Subject: Re: [PATCH 10/10] memcg/sl[au]b: shrink dead caches
Posted by Glauber Costa on Wed, 25 Jul 2012 18:16:34 GMT

View Forum Message <> Reply to Message

On 07/25/2012 09:13 PM, Christoph Lameter wrote:
> 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 objecgts 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?
>
Yes, I just didn't updated the whole changelog. my bad.