
Subject: [PATCH][for -mm] per-zone and reclaim enhancements for memory controller take 3 [0/10] introduction

Posted by [KAMEZAWA Hiroyuki](#) on Tue, 27 Nov 2007 02:54:41 GMT

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Hi, this is per-zone/reclaim support patch set for memory controller (cgroup).

Major changes from previous one is

- tested with 2.6.24-rc3-mm1 + ia64/NUMA
- applied comments.

I did small test on real NUMA machine.

My machine was ia64/8CPU/2Node NUMA. I tried to compile the kernel under 800M bytes limit with 32 parallel make. (make -j 32)

- 2.6.24-rc3-mm1 (+ scsi fix) shows soft lock-up.
before soft lock-up, %sys was almost 100% in several times.
- 2.6.24-rc3-mm1 (+ scsi fix) + this set completed successfully
It seems %iowait dominates the total performance.
(current memory controller has no background reclaim)

Seems this set give us some progress.

(*) I'd like to merge YAMAMOTO-san's background page reclaim for memory controller before discussing about the number of performance.

Andrew, could you pick these up to -mm ?

Patch series brief description:

- [1/10] ... add scan_global_lru() macro (clean up)
- [2/10] ... nid/zid helper function for cgroup
- [3/10] ... introduce per-zone object for memory controller and add active/inactive counter.
- [4/10] ... calculate mapper_ratio per cgroup (for memory reclaim)
- [5/10] ... calculate active/inactive imbalance per cgroup (based on [3])
- [6/10] ... remember reclaim priority in memory controller
- [7/10] ... calculate the number of pages to be reclaimed per cgroup
- [8/10] ... modifies vmscan.c to isolate global-lru-reclaim and memory-cgroup-reclaim in obvious manner.
(this patch uses functions defined in [4 - 7])
- [9/10] ... implement per-zone-lru for cgroup (based on [3])
- [10/10] ... implement per-zone lru lock for cgroup (based on [3][9])

Any comments are welcome.

Thanks,
-Kame

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