Subject: Re: [RFC][only for review] memory controller bacground reclaim [0/5] (Does anyone have an idea abo

Posted by KAMEZAWA Hiroyuki on Fri, 30 Nov 2007 00:28:57 GMT

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On Thu, 29 Nov 2007 20:12:51 +0530
Balbir Singh <balbir@linux.vnet.ibm.com> wrote:
>> == These numbers are stable to some extent.==
> > 2.6.24-rc3-mm2: (Limit: 800M)
> > Average Optimal -j 32 Load Run:
> > Elapsed Time 358.933-----(*)
> > User Time 1069.63
> > System Time 140.667
> > Percent CPU 337.333
> > Context Switches 220821
> > Sleeps 196912
> > 2.6.24-rc3-mm2 + throttle (Limit:800M)
> > Average Optimal -j 32 Load Run:
> > Elapsed Time 266.697-----(*)
> > User Time 1105.39
> > System Time 124.423
> > Percent CPU 471.667
> > Context Switches 251797
> > Sleeps 231038
> >
> > 2.6.24-rc3-mm2 + throttle + High/Low watermark.
> > (low:750M High:780M Limit:800M)
> > Average Optimal -j 32 Load Run:
> > Elapsed Time 266.844-----(*)
> > User Time 1112.9
> > System Time 112.273
> > Percent CPU 473.667
> > Context Switches 251795
> > Sleeps 220339
> > ==
> >
> Looks good to me, was there any impact on memory.failcnt?
This version o patch doesn't care it. (I'll fix.)
I just wanted to ask someone has (another) throttling patch or idea.
>> Seems throttling reclaim has some good effect (for kernbench).
>> Does anyone have an idea for throttling reclaiming of memory controller?
> >
> In the past I've run workloads of apache+geronimo+open trade, I've run
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- > linear sequential memory access tests, kernbench, Imbench, database
- > benchmarks (DOTS, pgbench, etc). I think Lee Schermerhorn has a very
- > interesting setup (that I need to learn to replicate).

>

Ok, thanks.

I will reflesh and post new one.

Regards

-Kame

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