Subject: [PATCH -mm 1/3] cgroup: use a hash table for css_set finding
Posted by Li Zefan on Thu, 03 Apr 2008 05:52:43 GMT
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When we attach a process to a different cgroup, the css_set linked-list
will be run through to find a suitable existing css_set to use. This
patch implements a hash table for better performance.

The following benmarks has been tested:

For N in 1, 5, 10, 50, 100, 500, 1000, create N cgroups with one sleeping
task in each, and then move an additional task through each cgroup in
turn.

Here is a test result:

N Loop orig - Time(s) hash - Time(s)
\---
1 10000 1.201231728 1.196311177
5 2000 1.065743872 1.040566424
10 1000 0.991054735 0.986876440
50 200 0.976554203 0.969608733
100 100 0.998504680 0.969218270
500 20 1.157347764 0.962602963
1000 10 1.619521852 1.085140172

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Reviewed-by: Paul Menage <menage@google.com>

```
---
 include/linux/cgroup.h |    7 +++++-
 kernel/cgroup.c        |   58 +++++++++++++++++++++++++++++++++++++++++++++----------
 2 files changed, 52 insertions(+), 13 deletions(-)

diff --git a/include/linux/cgroup.h b/include/linux/cgroup.h
index 2d1d151..f585b7c 100644
--- a/include/linux/cgroup.h
+++ b/include/linux/cgroup.h
@@ -156,6 +156,12 @@ struct css_set {
  struct list_head list;

  /*
+  * List running through all cgroup groups in the same hash
+  * slot. Protected by css_set_lock
+  */
+ struct hlist_node hlist;
+
+ /*
```

```
   * List running through all tasks using this cgroup
   * group. Protected by css_set_lock
   */
@@ -174,7 +180,6 @@ struct css_set {
   * during subsystem registration (at boot time).
   */
  struct cgroup_subsys_state *subsys[CGROUP_SUBSYS_COUNT];
-
 };

 /*
diff --git a/kernel/cgroup.c b/kernel/cgroup.c
index 85f31ad..f79e60d 100644
--- a/kernel/cgroup.c
+++ b/kernel/cgroup.c
@@ -44,6 +44,7 @@
 #include <linux/kmod.h>
 #include <linux/delayacct.h>
 #include <linux/cgroupstats.h>
+#include <linux/hash.h>

 #include <asm/atomic.h>

@@ -193,6 +194,26 @@ static struct cg_cgroup_link init_css_set_link;
 static DEFINE_RWLOCK(css_set_lock);
 static int css_set_count;

+/* hash table for cgroup groups. This improves the performance to
+ * find an existing css_set */
+#define CSS_SET_HASH_BITS 7
+#define CSS_SET_TABLE_SIZE (1 << CSS_SET_HASH_BITS)
+static struct hlist_head css_set_table[CSS_SET_TABLE_SIZE];
+
+static struct hlist_head *css_set_hash(struct cgroup_subsys_state *css[])
+{
+ int i;
+ int index;
+ unsigned long tmp = 0UL;
+
+ for (i = 0; i < CGROUP_SUBSYS_COUNT; i++)
+  tmp += (unsigned long)css[i];
+
+ index = hash_long(tmp, CSS_SET_HASH_BITS);
+
+ return &css_set_table[index];
+}
+
 /* We don't maintain the lists running through each css_set to its
```

```
  * task until after the first call to cgroup_iter_start(). This
  * reduces the fork()/exit() overhead for people who have cgroups
@@ -219,6 +240,7 @@ static int use_task_css_set_links;
 static void unlink_css_set(struct css_set *cg)
 {
  write_lock(&css_set_lock);
+ hlist_del(&cg->hlist);
  list_del(&cg->list);
  css_set_count--;
  while (!list_empty(&cg->cg_links)) {
@@ -284,9 +306,7 @@ static inline void put_css_set_taskexit(struct css_set *cg)
 /*
  * find_existing_css_set() is a helper for
  * find_css_set(), and checks to see whether an existing
- * css_set is suitable. This currently walks a linked-list for
- * simplicity; a later patch will use a hash table for better
- * performance
+ * css_set is suitable.
  *
  * oldcg: the cgroup group that we're using before the cgroup
  * transition
@@ -303,7 +323,9 @@ static struct css_set *find_existing_css_set(
 {
  int i;
  struct cgroupfs_root *root = cgrp->root;
- struct list_head *l = &init_css_set.list;
+ struct hlist_head *hhead;
+ struct hlist_node *node;
+ struct css_set *cg;

  /* Built the set of subsystem state objects that we want to
   * see in the new css_set */
@@ -320,18 +342,13 @@ static struct css_set *find_existing_css_set(
   }
  }

- /* Look through existing cgroup groups to find one to reuse */
- do {
-  struct css_set *cg =
-   list_entry(l, struct css_set, list);
-
+ hhead = css_set_hash(template);
+ hlist_for_each_entry(cg, node, hhead, hlist) {
   if (!memcmp(template, cg->subsys, sizeof(cg->subsys))) {
    /* All subsystems matched */
    return cg;
   }
-  /* Try the next cgroup group */
```

```
-  l = l->next;
- } while (l != &init_css_set.list);
+ }

  /* No existing cgroup group matched */
  return NULL;
@@ -393,6 +410,8 @@ static struct css_set *find_css_set(
  struct list_head tmp_cg_links;
  struct cg_cgroup_link *link;

+ struct hlist_head *hhead;
+
  /* First see if we already have a cgroup group that matches
   * the desired set */
  write_lock(&css_set_lock);
@@ -417,6 +436,7 @@ static struct css_set *find_css_set(
  kref_init(&res->ref);
  INIT_LIST_HEAD(&res->cg_links);
  INIT_LIST_HEAD(&res->tasks);
+ INIT_HLIST_NODE(&res->hlist);

  /* Copy the set of subsystem state objects generated in
   * find_existing_css_set() */
@@ -459,6 +479,11 @@ static struct css_set *find_css_set(
  /* Link this cgroup group into the list */
  list_add(&res->list, &init_css_set.list);
  css_set_count++;
+
+ /* Add this cgroup group to the hash table */
+ hhead = css_set_hash(res->subsys);
+ hlist_add_head(&res->hlist, hhead);
+
  write_unlock(&css_set_lock);

  return res;
@@ -2503,6 +2528,7 @@ int __init cgroup_init_early(void)
  INIT_LIST_HEAD(&init_css_set.list);
  INIT_LIST_HEAD(&init_css_set.cg_links);
  INIT_LIST_HEAD(&init_css_set.tasks);
+ INIT_HLIST_NODE(&init_css_set.hlist);
  css_set_count = 1;
  init_cgroup_root(&rootnode);
  list_add(&rootnode.root_list, &roots);
@@ -2515,6 +2541,9 @@ int __init cgroup_init_early(void)
  list_add(&init_css_set_link.cg_link_list,
    &init_css_set.cg_links);

+ for (i = 0; i < CSS_SET_TABLE_SIZE; i++)
```

```
+  INIT_HLIST_HEAD(&css_set_table[i]);
+
  for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
   struct cgroup_subsys *ss = subsys[i];

@@ -2544,6 +2573,7 @@ int __init cgroup_init(void)
 {
  int err;
  int i;
+ struct hlist_head *hhead;

  err = bdi_init(&cgroup_backing_dev_info);
  if (err)
@@ -2555,6 +2585,10 @@ int __init cgroup_init(void)
    cgroup_init_subsys(ss);
  }

+ /* Add init_css_set to the hash table */
+ hhead = css_set_hash(init_css_set.subsys);
+ hlist_add_head(&init_css_set.hlist, hhead);
+
  err = register_filesystem(&cgroup_fs_type);
  if (err < 0)
   goto out;
--
1.5.4.rc3
```

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