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Subject: Re: [PATCH v5] slab: Ignore internal flags in cache creation  
Posted by [David Rientjes](#) on Wed, 17 Oct 2012 21:07:55 GMT  
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On Wed, 17 Oct 2012, Glauber Costa wrote:

> Some flags are used internally by the allocators for management  
> purposes. One example of that is the CFLGS\_OFF\_SLAB flag that slab uses  
> to mark that the metadata for that cache is stored outside of the slab.  
>  
> No cache should ever pass those as a creation flags. We can just ignore  
> this bit if it happens to be passed (such as when duplicating a cache in  
> the kmem memcg patches).  
>  
> Because such flags can vary from allocator to allocator, we allow them  
> to make their own decisions on that, defining SLAB\_AVAILABLE\_FLAGS with  
> all flags that are valid at creation time. Allocators that doesn't have  
> any specific flag requirement should define that to mean all flags.  
>  
> Common code will mask out all flags not belonging to that set.  
>  
> [ v2: leave the mask out decision up to the allocators ]  
> [ v3: define flags for all allocators ]  
> [ v4: move all definitions to slab.h ]  
>  
> Signed-off-by: Glauber Costa <glommer@parallels.com>  
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