
Subject: Re: [PATCH v3 13/28] slub: create duplicate cache
Posted by [Christoph Lameter](#) on Wed, 30 May 2012 15:37:49 GMT
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On Wed, 30 May 2012, Tejun Heo wrote:

> Yeah, I prefer your per-cg cache approach but do hope that it stays as
> far from actual allocator code as possible. Christoph, would it be
> acceptable if the cg logic is better separated?

Certainly anything that would allow this to be separated out would be appreciated. I do not anticipate to ever run cgroup in my environment and that is due to the additional latency created in key OS paths. Memory we have enough. The increased cache footprint is killing performance.
