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Subject: Re: [RFC][ only for review ] memory controller bacground reclaim [2/5]  
set/get ops for res\_counter

Posted by [Pavel Emelianov](#) on Wed, 28 Nov 2007 11:09:26 GMT

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KAMEZAWA Hiroyuki wrote:

```
> At implmenting high/low watermark in res_counter, it will be better to
> adjust high/low value when limit changes. (or don't allow user to specify
> high/low value)
>
> This patch adds *internal* interface to modify resource value.
> (If there are only limit/usage/failcnt, these routines are not necessary but..)
> And will be used later.
>
> Signed-off-by: KAMEZAWA Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>
>
> include/linux/res_counter.h | 7 +++++++
> kernel/res_counter.c       | 19 +++++++++++++++++++++
> 2 files changed, 26 insertions(+)
>
> Index: linux-2.6.24-rc3-mm1/include/linux/res_counter.h
> =====
> --- linux-2.6.24-rc3-mm1.orig/include/linux/res_counter.h 2007-11-28 14:18:21.000000000
+0900
> +++ linux-2.6.24-rc3-mm1/include/linux/res_counter.h 2007-11-28 14:18:33.000000000 +0900
> @@ -59,6 +59,13 @@
>  int (*write_strategy)(char *buf, unsigned long long *val));
>
> /*
> + * A routine for set/get limitation value from kernel internal code.
> + * res->lock should be held before call this.
> + */
> +unsigned long long res_counter_get(struct res_counter *counter, int member);
> +void res_counter_set(struct res_counter *conter, int member,
> + unsigned long long val);
> +/*
>  * the field descriptors. one for each member of res_counter
>  */
>
> Index: linux-2.6.24-rc3-mm1/kernel/res_counter.c
> =====
> --- linux-2.6.24-rc3-mm1.orig/kernel/res_counter.c 2007-11-28 14:18:21.000000000 +0900
> +++ linux-2.6.24-rc3-mm1/kernel/res_counter.c 2007-11-28 14:18:33.000000000 +0900
> @@ -75,6 +75,25 @@
>  return NULL;
> }
>
> +unsigned long long res_counter_get(struct res_counter *res, int member)
```

```
> +{
> + unsigned long long *val;
> +
> + val = res_counter_member(res, member);
> +
> + return *val;
> +}
> +
> +void res_counter_set(struct res_counter *res, int member,
> + unsigned long long newval)
> +{
> + unsigned long long *val;
> +
> + val = res_counter_member(res, member);
> + *val = newval;
```

You put locking here in the res\_counter\_write() (patch #1). Why is it missed here?

```
> + return;
> +}
> +
> ssize_t res_counter_read(struct res_counter *counter, int member,
> const char __user *userbuf, size_t nbytes, loff_t *pos,
> int (*read_strategy)(unsigned long long val, char *st_buf))
>
>
```

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