Subject: Re: [RFC][only for review] memory controller bacground reclaim [4/5] high/low watermark for memory
Posted by KAMEZAWA Hiroyuki on Thu, 29 Nov 2007 01:20:44 GMT
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On Wed, 28 Nov 2007 15:20:42 +0300
Pavel Emelyanov <xemul@openvz.org> wrote:
> > + mem = mem_cgroup_from_cont(cont);
> > + spin_lock_irqsave(&mem->res.lock, flags);
> > + val = res_counter_get(&mem->res, RES_LIMIT);
> > + if (val == (unsigned long long) LLONG_MAX) {
> > + low = (unsigned long long) LLONG_MAX;
> > + high = (unsigned long long) LLONG_MAX;
> > + } else {
> > + low = val * DEFAULT_WATERMARK_PERCENT_LOW / 100ULL;
> > + high = val * DEFAULT_WATERMARK_PERCENT_HIGH / 100ULL;
>
> BTW, I tried to compile such a code:
>
> unsigned long long x, y;
> y = ...;
> x = y / 100ULL;
>
> (similar to yours) and that's what I got:
>
> kernel/built-in.o: In function `xxx':
> : undefined reference to `__udivdi3'
>
> It looks like i386 doesn't have any support for ULL divisions.
> It doesn't have it in CPU, and I thought that it was some-how
> emulated, but it is not...
>
> Did I miss something?
>
Ah, I didn't try i386...
But I'll drop this automatic watermark adjustment part.

Thanks,
-Kame