## Subject: Re: [RFD][PATCH] memcg: Move Usage at Task Move Posted by KAMEZAWA Hiroyuki on Tue, 10 Jun 2008 08:11:26 GMT

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On Tue, 10 Jun 2008 14:50:32 +0900 (JST) yamamoto@valinux.co.jp (YAMAMOTO Takashi) wrote:

- >> 3. Use Lazy Manner
- When the task moves, we can mark the pages used by it as > >
- "Wrong Charge, Should be dropped", and add them some penalty in the LRU. > >
- > > Pros.
- no complicated ones. > >
- the pages will be gradually moved at memory pressure. > >
- Cons. > >
- A task's usage can exceed the limit for a while.
- can't handle mlocked() memory in proper way. > >

- >> 4. Allow Half-moved state and abandon rollback.
- Pros. > >
- no complicated ones in the code.
- > >
- the users will be in chaos. > >

> how about:

- > 5. try to move charges as your patch does.
- if the target cgroup's usage is going to exceed the limit,
- try to shrink it. if it failed, just leave it exceeded.
- (ie. no rollback) >
- for the memory subsystem, which can use its OOM killer,
- the failure should be rare.

>

Hmm, allowing exceed and cause OOM kill?

One difficult point is that the users cannot know they can move task without any risk. How to handle the risk can be a point. I don't like that approarch in general because I don't like "exceed" status. But implementation will be easy.

- > > After writing this patch, for me, "3" is attractive. now.
- >> (or using Lazy manner and allow moving of usage instead of freeing it.)

- >> One reasone is that I think a typical usage of memory controller is
- >> fork()->move->exec(). (by libcg?) and exec() will flush the all usage.

- > i guess that moving long-running applications can be desirable
- > esp. for not so well-designed systems.

hmm, for not so well-designed systems....true. But "5" has the same kind of risks for not so well-desgined systems ;)

Thanks,

-Kame

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