Subject: Re: [RFC 5/7] use percpu_counters for res_counter usage
Posted by KAMEZAWA Hiroyuki on Mon, 09 Apr 2012 01:48:42 GMT
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(2012/03/30 22:53), Glauber Costa wrote:

> 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?

Cached stock is consumed by the current task. It blocks removal of memcg.
It's not dead.

Thanks,
-Kame