
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

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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 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?

>

Yes, I just didn't update the whole changelog. my bad.
