Subject: [RFC][PATCH 5/7] CGroup API: Use read_uint in memory controller
Posted by Paul Menage on Fri, 15 Feb 2008 20:44:23 GMT
View Forum Message <> Reply to Message

Update the memory controller to use read_uint for its
limit/usage/failcnt control files, calling the new
res_counter_read_uint() function. This allows the files to show up as
u64 rather than string in the cgroup.api file.

Signed-off-by: Paul Menage <menage@google.com>

---
 mm/memcontrol.c | 15 ++++++---------
 1 file changed, 6 insertions(+), 9 deletions(-)

Index: cgroupmap-2.6.24-mm1/mm/memcontrol.c
===
--- cgroupmap-2.6.24-mm1.orig/mm/memcontrol.c
+++ cgroupmap-2.6.24-mm1/mm/memcontrol.c
@@ -922,13 +922,10 @@ int mem_cgroup_write_strategy(char *buf,
  return 0;
 }

-static ssize_t mem_cgroup_read(struct cgroup *cont,
-   struct cftype *cft, struct file *file,
-   char __user *userbuf, size_t nbytes, loff_t *ppos)
+static u64 mem_cgroup_read(struct cgroup *cont, struct cftype *cft)
 {
- return res_counter_read(&mem_cgroup_from_cont(cont)->res,
-    cft->private, userbuf, nbytes, ppos,
-    NULL);
+ return res_counter_read_uint(&mem_cgroup_from_cont(cont)->res,
+   cft->private);
 }

 static ssize_t mem_cgroup_write(struct cgroup *cont, struct cftype *cft,
@@ -1006,18 +1003,18 @@ static struct cftype mem_cgroup_files[]
  {
   .name = "usage_in_bytes",
   .private = RES_USAGE,
- .read = mem_cgroup_read,
+ .read_uint = mem_cgroup_read,
  },
  {
   .name = "limit_in_bytes",
   .private = RES_LIMIT,
   .write = mem_cgroup_write,
- .read = mem_cgroup_read,

```
+  .read_uint = mem_cgroup_read,
  },
  {
   .name = "failcnt",
   .private = RES_FAILCNT,
-  .read = mem_cgroup_read,
+  .read_uint = mem_cgroup_read,
  },
  {
   .name = "force_empty",

--
```

_____
Containers mailing list
Containers@lists.linux-foundation.org
https://lists.linux-foundation.org/mailman/listinfo/containers