Subject: Re: [RFC] slub: show dead memcg caches in a separate file
Posted by Glauber Costa on Tue, 08 May 2012 11:55:14 GMT

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On 05/08/2012 02:42 AM, Pekka Enberg wrote:
> 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.
Yes, if they didn't, I would show them nowhere, instead of in a separate
file.

But okay, that's why I sent a separate RFC for that part.
I will revert this behavior.