
Subject: [RFC][PATCH 1/2] split up shrink_page_list()
Posted by [Dave Hansen](#) on Wed, 13 Jun 2007 22:29:08 GMT
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This patch takes shrink_page_list() and splits out its main loop into another function: try_to_shrink_page(). I think this makes it all a bit more readable.

lxc-dave/mm/vmscan.c | 276 ++++++-----
1 file changed, 150 insertions(+), 126 deletions(-)

```
diff -puN mm/vmscan.c~ptrace-force-swap mm/vmscan.c
--- lxc/mm/vmscan.c~ptrace-force-swap 2007-06-13 15:24:29.000000000 -0700
+++ lxc-dave/mm/vmscan.c 2007-06-13 15:24:29.000000000 -0700
@@ -441,167 +441,191 @@ cannot_free:
     return 0;
 }
```

```
/*
 * shrink_page_list() returns the number of reclaimed pages
 */
-static unsigned long shrink_page_list(struct list_head *page_list,
-    struct scan_control *sc)
+int try_to_shrink_page(struct page *page, struct scan_control *sc)
{
- LIST_HEAD(ret_pages);
- struct pagevec freed_pvec;
- int pgactivate = 0;
- unsigned long nr_reclaimed = 0;
+ struct address_space *mapping;
+ int may_enter_fs;
+ int referenced;

- cond_resched();
+ list_del(&page->lru);

- pagevec_init(&freed_pvec, 1);
- while (!list_empty(page_list)) {
-     struct address_space *mapping;
-     struct page *page;
-     int may_enter_fs;
-     int referenced;
+ if (TestSetPageLocked(page))
+     goto keep;
```

```

- cond_resched();
+ VM_BUG_ON(PageActive(page));

- page = lru_to_page(page_list);
- list_del(&page->lru);
+ sc->nr_scanned++;

- if (TestSetPageLocked(page))
- goto keep;
-
- VM_BUG_ON(PageActive(page));
+ if (!sc->may_swap && page_mapped(page))
+ goto keep_locked;

+ /* Double the slab pressure for mapped and swapcache pages */
+ if (page_mapped(page) || PageSwapCache(page))
+   sc->nr_scanned++;

- if (!sc->may_swap && page_mapped(page))
- goto keep_locked;
-
- /* Double the slab pressure for mapped and swapcache pages */
- if (page_mapped(page) || PageSwapCache(page))
-   sc->nr_scanned++;
+ if (PageWriteback(page))
+ goto keep_locked;

- if (PageWriteback(page))
- goto keep_locked;
-
- referenced = page_referenced(page, 1);
- /* In active use or really unfreeable? Activate it. */
- if (referenced && page_mapping_inuse(page))
- goto activate_locked;
+ referenced = page_referenced(page, 1);
+ /* In active use or really unfreeable? Activate it. */
+ if (referenced && page_mapping_inuse(page))
+ goto activate_locked;

#ifdef CONFIG_SWAP
- /*
-  * Anonymous process memory has backing store?
-  * Try to allocate it some swap space here.
-  */
- if (PageAnon(page) && !PageSwapCache(page))
- if (!add_to_swap(page, GFP_ATOMIC))
- goto activate_locked;

```

```

+ /*
+ * Anonymous process memory has backing store?
+ * Try to allocate it some swap space here.
+ */
+ if (PageAnon(page) && !PageSwapCache(page))
+ if (!add_to_swap(page, GFP_ATOMIC))
+ goto activate_locked;
+ #endif /* CONFIG_SWAP */

- mapping = page_mapping(page);
- may_enter_fs = (sc->gfp_mask & __GFP_FS) ||
- (PageSwapCache(page) && (sc->gfp_mask & __GFP_IO));
+ mapping = page_mapping(page);
+ may_enter_fs = (sc->gfp_mask & __GFP_FS) ||
+ (PageSwapCache(page) && (sc->gfp_mask & __GFP_IO));

- /*
- * The page is mapped into the page tables of one or more
- * processes. Try to unmap it here.
- */
- if (page_mapped(page) && mapping) {
- switch (try_to_unmap(page, 0)) {
- case SWAP_FAIL:
- goto activate_locked;
- case SWAP_AGAIN:
- goto keep_locked;
- case SWAP_SUCCESS:
- ; /* try to free the page below */
- }
+ /*
+ * The page is mapped into the page tables of one or more
+ * processes. Try to unmap it here.
+ */
+ if (page_mapped(page) && mapping) {
+ switch (try_to_unmap(page, 0)) {
+ case SWAP_FAIL:
+ goto activate_locked;
+ case SWAP_AGAIN:
+ goto keep_locked;
+ case SWAP_SUCCESS:
+ ; /* try to free the page below */
+ }
+ }

- if (PageDirty(page)) {
- if (referenced)
- goto keep_locked;
- if (!may_enter_fs)

```

```

- goto keep_locked;
- if (!sc->may_writepage)
- goto keep_locked;
+ if (PageDirty(page)) {
+ if (referenced)
+ goto keep_locked;
+ if (!may_enter_fs)
+ goto keep_locked;
+ if (!sc->may_writepage)
+ goto keep_locked;

- /* Page is dirty, try to write it out here */
- switch(pageout(page, mapping)) {
- case PAGE_KEEP:
+ /* Page is dirty, try to write it out here */
+ switch(pageout(page, mapping)) {
+ case PAGE_KEEP:
+ goto keep_locked;
+ case PAGE_ACTIVATE:
+ goto activate_locked;
+ case PAGE_SUCCESS:
+ if (PageWriteback(page) || PageDirty(page))
+ goto keep;
+ /*
+  * A synchronous write - probably a ramdisk. Go
+  * ahead and try to reclaim the page.
+  */
+ if (TestSetPageLocked(page))
+ goto keep;
+ if (PageDirty(page) || PageWriteback(page))
+ goto keep_locked;
- case PAGE_ACTIVATE:
- goto activate_locked;
- case PAGE_SUCCESS:
- if (PageWriteback(page) || PageDirty(page))
- goto keep;
- /*
-  * A synchronous write - probably a ramdisk. Go
-  * ahead and try to reclaim the page.
-  */
- if (TestSetPageLocked(page))
- goto keep;
- if (PageDirty(page) || PageWriteback(page))
- goto keep_locked;
- mapping = page_mapping(page);
- case PAGE_CLEAN:
- ; /* try to free the page below */
- }

```

```

+ mapping = page_mapping(page);
+ case PAGE_CLEAN:
+ ; /* try to free the page below */
+ }
+ }

- /*
- * If the page has buffers, try to free the buffer mappings
- * associated with this page. If we succeed we try to free
- * the page as well.
- *
- * We do this even if the page is PageDirty().
- * try_to_release_page() does not perform I/O, but it is
- * possible for a page to have PageDirty set, but it is actually
- * clean (all its buffers are clean). This happens if the
- * buffers were written out directly, with submit_bh(). ext3
- * will do this, as well as the blockdev mapping.
- * try_to_release_page() will discover that cleanness and will
- * drop the buffers and mark the page clean - it can be freed.
- *
- * Rarely, pages can have buffers and no ->mapping. These are
- * the pages which were not successfully invalidated in
- * truncate_complete_page(). We try to drop those buffers here
- * and if that worked, and the page is no longer mapped into
- * process address space (page_count == 1) it can be freed.
- * Otherwise, leave the page on the LRU so it is swappable.
- */
- if (PagePrivate(page)) {
- if (!try_to_release_page(page, sc->gfp_mask))
- goto activate_locked;
- if (!mapping && page_count(page) == 1)
- goto free_it;
- }
+ /*
+ * If the page has buffers, try to free the buffer mappings
+ * associated with this page. If we succeed we try to free
+ * the page as well.
+ *
+ * We do this even if the page is PageDirty().
+ * try_to_release_page() does not perform I/O, but it is
+ * possible for a page to have PageDirty set, but it is actually
+ * clean (all its buffers are clean). This happens if the
+ * buffers were written out directly, with submit_bh(). ext3
+ * will do this, as well as the blockdev mapping.
+ * try_to_release_page() will discover that cleanness and will
+ * drop the buffers and mark the page clean - it can be freed.
+ *
+ * Rarely, pages can have buffers and no ->mapping. These are

```

```

+ * the pages which were not successfully invalidated in
+ * truncate_complete_page(). We try to drop those buffers here
+ * and if that worked, and the page is no longer mapped into
+ * process address space (page_count == 1) it can be freed.
+ * Otherwise, leave the page on the LRU so it is swappable.
+ */
+ if (PagePrivate(page)) {
+   if (!try_to_release_page(page, sc->gfp_mask))
+     goto activate_locked;
+   if (!mapping && page_count(page) == 1)
+     goto free_it;
+ }

- if (!mapping || !remove_mapping(mapping, page))
-   goto keep_locked;
+ if (!mapping || !remove_mapping(mapping, page))
+   goto keep_locked;

free_it:
- unlock_page(page);
- nr_reclaimed++;
- if (!pagevec_add(&freed_pvec, page))
-   __pagevec_release_nonlru(&freed_pvec);
- continue;
+ unlock_page(page);
+ return 1;

activate_locked:
- SetPageActive(page);
- pgactivate++;
+ /* Not a candidate for swapping, so reclaim swap space. */
+ if (PageSwapCache(page) && vm_swap_full())
+   remove_exclusive_swap_page(page);
+ SetPageActive(page);
+ count_vm_events(PGACTIVATE, 1);
keep_locked:
- unlock_page(page);
+ unlock_page(page);
keep:
- list_add(&page->lru, &ret_pages);
- VM_BUG_ON(PageLRU(page));
+ VM_BUG_ON(PageLRU(page));
+ return 0;
+}
+
+/*
+ * shrink_page_list() returns the number of reclaimed pages
+ */

```

```

+static unsigned long shrink_page_list(struct list_head *page_list,
+ struct scan_control *sc)
+{
+ LIST_HEAD(ret_pages);
+ struct pagevec freed_pvec;
+ unsigned long nr_reclaimed = 0;
+
+ cond_resched();
+
+ pagevec_init(&freed_pvec, 1);
+ while (!list_empty(page_list)) {
+ struct page *page = lru_to_page(page_list);
+ cond_resched();
+ if (try_to_shrink_page(page, sc)) {
+ nr_reclaimed++;
+ if (!pagevec_add(&freed_pvec, page))
+ __pagevec_release_nonlru(&freed_pvec);
+ } else {
+ list_add(&page->lru, &ret_pages);
+ }
+ }
+ list_splice(&ret_pages, page_list);
+ if (pagevec_count(&freed_pvec))
+ __pagevec_release_nonlru(&freed_pvec);
+ count_vm_events(PGACTIVATE, pgactivate);
+ return nr_reclaimed;
+}

+int try_to_put_page_in_swap(struct page *page)
+{
+
+ get_page(page);
+ if (page_count(page) == 1)
+ /* page was freed from under us. So we are done. */
+ return -EAGAIN;
+ lock_page(page);
+ if (PageWriteback(page))
+ wait_on_page_writeback(page);
+ try_to_unmap(page, 0);
+ printk("page mapped: %d\n", page_mapped(page));
+ unlock_page(page);
+ put_page(page);
+ return 0;
+}
+
+/*
+ * zone->lru_lock is heavily contended. Some of the functions that
+ * shrink the lists perform better by taking out a batch of pages

```

—

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: [RFC][PATCH 2/2] memory checkpoint with swapfiles
Posted by [Dave Hansen](#) on Wed, 13 Jun 2007 22:29:09 GMT
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We have a lot of options with how to do actual checkpointing of a process's memory. We have existing interfaces like ptrace and /proc/\$pid/mem. But, I'm sure everybody wants to be able to checkpoint things with the smallest amount of downtime possible, and being able to do it incrementally is important.

So, I've hacked up the swap code a bit to take requests via a syscall (very temporarily) and shoot down pages that were previously mapped and put them in swap. If you want to checkpoint such a process, all you have to do is figure out which virtual address got placed where in swap, and you have all of the data that you need to recreate all of the anonymous memory that the process had.

This needs quite a few more bits to be actually useful, like making sure that only a single container's data gets put into the target swapfile, but it does appear to work.

Is anybody revolted by this approach?

```
lxc-dave/include/linux/mm.h      | 1 +
lxc-dave/include/linux/ptrace.h  | 1 +
lxc-dave/include/linux/swapops.h | 5 +++++
lxc-dave/kernel/ptrace.c          | 23 +++++++++++++++++++++
lxc-dave/mm/memory.c             | 35 +++++++++++++++++++++++++++++++++++++-
lxc-dave/mm/migrate.c            | 5 ----
lxc-dave/mm/rmap.c               | 2 +-
lxc-dave/mm/swap_state.c         | 4 ++++
lxc-dave/mm/vmscan.c             | 35 ++++++++++++++++++++++-----
9 files changed, 97 insertions(+), 14 deletions(-)
```

```
diff -puN include/linux/mm.h~add-ptrace-extension include/linux/mm.h
--- lxc/include/linux/mm.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/include/linux/mm.h 2007-06-13 15:24:40.000000000 -0700
```



```

@@ -1129,6 +1129,7 @@ struct page *follow_page(struct vm_area_
#define FOLL_TOUCH 0x02 /* mark page accessed */
#define FOLL_GET 0x04 /* do get_page on page */
#define FOLL_ANON 0x08 /* give ZERO_PAGE if no pgtable */
+#define FOLL_SWAP 0x10 /* give ZERO_PAGE if no pgtable */

#ifdef CONFIG_PROC_FS
void vm_stat_account(struct mm_struct *, unsigned long, struct file *, long);
diff -puN include/linux/ptrace.h~add-ptrace-extension include/linux/ptrace.h
--- lxc/include/linux/ptrace.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/include/linux/ptrace.h 2007-06-13 15:24:40.000000000 -0700
@@ -26,6 +26,7 @@
#define PTRACE_GETEVENTMSG 0x4201
#define PTRACE_GETSIGINFO 0x4202
#define PTRACE_SETSIGINFO 0x4203
+#define PTRACE_POKEPTE 0x4204

/* options set using PTRACE_SETOPTIONS */
#define PTRACE_O_TRACESYSGOOD 0x00000001
diff -puN include/linux/swapops.h~add-ptrace-extension include/linux/swapops.h
--- lxc/include/linux/swapops.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/include/linux/swapops.h 2007-06-13 15:24:40.000000000 -0700
@@ -12,6 +12,11 @@
#define SWP_TYPE_SHIFT(e) (sizeof(e.val) * 8 - MAX_SWAPFILES_SHIFT)
#define SWP_OFFSET_MASK(e) ((1UL << SWP_TYPE_SHIFT(e)) - 1)

+static inline int is_swap_pte(pte_t pte)
+{
+ return !pte_none(pte) && !pte_present(pte) && !pte_file(pte);
+}
+
/*
 * Store a type+offset into a swp_entry_t in an arch-independent format
 */
diff -puN kernel/ptrace.c~add-ptrace-extension kernel/ptrace.c
--- lxc/kernel/ptrace.c~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/kernel/ptrace.c 2007-06-13 15:24:40.000000000 -0700
@@ -448,6 +448,29 @@ struct task_struct *ptrace_get_task_stru
}

#ifdef __ARCH_SYS_PTRACE
+asmlinkage long sys_hackery(long data, long pid, long addr)
+{
+ int ret = 0;
+ int poke_process_pte(struct task_struct *tsk, unsigned long addr,
+ pte_t *pte_state);
+ pte_t pte_state;
+ struct task_struct *child;

```

```

+
+ child = find_task_by_pid(pid);
+ if (child)
+   get_task_struct(child);
+ ret = poke_process_pte(child, addr, &pte_state);
+ if (ret)
+   goto out;
+ ret = copy_to_user((void *)data,
+   &pte_state,
+   sizeof(pte_state));
+out:
+ if (child)
+   put_task_struct(child);
+ return ret;
+}
+
asmlinkage long sys_ptrace(long request, long pid, long addr, long data)
{
    struct task_struct *child;
diff -puN mm/memory.c~add-pttrace-extension mm/memory.c
--- lxc/mm/memory.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/mm/memory.c 2007-06-13 15:25:17.000000000 -0700
@@ -941,8 +941,19 @@ struct page *follow_page(struct vm_area_
    goto out;

    pte = *ptep;
- if (!pte_present(pte))
+ if (!pte_present(pte)) {
+   /*
+    * We should probably clean the actual entry up
+    * a bit, but this will do for now
+    */
+   if (is_swap_pte(pte) && (flags & FOLL_SWAP))
+     page = (struct page *)ptep;
+   goto unlock;
+ }
+ if (flags & FOLL_SWAP) {
+   page = NULL;
+   goto unlock;
+ }
+ if ((flags & FOLL_WRITE) && !pte_write(pte))
+   goto unlock;
+ page = vm_normal_page(vma, address, pte);
@@ -2684,6 +2695,28 @@ int in_gate_area_no_task(unsigned long a

#endif /* __HAVE_ARCH_GATE_AREA */

+int try_to_put_page_in_swap(struct page *page);

```

```

+
+int poke_process_pte(struct task_struct *tsk, unsigned long addr,
+    pte_t *pte_state)
+{
+ struct page *page;
+ struct vm_area_struct *vma;
+
+ vma = find_vma(tsk->mm, addr);
+ if (!vma)
+ return -EINVAL;
+ page = follow_page(vma, addr, FOLL_GET);
+ if (!page)
+ return -EINVAL;
+ try_to_put_page_in_swap(page);
+ put_page(page);
+ page = follow_page(vma, addr, FOLL_SWAP);
+ if (page)
+ *pte_state = *(pte_t *)page;
+ return 0;
+}
+
+/*
+ * Access another process' address space.
+ * Source/target buffer must be kernel space,
diff -puN mm/migrate.c~add-pttrace-extension mm/migrate.c
--- lxc/mm/migrate.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/mm/migrate.c 2007-06-13 15:24:40.000000000 -0700
@@ -115,11 +115,6 @@ int putback_lru_pages(struct list_head *
    return count;
}

-static inline int is_swap_pte(pte_t pte)
-{
- return !pte_none(pte) && !pte_present(pte) && !pte_file(pte);
-}
-
-/*
+ * Restore a potential migration pte to a working pte entry
+ */
diff -puN mm/rmap.c~add-pttrace-extension mm/rmap.c
--- lxc/mm/rmap.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/mm/rmap.c 2007-06-13 15:24:40.000000000 -0700
@@ -795,7 +795,7 @@ static void try_to_unmap_cluster(unsigne
    pte_unmap_unlock(pte - 1, ptl);
}

-static int try_to_unmap_anon(struct page *page, int migration)
+int try_to_unmap_anon(struct page *page, int migration)

```

```

{
    struct anon_vma *anon_vma;
    struct vm_area_struct *vma;
diff -puN mm/swap_state.c~add-pttrace-extension mm/swap_state.c
--- lxc/mm/swap_state.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/mm/swap_state.c 2007-06-13 15:24:40.000000000 -0700
@@ -128,6 +128,10 @@ void __delete_from_swap_cache(struct pag
    BUG_ON(PageWriteback(page));
    BUG_ON(PagePrivate(page));

+ if (printk_ratelimit()) {
+     printk("%s(%p)\n", __func__, page);
+     dump_stack();
+ }
    radix_tree_delete(&swapper_space.page_tree, page_private(page));
    set_page_private(page, 0);
    ClearPageSwapCache(page);
diff -puN mm/vmscan.c~add-pttrace-extension mm/vmscan.c
--- lxc/mm/vmscan.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
+++ lxc-dave/mm/vmscan.c 2007-06-13 15:24:40.000000000 -0700
@@ -611,19 +611,40 @@ static unsigned long shrink_page_list(st

int try_to_put_page_in_swap(struct page *page)
{
-
- get_page(page);
+ int ret = 0;
+ struct writeback_control wbc = {
+     .sync_mode = WB_SYNC_NONE,
+ };
    if (page_count(page) == 1)
        /* page was freed from under us. So we are done. */
-     return -EAGAIN;
+     return -EAGAIN;
    lock_page(page);
    if (PageWriteback(page))
        wait_on_page_writeback(page);
- try_to_unmap(page, 0);
- printk("page mapped: %d\n", page_mapped(page));
+ if (!PageAnon(page))
+     goto unlock;
+ if (!PageSwapCache(page))
+ if (!add_to_swap(page, GFP_ATOMIC))
+     goto unlock;
+
+ {
+ /*
+  * This used to be a plain try_to_unmap(), but some

```

```

+ * pages were getting into the _file() function with
+ * what I think were null ->mapping pointer and oopsing
+ * on the mapping->mapping_lock.
+ */
+ int try_to_unmap_anon(struct page *page, int migration);
+ ret = try_to_unmap_anon(page, 0);
+ }
+ if (!page_mapped(page)) {
+ swap_writepage(page, &wbc);
+ lock_page(page);
+ wait_on_page_writeback(page);
+ }
+unlock:
+ unlock_page(page);
- put_page(page);
- return 0;
+ return ret;
+ }

/*
-

```

Containers mailing list
Containers@lists.linux-foundation.org
<https://lists.linux-foundation.org/mailman/listinfo/containers>

Subject: Re: [RFC][PATCH 1/2] split up shrink_page_list()
Posted by [serue](#) on Thu, 14 Jun 2007 16:00:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quoting Dave Hansen (hansendc@us.ibm.com):
>
> This patch takes shrink_page_list() and splits out its main
> loop into another function: try_to_shrink_page(). I think
> this makes it all a bit more readable.

Haven't checked every error path yet, but it looks correct enough
to these mm-virgin eyes.

Why is try_to_put_page_in_swap() defined in this patch? Is that
on purpose?

thanks,
-serge

> ---
>

```

> lxc-dave/mm/vmscan.c | 276 ++++++-----
> 1 file changed, 150 insertions(+), 126 deletions(-)
>
> diff -puN mm/vmscan.c~ptrace-force-swap mm/vmscan.c
> --- lxc/mm/vmscan.c~ptrace-force-swap 2007-06-13 15:24:29.000000000 -0700
> +++ lxc-dave/mm/vmscan.c 2007-06-13 15:24:29.000000000 -0700
> @@ -441,167 +441,191 @@ cannot_free:
>     return 0;
> }
>
> -/*
> - * shrink_page_list() returns the number of reclaimed pages
> - */
> -static unsigned long shrink_page_list(struct list_head *page_list,
> -    struct scan_control *sc)
> +int try_to_shrink_page(struct page *page, struct scan_control *sc)
> {
> - LIST_HEAD(ret_pages);
> - struct pagevec freed_pvec;
> - int pgactivate = 0;
> - unsigned long nr_reclaimed = 0;
> + struct address_space *mapping;
> + int may_enter_fs;
> + int referenced;
>
> - cond_resched();
> + list_del(&page->lru);
>
> - pagevec_init(&freed_pvec, 1);
> - while (!list_empty(page_list)) {
> -     struct address_space *mapping;
> -     struct page *page;
> -     int may_enter_fs;
> -     int referenced;
> + if (TestSetPageLocked(page))
> +     goto keep;
>
> -     cond_resched();
> + VM_BUG_ON(PageActive(page));
>
> -     page = lru_to_page(page_list);
> -     list_del(&page->lru);
> + sc->nr_scanned++;
>
> -     if (TestSetPageLocked(page))
> -         goto keep;
> -
> -     VM_BUG_ON(PageActive(page));

```

```

> + if (!sc->may_swap && page_mapped(page))
> + goto keep_locked;
>
> + /* Double the slab pressure for mapped and swapcache pages */
> + if (page_mapped(page) || PageSwapCache(page))
>   sc->nr_scanned++;
>
> - if (!sc->may_swap && page_mapped(page))
> - goto keep_locked;
> -
> - /* Double the slab pressure for mapped and swapcache pages */
> - if (page_mapped(page) || PageSwapCache(page))
> -   sc->nr_scanned++;
> + if (PageWriteback(page))
> + goto keep_locked;
>
> - if (PageWriteback(page))
> - goto keep_locked;
> -
> - referenced = page_referenced(page, 1);
> - /* In active use or really unfreeable? Activate it. */
> - if (referenced && page_mapping_inuse(page))
> - goto activate_locked;
> + referenced = page_referenced(page, 1);
> + /* In active use or really unfreeable? Activate it. */
> + if (referenced && page_mapping_inuse(page))
> + goto activate_locked;
>
> #ifdef CONFIG_SWAP
> - /*
> -  * Anonymous process memory has backing store?
> -  * Try to allocate it some swap space here.
> -  */
> - if (PageAnon(page) && !PageSwapCache(page))
> - if (!add_to_swap(page, GFP_ATOMIC))
> - goto activate_locked;
> + /*
> +  * Anonymous process memory has backing store?
> +  * Try to allocate it some swap space here.
> +  */
> + if (PageAnon(page) && !PageSwapCache(page))
> + if (!add_to_swap(page, GFP_ATOMIC))
> + goto activate_locked;
> #endif /* CONFIG_SWAP */
>
> - mapping = page_mapping(page);
> - may_enter_fs = (sc->gfp_mask & __GFP_FS) ||
> - (PageSwapCache(page) && (sc->gfp_mask & __GFP_IO));

```

```

> + mapping = page_mapping(page);
> + may_enter_fs = (sc->gfp_mask & __GFP_FS) ||
> + (PageSwapCache(page) && (sc->gfp_mask & __GFP_IO));
>
> - /*
> -  * The page is mapped into the page tables of one or more
> -  * processes. Try to unmap it here.
> -  */
> - if (page_mapped(page) && mapping) {
> -     switch (try_to_unmap(page, 0)) {
> -     case SWAP_FAIL:
> -         goto activate_locked;
> -     case SWAP_AGAIN:
> -         goto keep_locked;
> -     case SWAP_SUCCESS:
> -         ; /* try to free the page below */
> -     }
> + /*
> +  * The page is mapped into the page tables of one or more
> +  * processes. Try to unmap it here.
> +  */
> + if (page_mapped(page) && mapping) {
> +     switch (try_to_unmap(page, 0)) {
> +     case SWAP_FAIL:
> +         goto activate_locked;
> +     case SWAP_AGAIN:
> +         goto keep_locked;
> +     case SWAP_SUCCESS:
> +         ; /* try to free the page below */
>     }
> + }
>
> - if (PageDirty(page)) {
> -     if (referenced)
> -         goto keep_locked;
> -     if (!may_enter_fs)
> -         goto keep_locked;
> -     if (!sc->may_writepage)
> -         goto keep_locked;
> + if (PageDirty(page)) {
> +     if (referenced)
> +         goto keep_locked;
> +     if (!may_enter_fs)
> +         goto keep_locked;
> +     if (!sc->may_writepage)
> +         goto keep_locked;
>
> - /* Page is dirty, try to write it out here */

```



```

> - switch(pageout(page, mapping)) {
> - case PAGE_KEEP:
> + /* Page is dirty, try to write it out here */
> + switch(pageout(page, mapping)) {
> + case PAGE_KEEP:
> + goto keep_locked;
> + case PAGE_ACTIVATE:
> + goto activate_locked;
> + case PAGE_SUCCESS:
> + if (PageWriteback(page) || PageDirty(page))
> + goto keep;
> + /*
> + * A synchronous write - probably a ramdisk. Go
> + * ahead and try to reclaim the page.
> + */
> + if (TestSetPageLocked(page))
> + goto keep;
> + if (PageDirty(page) || PageWriteback(page))
> goto keep_locked;
> - case PAGE_ACTIVATE:
> - goto activate_locked;
> - case PAGE_SUCCESS:
> - if (PageWriteback(page) || PageDirty(page))
> - goto keep;
> - /*
> - * A synchronous write - probably a ramdisk. Go
> - * ahead and try to reclaim the page.
> - */
> - if (TestSetPageLocked(page))
> - goto keep;
> - if (PageDirty(page) || PageWriteback(page))
> - goto keep_locked;
> - mapping = page_mapping(page);
> - case PAGE_CLEAN:
> - ; /* try to free the page below */
> - }
> + mapping = page_mapping(page);
> + case PAGE_CLEAN:
> + ; /* try to free the page below */
> }
> + }
>
> - /*
> - * If the page has buffers, try to free the buffer mappings
> - * associated with this page. If we succeed we try to free
> - * the page as well.
> - *
> - * We do this even if the page is PageDirty().

```

```

> - * try_to_release_page() does not perform I/O, but it is
> - * possible for a page to have PageDirty set, but it is actually
> - * clean (all its buffers are clean). This happens if the
> - * buffers were written out directly, with submit_bh(). ext3
> - * will do this, as well as the blockdev mapping.
> - * try_to_release_page() will discover that cleanness and will
> - * drop the buffers and mark the page clean - it can be freed.
> - *
> - * Rarely, pages can have buffers and no ->mapping. These are
> - * the pages which were not successfully invalidated in
> - * truncate_complete_page(). We try to drop those buffers here
> - * and if that worked, and the page is no longer mapped into
> - * process address space (page_count == 1) it can be freed.
> - * Otherwise, leave the page on the LRU so it is swappable.
> - */
> - if (PagePrivate(page)) {
> -     if (!try_to_release_page(page, sc->gfp_mask))
> -         goto activate_locked;
> -     if (!mapping && page_count(page) == 1)
> -         goto free_it;
> - }
> + /*
> + * If the page has buffers, try to free the buffer mappings
> + * associated with this page. If we succeed we try to free
> + * the page as well.
> + *
> + * We do this even if the page is PageDirty().
> + * try_to_release_page() does not perform I/O, but it is
> + * possible for a page to have PageDirty set, but it is actually
> + * clean (all its buffers are clean). This happens if the
> + * buffers were written out directly, with submit_bh(). ext3
> + * will do this, as well as the blockdev mapping.
> + * try_to_release_page() will discover that cleanness and will
> + * drop the buffers and mark the page clean - it can be freed.
> + *
> + * Rarely, pages can have buffers and no ->mapping. These are
> + * the pages which were not successfully invalidated in
> + * truncate_complete_page(). We try to drop those buffers here
> + * and if that worked, and the page is no longer mapped into
> + * process address space (page_count == 1) it can be freed.
> + * Otherwise, leave the page on the LRU so it is swappable.
> + */
> + if (PagePrivate(page)) {
> +     if (!try_to_release_page(page, sc->gfp_mask))
> +         goto activate_locked;
> +     if (!mapping && page_count(page) == 1)
> +         goto free_it;
> + }

```

```

>
> - if (!mapping || !remove_mapping(mapping, page))
> - goto keep_locked;
> + if (!mapping || !remove_mapping(mapping, page))
> + goto keep_locked;
>
> free_it:
> - unlock_page(page);
> - nr_reclaimed++;
> - if (!pagevec_add(&freed_pvec, page))
> - __pagevec_release_nonlru(&freed_pvec);
> - continue;
> + unlock_page(page);
> + return 1;
>
> activate_locked:
> - SetPageActive(page);
> - pgactivate++;
> + /* Not a candidate for swapping, so reclaim swap space. */
> + if (PageSwapCache(page) && vm_swap_full())
> + remove_exclusive_swap_page(page);
> + SetPageActive(page);
> + count_vm_events(PGACTIVATE, 1);
> keep_locked:
> - unlock_page(page);
> + unlock_page(page);
> keep:
> - list_add(&page->lru, &ret_pages);
> - VM_BUG_ON(PageLRU(page));
> + VM_BUG_ON(PageLRU(page));
> + return 0;
> +}
> +
> +/*
> + * shrink_page_list() returns the number of reclaimed pages
> + */
> +static unsigned long shrink_page_list(struct list_head *page_list,
> + struct scan_control *sc)
> +{
> + LIST_HEAD(ret_pages);
> + struct pagevec freed_pvec;
> + unsigned long nr_reclaimed = 0;
> +
> + cond_resched();
> +
> + pagevec_init(&freed_pvec, 1);
> + while (!list_empty(page_list)) {
> + struct page *page = lru_to_page(page_list);

```

```

> + cond_resched();
> + if (try_to_shrink_page(page, sc)) {
> +   nr_reclaimed++;
> +   if (!pagevec_add(&freed_pvec, page))
> +     __pagevec_release_nonlru(&freed_pvec);
> + } else {
> +   list_add(&page->lru, &ret_pages);
> + }
> }
> list_splice(&ret_pages, page_list);
> if (pagevec_count(&freed_pvec))
>   __pagevec_release_nonlru(&freed_pvec);
> - count_vm_events(PGACTIVATE, pgactivate);
> return nr_reclaimed;
> }
>
> +int try_to_put_page_in_swap(struct page *page)
> +{
> +
> + get_page(page);
> + if (page_count(page) == 1)
> +   /* page was freed from under us. So we are done. */
> +   return -EAGAIN;
> + lock_page(page);
> + if (PageWriteback(page))
> +   wait_on_page_writeback(page);
> + try_to_unmap(page, 0);
> + printk("page mapped: %d\n", page_mapped(page));
> + unlock_page(page);
> + put_page(page);
> + return 0;
> +}
> +
> /*
>  * zone->lru_lock is heavily contended. Some of the functions that
>  * shrink the lists perform better by taking out a batch of pages
>  *
>  */

```

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Subject: Re: [RFC][PATCH 2/2] memory checkpoint with swapfiles

Posted by [serue](#) on Thu, 14 Jun 2007 16:16:05 GMT

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Quoting Dave Hansen (hansendc@us.ibm.com):

>
> We have a lot of options with how to do actual checkpointing
> of a process's memory. We have existing interfaces like
> ptrace and /proc/\$pid/mem. But, I'm sure everybody wants to
> be able to checkpoint things with the smallest amount of
> downtime possible, and being able to do it incrementally
> is important.

>
> So, I've hacked up the swap code a bit to take requests
> via a syscall (very temporarily) and shoot down pages that
> were previously mapped and put them in swap. If you want
> to checkpoint such a process, all you have to do is figure
> out which virtual address got placed where in swap, and
> you have all of the data that you need to recreate all of
> the anonymous memory that the process had.

>
> This needs quite a few more bits to be actually useful,
> like making sure that only a single container's data gets
> put into the target swapfile, but it does appear to work.

Another thing this will need is a way to create a very quick
copy-on-write copy of the swapfile after the checkpoint. Is
that simple enough to do?

> Is anybody revolted by this approach?

>
> ---
>
> lxc-dave/include/linux/mm.h | 1 +
> lxc-dave/include/linux/ptrace.h | 1 +
> lxc-dave/include/linux/swapops.h | 5 +++++
> lxc-dave/kernel/ptrace.c | 23 +++++
> lxc-dave/mm/memory.c | 35 +++++
> lxc-dave/mm/migrate.c | 5 ----
> lxc-dave/mm/rmap.c | 2 +-
> lxc-dave/mm/swap_state.c | 4 ++++
> lxc-dave/mm/vmscan.c | 35 +++++
> 9 files changed, 97 insertions(+), 14 deletions(-)
>
> diff -puN include/linux/mm.h~add-ptrace-extension include/linux/mm.h
> --- lxc/include/linux/mm.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/include/linux/mm.h 2007-06-13 15:24:40.000000000 -0700
> @@ -1129,6 +1129,7 @@ struct page *follow_page(struct vm_area_
> #define FOLL_TOUCH 0x02 /* mark page accessed */

```

> #define FOLL_GET 0x04 /* do get_page on page */
> #define FOLL_ANON 0x08 /* give ZERO_PAGE if no pgtable */
> +#define FOLL_SWAP 0x10 /* give ZERO_PAGE if no pgtable */
>
> #ifdef CONFIG_PROC_FS
> void vm_stat_account(struct mm_struct *, unsigned long, struct file *, long);
> diff -puN include/linux/ptrace.h~add-ptrace-extension include/linux/ptrace.h
> --- lxc/include/linux/ptrace.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/include/linux/ptrace.h 2007-06-13 15:24:40.000000000 -0700
> @@ -26,6 +26,7 @@
> #define PTRACE_GETEVENTMSG 0x4201
> #define PTRACE_GETSIGINFO 0x4202
> #define PTRACE_SETSIGINFO 0x4203
> +#define PTRACE_POKEPTE 0x4204

```

Hmm, something about poking the pte's, I suppose? But how come this isn't used anywhere?

```

> /* options set using PTRACE_SETOPTIONS */
> #define PTRACE_O_TRACESYSGOOD 0x00000001
> diff -puN include/linux/swapops.h~add-ptrace-extension include/linux/swapops.h
> --- lxc/include/linux/swapops.h~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/include/linux/swapops.h 2007-06-13 15:24:40.000000000 -0700
> @@ -12,6 +12,11 @@
> #define SWP_TYPE_SHIFT(e) (sizeof(e.val) * 8 - MAX_SWAPFILES_SHIFT)
> #define SWP_OFFSET_MASK(e) ((1UL << SWP_TYPE_SHIFT(e)) - 1)
>
> +static inline int is_swap_pte(pte_t pte)
> +{
> + return !pte_none(pte) && !pte_present(pte) && !pte_file(pte);
> +}
> +
> /*
> * Store a type+offset into a swp_entry_t in an arch-independent format
> */
> diff -puN kernel/ptrace.c~add-ptrace-extension kernel/ptrace.c
> --- lxc/kernel/ptrace.c~add-ptrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/kernel/ptrace.c 2007-06-13 15:24:40.000000000 -0700
> @@ -448,6 +448,29 @@ struct task_struct *ptrace_get_task_stru
> }
>
> #ifndef __ARCH_SYS_PTRACE
> +asmlinkage long sys_hackery(long data, long pid, long addr)
> +{
> + int ret = 0;
> + int poke_process_pte(struct task_struct *tsk, unsigned long addr,
> + pte_t *pte_state);

```

Odd place to put a prototype :) Were you planning on passing this in as a fn argument at some point?

```
> + pte_t pte_state;
> + struct task_struct *child;
> +
> + child = find_task_by_pid(pid);
> + if (child)
> + get_task_struct(child);
```

Does this count on the process having been placed in the freezer first through some other mechanism? Or is it safe on its own?

```
> + ret = poke_process_pte(child, addr, &pte_state);
> + if (ret)
> + goto out;
> + ret = copy_to_user((void *)data,
> + &pte_state,
> + sizeof(pte_state));
> +out:
> + if (child)
> + put_task_struct(child);
> + return ret;
> +}
> +
> asmlinkage long sys_ptrace(long request, long pid, long addr, long data)
> {
> struct task_struct *child;
> diff -puN mm/memory.c~add-pttrace-extension mm/memory.c
> --- lxc/mm/memory.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/mm/memory.c 2007-06-13 15:25:17.000000000 -0700
> @@ -941,8 +941,19 @@ struct page *follow_page(struct vm_area_
> goto out;
>
> pte = *ptep;
> - if (!pte_present(pte))
> + if (!pte_present(pte)) {
> + /*
> + * We should probably clean the actual entry up
> + * a bit, but this will do for now
> + */
> + if (is_swap_pte(pte) && (flags & FOLL_SWAP))
> + page = (struct page *)ptep;
> + goto unlock;
> +}
> + if (flags & FOLL_SWAP) {
> + page = NULL;
> goto unlock;
```

```

> + }
> if ((flags & FOLL_WRITE) && !pte_write(pte))
> goto unlock;
> page = vm_normal_page(vma, address, pte);
> @@ -2684,6 +2695,28 @@ int in_gate_area_no_task(unsigned long a
>
> #endif /* __HAVE_ARCH_GATE_AREA */
>
> +int try_to_put_page_in_swap(struct page *page);
> +
> +int poke_process_pte(struct task_struct *tsk, unsigned long addr,
> + pte_t *pte_state)
> +{
> + struct page *page;
> + struct vm_area_struct *vma;
> +
> + vma = find_vma(tsk->mm, addr);
> + if (!vma)
> + return -EINVAL;
> + page = follow_page(vma, addr, FOLL_GET);
> + if (!page)
> + return -EINVAL;
> + try_to_put_page_in_swap(page);
> + put_page(page);
> + page = follow_page(vma, addr, FOLL_SWAP);
> + if (page)
> + *pte_state = *(pte_t *)page;
> + return 0;
> +}
> +
> /*
> * Access another process' address space.
> * Source/target buffer must be kernel space,
> diff -puN mm/migrate.c~add-pttrace-extension mm/migrate.c
> --- lxc/mm/migrate.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/mm/migrate.c 2007-06-13 15:24:40.000000000 -0700
> @@ -115,11 +115,6 @@ int putback_lru_pages(struct list_head *
> return count;
> }
>
> -static inline int is_swap_pte(pte_t pte)
> -{
> - return !pte_none(pte) && !pte_present(pte) && !pte_file(pte);
> -}
> -
> /*
> * Restore a potential migration pte to a working pte entry
> */

```



```

> diff -puN mm/rmap.c~add-pttrace-extension mm/rmap.c
> --- lxc/mm/rmap.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/mm/rmap.c 2007-06-13 15:24:40.000000000 -0700
> @@ -795,7 +795,7 @@ static void try_to_unmap_cluster(unsigne
>  pte_unmap_unlock(pte - 1, ptl);
> }
>
> -static int try_to_unmap_anon(struct page *page, int migration)
> +int try_to_unmap_anon(struct page *page, int migration)
> {
>  struct anon_vma *anon_vma;
>  struct vm_area_struct *vma;
> diff -puN mm/swap_state.c~add-pttrace-extension mm/swap_state.c
> --- lxc/mm/swap_state.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/mm/swap_state.c 2007-06-13 15:24:40.000000000 -0700
> @@ -128,6 +128,10 @@ void __delete_from_swap_cache(struct pag
>  BUG_ON(PageWriteback(page));
>  BUG_ON(PagePrivate(page));
>
> + if (printk_ratelimit()) {
> +  printk("%s(%p)\n", __func__, page);
> +  dump_stack();
> + }
>  radix_tree_delete(&swapper_space.page_tree, page_private(page));
>  set_page_private(page, 0);
>  ClearPageSwapCache(page);
> diff -puN mm/vmscan.c~add-pttrace-extension mm/vmscan.c
> --- lxc/mm/vmscan.c~add-pttrace-extension 2007-06-13 15:24:40.000000000 -0700
> +++ lxc-dave/mm/vmscan.c 2007-06-13 15:24:40.000000000 -0700
> @@ -611,19 +611,40 @@ static unsigned long shrink_page_list(st
>
>  int try_to_put_page_in_swap(struct page *page)
>  {
>  -
>  - get_page(page);

```

Ok, so this is called with page's refcount already inc'ed by the follow_page(), and the caller also put's the page? Should the fact that a ref to page should be held and put by caller be commented above, or is that pretty obvious to anyone who would mess with this file?

thanks,
-serge

```

> + int ret = 0;
> + struct writeback_control wbc = {
> +  .sync_mode = WB_SYNC_NONE,

```

```

> + };
> if (page_count(page) == 1)
>     /* page was freed from under us. So we are done. */
> -     return -EAGAIN;
> +     return -EAGAIN;
> lock_page(page);
> if (PageWriteback(page))
>     wait_on_page_writeback(page);
> - try_to_unmap(page, 0);
> - printk("page mapped: %d\n", page_mapped(page));
> + if (!PageAnon(page))
> +     goto unlock;
> + if (!PageSwapCache(page))
> + if (!add_to_swap(page, GFP_ATOMIC))
> +     goto unlock;
> +
> + {
> + /*
> + * This used to be a plain try_to_unmap(), but some
> + * pages were getting into the _file() function with
> + * what I think were null ->mapping pointer and oopsing
> + * on the mapping->mapping_lock.
> + */
> + int try_to_unmap_anon(struct page *page, int migration);
> + ret = try_to_unmap_anon(page, 0);
> + }
> + if (!page_mapped(page)) {
> +     swap_writepage(page, &wbc);
> +     lock_page(page);
> +     wait_on_page_writeback(page);
> + }
> +unlock:
>     unlock_page(page);
> - put_page(page);
> - return 0;
> + return ret;
> }
>
> /*
> -
>

```

```

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```

Subject: Re: [RFC][PATCH 2/2] memory checkpoint with swapfiles

Posted by [Dave Hansen](#) on Thu, 14 Jun 2007 16:27:43 GMT

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On Thu, 2007-06-14 at 11:16 -0500, Serge E. Hallyn wrote:

> Another thing this will need is a way to create a very quick
> copy-on-write copy of the swapfile after the checkpoint. Is
> that simple enough to do?

We could do one of a couple of things. First, we don't need an entire copy of it, we just need to stop writing to it. We could just switch over really fast to another swapfile.

Or, we could do checkpointing using one of the existing mechanisms for taking snapshots of filesystems.

-- Dave

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Subject: Re: [RFC][PATCH 1/2] split up shrink_page_list()

Posted by [Dave Hansen](#) on Thu, 14 Jun 2007 17:17:46 GMT

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On Thu, 2007-06-14 at 11:00 -0500, serue@linux.vnet.ibm.com wrote:

> Quoting Dave Hansen (hansendc@us.ibm.com):

> >

> > This patch takes shrink_page_list() and splits out its main

> > loop into another function: try_to_shrink_page(). I think

> > this makes it all a bit more readable.

>

> Haven't checked every error path yet, but it looks correct enough
> to these mm-virgin eyes.

>

> Why is try_to_put_page_in_swap() defined in this patch? Is that

> on purpose?

It should really go in the other one.

-- Dave

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