Subject: Re: [PATCH v8 0/9] per-cgroup tcp memory pressure controls
Posted by Glauber Costa on Wed, 07 Dec 2011 11:06:17 GMT
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On 12/05/2011 07:34 PM, Glauber Costa wrote:
> Hi,
>
> This is my new attempt to fix all the concerns that were raised during
> the last iteration.
>
> I should highlight:
> 1) proc information is kept intact. (although I kept the wrapper functions)
>   it will be submitted as a follow up patch so it can get the attention it
>   deserves
> 2) sockets now hold a reference to memcg. sockets can be alive even after the
>   task is gone, so we don't bother with between cgroups movements.
>   To be able to release resources more easily in this cenario, the parent
>   pointer in struct cg_proto was replaced by a memcg object. We then iterate
>   through its pointer (which is cleaner anyway)
>
> The rest should be mostly the same except for small fixes and style changes.
>

Kame,

Does this one address your previous concerns?

Thanks