
Subject: [PATCH v5 05/18] slab/slub: struct memcg_params
Posted by [Glauber Costa](#) on Fri, 19 Oct 2012 14:20:29 GMT
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For the kmem slab controller, we need to record some extra information in the kmem_cache structure.

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```
include/linux/slab.h      | 25 ++++++
include/linux/slab_def.h  |  3 +++
include/linux/slub_def.h  |  3 +++
mm/slab.h                 | 13 ++++++
4 files changed, 44 insertions(+)
```

```
diff --git a/include/linux/slab.h b/include/linux/slab.h
index 0dd2dfa..e4ea48a 100644
--- a/include/linux/slab.h
+++ b/include/linux/slab.h
@@ -177,6 +177,31 @@ unsigned int kmem_cache_size(struct kmem_cache *);
#define ARCH_SLAB_MINALIGN __alignof__(unsigned long long)
#endif
```

```
+ #include <linux/workqueue.h>
+ /*
+  * This is the main placeholder for memcg-related information in kmem caches.
+  * struct kmem_cache will hold a pointer to it, so the memory cost while
+  * disabled is 1 pointer. The runtime cost while enabled, gets bigger than it
+  * would otherwise be if that would be bundled in kmem_cache: we'll need an
+  * extra pointer chase. But the trade off clearly lays in favor of not
+  * penalizing non-users.
+  *
+  * Both the root cache and the child caches will have it. For the root cache,
+  * this will hold a dynamically allocated array large enough to hold
+  * information about the currently limited memcgs in the system.
+  *
+  * Child caches will hold extra metadata needed for its operation. Fields are:
+  *
+  * @memcg: pointer to the memcg this cache belongs to
+  */
+ struct memcg_cache_params {
```



```
+static inline bool is_root_cache(struct kmem_cache *s)
+{
+ return !s->memcg_params || s->memcg_params->is_root_cache;
+}
+#else
+static inline bool is_root_cache(struct kmem_cache *s)
+{
+ return true;
+}
+
+#endif
#endif
--
1.7.11.7
```
