
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.

>
