Subject: Re: [PATCH 7/8] Scanner changes needed to implement per-container scanner

Posted by Andrew Morton on Wed, 30 May 2007 21:46:47 GMT

View Forum Message <> Reply to Message

```
On Wed, 30 May 2007 19:39:41 +0400
Pavel Emelianov <xemul@openvz.org> wrote:
> The core change is that the isolate Iru pages() call is
> replaced with struct scan controll->isolate pages() call.
> Other changes include exporting __isolate_Iru_page() for
> per-container isolator and handling variable-to-pointer
> changes in try_to_free_pages().
> This makes possible to use different isolation routines
> for per-container page reclamation. This will be used by
> the following patch.
>
> ...
>
> +struct rss container;
> +extern unsigned long try_to_free_pages_in_container(struct rss_container *);
> +int __isolate_Iru_page(struct page *page, int mode);
> extern unsigned long shrink_all_memory(unsigned long nr_pages);
> extern int vm swappiness;
> extern int remove mapping(struct address space *mapping, struct page *page);
> diff -upr linux-2.6.22-rc2-mm1.orig/mm/vmscan.c linux-2.6.22-rc2-mm1-0/mm/vmscan.c
> --- linux-2.6.22-rc2-mm1.orig/mm/vmscan.c 2007-05-30 12:32:36.000000000 +0400
> +++ linux-2.6.22-rc2-mm1-0/mm/vmscan.c 2007-05-30 16:13:09.000000000 +0400
> @ @ -47,6 +47,8 @ @
> #include "internal.h"
> +#include nux/rss_container.h>
> +
> struct scan control {
 /* Incremented by the number of inactive pages that were scanned */
> unsigned long nr scanned;
> @ @ -70,6 +72,13 @ @ struct scan_control {
  int all unreclaimable;
>
   int order:
>
> + struct rss container *cnt;
```

Can we please have a better name? "cnt" is usually a (poorly-chosen) name for an integer counter. Perhaps "container", or even "rss_container".

```
> + nr_reclaimed += shrink_zones(priority, zones, sc);
> + if (sc->cnt == NULL)
> + shrink_slab(sc->nr_scanned, gfp_mask, lru_pages);
```

We don't we shrink slab if called to shrink a container.

This is a fundamental design decision, and a design shortcoming. A full discussion of this is absolutely appropriate to the patch changelog. Please don't just hide stuff like this in the patch and leave people wondering, or ignorant.