
Subject: [PATCH v7 2/8] socket: initial cgroup code.
Posted by [Glauber Costa](#) on Thu, 13 Oct 2011 13:09:36 GMT
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We aim to control the amount of kernel memory pinned at any time by tcp sockets. To lay the foundations for this work, this patch adds a pointer to the kmem_cgroup to the socket structure.

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```
include/linux/memcontrol.h | 15 ++++++
include/net/sock.h         |  2 ++
mm/memcontrol.c           | 37 ++++++
net/core/sock.c           |  3 +++
4 files changed, 57 insertions(+), 0 deletions(-)
```

```
diff --git a/include/linux/memcontrol.h b/include/linux/memcontrol.h
index 343bd76..88aea1b 100644
--- a/include/linux/memcontrol.h
+++ b/include/linux/memcontrol.h
@@ -376,5 +376,20 @@ mem_cgroup_print_bad_page(struct page *page)
 }
#endif
```

```
+#ifdef CONFIG_INET
+struct sock;
+#ifdef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
+void sock_update_memcg(struct sock *sk);
+void sock_release_memcg(struct sock *sk);
+
+#else
+static inline void sock_update_memcg(struct sock *sk)
+{
+}
+static inline void sock_release_memcg(struct sock *sk)
+{
+}
+#endif /* CONFIG_CGROUP_MEM_RES_CTLR_KMEM */
+#endif /* CONFIG_INET */
#endif /* _LINUX_MEMCONTROL_H */
```

```
diff --git a/include/net/sock.h b/include/net/sock.h
index 8e4062f..afe1467 100644
```

```

--- a/include/net/sock.h
+++ b/include/net/sock.h
@@ -228,6 +228,7 @@ struct sock_common {
    * @sk_security: used by security modules
    * @sk_mark: generic packet mark
    * @sk_classid: this socket's cgroup classid
+   * @sk_cgrp: this socket's kernel memory (kmem) cgroup
    * @sk_write_pending: a write to stream socket waits to start
    * @sk_state_change: callback to indicate change in the state of the sock
    * @sk_data_ready: callback to indicate there is data to be processed
@@ -339,6 +340,7 @@ struct sock {
#endif
    __u32 sk_mark;
    u32 sk_classid;
+   struct mem_cgroup *sk_cgrp;
    void (*sk_state_change)(struct sock *sk);
    void (*sk_data_ready)(struct sock *sk, int bytes);
    void (*sk_write_space)(struct sock *sk);
diff --git a/mm/memcontrol.c b/mm/memcontrol.c
index 4f8a5bb..623841d 100644
--- a/mm/memcontrol.c
+++ b/mm/memcontrol.c
@@ -376,6 +376,43 @@ enum mem_type {
#define MEM_CGROUP_RECLAIM_SOFT_BIT 0x2
#define MEM_CGROUP_RECLAIM_SOFT (1 << MEM_CGROUP_RECLAIM_SOFT_BIT)

+/* Writing them here to avoid exposing memcg's inner layout */
+#ifdef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
+#ifdef CONFIG_INET
+#include <net/sock.h>
+
+
+void sock_update_memcg(struct sock *sk)
+{
+   /* right now a socket spends its whole life in the same cgroup */
+   if (sk->sk_cgrp) {
+       WARN_ON(1);
+       return;
+   }
+
+   rcu_read_lock();
+   sk->sk_cgrp = mem_cgroup_from_task(current);
+
+   /*
+    * We don't need to protect against anything task-related, because
+    * we are basically stuck with the sock pointer that won't change,
+    * even if the task that originated the socket changes cgroups.
+    *
+    * What we do have to guarantee, is that the chain leading us to

```

```

+ * the top level won't change under our noses. Incrementing the
+ * reference count via cgroup_exclude_rmdir guarantees that.
+ */
+ cgroup_exclude_rmdir(mem_cgroup_css(sk->sk_cgrp));
+ rcu_read_unlock();
+}
+
+void sock_release_memcg(struct sock *sk)
+{
+ cgroup_release_and_wakeup_rmdir(mem_cgroup_css(sk->sk_cgrp));
+}
+#endif /* CONFIG_INET */
+#endif /* CONFIG_CGROUP_MEM_RES_CTLR_KMEM */
+
+
+static void mem_cgroup_get(struct mem_cgroup *mem);
+static void mem_cgroup_put(struct mem_cgroup *mem);
+static struct mem_cgroup *parent_mem_cgroup(struct mem_cgroup *mem);
diff --git a/net/core/sock.c b/net/core/sock.c
index bc745d0..5426ba0 100644
--- a/net/core/sock.c
+++ b/net/core/sock.c
@@ -125,6 +125,7 @@
#include <net/xfrm.h>
#include <linux/ipsec.h>
#include <net/cls_cgroup.h>
+#include <linux/memcontrol.h>

#include <linux/filter.h>

@@ -1141,6 +1142,7 @@ struct sock *sk_alloc(struct net *net, int family, gfp_t priority,
    atomic_set(&sk->sk_wmem_alloc, 1);

    sock_update_classid(sk);
+ sock_update_memcg(sk);
}

return sk;
@@ -1172,6 +1174,7 @@ static void __sk_free(struct sock *sk)
    put_cred(sk->sk_peer_cred);
    put_pid(sk->sk_peer_pid);
    put_net(sock_net(sk));
+ sock_release_memcg(sk);
    sk_prot_free(sk->sk_prot_creator, sk);
}

```