
Subject: Re: [PATCH v4 09/14] memcg: kmem accounting lifecycle management
Posted by [KAMEZAWA Hiroyuki](#) on Tue, 16 Oct 2012 08:41:32 GMT
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(2012/10/12 17:41), Michal Hocko wrote:

> On Fri 12-10-12 11:47:17, Glauber Costa wrote:

>> On 10/11/2012 05:11 PM, Michal Hocko wrote:

>>> On Mon 08-10-12 14:06:15, Glauber Costa wrote:

>>>> Because kmem charges can outlive the cgroup, we need to make sure that

>>>> we won't free the memcg structure while charges are still in flight.

>>>> For reviewing simplicity, the charge functions will issue

>>>> mem_cgroup_get() at every charge, and mem_cgroup_put() at every

>>>> uncharge.

>>>>

>>>> This can get expensive, however, and we can do better. mem_cgroup_get()

>>>> only really needs to be issued once: when the first limit is set. In the

>>>> same spirit, we only need to issue mem_cgroup_put() when the last charge

>>>> is gone.

>>>>

>>>> We'll need an extra bit in kmem_accounted for that: KMEM_ACCOUNTED_DEAD.

>>>> it will be set when the cgroup dies, if there are charges in the group.

>>>> If there aren't, we can proceed right away.

>>>>

>>>> Our uncharge function will have to test that bit every time the charges

>>>> drop to 0. Because that is not the likely output of

>>>> res_counter_uncharge, this should not impose a big hit on us: it is

>>>> certainly much better than a reference count decrease at every

>>>> operation.

>>>>

>>>> [v3: merged all lifecycle related patches in one]

>>>>

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

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

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>>>>

>>> OK, I like the optimization. I have just one comment to the

>>> memcg_kmem_dead naming but other than that

>>>

>>> Acked-by: Michal Hocko <mhocko@suse.cz>

>>>

>>> [...]

>>>> +static bool memcg_kmem_dead(struct mem_cgroup *memcg)

>>>>

>>> The name is tricky because it doesn't tell you that it clears the flag

>>> which made me scratch my head when reading comment in kmem_cgroup_destroy
>>>
>> memcg_kmem_finally_kill_that_bastard() ?
>
> memcg_kmem_test_and_clear_dead? I know long but at least clear that the
> flag is cleared. Or just open code it.
>

I agree. Ack by me with that naming.

Thanks,
-Kame
