
Subject: Re: [PATCH v5 2/2] decrement static keys on real destroy time
Posted by [Glauber Costa](#) on Wed, 16 May 2012 07:04:43 GMT

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On 05/16/2012 10:03 AM, Glauber Costa wrote:

>> BTW, what is the relationship between 1/2 and 2/2 ?

> Can't do jump label patching inside an interrupt handler. They need to
> happen when we free the structure, and I was about to add a worker
> myself when I found out we already have one: just we don't always use it.

>

> Before we merge it, let me just make sure the issue with config Li

> pointed out don't exist. I did test it, but since I've reposted this

> many times with multiple tiny changes - the type that will usually get

> us killed, I'd be more comfortable with an extra round of testing if

> someone spotted a possibility.

>

> Who is merging this fix, btw ?

> I find it to be entirely memcg related, even though it touches a file in

> net (but a file with only memcg code in it)

>

For the record, I compiled test it many times, and the problem that Li
wondered about seems not to exist.
