
Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by [Christoph Lameter](#) on Wed, 26 Sep 2007 17:30:18 GMT
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On Wed, 26 Sep 2007, Pavel Emelyanov wrote:

> > Is it necessary to mark all the existing slabs with SLAB_DEBUG? Would it
>
> Yup. Otherwise we can never receive a single event e.g. if we make
> alloc/free in a loop, or similar, so that new slabs simply are not
> created.

Right but on the other hand: If objects in these slabs are freed then your
counters get decremented and may go negative.
