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Subject: [PATCH v5 0/2] fix static\_key disabling problem in memcg  
Posted by [Glauber Costa](#) on Fri, 11 May 2012 20:11:15 GMT  
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Hi, Tejun, Kame,

This series is composed of the two patches of the last fix, with no changes (only exception is the removal of `x = false` assignments that Tejun requested, that is done now). Note also that patch 1 of this series was reused by me in the slab accounting patches for memcg.

The first patch, that adds a mutex to memcg is dropped. I didn't posted it before so I could wait for Kame to get back from his vacations and properly review it.

Kame: Steven Rostedt pointed out that our analysis of the static branch updates were wrong, so the mutex is really not needed.

The key to understand that, is that `atomic_inc_not_zero` will only return right away if the value is not yet zero - as the name implies - but the update in the atomic variable only happens after the code is patched.

Therefore, if two callers enters with a key value of zero, both will be held at the `jump_label_lock()` call, effectively guaranteeing the behavior we need.

Glauber Costa (2):

Always free struct memcg through `schedule_work()`  
decrement static keys on real destroy time

```
include/net/sock.h      |  9 ++++++++
mm/memcontrol.c         | 50 ++++++++++++++++++++++++++++++++++++++-----
net/ipv4/tcp_memcontrol.c | 32 ++++++++-----
3 files changed, 71 insertions(+), 20 deletions(-)
```

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1.7.7.6

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