Linux任督二脉之内存管理(二)

讲解时间: 6月10日-14晚9点 宋宝华 <21cnbao@gmail.com>

扫描二维码报名





麦当劳喜欢您来,喜欢您再来



扫描关注 Linux阅码场



内存的动态申请和释放

- * slab、kmalloc/kfree、/proc/slabinfo和slabtop
- *用户空间malloc/free与内核之间的关系
- * mallopt
- * vmalloc
- * 内存耗尽(OOM)、oom_score和oom_adj
- * Android进程生命周期与OOM

练习题

- *看/proc/slabinfo, 运行slabtop
- *运行mallopt.c程序: mallopt(M_TRIM_THRESHOLD)等
- *看/proc/vmallocinfo,grep ioremap映射
- *运行一个很耗费内存的程序,观察oom memory
- *通过oom_adj调整firefox的oom_score

Buddy的问题 分配的粒度太大

1页 2页 4页...

我们常常要分配小内存能否先分大的,再划分小的等份?

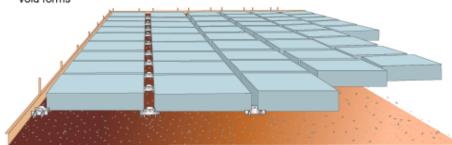


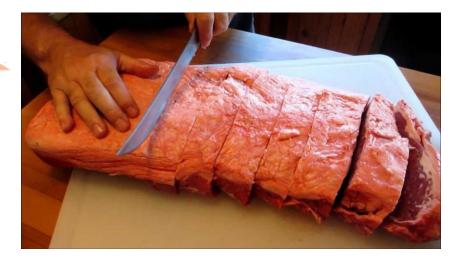
Slab

slab

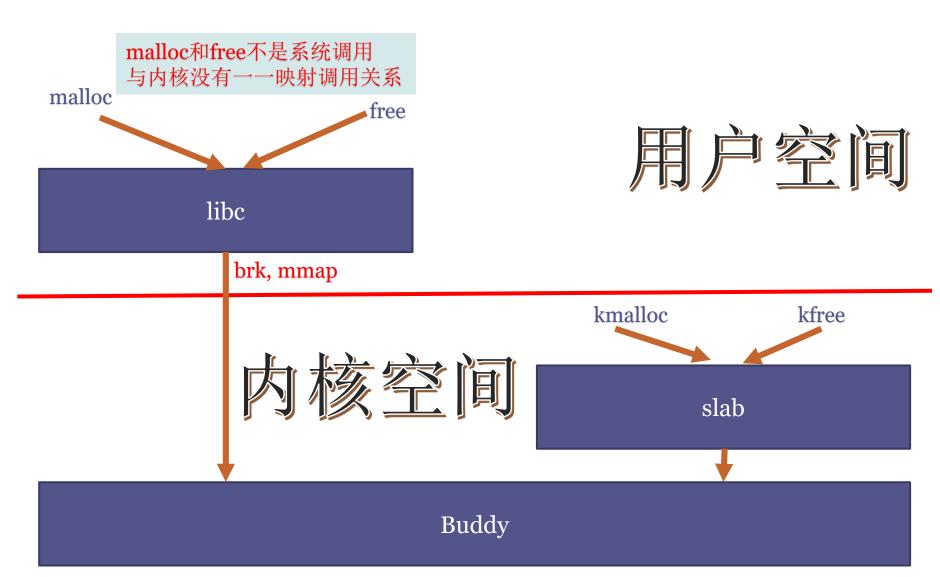
- n. 厚板, 平板, 厚片; 混凝土路面;
- v. 把...分成厚片; 用石板铺;

View of a waffle raft slab being set up, showing the cardboard void forms





Libc, Slab与buddy



/proc/slabinfo

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isofs_inode_cache	44	44	360	22	2:	tunables	0	0	0 : slabdata	2	2	0
ext4_groupinfo_4k	156	156	104	39	1:	tunables	0	0	0 : slabdata	4	4	0
UDPLITEv6	0	0	768	21	4:	tunables	0	0	0 : slabdata	0	0	0
UDPv6	84	84	768	21	4:	tunables	0	0	0 : slabdata	4	4	0
tw_sock_TCPv6	0	0	192	21	1:	tunables	0	0	0 : slabdata	0	0	0
TCPv6	44	44	1472	22	8:	tunables	0	0	0 : slabdata	2	2	0
zcache_objnode	0	0	272	30	2:	tunables	0	0	0 : slabdata	0	0	0
kcopyd_job	0	0	2344	13	8:	tunables	0	0	0 : slabdata	0	0	0
dm_uevent	0	0	2464	13	8:	tunables	0	0	0 : slabdata	0	0	0
dm_rq_clone_bio_info	0		0	88 46	1	: tunables		0 (0 : slabdata	0		0 0
dm_rq_target_io	0	0	264	31	2:	tunables	0	0	0 : slabdata	0	0	0
bsg_cmd	0	0	288	28	2:	tunables	0	0	0 : slabdata	0	0	0
mqueue_inode_cache	28	28	576	28	4:	tunables	0	0	0 : slabdata	1	1	0
fuse_request	42	42	376	21	2:	tunables	0	0	0 : slabdata	2	2	0
fuse_inode	36	36	448	18	2:	tunables	0	0	0 : slabdata	2	2	0
ecryptfs_inode_cache	0		0 6	40 25	4	: tunables		0 (0 : slabdata	0		0 0
fat_inode_cache	0	0	416	19	2:	tunables	0	0	0 : slabdata	0	0	0

slabtop

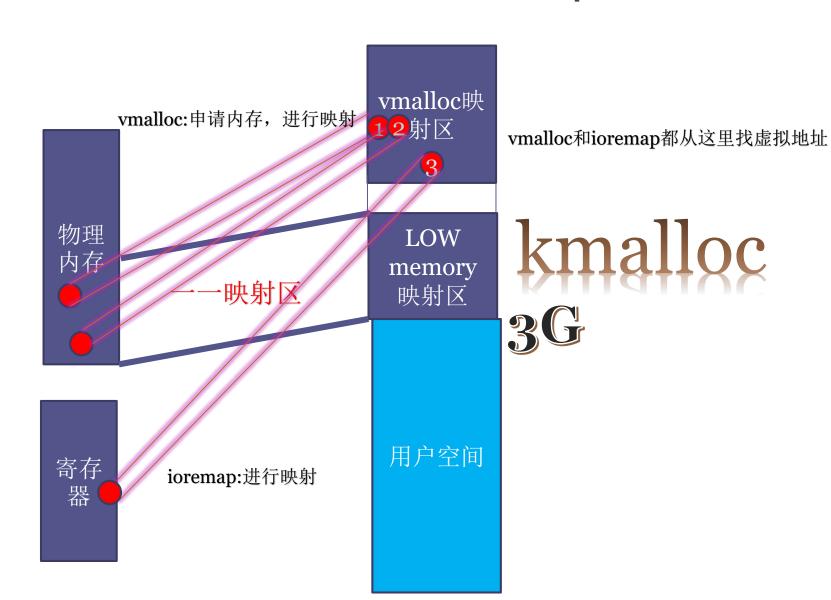
```
Active / Total Objects (% used) : 227125 / 230281 (98.6%)
Active / Total Slabs (% used) : 5040 / 5040 (100.0%)
Active / Total Caches (% used) : 69 / 100 (69.0%)
Active / Total Size (% used) : 37463.56K / 38318.42K (97.8%)
Minimum / Average / Maximum Object : 0.01K / 0.17K / 8.00K
```

OBJS	ACTIVE	USE	OBJ SIZE	SLABS	OBJ/SLAB	CACHE SIZE	NAME
37728	37443	99%	0.12K	1179	32	4716K	dentry
29638	29638	100%	0.05K	406	73	1624K	buffer_head
24732	24732	100%	0.59K	916	27	14656K	ext4_inode_cache
22592	22592	100%	0.06K	353	64	1412K	kmalloc-64
17408	17408	100%	0.01K	34	512	136K	ext4_io_page
16128	15529	96%	0.03K	126	128	504K	kmalloc-32
15204	14742	96%	0.09K	362	42	1448K	kmalloc-96
12800	12800	100%	0.01K	25	512	100K	kmalloc-8
8576	8576	100%	0.03K	67	128	268K	anon_vma
8040	8040	100%	0.33K	335	24	2680K	inode_cache
6846	6208	90%	0.19K	326	21	1304K	kmalloc-192
5120	5120	100%	0.02K	20	256	80K	kmalloc-16
3536	2739	77%	0.30K	136	26	1088K	radix_tree_node
1870	1870	100%	0.05K	22	85	88K	Acpi-State
1856	1856	100%	0.06K	29	64	116K	journal_head
1584	1584	100%	0.36K	72	22	576K	proc_inode_cache
1600	1462	91%	0.12K	50	32	200K	kmalloc-128
1328	1245	93%	0.50K	83	16	664K	kmalloc-512
1020	1020	100%	0.02K	6	170	24K	nsproxy
1012	1012	100%	0.36K	46	22	368K	shmem_inode_cache

mallopt

```
#include <malloc.h>
#include <sys/mman.h>
#define SOMESIZE (100*1024*1024)
                                     // 100MB
int main(int argc, char *argv[])
            unsigned char *buffer;
            int i;
            if (!mlockall(MCL CURRENT | MCL FUTURE))
                         mallopt(M_TRIM_THRESHOLD, -1UL);
            mallopt(M _MMAP_MAX, o);
            buffer = malloc(SOMESIZE);
            if (!buffer)
                         exit(-1);
             * Touch each page in this piece of memory to get it
             * mapped into RAM
            for (i = 0; i < SOMESIZE; i += 4 * 1024)
                         buffer[i] = 0;
            free(buffer);
            /* <do your RT-thing>
            while(1);
            return o;
```

kmalloc vs. vmalloc/ioremap



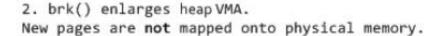
vmallocinfo

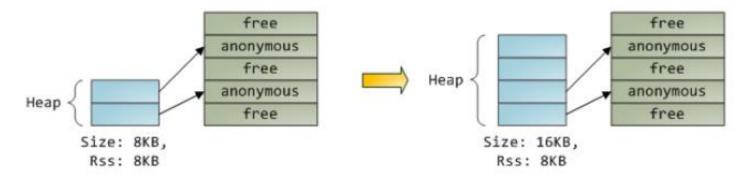
从这里可以看出寄存器映射的情况

```
baohua@baohua-VirtualBox:~$ sudo cat /proc/vmallocinfo | grep ioremap
[sudo] password for baohua:
0xf8400000-0xf8404000
                        16384 acpi os map iomem+0xc7/0x12c phys=3fff0000 ioremap
                        12288 zs cpu notifier+0x42/0x80 ioremap
0xf8404000-0xf8407000
                        12288 zs cpu notifier+0x42/0x80 ioremap
0xf8408000-0xf840b000
                        12288 zs cpu notifier+0x42/0x80 ioremap
0xf840c000-0xf840f000
                        12288 zs cpu notifier+0x42/0x80 ioremap
0xf8410000-0xf8413000
                        12288 pci iomap range+0x97/0xe0 phys=f0850000 ioremap
0xf8414000-0xf8417000
0xf8480000-0xf85b1000 1249280 vesafb probe+0x482/0x820 phys=e00000000 ioremap
                       69632 usb hcd pci probe+0x240/0x620 phys=f0840000 ioremap
0xf85e0000-0xf85f1000
                       135168 pci ioremap bar+0x38/0x70 phys=f0000000 ioremap
0xf8600000-0xf8621000
                       135168 pci ioremap bar+0x38/0x70 phys=f0820000 ioremap
0xf86c0000-0xf86e1000
0xf8900000-0xf8d01000 4198400 vboxguestLinuxProbePci+0xbb/0x2f0 [vboxquest] phys=f0400000 ioremap
```

malloc: VSS vs. RSS

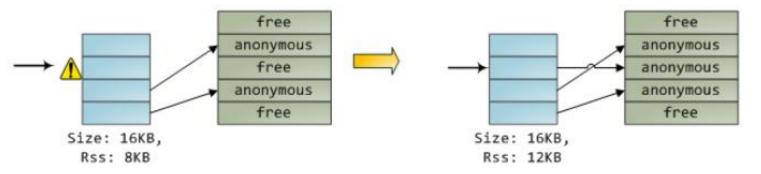
1. Program calls brk() to grow its heap





Program tries to access new memory.Processor page faults.

 Kernel assigns page frame to process, creates PTE, resumes execution. Program is unaware anything happened.



内存耗尽的程序

```
#include <stdlib.h>
#include <stdio.h>
#include <string.h>
                                     ✓ 总内存1G
                                      ✓ swapoff –a
int main(int argc, char **argv)
{
                                     ✓ echo 1 > /proc/sys/vm/overcommit_memory
          int max = -1;
          int mb = 0;
          char *buffer;
          int i;
#define SIZE 2000
          unsigned int *p = malloc(1024 * 1024 * SIZE);
          printf("malloc buffer: %p\n", p);
          for (i = 0; i < 1024 * 1024 * (SIZE/sizeof(int)); i++) {
                     p[i] = 123;
                     if ((i \& oxFFFFF) == o) \{
                                printf("%dMB written\n", i >> 18);
                                usleep(100000);
                     }
          pause();
          return o;
```

OOM打分因子

- mm/oom_kill.c中的badness() 给每个进程一个oom score, 取决于:
- ✓ 驻留内存、 pagetable和swap的使用 采用百分比乘以10 (percent-times-ten): 一个使用全部内存的进程得分1000, 使用0个字节的进程得分0。
- ✓ Root用户进程减去30
- ✓ oom_score_adj: oom_score会加上oom_score_adj这个值

points += adj;

✓ oom_adj: -15~15的系数调整

通过oom_adj调整进程的oom打分

```
baohua@baohua-VirtualBox:~$ pidof firefox
                                                                      Ubuntu Start Page
3912
                                                                       Search or enter address
                                                                                                   ▼ C 8 ▼ Googl
baohua@baohua-VirtualBox:~$ cd /proc/3912/
baohua@baohua-VirtualBox:/proc/3912$ echo 1 > oom adj
baohua@baohua-VirtualBox:/proc/3912$ cat oom score
144)
                                                                           ubuntu<sup>o</sup>
baohua@baohua-VirtualBox:/proc/3912$ echd 3 🗦 oom adj
baohua@baohua-VirtualBox:/proc/3912$ cat oom score
262
                                                                                Google
ˈbaohua@baohua-VirtualBox:/proc/3912$ echd 15 ▶ oom adj
baohua@baohua-VirtualBox:/proc/3912$ cat oom score
(1084)
baohua@baohua-VirtualBox:/proc/3912$ sudo sh -c 'echo(-5 >) oom adj
[sudo] password for baohua:
baohua@baohua-VirtualBox:/proc/3912$ cat oom score
baohua@baohua-VirtualBox:/proc/3912$
```

Android在程序退出时候,并不杀死进程,而是等OOM再杀死 Android根据不同的进程类型设置不同的oom_adj

课程练习源码

https://github.com/21cnbao/memory-courses

更早课程

- 《Linux总线、设备、驱动模型》录播: http://edu.csdn.net/course/detail/5329
- 深入探究Linux的设备树 http://edu.csdn.net/course/detail/5627
- C语言大型软件设计的面向对象 https://edu.csdn.net/course/detail/6496

谢谢!