
Subject: Re: [RFC][only for review] memory controller background reclaim [4/5]
high/low watermark for memory

Posted by [Oren Laadan](#) on Thu, 29 Nov 2007 19:55:56 GMT

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KAMEZAWA Hiroyuki wrote:

> 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.

FYI, if you do need it, you can do long long division on i386 using
the macro "do_div()", defined in "include/asm-i386/div64.h".

Oren.

> Thanks,

> -Kame

>

>

> _____
> Containers mailing list

> Containers@lists.linux-foundation.org

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