

Re: File trees: the deeper, the weirder

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[Restoring some OP context.]

On Sun, Oct 29, 2006 at 05:07:16PM +0300, Yar Tikhyy wrote:

As for the said program, it keeps its 1 Hz pace, mostly waiting on "vlruwk". It's killable, after a delay. The system doesn't show ...

Weird, eh? Any ideas what's going on?

I would guess that you need a new vnode to create the new file, but no vnodes are obvious candidates for freeing because they all have a child directory in use. Is there some sort of vnode clearing that goes on every second if we are short of vnodes?

See `sys/vfs_subr.c`, subroutine `getnewvnode()`. We call `msleep()` if we're waiting on vnodes to be created (or recycled). And just look at the 'hz' parameter passed to `msleep()`!

The calling process's `mkdir()` will end up waiting in `getnewvnode()` (in "vlruwk" state) while the `vnru` kernel thread does its thing (which is to recycle vnodes.)

Either the `vnru` kernel thread has to work faster, or the caller has to sleep less, in order to avoid this lock-step behaviour.

Regards,

—

Matt Emmerton

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