
Subject: Re: [RFC] slub: show dead memcg caches in a separate file

Posted by [Pekka Enberg](#) on Tue, 08 May 2012 05:42:04 GMT

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On Tue, May 8, 2012 at 6:30 AM, Glauber Costa <glommer@parallels.com> wrote:

> But there is another aspect: those dead caches have one thing in common,
> which is the fact that no new objects will ever be allocated on them. You
> can't tune them, or do anything with them. I believe it is misleading to
> include them in slabinfo.

>

> The fact that the caches change names - to append "dead" may also break
> tools, if that is what you are concerned about.

>

> For all the above, I think a better semantics for slabinfo is to include the
> active caches, and leave the dead ones somewhere else.

Can these "dead caches" still hold on to physical memory? If so, they
must appear in /proc/slabinfo.
