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Subject: Re: [PATCH v4 24/25] memcg/slub: shrink dead caches

Posted by [Glauber Costa](#) on Fri, 20 Jul 2012 22:16:56 GMT

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On 07/06/2012 12:16 PM, Christoph Lameter wrote:

> On Mon, 18 Jun 2012, Glauber Costa wrote:

>

>> In the slub allocator, when the last object of a page goes away, we

>> don't necessarily free it - there is not necessarily a test for empty

>> page in any slab\_free path.

>

> This is the same btw in SLAB which keeps objects in per cpu caches and

> keeps empty slab pages on special queues.

>

>> This patch marks all memcg caches as dead. kmem\_cache\_shrink is called

>> for the ones who are not yet dead - this will force internal cache

>> reorganization, and then all references to empty pages will be removed.

>

> You need to call this also for slab to drain the caches and free the pages

> on the empty list.

>

Doesn't the SLAB have a time-based reaper for that?

That's why I was less concerned with the SLAB, but I can certainly call it for both.

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