
Subject: Re: [PATCH 01/10] slab/slub: struct memcg_params
Posted by [Glauber Costa](#) on Wed, 25 Jul 2012 19:25:31 GMT
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On 07/25/2012 11:26 PM, Kirill A. Shutemov wrote:

> On Wed, Jul 25, 2012 at 06:38:12PM +0400, Glauber Costa wrote:

>> For the kmem slab controller, we need to record some extra
>> information in the kmem_cache structure.

>>

>> Signed-off-by: Glauber Costa <glommer@parallels.com>

>> Signed-off-by: Suleiman Souhlal <suleiman@google.com>

>> CC: Christoph Lameter <cl@linux.com>

>> CC: Pekka Enberg <penberg@cs.helsinki.fi>

>> CC: Michal Hocko <mhocko@suse.cz>

>> CC: Kamezawa Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>

>> CC: Johannes Weiner <hannes@cmpxchg.org>

>> ---

>> include/linux/slab.h | 7 +++++++

>> include/linux/slab_def.h | 4 +++++

>> include/linux/slub_def.h | 3 +++

>> 3 files changed, 14 insertions(+)

>>

>> diff --git a/include/linux/slab.h b/include/linux/slab.h

>> index 0dd2dfa..3152bcd 100644

>> --- a/include/linux/slab.h

>> +++ b/include/linux/slab.h

>> @@ -177,6 +177,13 @@ unsigned int kmem_cache_size(struct kmem_cache *);

>> #define ARCH_SLAB_MINALIGN __alignof__(unsigned long long)

>> #endif

>>

>> +#ifdef CONFIG_MEMCG_KMEM

>> +struct mem_cgroup_cache_params {

>> + struct mem_cgroup *memcg;

>> + int id;

>> +};

>

> IIUC, we only need the id to make slab name unique. Why can't we embed

> the id to struct mem_cgroup? Is it possible to have multiple slabs with

> the same combination of type, size, and memcg?

>

Humm, The id does not serve this purpose (perhaps deserves a comment here)

The purpose of the id is that given a slab, we can access it's memcg
equivalent in constant time through the cache array in memcg.
