On Sat, Mar 3, 2012 at 3:24 PM, Glauber Costa <glommer@parallels.com> wrote:
> On 03/03/2012 01:38 PM, Suleiman Souhlal wrote:
>> Another possible example might be the skb data, which are just kmalloc
>> and are already accounted by your TCP accounting changes, so we might
>> not want to account them a second time.
>
>
> How so?
>
> struct sk_buff *__alloc_skb(unsigned int size, gfp_t gfp_mask,
>   int fclone, int node)
> {
>   [...]
>   cache = fclone ? skbuff_fclone_cache : skbuff_head_cache;
>
>   /* Get the HEAD */
>   skb = kmem_cache_alloc_node(cache, gfp_mask & ~__GFP_DMA, node);

Just a few lines below:

     data = kmalloc_node_track_caller(size, gfp_mask, node);

-- Suleiman