Subject: Re: [PATCH v5 2/2] decrement static keys on real destroy time
Posted by Glauber Costa on Wed, 16 May 2012 08:37:32 GMT

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On 05/16/2012 12:28 PM, KAMEZAWA Hiroyuki wrote:
> (2012/05/16 16:04), Glauber Costa wrote:
>
>> 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.
>>
>
> Ah...Hmm.....I guess dependency problem will be found in -mm if any rather than
> netdev...
>
> David, can this bug-fix patch goes via -mm tree ? Or will you pick up ?
>

Another thing: Patch 2 in this series is of course dependent on patch 1
- which lives 100 % in memcg core. Without that, lockdep will scream
while disabling the static key.