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Subject: Re: [PATCH v6 3/8] foundations of per-cgroup memory pressure controlling.

Posted by [KAMEZAWA Hiroyuki](#) on Thu, 13 Oct 2011 05:53:53 GMT

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On Mon, 10 Oct 2011 14:24:23 +0400

Glauber Costa <[glommer@parallels.com](mailto:glommer@parallels.com)> wrote:

> This patch converts struct sock fields memory\_pressure,  
> memory\_allocated, sockets\_allocated, and sysctl\_mem (now prot\_mem)  
> to function pointers, receiving a struct mem\_cgroup parameter.  
>  
> enter\_memory\_pressure is kept the same, since all its callers  
> have socket a context, and the kmem\_cgroup can be derived from  
> the socket itself.  
>  
> To keep things working, the patch convert all users of those fields  
> to use accessor functions.  
>  
> In my benchmarks I didn't see a significant performance difference  
> with this patch applied compared to a baseline (around 1 % diff, thus  
> inside error margin).  
>  
> Signed-off-by: Glauber Costa <[glommer@parallels.com](mailto:glommer@parallels.com)>  
> CC: David S. Miller <[davem@davemloft.net](mailto:davem@davemloft.net)>  
> CC: Hiroyuki Kamezawa <[kamezawa.hiroyu@jp.fujitsu.com](mailto:kamezawa.hiroyu@jp.fujitsu.com)>  
> CC: Eric W. Biederman <[ebiederm@xmission.com](mailto:ebiederm@xmission.com)>

Reviewed-by: KAMEZAWA Hiroyuki <[kamezawa.hiroyu@jp.fujitsu.com](mailto:kamezawa.hiroyu@jp.fujitsu.com)>

a nitpick.

```
> #ifdef CONFIG_INET
> +enum {
> + UNDER_LIMIT,
> + OVER_LIMIT,
> +};
> +
```

It may be better to move this to res\_counter.h or memcontrol.h

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