
Subject: Re: [PATCH 0/5] Kernel memory accounting container (v5)

Posted by [Pavel Emelianov](#) on Mon, 01 Oct 2007 15:43:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Balbir Singh wrote:

> Pavel Emelianov wrote:

>> Changes since v.4:

>> * make SLAB_NOTIFY caches mark pages as SlabDebug. That
>> makes the interesting paths simpler (thanks to Christoph);
>> * the change above caused appropriate changes in "turn
>> notifications on" path - all available pages must become
>> SlabDebug and page's freelists must be flushed;
>> * added two more events - "on" and "off" to make kmallocc
>> caches disabling more gracefully;
>> * turning notifications "off" is marked as "TODO". Right
>> now it's hard w/o massive rework of slub.c in respect to
>> full slabs handling.

>>

>> Changes since v.3:

>> * moved alloc/free notification into slow path and make
>> "notify-able" caches walk this path always;
>> * introduced some optimization for the case, when there's
>> only one listener for SLUB events (saves more that 10%
>> of performance);
>> * ported on 2.6.23-rc6-mm1 tree.

>>

>> Changes since v.2:

>> * introduced generic notifiers for slub. right now there
>> are only events, needed by accounting, but this set can
>> be extended in the future;
>> * moved the controller core into separate file, so that
>> its extension and/or porting on sLAB will look more
>> logical;
>> * fixed this message :).

>>

>> Changes since v.1:

>> * fixed Paul's comment about subsystem registration;
>> * return ERR_PTR from ->create callback, not NULL;
>> * make container-to-object assignment in rcu-safe section;
>> * make turning accounting on and off with "1" and "0".

>>

>

> Hi, Pavel,

>

> Overall, the patches look good, except for the comments
> noted in the other patch postings. I am going to test
> these patches and see how they hold out.

>

OK, thanks. It's already time to go home now, so I will send them to Andrew tomorrow. Maybe you'll find some more BUGs by that time :)

BTW, Acked-by-s from different teams make Andrew more willing to accept the patches ;)

Thanks,
Pavel
