Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by Christoph Lameter on Tue, 25 Sep 2007 21:48:59 GMT
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On Tue, 25 Sep 2007, Pavel Emelyanov wrote:

> + for_each_node_state(n, N_NORMAL_MEMORY) {
> + struct kmem_cache_node *node;
> + struct page *pg;
> +
> + node = get_node(s, n);
> + spin_lock_irq(&node->list_lock);
> + list_for_each_entry(pg, &node->partial, lru)
> + SetSlabDebug(pg);
> + spin_unlock_irq(&node->list_lock);

Is it necessary to mark all the existing slabs with SLAB_DEBUG? Would it not be sufficient to just mark the new ones coming up? The above operation could be a bit expensive.