fair.c 2007-05-23 20:48:34.000000000 +0530

+++ linux-2.6.21-rc7/kernel/sched_fair.c 2007-05-23 20:48:39.000000000 +0530

@@ -46,19 +46,25 @@

```
extern struct sched_class fair_sched_class;
```

```
+#define entity_is_task(t)    (!t->my_q)
```

```
+#define task_entity(t)      container_of(t, struct task_struct, se)
```

```
+static inline void update_curr(struct lrq *lrq, u64 now);
```

```
+
```

```
/******
```

```
/* Scheduling class tree data structure manipulation methods:
```

```
*/
```

```
+/***** Start generic schedulable entity operations *****/
```

```
+
```

```
/*
```

```
 * Enqueue a task into the rb-tree:
```

```
*/
```

```
-static inline void __enqueue_task_fair(struct rq *rq, struct task_struct *p)
```

```
+static inline void __enqueue_entity(struct lrq *lrq, struct sched_entity *p)
```

```
{
```

```
- struct rb_node **link = &rq->lrq.tasks_timeline.rb_node;
```

```
+ struct rb_node **link = &lrq->tasks_timeline.rb_node;
```

```
  struct rb_node *parent = NULL;
```

```
- struct task_struct *entry;
```

```
- s64 key = p->se.fair_key;
```

```
+ struct sched_entity *entry;
```

```
+ s64 key = p->fair_key;
```

```
  int leftmost = 1;
```

```
/*
```

```
@@ -66,12 +72,12 @@
```

```
*/
```

```
while (*link) {  
  parent = *link;
```

```
- entry = rb_entry(parent, struct task_struct, se.run_node);
```

```
+ entry = rb_entry(parent, struct sched_entity, run_node);
```

```
/*
```

```
 * We dont care about collisions. Nodes with
```

```
 * the same key stay together.
```

```
*/
```

```
- if ((s64)(key - entry->se.fair_key) < 0) {
```

```
+ if ((s64)(key - entry->fair_key) < 0) {
```

```
  link = &parent->rb_left;
```

```
  } else {
```

```
    link = &parent->rb_right;
```

@@ -84,31 +90,35 @@

```
* used):
*/
if (leftmost)
- rq->lrq.rb_leftmost = &p->se.run_node;
+ lrq->rb_leftmost = &p->run_node;

- rb_link_node(&p->se.run_node, parent, link);
- rb_insert_color(&p->se.run_node, &rq->lrq.tasks_timeline);
+ rb_link_node(&p->run_node, parent, link);
+ rb_insert_color(&p->run_node, &lrq->tasks_timeline);
+ lrq->raw_weighted_load += p->load_weight;
+ p->on_rq = 1;
}

-static inline void __dequeue_task_fair(struct rq *rq, struct task_struct *p)
+static inline void __dequeue_entity(struct lrq *lrq, struct sched_entity *p)
{
- if (rq->lrq.rb_leftmost == &p->se.run_node)
- rq->lrq.rb_leftmost = NULL;
- rb_erase(&p->se.run_node, &rq->lrq.tasks_timeline);
+ if (lrq->rb_leftmost == &p->run_node)
+ lrq->rb_leftmost = NULL;
+ rb_erase(&p->run_node, &lrq->tasks_timeline);
+ lrq->raw_weighted_load -= p->load_weight;
+ p->on_rq = 0;
}

-static inline struct rb_node * first_fair(struct rq *rq)
+static inline struct rb_node * first_fair(struct lrq *lrq)
{
- if (rq->lrq.rb_leftmost)
- return rq->lrq.rb_leftmost;
+ if (lrq->rb_leftmost)
+ return lrq->rb_leftmost;
/* Cache the value returned by rb_first() */
- rq->lrq.rb_leftmost = rb_first(&rq->lrq.tasks_timeline);
- return rq->lrq.rb_leftmost;
+ lrq->rb_leftmost = rb_first(&lrq->tasks_timeline);
+ return lrq->rb_leftmost;
}

-static struct task_struct * __pick_next_task_fair(struct rq *rq)
+static struct sched_entity * __pick_next_entity(struct lrq *lrq)
{
- return rb_entry(first_fair(rq), struct task_struct, se.run_node);
+ return rb_entry(first_fair(lrq), struct sched_entity, run_node);
}
```

```

/*****
@@ -119,125 +129,126 @@
 * We rescale the rescheduling granularity of tasks according to their
 * nice level, but only linearly, not exponentially:
 */
-static u64
-niced_granularity(struct task_struct *curr, unsigned long granularity)
+static u64 niced_granularity(struct lrq *lrq, struct sched_entity *curr,
+ unsigned long granularity)
{
    /*
     * Negative nice levels get the same granularity as nice-0:
     */
- if (curr->se.load_weight >= NICE_0_LOAD)
+ if (curr->load_weight >= lrq->nice_0_load)
    return granularity;
    /*
     * Positive nice level tasks get linearly finer
     * granularity:
     */
- return curr->se.load_weight * (s64)(granularity / NICE_0_LOAD);
+ return curr->load_weight * (s64)(granularity / lrq->nice_0_load);
}

-unsigned long get_rq_load(struct rq *rq)
+unsigned long get_lrq_load(struct lrq *lrq)
{
- unsigned long load = rq->lrq.cpu_load[CPU_LOAD_IDX_MAX-1] + 1;
+ unsigned long load = lrq->cpu_load[CPU_LOAD_IDX_MAX-1] + 1;

    if (!(sysctl_sched_load_smoothing & 1))
- return rq->lrq.raw_weighted_load;
+ return lrq->raw_weighted_load;

    if (sysctl_sched_load_smoothing & 4)
- load = max(load, rq->lrq.raw_weighted_load);
+ load = max(load, lrq->raw_weighted_load);

    return load;
}

-static void limit_wait_runtime(struct rq *rq, struct task_struct *p)
+static void limit_wait_runtime(struct lrq *lrq, struct sched_entity *p)
{
- s64 limit = sysctl_sched_runtime_limit;
+ s64 limit = *(lrq->sched_granularity);
    s64 nice_limit = limit; // niced_granularity(p, limit);

```

```

/*
 * Niced tasks have the same history dynamic range as
 * non-niced tasks, but their limits are offset.
 */
- if (p->se.wait_runtime > nice_limit) {
- p->se.wait_runtime = nice_limit;
- p->se.wait_runtime_overruns++;
- rq->lrq.wait_runtime_overruns++;
+ if (p->wait_runtime > nice_limit) {
+ p->wait_runtime = nice_limit;
+ p->wait_runtime_overruns++;
+ lrq->wait_runtime_overruns++;
}
limit = (limit << 1) - nice_limit;
- if (p->se.wait_runtime < -limit) {
- p->se.wait_runtime = -limit;
- p->se.wait_runtime_underruns++;
- rq->lrq.wait_runtime_underruns++;
+ if (p->wait_runtime < -limit) {
+ p->wait_runtime = -limit;
+ p->wait_runtime_underruns++;
+ lrq->wait_runtime_underruns++;
}
}

-static void __add_wait_runtime(struct rq *rq, struct task_struct *p, s64 delta)
+static void
+__add_wait_runtime(struct lrq *lrq, struct sched_entity *p, s64 delta)
{
- p->se.wait_runtime += delta;
- p->se.sum_wait_runtime += delta;
- limit_wait_runtime(rq, p);
+ p->wait_runtime += delta;
+ p->sum_wait_runtime += delta;
+ limit_wait_runtime(lrq, p);
}

-static void add_wait_runtime(struct rq *rq, struct task_struct *p, s64 delta)
+static void add_wait_runtime(struct lrq *lrq, struct sched_entity *p, s64 delta)
{
- rq->lrq.wait_runtime -= p->se.wait_runtime;
- __add_wait_runtime(rq, p, delta);
- rq->lrq.wait_runtime += p->se.wait_runtime;
+ lrq->wait_runtime -= p->wait_runtime;
+ __add_wait_runtime(lrq, p, delta);
+ lrq->wait_runtime += p->wait_runtime;
}

```

```

/*
 * Update the current task's runtime statistics. Skip current tasks that
 * are not in our scheduling class.
 */
-static inline void update_curr(struct rq *rq, u64 now)
+static inline void _update_curr(struct lrq *lrq, u64 now)
{
    u64 delta_exec, delta_fair, delta_mine;
- struct task_struct *curr = rq->curr;
+ struct sched_entity *curr = lrq->curr;
+ struct task_struct *curtask = lrq->rq->curr;

- if (curr->sched_class != &fair_sched_class || curr == rq->idle
- || !curr->se.on_rq)
+ if (!curr->on_rq || !curr->exec_start)
    return;
/*
 * Get the amount of time the current task was running
 * since the last time we changed raw_weighted_load:
 */
- delta_exec = now - curr->se.exec_start;
- if (unlikely(delta_exec > curr->se.exec_max))
- curr->se.exec_max = delta_exec;
+ delta_exec = now - curr->exec_start;
+ if (unlikely(delta_exec > curr->exec_max))
+ curr->exec_max = delta_exec;

    if (sysctl_sched_load_smoothing & 1) {
- unsigned long load = get_rq_load(rq);
+ unsigned long load = get_lrq_load(lrq);

        if (sysctl_sched_load_smoothing & 2) {
- delta_fair = delta_exec * NICE_0_LOAD;
+ delta_fair = delta_exec * lrq->nice_0_load;
            do_div(delta_fair, load);
        } else {
- delta_fair = delta_exec * NICE_0_LOAD;
- do_div(delta_fair, rq->lrq.raw_weighted_load);
+ delta_fair = delta_exec * lrq->nice_0_load;
+ do_div(delta_fair, lrq->raw_weighted_load);
        }

- delta_mine = delta_exec * curr->se.load_weight;
+ delta_mine = delta_exec * curr->load_weight;
            do_div(delta_mine, load);
        } else {
- delta_fair = delta_exec * NICE_0_LOAD;

```

```

- delta_fair += rq->lrq.raw_weighted_load >> 1;
- do_div(delta_fair, rq->lrq.raw_weighted_load);
-
- delta_mine = delta_exec * curr->se.load_weight;
- delta_mine += rq->lrq.raw_weighted_load >> 1;
- do_div(delta_mine, rq->lrq.raw_weighted_load);
+ delta_fair = delta_exec * lrq->nice_0_load;
+ delta_fair += lrq->raw_weighted_load >> 1;
+ do_div(delta_fair, lrq->raw_weighted_load);
+
+ delta_mine = delta_exec * curr->load_weight;
+ delta_mine += lrq->raw_weighted_load >> 1;
+ do_div(delta_mine, lrq->raw_weighted_load);
}

- curr->se.sum_exec_runtime += delta_exec;
- curr->se.exec_start = now;
- rq->lrq.exec_clock += delta_exec;
+ curr->sum_exec_runtime += delta_exec;
+ curr->exec_start = now;
+ lrq->exec_clock += delta_exec;

/*
 * Task already marked for preemption, do not burden
 * it with the cost of not having left the CPU yet.
 */
- if (unlikely(test_tsk_thread_flag(curr, TIF_NEED_RESCHED)))
+ if (unlikely(test_tsk_thread_flag(curtask, TIF_NEED_RESCHED)))
    goto out_nowait;

- rq->lrq.fair_clock += delta_fair;
+ lrq->fair_clock += delta_fair;
/*
 * We executed delta_exec amount of time on the CPU,
 * but we were only entitled to delta_mine amount of
@@ -245,23 +256,23 @@
 * the two values are equal)
 * [Note: delta_mine - delta_exec is negative]:
 */
- add_wait_runtime(rq, curr, delta_mine - delta_exec);
+ add_wait_runtime(lrq, curr, delta_mine - delta_exec);
out_nowait:
;
}

static inline void
+update_stats_wait_start(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_wait_start(struct lrq *lrq, struct sched_entity *p, u64 now)

```

```

{
- p->se.wait_start_fair = rq->lrq.fair_clock;
- p->se.wait_start = now;
+ p->wait_start_fair = lrq->fair_clock;
+ p->wait_start = now;
}

/*
 * Task is being enqueued - update stats:
 */
static inline void
-update_stats_enqueue(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_enqueue(struct lrq *lrq, struct sched_entity *p, u64 now)
{
    s64 key;

@@ -269,35 +280,35 @@
    * Are we enqueueing a waiting task? (for current tasks
    * a dequeue/enqueue event is a NOP)
    */
- if (p != rq->curr)
- update_stats_wait_start(rq, p, now);
+ if (p != lrq->curr)
+ update_stats_wait_start(lrq, p, now);
/*
 * Update the key:
 */
- key = rq->lrq.fair_clock;
+ key = lrq->fair_clock;

/*
 * Optimize the common nice 0 case:
 */
- if (likely(p->se.load_weight == NICE_0_LOAD)) {
- key -= p->se.wait_runtime;
+ if (likely(p->load_weight == lrq->nice_0_load)) {
+ key -= p->wait_runtime;
    } else {
- int negative = p->se.wait_runtime < 0;
+ int negative = p->wait_runtime < 0;
    u64 tmp;

- if (p->se.load_weight > NICE_0_LOAD) {
+ if (p->load_weight > lrq->nice_0_load) {
    /* negative-reniced tasks get helped: */

    if (negative) {
- tmp = -p->se.wait_runtime;

```

```

- tmp *= NICE_0_LOAD;
- do_div(tmp, p->se.load_weight);
+ tmp = -p->wait_runtime;
+ tmp *= lrq->nice_0_load;
+ do_div(tmp, p->load_weight);

```

```

    key += tmp;
} else {
- tmp = p->se.wait_runtime;
- tmp *= p->se.load_weight;
- do_div(tmp, NICE_0_LOAD);
+ tmp = p->wait_runtime;
+ tmp *= p->load_weight;
+ do_div(tmp, lrq->nice_0_load);

```

```

    key -= tmp;
}
@@ -305,98 +316,98 @@
/* plus-reniced tasks get hurt: */

```

```

if (negative) {
- tmp = -p->se.wait_runtime;
+ tmp = -p->wait_runtime;

- tmp *= NICE_0_LOAD;
- do_div(tmp, p->se.load_weight);
+ tmp *= lrq->nice_0_load;
+ do_div(tmp, p->load_weight);

```

```

    key += tmp;
} else {
- tmp = p->se.wait_runtime;
+ tmp = p->wait_runtime;

- tmp *= p->se.load_weight;
- do_div(tmp, NICE_0_LOAD);
+ tmp *= p->load_weight;
+ do_div(tmp, lrq->nice_0_load);

```

```

    key -= tmp;
}
}
}

```

```

- p->se.fair_key = key;
+ p->fair_key = key;
}

```

```

/*
 * Note: must be called with a freshly updated rq->fair_clock.
 */
static inline void
-update_stats_wait_end(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_wait_end(struct lrq *lrq, struct sched_entity *p, u64 now)
{
    s64 delta_fair, delta_wait;

- delta_wait = now - p->se.wait_start;
- if (unlikely(delta_wait > p->se.wait_max))
- p->se.wait_max = delta_wait;
-
- if (p->se.wait_start_fair) {
- delta_fair = rq->lrq.fair_clock - p->se.wait_start_fair;
- if (unlikely(p->se.load_weight != NICE_0_LOAD))
- delta_fair = (delta_fair * p->se.load_weight) /
-     NICE_0_LOAD;
- add_wait_runtime(rq, p, delta_fair);
+ delta_wait = now - p->wait_start;
+ if (unlikely(delta_wait > p->wait_max))
+ p->wait_max = delta_wait;
+
+ if (p->wait_start_fair) {
+ delta_fair = lrq->fair_clock - p->wait_start_fair;
+ if (unlikely(p->load_weight != lrq->nice_0_load))
+ delta_fair = (delta_fair * p->load_weight) /
+     lrq->nice_0_load;
+ add_wait_runtime(lrq, p, delta_fair);
    }

- p->se.wait_start_fair = 0;
- p->se.wait_start = 0;
+ p->wait_start_fair = 0;
+ p->wait_start = 0;
}

static inline void
-update_stats_dequeue(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_dequeue(struct lrq *lrq, struct sched_entity *p, u64 now)
{
- update_curr(rq, now);
+ update_curr(lrq, now);
/*
 * Mark the end of the wait period if dequeuing a
 * waiting task:
 */
- if (p != rq->curr)

```

```

- update_stats_wait_end(rq, p, now);
+ if (p != lrq->curr)
+ update_stats_wait_end(lrq, p, now);
}

/*
 * We are picking a new current task - update its stats:
 */
static inline void
-update_stats_curr_start(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_curr_start(struct lrq *lrq, struct sched_entity *p, u64 now)
{
/*
 * We are starting a new run period:
 */
- p->se.exec_start = now;
+ p->exec_start = now;
}

/*
 * We are descheduling a task - update its stats:
 */
static inline void
-update_stats_curr_end(struct rq *rq, struct task_struct *p, u64 now)
+update_stats_curr_end(struct lrq *lrq, struct sched_entity *p, u64 now)
{
- update_curr(rq, now);
+ update_curr(lrq, now);

- p->se.exec_start = 0;
+ p->exec_start = 0;
}

/*****/
/* Scheduling class queueing methods:
 */

-static void enqueue_sleeper(struct rq *rq, struct task_struct *p)
+static void enqueue_sleeper(struct lrq *lrq, struct sched_entity *p)
{
- unsigned long load = get_rq_load(rq);
+ unsigned long load = get_lrq_load(lrq);
  u64 delta_fair = 0;

  if (!(sysctl_sched_load_smoothing & 16))
    goto out;

- delta_fair = rq->lrq.fair_clock - p->se.sleep_start_fair;

```

```

+ delta_fair = lrq->fair_clock - p->sleep_start_fair;
  if ((s64)delta_fair < 0)
    delta_fair = 0;

@@ -406,15 +417,15 @@
  */
  if (sysctl_sched_load_smoothing & 8) {
    delta_fair = delta_fair * load;
-   do_div(delta_fair, load + p->se.load_weight);
+   do_div(delta_fair, load + p->load_weight);
  }

- __add_wait_runtime(rq, p, delta_fair);
+ __add_wait_runtime(lrq, p, delta_fair);

out:
- rq->lrq.wait_runtime += p->se.wait_runtime;
+ lrq->wait_runtime += p->wait_runtime;

- p->se.sleep_start_fair = 0;
+ p->sleep_start_fair = 0;
}

/*
@@ -423,43 +434,43 @@
 * then put the task into the rbtree:
 */
static void
-enqueue_task_fair(struct rq *rq, struct task_struct *p, int wakeup, u64 now)
+enqueue_entity(struct lrq *lrq, struct sched_entity *p, int wakeup, u64 now)
{
  u64 delta = 0;

  /*
   * Update the fair clock.
   */
- update_curr(rq, now);
+ update_curr(lrq, now);

  if (wakeup) {
-   if (p->se.sleep_start) {
-     delta = now - p->se.sleep_start;
+   if (p->sleep_start && entity_is_task(p)) {
+     delta = now - p->sleep_start;
      if ((s64)delta < 0)
        delta = 0;

-   if (unlikely(delta > p->se.sleep_max))

```

```

- p->se.sleep_max = delta;
+ if (unlikely(delta > p->sleep_max))
+   p->sleep_max = delta;

- p->se.sleep_start = 0;
+ p->sleep_start = 0;
+ }
- if (p->se.block_start) {
-   delta = now - p->se.block_start;
+ if (p->block_start && entity_is_task(p)) {
+   delta = now - p->block_start;
+   if ((s64)delta < 0)
+     delta = 0;

- if (unlikely(delta > p->se.block_max))
-   p->se.block_max = delta;
+ if (unlikely(delta > p->block_max))
+   p->block_max = delta;

- p->se.block_start = 0;
+ p->block_start = 0;
+ }
- p->se.sum_sleep_runtime += delta;
+ p->sum_sleep_runtime += delta;

- if (p->se.sleep_start_fair)
-   enqueue_sleeper(rq, p);
+ if (p->sleep_start_fair)
+   enqueue_sleeper(lrq, p);
+ }
- update_stats_enqueue(rq, p, now);
- __enqueue_task_fair(rq, p);
+ update_stats_enqueue(lrq, p, now);
+ __enqueue_entity(lrq, p);
+ }

/*
@@ -468,18 +479,374 @@
 * update the fair scheduling stats:
 */
static void
-dequeue_task_fair(struct rq *rq, struct task_struct *p, int sleep, u64 now)
+dequeue_entity(struct lrq *lrq, struct sched_entity *p, int sleep, u64 now)
{
- update_stats_dequeue(rq, p, now);
+ update_stats_dequeue(lrq, p, now);
+ if (sleep) {
- if (p->state & TASK_INTERRUPTIBLE)

```

```

- p->se.sleep_start = now;
- if (p->state & TASK_UNINTERRUPTIBLE)
- p->se.block_start = now;
- p->se.sleep_start_fair = rq->lrq.fair_clock;
- rq->lrq.wait_runtime -= p->se.wait_runtime;
+ if (entity_is_task(p)) {
+ struct task_struct *tsk = task_entity(p);
+
+ if (tsk->state & TASK_INTERRUPTIBLE)
+ p->sleep_start = now;
+ if (tsk->state & TASK_UNINTERRUPTIBLE)
+ p->block_start = now;
+ }
+ p->sleep_start_fair = lrq->fair_clock;
+ lrq->wait_runtime -= p->wait_runtime;
+ }
+ __dequeue_entity(lrq, p);
+}
+
+/*
+ * Preempt the current task with a newly woken task if needed:
+ */
+static inline void
+__check_preempt_curr_fair(struct lrq *lrq, struct sched_entity *p,
+ struct sched_entity *curr, unsigned long granularity)
+{
+ s64 __delta = curr->fair_key - p->fair_key;
+
+ /*
+ * Take scheduling granularity into account - do not
+ * preempt the current task unless the best task has
+ * a larger than sched_granularity fairness advantage:
+ */
+ if (__delta > niced_granularity(lrq, curr, granularity))
+ resched_task(lrq->rq->curr);
+}
+
+static struct sched_entity * pick_next_entity(struct lrq *lrq, u64 now)
+{
+ struct sched_entity *p = __pick_next_entity(lrq);
+
+ /*
+ * Any task has to be enqueued before it get to execute on
+ * a CPU. So account for the time it spent waiting on the
+ * runqueue. (note, here we rely on pick_next_task() having
+ * done a put_prev_task_fair() shortly before this, which
+ * updated rq->fair_clock - used by update_stats_wait_end())
+ */

```

```

+ update_stats_wait_end(lrq, p, now);
+ update_stats_curr_start(lrq, p, now);
+ lrq->curr = p;
+
+ return p;
+}
+
+/*
+ * Account for a descheduled task:
+ */
+static void put_prev_entity(struct lrq *lrq, struct sched_entity *prev, u64 now)
+{
+ if (!prev) /* Don't update idle task's stats */
+ return;
+
+ update_stats_curr_end(lrq, prev, now);
+ /*
+ * If the task is still waiting for the CPU (it just got
+ * preempted), start the wait period:
+ */
+ if (prev->on_rq)
+ update_stats_wait_start(lrq, prev, now);
+}
+
+/*
+ * scheduler tick hitting a task of our scheduling class:
+ */
+static void entity_tick(struct lrq *lrq, struct sched_entity *curr)
+{
+ struct sched_entity *next;
+ u64 now = __rq_clock(lrq->rq);
+
+ /*
+ * Dequeue and enqueue the task to update its
+ * position within the tree:
+ */
+ dequeue_entity(lrq, curr, 0, now);
+ enqueue_entity(lrq, curr, 0, now);
+
+ /*
+ * Reschedule if another task tops the current one.
+ */
+ next = __pick_next_entity(lrq);
+ if (next == curr)
+ return;
+
+ if (entity_is_task(curr)) {
+ struct task_struct *c = task_entity(curr),

```

```

+     *n = task_entity(next);
+
+     if ((c == lrq->rq->idle) || (rt_prio(n->prio) &&
+         (n->prio < c->prio)))
+         resched_task(c);
+     } else
+         __check_preempt_curr_fair(lrq, next, curr,
+             *(lrq->sched_granularity));
+ }
+
+static void _update_load(struct lrq *this_rq)
+{
+     unsigned long this_load, fair_delta, exec_delta, idle_delta;
+     unsigned int i, scale;
+     s64 fair_delta64, exec_delta64;
+     unsigned long tmp;
+     u64 tmp64;
+
+     this_rq->nr_load_updates++;
+     if (!(sysctl_sched_load_smoothing & 64)) {
+         this_load = this_rq->raw_weighted_load;
+         goto do_avg;
+     }
+
+     fair_delta64 = this_rq->fair_clock -
+         this_rq->prev_fair_clock + 1;
+     this_rq->prev_fair_clock = this_rq->fair_clock;
+
+     exec_delta64 = this_rq->exec_clock -
+         this_rq->prev_exec_clock + 1;
+     this_rq->prev_exec_clock = this_rq->exec_clock;
+
+     if (fair_delta64 > (s64)LONG_MAX)
+         fair_delta64 = (s64)LONG_MAX;
+     fair_delta = (unsigned long)fair_delta64;
+
+     if (exec_delta64 > (s64)LONG_MAX)
+         exec_delta64 = (s64)LONG_MAX;
+     exec_delta = (unsigned long)exec_delta64;
+     if (exec_delta > TICK_NSEC)
+         exec_delta = TICK_NSEC;
+
+     idle_delta = TICK_NSEC - exec_delta;
+
+     tmp = (SCHED_LOAD_SCALE * exec_delta) / fair_delta;
+     tmp64 = (u64)tmp * (u64)exec_delta;
+     do_div(tmp64, TICK_NSEC);
+     this_load = (unsigned long)tmp64;

```

```

+
+do_avg:
+ /* Update our load: */
+ for (i = 0, scale = 1; i < CPU_LOAD_IDX_MAX; i++, scale += scale) {
+ unsigned long old_load, new_load;
+
+ /* scale is effectively 1 << i now, and >> i divides by scale */
+
+ old_load = this_rq->cpu_load[i];
+ new_load = this_load;
+
+ this_rq->cpu_load[i] = (old_load*(scale-1) + new_load) >> i;
+ }
+}
+
+/****** Start task operations *****/
+
+static inline struct lrq * task_grp_lrq(const struct task_struct *p)
+{
+ #ifdef CONFIG_FAIR_USER_SCHED
+ return &p->user->lrq[task_cpu(p)];
+ #else
+ return &task_rq(p)->lrq;
+ #endif
+}
+
+/*
+ * The enqueue_task method is called before nr_running is
+ * increased. Here we update the fair scheduling stats and
+ * then put the task into the rbtree:
+ */
+static void
+enqueue_task_fair(struct rq *rq, struct task_struct *p, int wakeup, u64 now)
+{
+ struct lrq *lrq = task_grp_lrq(p);
+ struct sched_entity *se = &p->se;
+
+ enqueue_entity(lrq, se, wakeup, now);
+ if (p == rq->curr)
+ lrq->curr = se;
+
+ if (likely(!se->parent || se->parent->on_rq))
+ return;
+
+ lrq = &rq->lrq;
+ se = se->parent;
+ if (p == rq->curr)
+ lrq->curr = se;

```

```

+ enqueue_entity(lrq, se, wakeup, now);
+ se->on_rq = 1;
+}
+
+/*
+ * The dequeue_task method is called before nr_running is
+ * decreased. We remove the task from the rbtree and
+ * update the fair scheduling stats:
+ */
+static void
+dequeue_task_fair(struct rq *rq, struct task_struct *p, int sleep, u64 now)
+{
+ struct lrq *lrq = task_grp_lrq(p);
+ struct sched_entity *se = &p->se;
+
+ dequeue_entity(lrq, se, sleep, now);
+
+ if (likely(!se->parent || lrq->raw_weighted_load))
+ return;
+
+ se = se->parent;
+ lrq = &rq->lrq;
+ dequeue_entity(lrq, se, sleep, now);
+ se->on_rq = 0;
+}
+
+static struct task_struct * pick_next_task_fair(struct rq *rq, u64 now)
+{
+ struct lrq *lrq;
+ struct sched_entity *se;
+
+ lrq = &rq->lrq;
+ se = pick_next_entity(lrq, now);
+
+ if (se->my_q) {
+ lrq = se->my_q;
+ se = pick_next_entity(lrq, now);
+ }
+
+ return task_entity(se);
+}
+
+/*
+ * Account for a descheduled task:
+ */
+static void put_prev_task_fair(struct rq *rq, struct task_struct *prev, u64 now)
+{
+ struct lrq *lrq = task_grp_lrq(prev);

```

```

+ struct sched_entity *se = &prev->se;
+
+ if (prev == rq->idle)
+ return;
+
+ put_prev_entity(lrq, se, now);
+
+ if (!se->parent)
+ return;
+
+ se = se->parent;
+ lrq = &rq->lrq;
+ put_prev_entity(lrq, se, now);
+}
+
+/*
+ * scheduler tick hitting a task of our scheduling class:
+ */
+static void task_tick_fair(struct rq *rq, struct task_struct *curr)
+{
+ struct lrq *lrq;
+ struct sched_entity *se;
+
+ se = &curr->se;
+ lrq = task_grp_lrq(curr);
+ entity_tick(lrq, se);
+
+ if (likely(!se->parent))
+ return;
+
+ /* todo: reduce tick frequency at higher scheduling levels? */
+ se = se->parent;
+ lrq = &rq->lrq;
+ entity_tick(lrq, se);
+}
+
+/*
+ * Preempt the current task with a newly woken task if needed:
+ */
+static void check_preempt_curr_fair(struct rq *rq, struct task_struct *p)
+{
+ struct task_struct *curr = rq->curr;
+
+ if ((curr == rq->idle) || rt_prio(p->prio)) {
+ resched_task(curr);
+ } else {
+ struct sched_entity *cse, *nse;
+

```

```

+ if (!curr->se.parent || (curr->se.parent == p->se.parent)) {
+   cse = &curr->se;
+   nse = &p->se;
+ } else {
+   cse = curr->se.parent;
+   nse = p->se.parent;
+ }
+
+ __check_preempt_curr_fair(&rq->lrq, cse, nse,
+   sysctl_sched_wakeup_granularity);
+ }
+}
+
+static inline void update_curr(struct lrq *lrq, u64 now)
+{
+ struct task_struct *curtask = lrq->rq->curr;
+ struct lrq *curq;
+
+ if (curtask->sched_class != &fair_sched_class ||
+   curtask == lrq->rq->idle || !curtask->se.on_rq)
+   return;
+
+ /* this is slightly inefficient - need better way of updating clock */
+ curq = task_grp_lrq(curtask);
+ _update_curr(curq, now);
+
+ if (unlikely(curtask->se.parent)) {
+   curq = &lrq->rq->lrq;
+   _update_curr(curq, now);
+ }
+}
+
+void update_load_fair(struct rq *this_rq)
+{
+ struct task_struct *curr = this_rq->curr;
+ struct lrq *lrq = task_grp_lrq(curr);
+ struct sched_entity *se = &curr->se;
+
+ _update_load(lrq);
+
+ if (!se->parent)
+   return;
+
+ lrq = &this_rq->lrq;
+ _update_load(lrq);
+}
+
+/*

```

```

+ * Share the fairness runtime between parent and child, thus the
+ * total amount of pressure for CPU stays equal - new tasks
+ * get a chance to run but frequent forkers are not allowed to
+ * monopolize the CPU. Note: the parent runqueue is locked,
+ * the child is not running yet.
+ */
+static void task_new_fair(struct rq *rq, struct task_struct *p)
+{
+ struct lrq *lrq = task_grp_lrq(p);
+ struct sched_entity *se = &p->se;
+
+ sched_info_queued(p);
+ update_stats_enqueue(lrq, se, rq_clock(rq));
+ /*
+ * Child runs first: we let it run before the parent
+ * until it reschedules once. We set up the key so that
+ * it will preempt the parent:
+ */
+ p->se.fair_key = current->se.fair_key - niced_granularity(lrq,
+ &rq->curr->se, sysctl_sched_granularity) - 1;
+ /*
+ * The first wait is dominated by the child-runs-first logic,
+ * so do not credit it with that waiting time yet:
+ */
+ p->se.wait_start_fair = 0;
+
+ __enqueue_entity(lrq, se);
+ if (unlikely(se && !se->on_rq)) { /* idle task forking */
+ lrq = &rq->lrq;
+ update_stats_enqueue(lrq, se, rq_clock(rq));
+ __enqueue_entity(lrq, se);
+ }
+ __dequeue_task_fair(rq, p);
+ inc_nr_running(p, rq);
+ }

/*
@@ -494,6 +861,8 @@
 struct task_struct *p_next;
 s64 yield_key;
 u64 now;
+ struct lrq *lrq = task_grp_lrq(p);
+ struct sched_entity *se = &p->se;

/*
 * Bug workaround for 3D apps running on the radeon 3D driver:
@@ -508,15 +877,14 @@
 * Dequeue and enqueue the task to update its

```

```

    * position within the tree:
    */
- dequeue_task_fair(rq, p, 0, now);
- p->se.on_rq = 0;
- enqueue_task_fair(rq, p, 0, now);
- p->se.on_rq = 1;
+ dequeue_entity(lrq, se, 0, now);
+ enqueue_entity(lrq, se, 0, now);

/*
    * Reschedule if another task tops the current one.
    */
- p_next = __pick_next_task_fair(rq);
+ se = __pick_next_entity(lrq);
+ p_next = task_entity(se);
    if (p_next != p)
        resched_task(p);
    return;
@@ -531,7 +899,7 @@
    p->se.wait_runtime >= 1;
}
curr = &p->se.run_node;
- first = first_fair(rq);
+ first = first_fair(lrq);
/*
    * Move this task to the second place in the tree:
    */
@@ -554,8 +922,7 @@
    yield_key = p_next->se.fair_key + 1;

    now = __rq_clock(rq);
- dequeue_task_fair(rq, p, 0, now);
- p->se.on_rq = 0;
+ dequeue_entity(lrq, se, 0, now);

/*
    * Only update the key if we need to move more backwards
@@ -564,75 +931,7 @@
    if (p->se.fair_key < yield_key)
        p->se.fair_key = yield_key;

- __enqueue_task_fair(rq, p);
- p->se.on_rq = 1;
-}
-
-/*
- * Preempt the current task with a newly woken task if needed:
- */

```

```

-static inline void
-__check_preempt_curr_fair(struct rq *rq, struct task_struct *p,
-    struct task_struct *curr, unsigned long granularity)
-{
-s64 __delta = curr->se.fair_key - p->se.fair_key;
-
-/*
- * Take scheduling granularity into account - do not
- * preempt the current task unless the best task has
- * a larger than sched_granularity fairness advantage:
- */
-if (__delta > niced_granularity(curr, granularity))
-    resched_task(curr);
-}
-
-/*
- * Preempt the current task with a newly woken task if needed:
- */
-static void check_preempt_curr_fair(struct rq *rq, struct task_struct *p)
-{
-    struct task_struct *curr = rq->curr;
-
-    if ((curr == rq->idle) || rt_prio(p->prio)) {
-        resched_task(curr);
-    } else {
-        __check_preempt_curr_fair(rq, p, curr,
-            sysctl_sched_wakeup_granularity);
-    }
-}
-
-static struct task_struct * pick_next_task_fair(struct rq *rq, u64 now)
-{
-    struct task_struct *p = __pick_next_task_fair(rq);
-
-    /*
-     * Any task has to be enqueued before it get to execute on
-     * a CPU. So account for the time it spent waiting on the
-     * runqueue. (note, here we rely on pick_next_task() having
-     * done a put_prev_task_fair() shortly before this, which
-     * updated rq->fair_clock - used by update_stats_wait_end())
-     */
-    update_stats_wait_end(rq, p, now);
-    update_stats_curr_start(rq, p, now);
-
-    return p;
-}
-
-/*

```

```

- * Account for a descheduled task:
- */
-static void put_prev_task_fair(struct rq *rq, struct task_struct *prev, u64 now)
-{
- if (prev == rq->idle)
- return;
-
- update_stats_curr_end(rq, prev, now);
- /*
- * If the task is still waiting for the CPU (it just got
- * preempted), start the wait period:
- */
- if (prev->se.on_rq)
- update_stats_wait_start(rq, prev, now);
+ __enqueue_entity(lrq, se);
}

/*****/
@@ -648,6 +947,7 @@
*/
static struct task_struct * load_balance_start_fair(struct rq *rq)
{
+ #if 0
    struct rb_node *first = first_fair(rq);
    struct task_struct *p;

@@ -659,10 +959,13 @@
    rq->lrq.rb_load_balance_curr = rb_next(first);

    return p;
+ #endif
+ return NULL; /* todo: fix load balance */
}

static struct task_struct * load_balance_next_fair(struct rq *rq)
{
+ #if 0
    struct rb_node *curr = rq->lrq.rb_load_balance_curr;
    struct task_struct *p;

@@ -673,67 +976,8 @@
    rq->lrq.rb_load_balance_curr = rb_next(curr);

    return p;
- }
-
- /*
- * scheduler tick hitting a task of our scheduling class:

```

```

- */
-static void task_tick_fair(struct rq *rq, struct task_struct *curr)
-{
- struct task_struct *next;
- u64 now = __rq_clock(rq);
-
- /*
-  * Dequeue and enqueue the task to update its
-  * position within the tree:
-  */
- dequeue_task_fair(rq, curr, 0, now);
- curr->se.on_rq = 0;
- enqueue_task_fair(rq, curr, 0, now);
- curr->se.on_rq = 1;
-
- /*
-  * Reschedule if another task tops the current one.
-  */
- next = __pick_next_task_fair(rq);
- if (next == curr)
- return;
-
- if ((curr == rq->idle) || (rt_prio(next->prio) &&
- (next->prio < curr->prio)))
- resched_task(curr);
- else
- __check_preempt_curr_fair(rq, next, curr,
- sysctl_sched_granularity);
-}
-
-/*
- * Share the fairness runtime between parent and child, thus the
- * total amount of pressure for CPU stays equal - new tasks
- * get a chance to run but frequent forkers are not allowed to
- * monopolize the CPU. Note: the parent runqueue is locked,
- * the child is not running yet.
- */
-static void task_new_fair(struct rq *rq, struct task_struct *p)
-{
- sched_info_queued(p);
- update_stats_enqueue(rq, p, rq_clock(rq));
- /*
-  * Child runs first: we let it run before the parent
-  * until it reschedules once. We set up the key so that
-  * it will preempt the parent:
-  */
- p->se.fair_key = current->se.fair_key - niced_granularity(rq->curr,
- sysctl_sched_granularity) - 1;

```

```

- /*
- * The first wait is dominated by the child-runs-first logic,
- * so do not credit it with that waiting time yet:
- */
- p->se.wait_start_fair = 0;
-
- __enqueue_task_fair(rq, p);
- p->se.on_rq = 1;
- inc_nr_running(p, rq);
+ #endif
+ return NULL;
}

```

```
/*
```

Index: linux-2.6.21-rc7/kernel/user.c

```
=====
```

```
--- linux-2.6.21-rc7.orig/kernel/user.c 2007-05-23 20:46:38.000000000 +0530
```

```
+++ linux-2.6.21-rc7/kernel/user.c 2007-05-23 20:48:39.000000000 +0530
```

```
@@ -112,6 +112,7 @@
```

```

    if (atomic_dec_and_lock(&up->__count, &uidhash_lock)) {
        uid_hash_remove(up);
        spin_unlock_irqrestore(&uidhash_lock, flags);
+ sched_free_user(up);
        key_put(up->uid_keyring);
        key_put(up->session_keyring);
        kmem_cache_free(uid_cachep, up);
@@ -153,6 +154,8 @@
    return NULL;
}

```

```
+ sched_alloc_user(new);
```

```
+
```

```
/*
```

```

* Before adding this, check whether we raced
* on adding the same user already..

```

```
@@ -163,6 +166,7 @@
```

```

    key_put(new->uid_keyring);
    key_put(new->session_keyring);
    kmem_cache_free(uid_cachep, new);
+ sched_free_user(new);
} else {
    uid_hash_insert(new, hashent);
    up = new;
@@ -187,6 +191,7 @@
    atomic_dec(&old_user->processes);
    switch_uid_keyring(new_user);
    current->user = new_user;
+ sched_move_task(old_user);

```

```
/*  
 * We need to synchronize with __sigqueue_alloc()  
Index: linux-2.6.21-rc7/kernel/sched_rt.c
```

```
=====
```

```
--- linux-2.6.21-rc7.orig/kernel/sched_rt.c 2007-05-23 09:28:03.000000000 +0530
```

```
+++ linux-2.6.21-rc7/kernel/sched_rt.c 2007-05-23 20:48:39.000000000 +0530
```

```
@@ -166,7 +166,7 @@
```

```
    activate_task(rq, p, 1);
```

```
}
```

```
-static struct sched_class rt_sched_class __read_mostly = {
```

```
+struct sched_class rt_sched_class __read_mostly = {
```

```
    .enqueue_task = enqueue_task_rt,
```

```
    .dequeue_task = dequeue_task_rt,
```

```
    .yield_task = yield_task_rt,
```

```
--
```

Regards,

vatsa

Containers mailing list

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