Subject: Re: [PATCH v5 14/18] memcg/sl[au]b: shrink dead caches
Posted by Glauber Costa on Mon, 22 Oct 2012 07:37:22 GMT
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On 10/19/2012 11:47 PM, Christoph Lameter wrote:
> 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.
>

The changelog needs to be updated. I updated the code, forgot the
changelog =(

I am actually now following Tejun's last suggestion, and no longer using
my old verify_dead code.

So I am basically calling shrink_slab every once in a while until the
cache disappears.

The only change I still need in the allocators is to count the amount of
pages they have, so I can differentiate between need-to-shrink and
need-to-destroy