
Subject: Re: [RFC 5/7] use percpu_counters for res_counter usage

Posted by [Glauber Costa](#) on Fri, 30 Mar 2012 13:53:16 GMT

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On 03/30/2012 11:58 AM, KAMEZAWA Hiroyuki wrote:

> ==

>

> Now, we do consume 'reserved' usage, we can avoid css_get(), an heavy atomic
> ops. You may need to move this code as

>

> rcu_read_lock()

>

> res_counter_charge()

> if (failure) {

> css_tryget()

> rcu_read_unlock()

> } else {

> rcu_read_unlock()

> return success;

> }

>

> to compare performance. This css_get() affects performance very very much.

thanks for the tip.

But one thing:

To be sure: it effectively mean that we are drawing from a dead memcg
(because we pre-allocated, right?)
