
Subject: [PATCH v2 05/29] slab: rename gfpflags to allocflags
Posted by [Glauber Costa](#) on Fri, 11 May 2012 17:44:07 GMT
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A consistent name with slub saves us an accessor function.
In both caches, this field represents the same thing. We would
like to use it from the mem_cgroup code.

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```
include/linux/slab_def.h |  2 ++
mm/slab.c             | 10 ++++++----
2 files changed, 6 insertions(+), 6 deletions(-)

diff --git a/include/linux/slab_def.h b/include/linux/slab_def.h
index fbd1117..d41effe 100644
--- a/include/linux/slab_def.h
+++ b/include/linux/slab_def.h
@@ -39,7 +39,7 @@ struct kmem_cache {
    unsigned int gfporder;

 /* force GFP flags, e.g. GFP_DMA */
- gfp_t gfpflags;
+ gfp_t allocflags;

 size_t colour; /* cache colouring range */
 unsigned int colour_off; /* colour offset */
diff --git a/mm/slab.c b/mm/slab.c
index 91b9c13..8a851ed 100644
--- a/mm/slab.c
+++ b/mm/slab.c
@@ -1798,7 +1798,7 @@ static void *kmem_getpages(struct kmem_cache *cachep, gfp_t flags,
int nodeid)
    flags |= __GFP_COMP;
#endif

- flags |= cachep->gfpflags;
+ flags |= cachep->allocflags;
if (cachep->flags & SLAB_RECLAIM_ACCOUNT)
    flags |= __GFP_RECLAIMABLE;

@@ -2509,9 +2509,9 @@ kmem_cache_create (const char *name, size_t size, size_t align,
cachep->colour = left_over / cachep->colour_off;
cachep->slab_size = slab_size;
cachep->flags = flags;
- cachep->gfpflags = 0;
```

```
+ cachep->allocflags = 0;
if (CONFIG_ZONE_DMA_FLAG && (flags & SLAB_CACHE_DMA))
- cachep->gfpflags |= GFP_DMA;
+ cachep->allocflags |= GFP_DMA;
cachep->buffer_size = size;
cachep->reciprocal_buffer_size = reciprocal_value(size);

@@ -2858,9 +2858,9 @@ static void kmem_flagcheck(struct kmem_cache *cachep, gfp_t flags)
{
if (CONFIG_ZONE_DMA_FLAG) {
    if (flags & GFP_DMA)
-    BUG_ON(!(cachep->gfpflags & GFP_DMA));
+    BUG_ON(!(cachep->allocflags & GFP_DMA));
    else
-    BUG_ON(cachep->gfpflags & GFP_DMA);
+    BUG_ON(cachep->allocflags & GFP_DMA);
}
}

--
```

1.7.7.6
