
Subject: Re: [PATCH v3 05/16] consider a memcg parameter in
kmem_create_cache

Posted by [Glauber Costa](#) on Mon, 24 Sep 2012 08:12:23 GMT

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On 09/21/2012 10:14 PM, Tejun Heo wrote:

> Hello, Glauber.

>
> On Tue, Sep 18, 2012 at 06:11:59PM +0400, Glauber Costa wrote:
>> +void memcg_register_cache(struct mem_cgroup *memcg, struct kmem_cache *cachep)

```
>> +{  
>> + int id = -1;  
>> +  
>> + if (!memcg)  
>> + id = ida_simple_get(&cache_types, 0, MAX_KMEM_CACHE_TYPES,  
>> + GFP_KERNEL);  
>> + cachep->memcg_params.id = id;  
>> +}
```

>
> I'm a bit confused. Why is id allocated only when memcg is NULL?
>

I think you figured that out already from your answer in another patch, right? But I'll add a comment here since it seems to be a a natural search point for people, explaining the mechanism.

> Also, how would the per-memcg slab/slubs appear in slabinfo? If they
> appear separately it might be better to give them readable cgroup
> names.
>

The new caches will appear under /proc/slabinfo with the rest, with a string appended that identifies the group.

> Thanks.
>
