
Subject: Re: [PATCH v3 18/28] slub: charge allocation to a memcg
Posted by [Christoph Lameter](#) on Tue, 29 May 2012 14:51:20 GMT
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On Fri, 25 May 2012, Glauber Costa wrote:

> This patch charges allocation of a slab object to a particular
> memcg.

I am wondering why you need all the other patches. The simplest approach would just to hook into page allocation and freeing from the slab allocators as done here and charge to the currently active cgroup. This avoids all the duplication of slab caches and per node as well as per cpu structures. A certain degree of fuzziness cannot be avoided given that objects are cached and may be served to multiple cgroups. If that can be tolerated then the rest would be just like this patch which could be made more simple and non intrusive.
