
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.
