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Subject: Re: [PATCH 0/5] Kernel memory accounting container (v5)

Posted by [Pavel Emelianov](#) on Mon, 01 Oct 2007 15:43:44 GMT

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Balbir Singh wrote:

> Pavel Emelianov wrote:

>> Changes since v.4:

>> \* make SLAB\_NOTIFY caches mark pages as SlabDebug. That  
>> makes the interesting paths simpler (thanks to Christoph);  
>> \* the change above caused appropriate changes in "turn  
>> notifications on" path - all available pages must become  
>> SlabDebug and page's freelists must be flushed;  
>> \* added two more events - "on" and "off" to make kmallocc  
>> caches disabling more gracefully;  
>> \* turning notifications "off" is marked as "TODO". Right  
>> now it's hard w/o massive rework of slub.c in respect to  
>> full slabs handling.

>>

>> Changes since v.3:

>> \* moved alloc/free notification into slow path and make  
>> "notify-able" caches walk this path always;  
>> \* introduced some optimization for the case, when there's  
>> only one listener for SLUB events (saves more that 10%  
>> of performance);  
>> \* ported on 2.6.23-rc6-mm1 tree.

>>

>> Changes since v.2:

>> \* introduced generic notifiers for slub. right now there  
>> are only events, needed by accounting, but this set can  
>> be extended in the future;  
>> \* moved the controller core into separate file, so that  
>> its extension and/or porting on sLAB will look more  
>> logical;  
>> \* fixed this message :).

>>

>> Changes since v.1:

>> \* fixed Paul's comment about subsystem registration;  
>> \* return ERR\_PTR from ->create callback, not NULL;  
>> \* make container-to-object assignment in rcu-safe section;  
>> \* make turning accounting on and off with "1" and "0".

>>

>

> Hi, Pavel,

>

> Overall, the patches look good, except for the comments  
> noted in the other patch postings. I am going to test  
> these patches and see how they hold out.

>

OK, thanks. It's already time to go home now, so I will send them to Andrew tomorrow. Maybe you'll find some more BUGs by that time :)

BTW, Acked-by-s from different teams make Andrew more willing to accept the patches ;)

Thanks,  
Pavel

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