
Subject: Re: [PATCH v3 12/16] memcg/sl[au]b Track all the memcg children of a kmem_cache.

Posted by [Tejun Heo](#) on Fri, 21 Sep 2012 20:31:01 GMT

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Hello, Glauber.

On Tue, Sep 18, 2012 at 06:12:06PM +0400, Glauber Costa wrote:

> This enables us to remove all the children of a kmem_cache being
> destroyed, if for example the kernel module it's being used in
> gets unloaded. Otherwise, the children will still point to the
> destroyed parent.

I find the terms parent / child / sibling a bit confusing. It usually implies proper tree structure. Maybe we can use better terms which reflect the single layer structure better?

And, again, in general, please add some comments. If someone tries to understand this for the first time and takes a look at mem_cgroup_cache_params, there's almost nothing to guide that person. What's the struct for? What does each field do? What are the synchronization rules?

```
> @@ -626,6 +630,9 @@ void memcg_release_cache(struct kmem_cache *cachep)
> {
>   if (cachep->memcg_params.id != -1)
>       ida_simple_remove(&cache_types, cachep->memcg_params.id);
> + else
> +   list_del(&cachep->memcg_params.sibling_list);
> +
```

list_del_init() please.

Thanks.

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tejun
