## 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?