
Subject: Re: [RFC][only for review] memory controller background reclaim [3/5]
high/low watermark support in

Posted by [yamamoto](#) on Thu, 29 Nov 2007 02:56:08 GMT

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> This patch adds high/low watermark parameter to res_counter.
> splitted out from YAMAMOTO's background page reclaim for memory cgroup set.

thanks.

```
> + * Watermarks
> + * Should be changed automatically when the limit is changed and
> + * keep low < high < limit.
> + */
> + unsigned long long high_watermark;
> + unsigned long long low_watermark;
> + /*
```

do you have any specific reason not to allow low == high == limit?

if you want to ensure low < high < limit, it's better to make the
default values below meet the condition as well.

to me, it seems weird to prevent users from making these values back to
the default.

YAMAMOTO Takashi

```
> @@ -17,6 +17,9 @@
> {
>   spin_lock_init(&counter->lock);
>   counter->limit = (unsigned long long)LLONG_MAX;
> + counter->low_watermark = (unsigned long long)LLONG_MAX;
> + counter->high_watermark = (unsigned long long)LLONG_MAX;
> + counter->watermark_state = RES_WATERMARK_BELOW_LOW;
> }
>
> int res_counter_charge_locked(struct res_counter *counter, unsigned long val)
```

Containers mailing list

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