
Subject: Re: [PATCH v5 14/18] memcg/sl[au]b: shrink dead caches
Posted by [Christoph Lameter](#) on Fri, 19 Oct 2012 19:47:51 GMT
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On Fri, 19 Oct 2012, Glauber Costa wrote:

- > An unlikely branch is used to make sure this case does not affect
- > performance in the usual slab_free path.
- >
- > The slab allocator has a time based reaper that would eventually get rid
- > of the objects, but we can also call it explicitly, since dead caches
- > are not a likely event.

This is also something that could be done from slab_common since all allocators have kmem_cache_shrink and kmem_cache_shrink can be used to drain the caches and free up empty slab pages.
