
Subject: [PATCH v4 12/19] sl[au]b: Allocate objects from memcg cache
Posted by [Glauber Costa](#) on Fri, 12 Oct 2012 13:41:06 GMT
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We are able to match a cache allocation to a particular memcg. If the task doesn't change groups during the allocation itself - a rare event, this will give us a good picture about who is the first group to touch a cache page.

This patch uses the now available infrastructure by calling memcg_kmem_get_cache() before all the cache allocations.

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include/linux/slub_def.h | 15 ++++++-----
mm/memcontrol.c | 3 +++
mm/slub.c | 6 +++++-
mm/slub.c | 5 +++--
4 files changed, 21 insertions(+), 8 deletions(-)

diff --git a/include/linux/slub_def.h b/include/linux/slub_def.h
index 961e72e..ed330df 100644

--- a/include/linux/slub_def.h
+++ b/include/linux/slub_def.h
@@ -13,6 +13,8 @@
#include <linux/kobject.h>

#include <linux/kmemleak.h>
+#include <linux/memcontrol.h>
+#include <linux/mm.h>

enum stat_item {
 ALLOC_FASTPATH, /* Allocation from cpu slab */
@@ -209,14 +211,14 @@ static __always_inline int kmalloc_index(size_t size)
 * This ought to end up with a global pointer to the right cache
 * in kmalloc_caches.
 */
-static __always_inline struct kmem_cache *kmalloc_slab(size_t size)
+static __always_inline struct kmem_cache *kmalloc_slab(gfp_t flags, size_t size)
{
 int index = kmalloc_index(size);

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if (index == 0)
    return NULL;

- return kmem_cache[index];
+ return memcg_kmem_get_cache(kmem_cache[index], flags);
}

void *kmem_cache_alloc(struct kmem_cache *, gfp_t);
@@ -225,7 +227,10 @@ void * __kmemalloc(size_t size, gfp_t flags);
static __always_inline void *
kmemalloc_order(size_t size, gfp_t flags, unsigned int order)
{
- void *ret = (void *) __get_free_pages(flags | __GFP_COMP, order);
+ void *ret;
+
+ flags |= (__GFP_COMP | __GFP_KMEMCG);
+ ret = (void *) __get_free_pages(flags, order);
    kmemleak_alloc(ret, size, 1, flags);
    return ret;
}
@@ -274,7 +279,7 @@ static __always_inline void *kmemalloc(size_t size, gfp_t flags)
    return kmemalloc_large(size, flags);

    if (!(flags & SLUB_DMA)) {
- struct kmem_cache *s = kmemalloc_slab(size);
+ struct kmem_cache *s = kmemalloc_slab(flags, size);

    if (!s)
        return ZERO_SIZE_PTR;
@@ -307,7 +312,7 @@ static __always_inline void *kmemalloc_node(size_t size, gfp_t flags, int
node)
{
    if (__builtin_constant_p(size) &&
        size <= SLUB_MAX_SIZE && !(flags & SLUB_DMA)) {
- struct kmem_cache *s = kmemalloc_slab(size);
+ struct kmem_cache *s = kmemalloc_slab(flags, size);

    if (!s)
        return ZERO_SIZE_PTR;
diff --git a/mm/memcontrol.c b/mm/memcontrol.c
index 96916bd..4d2a01f 100644
--- a/mm/memcontrol.c
+++ b/mm/memcontrol.c
@@ -3014,6 +3014,9 @@ static struct kmem_cache *kmem_cache_dup(struct mem_cgroup
*memcg,
    new = kmem_cache_create_memcg(memcg, name, s->object_size, s->align,
        (s->flags & ~SLAB_PANIC), s->ctor);

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+ if (new)
+ new->allocflags |= __GFP_KMEMCG;
+
+ kfree(name);
+ return new;
+ }
diff --git a/mm/slab.c b/mm/slab.c
index 6f22067..03952c4 100644
--- a/mm/slab.c
+++ b/mm/slab.c
@@ -1949,7 +1949,7 @@ static void kmem_freepages(struct kmem_cache *cachep, void *addr)
+ }
+ if (current->reclaim_state)
+ current->reclaim_state->reclaimed_slab += nr_freed;
- free_pages((unsigned long)addr, cachep->gfporder);
+ free_accounted_pages((unsigned long)addr, cachep->gfporder);
+ }

static void kmem_rcu_free(struct rcu_head *head)
@@ -3514,6 +3514,8 @@ __cache_alloc_node(struct kmem_cache *cachep, gfp_t flags, int
nodeid,
+ if (slab_should_failslab(cachep, flags))
+ return NULL;

+ cachep = memcg_kmem_get_cache(cachep, flags);
+
+ cache_alloc_debugcheck_before(cachep, flags);
+ local_irq_save(save_flags);

@@ -3599,6 +3601,8 @@ __cache_alloc(struct kmem_cache *cachep, gfp_t flags, void *caller)
+ if (slab_should_failslab(cachep, flags))
+ return NULL;

+ cachep = memcg_kmem_get_cache(cachep, flags);
+
+ cache_alloc_debugcheck_before(cachep, flags);
+ local_irq_save(save_flags);
+ objp = __do_cache_alloc(cachep, flags);
diff --git a/mm/slub.c b/mm/slub.c
index 6e1a90f..257e130 100644
--- a/mm/slub.c
+++ b/mm/slub.c
@@ -1405,7 +1405,7 @@ static void __free_slab(struct kmem_cache *s, struct page *page)
+ reset_page_mapcount(page);
+ if (current->reclaim_state)
+ current->reclaim_state->reclaimed_slab += pages;
- __free_pages(page, order);

```

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+ __free_accounted_pages(page, order);
}

#define need_reserve_slab_rcu \
@@ -2321,6 +2321,7 @@ static __always_inline void *slab_alloc(struct kmem_cache *s,
    if (slab_pre_alloc_hook(s, gfpflags))
        return NULL;

+ s = memcg_kmem_get_cache(s, gfpflags);
redo:

/*
@@ -3478,7 +3479,7 @@ void kfree(const void *x)
    if (unlikely(!PageSlab(page))) {
        BUG_ON(!PageCompound(page));
        kmemleak_free(x);
- __free_pages(page, compound_order(page));
+ __free_accounted_pages(page, compound_order(page));
        return;
    }
    slab_free(page->slab, page, object, _RET_IP_);
--
1.7.11.4

```
