
Subject: Re: [PATCH v5] slab: Ignore internal flags in cache creation
Posted by [Pekka Enberg](#) on Wed, 31 Oct 2012 07:13:49 GMT
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On Thu, Oct 18, 2012 at 12:07 AM, David Rientjes <rientjes@google.com> wrote:

> 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>

>> Aacked-by: Christoph Lameter <cl@linux.com>

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>

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Applied, thanks!
