
Subject: Re: [PATCH v8 1/9] Basic kernel memory functionality for the Memory Controller

Posted by [Glauber Costa](#) on Fri, 09 Dec 2011 12:40:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

On 12/08/2011 11:21 PM, KAMEZAWA Hiroyuki wrote:

> On Mon, 5 Dec 2011 19:34:55 -0200

> Glauber Costa<glommer@parallels.com> wrote:

>

>> This patch lays down the foundation for the kernel memory component
>> of the Memory Controller.

>>

>> As of today, I am only laying down the following files:

>>

>> * memory.independent_kmem_limit

>> * memory.kmem.limit_in_bytes (currently ignored)

>> * memory.kmem.usage_in_bytes (always zero)

>>

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

>> Reviewed-by: Kirill A. Shutemov<kirill@shutemov.name>

>> CC: Paul Menage<paul@paulmenage.org>

>> CC: Greg Thelen<gthelen@google.com>

>

> As I wrote, please CC Johannes and Michal Hocko for memcg related parts.

I forgot to add them to the patch itself, but they are in the CC list of the messages.

So they did get the mail.

> A few questions.

> ==

>> + val = !!val;

>> +

>> + if (parent&& parent->use_hierarchy&&

>> + (val != parent->kmem_independent_accounting))

>> + return -EINVAL;

> ==

> Hm, why you check val != parent->kmem_independent_accounting ?

>

> if (parent&& parent->use_hierarchy)

> return -EINVAL;

> ?

Because I thought that making sure that everybody in the chain is consistent, it will make things simpler for us. But I am happy to change that if you prefer.

> BTW, you didn't check this cgroup has children or not.

> I think

>

> if (this_cgroup->use_hierarchy&&

> !list_empty(this_cgroup->children))

> return -EINVAL;

>

Noted.

> ==

>> + /*

>> + * TODO: We need to handle the case in which we are doing

>> + * independent kmem accounting as authorized by our parent,

>> + * but then our parent changes its parameter.

>> + */

>> + cgroup_lock();

>> + memcg->kmem_independent_accounting = val;

>> + cgroup_unlock();

>

> Do we need cgroup_lock() here ?

Well, I removed almost all instances of it from previous patches, so I guess this one can go as well.
