
Subject: [PATCH v2 2/2] cgroup: get rid of populate for memcg

Posted by Glauber Costa on Thu, 22 Mar 2012 18:19:23 GMT

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The last man standing justifying the need for populate() is the sock memcg initialization functions. Now that we are able to pass a struct mem_cgroup instead of a struct cgroup to the socket initialization, there is nothing that stops us from initializing everything in create().

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mm/memcontrol.c | 16 +++++-----
1 files changed, 5 insertions(+), 11 deletions(-)

```
diff --git a/mm/memcontrol.c b/mm/memcontrol.c
index d43bfa0..efa29b8 100644
--- a/mm/memcontrol.c
+++ b/mm/memcontrol.c
@@ -4584,7 +4584,7 @@ static int mem_control_numa_stat_open(struct inode *unused, struct
file *file)
#endif /* CONFIG_NUMA */

#ifndef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
-static int register_kmem_files(struct mem_cgroup *memcg, struct cgroup_subsys *ss)
+static int memcg_init_kmem(struct mem_cgroup *memcg, struct cgroup_subsys *ss)
{
    return mem_cgroup_sockets_init(memcg, ss);
}
@@ -4594,7 +4594,7 @@ static void kmem_cgroup_destroy(struct mem_cgroup *memcg)
    mem_cgroup_sockets_destroy(memcg);
}
#else
-static int register_kmem_files(struct mem_cgroup *memcg, struct cgroup_subsys *ss)
+static int memcg_init_kmem(struct mem_cgroup *memcg, struct cgroup_subsys *ss)
{
    return 0;
}
@@ -4932,7 +4932,9 @@ mem_cgroup_create(struct cgroup *cont)
    atomic_set(&memcg->refcnt, 1);
    memcg->move_charge_at_immigrate = 0;
    mutex_init(&memcg->thresholds_lock);
-    return &memcg->css;
+
+    if (!memcg_init_kmem(memcg, &mem_cgroup_subsys))
+        return &memcg->css;
    free_out:
```

```
__mem_cgroup_free(memcg);
return ERR_PTR(error);
@@ -4954,13 +4956,6 @@ static void mem_cgroup_destroy(struct cgroup *cont)
    mem_cgroup_put(memcg);
}

-static int mem_cgroup_populate(struct cgroup_subsys *ss,
-    struct cgroup *cont)
-{
-    struct mem_cgroup *memcg = mem_cgroup_from_cont(cont);
-    return register_kmem_files(memcg, ss);
-}
-
#endif CONFIG_MMU
/* Handlers for move charge at task migration. */
#define PRECHARGE_COUNT_AT_ONCE 256
@@ -5468,7 +5463,6 @@ struct cgroup_subsys mem_cgroup_subsys = {
    .create = mem_cgroup_create,
    .pre_destroy = mem_cgroup_pre_destroy,
    .destroy = mem_cgroup_destroy,
-    .populate = mem_cgroup_populate,
    .can_attach = mem_cgroup_can_attach,
    .cancel_attach = mem_cgroup_cancel_attach,
    .attach = mem_cgroup_move_task,
```

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1.7.7.6
