
Subject: Re: [PATCH 5/5] Account for the slab objects
Posted by [Pavel Emelianov](#) on Wed, 03 Oct 2007 07:29:13 GMT
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Christoph Lameter wrote:

> On Tue, 2 Oct 2007, Pavel Emelyanov wrote:

>

>> Christoph Lameter wrote:

>>> On Mon, 1 Oct 2007, Pavel Emelyanov wrote:

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>>>>> +

>>>>> Quick check, `slub_free_notify()` and `slab_alloc_notify()` are called

>>>>> from serialized contexts, right?

>>>> Yup.

>>> How is it serialized?

>> They are booth called from `__slab_alloc()/__slab_free()` from under

>> the `slab_lock(page)`.

>

> This means they are serialized per slab. Which means you can guarantee

> that multiple of these callbacks are not done at the same time for the

> same object. Is that what you need?

Yes I know it :) But I do not rely on this lock inside the callbacks. What I need is to notify each new object only once, but this doesn't matter for the callbacks whether there exists some lock or not. In other words - this is just a coincidence that these callbacks are called from under this lock, this was not done deliberately. Fortunately, the rollback in case when the callbacks return an error is done easily under this lock.

Thanks,
Pavel

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