Subject: Re: [PATCH 3/5] Switch caches notification dynamically
Posted by Pavel Emelianov on Wed, 26 Sep 2007 09:39:21 GMT
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Christoph Lameter wrote:
> 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

Yup. Otherwise we can never receive a single event e.g. if we make
alloc/free in a loop, or similar, so that new slabs simply are not
created.

> not be sufficient to just mark the new ones coming up? The above operation
> could be a bit expensive.

Oh, that's OK from my POV - switching slabs mode was never supposed to
be a fast path.

Thanks,
Pavel