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Subject: [RFC][PATCH] memory controller per zone patches take 2 [3/10] add per zone active/inactive counter t

Posted by [KAMEZAWA Hiroyuki](#) on Fri, 16 Nov 2007 10:17:24 GMT

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Counting active/inactive per-zone in memory controller.

This patch adds per-zone status in memory cgroup.

These values are often read (as per-zone value) by page reclaiming.

In current design, per-zone stat is just a unsigned long value and not an atomic value because they are modified only under lru\_lock. (for avoiding atomic\_t ops.)

This patch adds ACTIVE and INACTIVE per-zone status values.

For handling per-zone status, this patch adds

```
struct mem_cgroup_per_zone {  
    ...  
}
```

and some helper functions. This will be useful to add per-zone objects in mem\_cgroup.

This patch turns memory controller's early\_init to be 0 for calling kmalloc().

Changelog V1 -> V2

- added mem\_cgroup\_per\_zone struct.  
This will help following patches to implement per-zone objects and pack them into a struct.
- added \_\_mem\_cgroup\_add\_list() and \_\_mem\_cgroup\_remove\_list()
- fixed page migration handling.
- renamed zstat to info (per-zone-info)  
This will be place for per-zone information(lru, lock, ..)
- use page\_cgroup\_nid()/zid() funcs.

Signed-off-by: KAMEZAWA Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>

mm/memcontrol.c | 166 +++++  
1 file changed, 159 insertions(+), 7 deletions(-)

Index: linux-2.6.24-rc2-mm1/mm/memcontrol.c

```
=====
```

--- linux-2.6.24-rc2-mm1.orig/mm/memcontrol.c  
+++ linux-2.6.24-rc2-mm1/mm/memcontrol.c  
@@ -78,6 +78,32 @@ static s64 mem\_cgroup\_read\_stat(struct m  
}

```

/*
+ * per-zone information in memory controller.
+ */
+
+enum mem_cgroup_zstat_index {
+ MEM_CGROUP_ZSTAT_ACTIVE,
+ MEM_CGROUP_ZSTAT_INACTIVE, /* Active = Total - Inactive */
+
+ NR_MEM_CGROUP_ZSTAT,
+};
+
+struct mem_cgroup_per_zone {
+ unsigned long count[NR_MEM_CGROUP_ZSTAT];
+};
+/* Macro for accessing counter */
+#define MEM_CGROUP_ZSTAT(mz, idx) ((mz)->count[(idx)])
+
+struct mem_cgroup_per_node {
+ struct mem_cgroup_per_zone zoneinfo[MAX_NR_ZONES];
+};
+
+struct mem_cgroup_lru_info {
+ struct mem_cgroup_per_node *nodeinfo[MAX_NUMNODES];
+};
+
+
+/*
+ * The memory controller data structure. The memory controller controls both
+ * page cache and RSS per cgroup. We would eventually like to provide
+ * statistics based on the statistics developed by Rik Van Riel for clock-pro,
@@ -101,6 +127,7 @@ struct mem_cgroup {
+ /*
+ struct list_head active_list;
+ struct list_head inactive_list;
+ struct mem_cgroup_lru_info info;
+ /*
+ * spin_lock to protect the per cgroup LRU
+ */
@@ -158,6 +185,7 @@ enum charge_type {
+ MEM_CGROUP_CHARGE_TYPE_MAPPED,
+};
+
+
+/*
+ * Always modified under lru lock. Then, not necessary to preempt_disable()
+ */
@@ -166,6 +194,7 @@ static void mem_cgroup_charge_statistics

```

```

{
    int val = (charge)? 1 : -1;
    struct mem_cgroup_stat *stat = &mem->stat;
+
    VM_BUG_ON(!irqs_disabled());

    if (flags & PAGE_CGROUP_FLAG_CACHE)
@@ -173,7 +202,39 @@ static void mem_cgroup_charge_statistics
        MEM_CGROUP_STAT_CACHE, val);
    else
        __mem_cgroup_stat_add_safe(stat, MEM_CGROUP_STAT_RSS, val);
+}

+static inline struct mem_cgroup_per_zone *
+mem_cgroup_zoneinfo(struct mem_cgroup *mem, int nid, int zid)
+{
+    if (!mem->info.nodeinfo[nid])
+        return NULL;
+    return &mem->info.nodeinfo[nid]->zoneinfo[zid];
+}
+
+static inline struct mem_cgroup_per_zone *
+page_cgroup_zoneinfo(struct page_cgroup *pc)
+{
+    struct mem_cgroup *mem = pc->mem_cgroup;
+    int nid = page_cgroup_nid(pc);
+    int zid = page_cgroup_zid(pc);
+
+    return mem_cgroup_zoneinfo(mem, nid, zid);
+}
+
+static unsigned long mem_cgroup_get_all_zonestat(struct mem_cgroup *mem,
+    enum mem_cgroup_zstat_index idx)
+{
+    int nid, zid;
+    struct mem_cgroup_per_zone *mz;
+    u64 total = 0;
+
+    for_each_online_node(nid)
+        for (zid = 0; zid < MAX_NR_ZONES; zid++) {
+            mz = mem_cgroup_zoneinfo(mem, nid, zid);
+            total += MEM_CGROUP_ZSTAT(mz, idx);
+        }
+    return total;
+}

static struct mem_cgroup init_mem_cgroup;
@@ -286,12 +347,51 @@ static struct page_cgroup *clear_page_cg

```

```

    return ret;
}

+static void __mem_cgroup_remove_list(struct page_cgroup *pc)
+{
+ int from = pc->flags & PAGE_CGROUP_FLAG_ACTIVE;
+ struct mem_cgroup_per_zone *mz = page_cgroup_zoneinfo(pc);
+
+ if (from)
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_ACTIVE) -= 1;
+ else
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_INACTIVE) -= 1;
+
+ mem_cgroup_charge_statistics(pc->mem_cgroup, pc->flags, false);
+ list_del_init(&pc->lru);
+}
+
+static void __mem_cgroup_add_list(struct page_cgroup *pc)
+{
+ int to = pc->flags & PAGE_CGROUP_FLAG_ACTIVE;
+ struct mem_cgroup_per_zone *mz = page_cgroup_zoneinfo(pc);
+
+ if (!to) {
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_INACTIVE) += 1;
+ list_add(&pc->lru, &pc->mem_cgroup->inactive_list);
+ } else {
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_ACTIVE) += 1;
+ list_add(&pc->lru, &pc->mem_cgroup->active_list);
+ }
+ mem_cgroup_charge_statistics(pc->mem_cgroup, pc->flags, true);
+}
+
+static void __mem_cgroup_move_lists(struct page_cgroup *pc, bool active)
+{
+ int from = pc->flags & PAGE_CGROUP_FLAG_ACTIVE;
+ struct mem_cgroup_per_zone *mz = page_cgroup_zoneinfo(pc);
+
+ if (from)
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_ACTIVE) -= 1;
+ else
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_INACTIVE) -= 1;
+
+ if (active) {
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_ACTIVE) += 1;
+ pc->flags |= PAGE_CGROUP_FLAG_ACTIVE;
+ list_move(&pc->lru, &pc->mem_cgroup->active_list);
+ } else {
+ MEM_CGROUP_ZSTAT(mz, MEM_CGROUP_ZSTAT_INACTIVE) += 1;

```

```

pc->flags &= ~PAGE_CGROUP_FLAG_ACTIVE;
list_move(&pc->lru, &pc->mem_cgroup->inactive_list);
}
@@ -511,8 +611,7 @@ noreclaim:

spin_lock_irqsave(&mem->lru_lock, flags);
/* Update statistics vector */
- mem_cgroup_charge_statistics(mem, pc->flags, true);
- list_add(&pc->lru, &mem->active_list);
+ __mem_cgroup_add_list(pc);
spin_unlock_irqrestore(&mem->lru_lock, flags);

done:
@@ -576,13 +675,13 @@ void mem_cgroup_uncharge(struct page_cgr
css_put(&mem->css);
res_counter_uncharge(&mem->res, PAGE_SIZE);
spin_lock_irqsave(&mem->lru_lock, flags);
- list_del_init(&pc->lru);
- mem_cgroup_charge_statistics(mem, pc->flags, false);
+ __mem_cgroup_remove_list(pc);
spin_unlock_irqrestore(&mem->lru_lock, flags);
kfree(pc);
}
}
}
+
/*
 * Returns non-zero if a page (under migration) has valid page_cgroup member.
 * Refcnt of page_cgroup is incremented.
@@ -614,16 +713,26 @@ void mem_cgroup_end_migration(struct pag
void mem_cgroup_page_migration(struct page *page, struct page *newpage)
{
struct page_cgroup *pc;
+ struct mem_cgroup *mem;
+ unsigned long flags;
retry:
pc = page_get_page_cgroup(page);
if (!pc)
return;
+ mem = pc->mem_cgroup;
if (clear_page_cgroup(page, pc) != pc)
goto retry;
+
+ spin_lock_irqsave(&mem->lru_lock, flags);
+
+ __mem_cgroup_remove_list(pc);
pc->page = newpage;
lock_page_cgroup(newpage);

```

```

    page_assign_page_cgroup(newpage, pc);
    unlock_page_cgroup(newpage);
+ __mem_cgroup_add_list(pc);
+
+ spin_unlock_irqrestore(&mem->lru_lock, flags);
    return;
}

@@ -651,10 +760,11 @@ retry:
    /* Avoid race with charge */
    atomic_set(&pc->ref_cnt, 0);
    if (clear_page_cgroup(page, pc) == pc) {
+ int active;
    css_put(&mem->css);
+ active = pc->flags & PAGE_CGROUP_FLAG_ACTIVE;
    res_counter_uncharge(&mem->res, PAGE_SIZE);
- list_del_init(&pc->lru);
- mem_cgroup_charge_statistics(mem, pc->flags, false);
+ __mem_cgroup_remove_list(pc);
    kfree(pc);
    } else /* being uncharged ? ...do relax */
        break;
@@ -833,6 +943,17 @@ static int mem_control_stat_show(struct
    seq_printf(m, "%s %lld\n", mem_cgroup_stat_desc[i].msg,
        (long long)val);
    }
+ /* showing # of active pages */
+ {
+ unsigned long active, inactive;
+
+ inactive = mem_cgroup_get_all_zonestat(mem_cont,
+     MEM_CGROUP_ZSTAT_INACTIVE);
+ active = mem_cgroup_get_all_zonestat(mem_cont,
+     MEM_CGROUP_ZSTAT_ACTIVE);
+ seq_printf(m, "active %ld\n", (active) * PAGE_SIZE);
+ seq_printf(m, "inactive %ld\n", (inactive) * PAGE_SIZE);
+ }
    return 0;
}

@@ -886,12 +1007,25 @@ static struct cftype mem_cgroup_files[]
    },
};

+static int alloc_mem_cgroup_per_zone_info(struct mem_cgroup *mem, int node)
+{
+ struct mem_cgroup_per_node *pn;
+

```

```

+ pn = kmalloc_node(sizeof(*pn), GFP_KERNEL, node);
+ if (!pn)
+ return 1;
+ mem->info.nodeinfo[node] = pn;
+ memset(pn, 0, sizeof(*pn));
+ return 0;
+}
+
static struct mem_cgroup init_mem_cgroup;

static struct cgroup_subsys_state *
mem_cgroup_create(struct cgroup_subsys *ss, struct cgroup *cont)
{
    struct mem_cgroup *mem;
+ int node;

    if (unlikely((cont->parent) == NULL)) {
        mem = &init_mem_cgroup;
@@ -907,7 +1041,19 @@ mem_cgroup_create(struct cgroup_subsys *
        INIT_LIST_HEAD(&mem->inactive_list);
        spin_lock_init(&mem->lru_lock);
        mem->control_type = MEM_CGROUP_TYPE_ALL;
+ memset(&mem->info, 0, sizeof(mem->info));
+
+ for_each_node_state(node, N_POSSIBLE)
+ if (alloc_mem_cgroup_per_zone_info(mem, node))
+ goto free_out;
+
    return &mem->css;
+free_out:
+ for_each_node_state(node, N_POSSIBLE)
+ kfree(mem->info.nodeinfo[node]);
+ if (cont->parent != NULL)
+ kfree(mem);
+ return NULL;
    }

static void mem_cgroup_pre_destroy(struct cgroup_subsys *ss,
@@ -920,6 +1066,12 @@ static void mem_cgroup_pre_destroy(struc
static void mem_cgroup_destroy(struct cgroup_subsys *ss,
    struct cgroup *cont)
{
+ int node;
+ struct mem_cgroup *mem = mem_cgroup_from_cont(cont);
+
+ for_each_node_state(node, N_POSSIBLE)
+ kfree(mem->info.nodeinfo[node]);
+

```

```
kfree(mem_cgroup_from_cont(cont));  
}
```

```
@@ -972,5 +1124,5 @@ struct cgroup_subsys mem_cgroup_subsys =  
.destroy = mem_cgroup_destroy,  
.populate = mem_cgroup_populate,  
.attach = mem_cgroup_move_task,  
- .early_init = 1,  
+ .early_init = 0,  
};
```

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Containers mailing list

Containers@lists.linux-foundation.org

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