Subject: Re: [RFC][PATCH 1/6] Introduce struct sched_entity and struct lrq
Posted by Linus Torvalds on Mon, 11 Jun 2007 18:48:00 GMT
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On Mon, 11 Jun 2007, Srivatsa Vaddagiri wrote:
>
> struct sched_entity
> stores essential attributes/execution-history used by CFS core
> to drive fairness between 'schedulable entities' (tasks, users etc)

Wouldn't this be sensible to integrate into CFS _regardless_ of anything
else?

Especially with the alleged "pluggable" scheduler model, one of the things
lacking in any pluggability is the fact that the core thread data
structures are anythign but pluggable. This patch makes it no more so, but
at least it abstracts out the fields that are used by the scheduler, and
would seem to be a nice cleanup. No?

Linus

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

Subject: Re: [RFC][PATCH 1/6] Introduce struct sched_entity and struct lrq
Posted by Ingo Molnar on Mon, 11 Jun 2007 18:56:58 GMT
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* Linus Torvalds <torvalds@linux-foundation.org> wrote:

>
>
> On Mon, 11 Jun 2007, Srivatsa Vaddagiri wrote:
> >
> > struct sched_entity
> > stores essential attributes/execution-history used by CFS core
> > to drive fairness between 'schedulable entities' (tasks, users etc)
>
> Wouldn't this be sensible to integrate into CFS _regardless_ of
> anything else?

yeah, that's what i asked Srivatsa to do, and his currently patchset
largely achieves that. I'm looking now into applying the core bits and
checking that it's in essence a NOP when this isnt used. (that makes the
later merging of group fairness and container scheduling a lot less
contentious)

Ingo

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