Subject: Re: [PATCH v8 0/9] per-cgroup tcp memory pressure controls
Posted by KAMEZAWA Hiroyuki on Fri, 09 Dec 2011 01:04:20 GMT
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On Wed, 7 Dec 2011 09:06:17 -0200
Glauber Costa <glommer@parallels.com> wrote:

> On 12/05/2011 07:34 PM, Glauber Costa wrote:
> > Hi,
> >
> > This is my new attempt to fix all the concerns that were raised during
> > the last iteration.
> >
> > I should highlight:
> > 1) proc information is kept intact. (although I kept the wrapper functions)
> >   it will be submitted as a follow up patch so it can get the attention it
> >   deserves
> > 2) sockets now hold a reference to memcg. sockets can be alive even after the
> >   task is gone, so we don't bother with between cgroups movements.
> >   To be able to release resources more easily in this cenario, the parent
> >   pointer in struct cg_proto was replaced by a memcg object. We then iterate
> >   through its pointer (which is cleaner anyway)
> >
> > The rest should be mostly the same except for small fixes and style changes.
> >
>
> Kame,
>
> Does this one address your previous concerns?
>
Your highlight seems good. I'll look into details.

Thanks,
-Kame