On Tue, 18 Sep 2007, Balbir Singh wrote:

> I've wondered the same thing and asked the question. Pavel wrote
> back to me saying
>
> "The pages that are full of objects are not linked in any list
> in kmem_cache so we just cannot find them."

That is true for any types of slab cache and not restricted to kmalloc
slabs. SLUB can be switched into a mode where it provides these lists
(again at a performance penalty).

But I thought we generate the counters at alloc and free time? So why do
we need to traverse the object lists?