
Subject: Re: [PATCH v5 6/8] tcp buffer limitation: per-cgroup limit

Posted by [Glauber Costa](#) on Wed, 05 Oct 2011 08:08:04 GMT

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On 10/04/2011 04:48 PM, Eric Dumazet wrote:

> Le mardi 04 octobre 2011 à 16:17 +0400, Glauber Costa a écrit :

>> This patch uses the "tcp_max_mem" field of the kmem_cgroup to
>> effectively control the amount of kernel memory pinned by a cgroup.
>>

>> We have to make sure that none of the memory pressure thresholds
>> specified in the namespace are bigger than the current cgroup.
>>

>> Signed-off-by: Glauber Costa<glommer@parallels.com>

>> CC: David S. Miller<davem@davemloft.net>

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>> CC: Eric W. Biederman<ebiederm@xmission.com>

>> ---

>

>

>> --- a/include/net/tcp.h

>> +++ b/include/net/tcp.h

>> @@ -256,6 +256,7 @@ extern int sysctl_tcp_thin_dupack;

>> struct mem_cgroup;

>> struct tcp_memcontrol {

>> /* per-cgroup tcp memory pressure knobs */

>> + int tcp_max_memory;

>> atomic_long_t tcp_memory_allocated;

>> struct percpu_counter tcp_sockets_allocated;

>> /* those two are read-mostly, leave them at the end */

>> diff --git a/mm/memcontrol.c b/mm/memcontrol.c

>

> So tcp_max_memory is an "int".

>

>

>> +static u64 tcp_read_limit(struct cgroup *cgrp, struct cftype *cft)

>> +{

>> + struct mem_cgroup *memcg = mem_cgroup_from_cont(cgrp);

>> + return memcg->tcp.tcp_max_memory<< PAGE_SHIFT;

>> +}

>

> 1) Typical integer overflow here.

>

> You need :

>

> return ((u64)memcg->tcp.tcp_max_memory)<< PAGE_SHIFT;

Thanks for spotting this, Eric.

>

> 2) Could you add const qualifiers when possible to your pointers ?

Well, I'll go over the patches again and see where I can add them.
Any specific place site you're concerned about?
