

---

Subject: Re: [PATCH v8 3/9] socket: initial cgroup code.  
Posted by [KAMEZAWA Hiroyuki](#) on Fri, 09 Dec 2011 01:49:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On Mon, 5 Dec 2011 19:34:57 -0200  
Glauber Costa <[glommer@parallels.com](mailto:glommer@parallels.com)> wrote:

> The goal of this work is to move the memory pressure tcp  
> controls to a cgroup, instead of just relying on global  
> conditions.  
>  
> To avoid excessive overhead in the network fast paths,  
> the code that accounts allocated memory to a cgroup is  
> hidden inside a static\_branch(). This branch is patched out  
> until the first non-root cgroup is created. So when nobody  
> is using cgroups, even if it is mounted, no significant performance  
> penalty should be seen.  
>  
> This patch handles the generic part of the code, and has nothing  
> tcp-specific.  
>  
> Signed-off-by: Glauber Costa <[glommer@parallels.com](mailto:glommer@parallels.com)>  
> CC: Kirill A. Shutemov <[kirill@shutemov.name](mailto:kirill@shutemov.name)>  
> CC: KAMEZAWA Hiroyuki <[kamezawa.hiroyu@jp.fujitsu.com](mailto:kamezawa.hiroyu@jp.fujitsu.com)>  
> CC: David S. Miller <[davem@davemloft.net](mailto:davem@davemloft.net)>  
> CC: Eric W. Biederman <[ebiederm@xmission.com](mailto:ebiederm@xmission.com)>  
> CC: Eric Dumazet <[eric.dumazet@gmail.com](mailto:eric.dumazet@gmail.com)>

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

---