
Subject: Re: [PATCH v2 01/29] slab: dup name string
Posted by [Glauber Costa](#) on Wed, 16 May 2012 06:12:04 GMT
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On 05/16/2012 02:04 AM, David Rientjes wrote:

> On Fri, 11 May 2012, Glauber Costa wrote:

>
>> diff --git a/mm/slab.c b/mm/slab.c
>> index e901a36..91b9c13 100644
>> --- a/mm/slab.c
>> +++ b/mm/slab.c
>> @@ -2118,6 +2118,7 @@ static void __kmem_cache_destroy(struct kmem_cache *cachep)
>> kfree(l3);
>> }
>> }
>> + kfree(cachep->name);
>> kmem_cache_free(&cache_cache, cachep);
>> }
>>
>> @@ -2526,7 +2527,7 @@ kmem_cache_create (const char *name, size_t size, size_t align,
>> BUG_ON(ZERO_OR_NULL_PTR(cachep->slabp_cache));
>> }
>> cachep->ctor = ctor;
>> - cachep->name = name;
>> + cachep->name = kstrdup(name, GFP_KERNEL);
>>
>> if (setup_cpu_cache(cachep, gfp)) {
>> __kmem_cache_destroy(cachep);
>
> Couple problems:
>
> - allocating memory for a string of an unknown, unchecked size, and
>
> - could potentially return NULL which I suspect will cause problems
> later.

Well, this is what slub does.

I sent already two patches for it: One removing this from the slub, one adding this to the slab.

Right now I am comfortable with this one, because it makes it slightly easier in the latest patches of my series.

But note the word: slightest.

I am comfortable with any, provided slub and slab start behaving the same.

So whatever you guys decide between yourselves is fine, provided there is a decision.

Thanks for your review, David!
