
Subject: [RFC 0/4] memcg: background reclaim (v1)
Posted by [KAMEZAWA Hiroyuki](#) on Tue, 27 May 2008 05:01:16 GMT
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This is my current set of add-on patches for memory resource controller.
This works well but not well tested and not for usual people.
i.e..request for comments at early stage before being more complicated.

This set includes an implementation of background reclaim to memory resource controller. I expect this helps I/O under memory resource controller very much.
(some good result with "dd")

patches are based on 2.6.26-rc2-mm1 + remove_refcnt patch set (in mm queue)
So, I don't ask you "pleaset test" ;)
plz tell me if you don't like the concept or you have better idea.

[1/4] freeing all at force_empty.
[2/4] high-low watermark to resource counter.
[3/4] background reclaim for memcg.
[4/4] background reclaim for memcg, NUMA extension.

Consideration:
One problem of background reclaim is that it uses CPU. I think it's necessary to make them more moderate. But what can I do against kthread rather than nice() ?

Thanks,
-Kame

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