

User Space

```
init_resource_acct()
```

```
ioctl(base...);
```

```
malloc(base, HUGE_PAGE);
```

```
call_cost* r_cost;
```

```
acct_next(&r_cost, filter);
```

```
id = read(...);
```

each thread allocates a
different memory region

struct call_cost

Kernel Space

ctl_page

```
void * call_cost_addr;
```

```
call_filter;
```

task_struct

call_cost_ctlpg

```
look into ctl_page of task,  
copy ctl_page info into task_struct  
get call_cost_addr  
init call_cost  
start counters
```

```
read_syscall{
```

```
  enter
```

```
  ...
```

```
  exit
```

```
}
```

Instrumentation
Foo

w

w

call

w