
Subject: Re: [PATCH 01/10] memcg: Kernel memory accounting infrastructure.
Posted by [Glauber Costa](#) on Tue, 28 Feb 2012 13:10:09 GMT
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On 02/27/2012 07:58 PM, Suleiman Souhlal wrote:

> Enabled with CONFIG_CGROUP_MEM_RES_CTLR_KMEM.

>

> Adds the following files:

> - memory.kmem.independent_kmem_limit

> - memory.kmem.usage_in_bytes

> - memory.kmem.limit_in_bytes

>

> Signed-off-by: Suleiman Souhlal<suleiman@google.com>

> ---

> mm/memcontrol.c | 121

+++++

> 1 files changed, 120 insertions(+), 1 deletions(-)

>

> diff --git a/mm/memcontrol.c b/mm/memcontrol.c

> index 228d646..11e31d6 100644

> --- a/mm/memcontrol.c

> +++ b/mm/memcontrol.c

> @@ -235,6 +235,10 @@ struct mem_cgroup {

> */

> struct res_counter memsw;

> /*

> + * the counter to account for kernel memory usage.

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> + struct res_counter kmem_bytes;

> + /*

Not terribly important, but I find this name inconsistent. I like just kmem better.

> * Per cgroup active and inactive list, similar to the

> * per zone LRU lists.

> */

> @@ -293,6 +297,7 @@ struct mem_cgroup {

> #ifdef CONFIG_INET

> struct tcp_memcontrol tcp_mem;

> #endif

> + int independent_kmem_limit;

> };

bool ?

But that said, we are now approaching some 4 or 5 selectables in the memcg structure. How about we turn them into flags?

> /* Stuffs for move charges at task migration. */

```

> @@ -354,6 +359,7 @@ enum charge_type {
> #define _MEM (0)
> #define _MEMSWAP (1)
> #define _OOM_TYPE (2)
> +#define _KMEM (3)
> #define MEMFILE_PRIVATE(x, val) (((x)<< 16) | (val))
> #define MEMFILE_TYPE(val) (((val)>> 16)& 0xffff)
> #define MEMFILE_ATTR(val) ((val)& 0xffff)
> @@ -370,6 +376,8 @@ enum charge_type {
>
> static void mem_cgroup_get(struct mem_cgroup *memcg);
> static void mem_cgroup_put(struct mem_cgroup *memcg);
> +static void memcg_kmem_init(struct mem_cgroup *memcg,
> + struct mem_cgroup *parent);
>
> /* Writing them here to avoid exposing memcg's inner layout */
> #ifdef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
> @@ -1402,6 +1410,10 @@ done:
> res_counter_read_u64(&memcg->memsw, RES_USAGE)>> 10,
> res_counter_read_u64(&memcg->memsw, RES_LIMIT)>> 10,
> res_counter_read_u64(&memcg->memsw, RES_FAILCNT));
> + printk(KERN_INFO "kmem: usage %lluB, limit %lluB, failcnt %llu\n",
> + res_counter_read_u64(&memcg->kmem_bytes, RES_USAGE)>> 10,
> + res_counter_read_u64(&memcg->kmem_bytes, RES_LIMIT)>> 10,
> + res_counter_read_u64(&memcg->kmem_bytes, RES_FAILCNT));
> }
>
> /*
> @@ -3840,6 +3852,9 @@ static u64 mem_cgroup_read(struct cgroup *cont, struct cftype *cft)
> else
> val = res_counter_read_u64(&memcg->memsw, name);
> break;
> + case _KMEM:
> + val = res_counter_read_u64(&memcg->kmem_bytes, name);
> + break;
> default:
> BUG();
> break;
> @@ -3872,8 +3887,14 @@ static int mem_cgroup_write(struct cgroup *cont, struct cftype *cft,
> break;
> if (type == _MEM)
> ret = mem_cgroup_resize_limit(memcg, val);
> - else
> + else if (type == _MEMSWAP)
> ret = mem_cgroup_resize_memsw_limit(memcg, val);
> + else if (type == _KMEM) {
> + if (!memcg->independent_kmem_limit)
> + return -EINVAL;

```

```

> + ret = res_counter_set_limit(&memcg->kmem_bytes, val);
> + } else
> + return -EINVAL;
> break;
> case RES_SOFT_LIMIT:
> ret = res_counter_memparse_write_strategy(buffer,&val);
> @@ -4572,8 +4593,47 @@ static int mem_control_numa_stat_open(struct inode *unused,
struct file *file)
> #endif /* CONFIG_NUMA */
>
> #ifdef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
> +static u64
> +mem_cgroup_independent_kmem_limit_read(struct cgroup *cgrp, struct cftype *cft)
> +{
> + return mem_cgroup_from_cont(cgrp)->independent_kmem_limit;
> +}
> +
> +static int mem_cgroup_independent_kmem_limit_write(struct cgroup *cgrp,
> + struct cftype *cft, u64 val)
> +{
> + mem_cgroup_from_cont(cgrp)->independent_kmem_limit = !!val;
> +
> + return 0;
> +}
> +
> +static struct cftype kmem_cgroup_files[] = {
> + {
> + .name = "kmem.independent_kmem_limit",
> + .write_u64 = mem_cgroup_independent_kmem_limit_write,
> + .read_u64 = mem_cgroup_independent_kmem_limit_read,
> + },
> + {
> + .name = "kmem.limit_in_bytes",
> + .private = MEMFILE_PRIVATE(_KMEM, RES_LIMIT),
> + .write_string = mem_cgroup_write,
> + .read_u64 = mem_cgroup_read,
> + },
> + {
> + .name = "kmem.usage_in_bytes",
> + .private = MEMFILE_PRIVATE(_KMEM, RES_USAGE),
> + .read_u64 = mem_cgroup_read,
> + },
> +};
> +
> static int register_kmem_files(struct cgroup *cont, struct cgroup_subsys *ss)
> {
> + int ret;
> +

```

```

> + ret = cgroup_add_files(cont, ss, kmem_cgroup_files,
> +   ARRAY_SIZE(kmem_cgroup_files));
> + if (ret)
> +   return ret;
> /*
>  * Part of this would be better living in a separate allocation
>  * function, leaving us with just the cgroup tree population work.
> @@ -4587,6 +4647,10 @@ static int register_kmem_files(struct cgroup *cont, struct
cgroup_subsys *ss)
> static void kmem_cgroup_destroy(struct cgroup_subsys *ss,
>   struct cgroup *cont)
> {
> + struct mem_cgroup *memcg;
> +
> + memcg = mem_cgroup_from_cont(cont);
> + BUG_ON(res_counter_read_u64(&memcg->kmem_bytes, RES_USAGE) != 0);
That does not seem to make sense, specially if you are doing lazy
creation. What happens if you create a cgroup, don't put any tasks into
it (therefore, usage == 0), and then destroy it right away?

```

Or am I missing something?

```

> mem_cgroup_sockets_destroy(cont, ss);
> }
> #else
> @@ -4938,6 +5002,7 @@ mem_cgroup_create(struct cgroup_subsys *ss, struct cgroup *cont)
> {
>   memcg->last_scanned_node = MAX_NUMNODES;
>   INIT_LIST_HEAD(&memcg->oom_notify);
> + memcg_kmem_init(memcg, parent&& parent->use_hierarchy ? parent : NULL);
>
>   if (parent)
>     memcg->swappiness = mem_cgroup_swappiness(parent);
> @@ -5519,3 +5584,57 @@ static int __init enable_swap_account(char *s)
>   __setup("swapaccount=", enable_swap_account);
>
> #endif
> +
> + #ifdef CONFIG_CGROUP_MEM_RES_CTLR_KMEM
> + int
> + memcg_charge_kmem(struct mem_cgroup *memcg, gfp_t gfp, long long delta)
> + {
> +   struct res_counter *fail_res;
> +   struct mem_cgroup *_memcg;
> +   int may_oom, ret;
> +
> +   may_oom = (gfp & __GFP_WAIT) && (gfp & __GFP_FS) &&
> +     !(gfp & __GFP_NORETRY);

```

```

> +
> + ret = 0;
> +
> + if (memcg && !memcg->independent_kmem_limit) {
> +     _memcg = memcg;
> +     if (__mem_cgroup_try_charge(NULL, gfp, delta / PAGE_SIZE,
> +         &_memcg, may_oom) != 0)
> +         return -ENOMEM;
> + }
> +
> + if (_memcg)
> +     ret = res_counter_charge(&_memcg->kmem_bytes, delta, &fail_res);
> +
> + return ret;
> +}
> +
> +void
> +memcg_uncharge_kmem(struct mem_cgroup *memcg, long long delta)
> +{
> +    if (memcg)
> +        res_counter_uncharge(&memcg->kmem_bytes, delta);
> +
> +    if (memcg && !memcg->independent_kmem_limit)
> +        res_counter_uncharge(&memcg->res, delta);
> +}
> +
> +static void
> +memcg_kmem_init(struct mem_cgroup *memcg, struct mem_cgroup *parent)
> +{
> +    struct res_counter *parent_res;
> +
> +    parent_res = NULL;
> +    if (parent && parent != root_mem_cgroup)
> +        parent_res = &parent->kmem_bytes;
> +    res_counter_init(&memcg->kmem_bytes, parent_res);
> +    memcg->independent_kmem_limit = 0;
> +}
> +#else /* CONFIG_CGROUP_MEM_RES_CTLR_KMEM */
> +static void
> +memcg_kmem_init(struct mem_cgroup *memcg, struct mem_cgroup *parent)
> +{
> +}
> +#endif /* CONFIG_CGROUP_MEM_RES_CTLR_KMEM */

```

Subject: Re: [PATCH 01/10] memcg: Kernel memory accounting infrastructure.
 Posted by [Suleiman Souhlal](#) on Wed, 29 Feb 2012 00:37:29 GMT

On Tue, Feb 28, 2012 at 5:10 AM, Glauber Costa <glommer@parallels.com> wrote:

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>> + /*

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> Not terribly important, but I find this name inconsistent. I like

> just kmem better.

I will change it.

>> * Per cgroup active and inactive list, similar to the

>> * per zone LRU lists.

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>> @@ -293,6 +297,7 @@ struct mem_cgroup {

>> #ifdef CONFIG_INET

>> struct tcp_memcontrol tcp_mem;

>> #endif

>> + int independent_kmem_limit;

>> };

>

> bool ?

>

> But that said, we are now approaching some 4 or 5 selectables in the memcg

> structure. How about we turn them into flags?

The only other selectable (that is a boolean) I see is use_hierarchy.
Or do you also mean oom_lock and memsw_is_minimum?

Either way, I'll try to make them into flags.

```
>> @@ -4587,6 +4647,10 @@ static int register_kmem_files(struct cgroup *cont,
>> struct cgroup_subsys *ss)
>> static void kmem_cgroup_destroy(struct cgroup_subsys *ss,
>>                                struct cgroup *cont)
>> {
>> +     struct mem_cgroup *memcg;
>> +
>> +     memcg = mem_cgroup_from_cont(cont);
>> +     BUG_ON(res_counter_read_u64(&memcg->kmem_bytes, RES_USAGE) != 0);
>
> That does not seem to make sense, specially if you are doing lazy creation.
> What happens if you create a cgroup, don't put any tasks into it (therefore,
> usage == 0), and then destroy it right away?
>
> Or am I missing something?
```

The BUG_ON will only trigger if there is any remaining kernel memory,
so the situation you describe should not be a problem.

-- Suleiman
