
Subject: Re: [PATCH v4 19/25] memcg: disable kmem code when not in use.

Posted by [Glauber Costa](#) on Mon, 18 Jun 2012 12:26:49 GMT

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```
>>
>> static void drain_all_stock_async(struct mem_cgroup *memcg);
>> @@ -4344,8 +4358,13 @@ static int mem_cgroup_write(struct cgroup *cont, struct cftype *cft,
>>      *
>>      * But it is not worth the trouble
>>      */
>> - if (!memcg->kmem_accounted&& val != RESOURCE_MAX)
>> + mutex_lock(&set_limit_mutex);
>> + if (!memcg->kmem_accounted&& val != RESOURCE_MAX
>> + && !memcg->kmem_accounted) {
>
> I'm sorry why you check the value twice ?
>
```

Hi Kame,

For no reason, it should be removed. I never noticed this because 1)
This is the kind of thing testing will never reveal, and 2), this
actually goes away in a later patch (memcg: propagate kmem limiting
information to children)

In any case, I will update my tree here.

Thanks for spotting this
