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Subject: Re: [PATCH 10/10] memcg/sl[au]b: shrink dead caches  
Posted by [Christoph Lameter](#) on Wed, 25 Jul 2012 17:13:23 GMT  
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On Wed, 25 Jul 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.

That is true for the slab allocator as well. In either case calling  
kmem\_cache\_shrink() will make the objects go away by draining the cached  
objects and freeing the pages used for the objects back to the page  
allocator. You do not need this patch. Just call the proper functions to  
drop the objects in the caches in either allocator.

> The slab allocator has a time based reaper that would eventually get rid  
> of the objects, but we can also call it explicitly, since dead caches  
> are not a likely event.

So this is already for both allocators?

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