Subject: Re: [PATCH v6 2/2] decrement static keys on real destroy time
Posted by akpm on Wed, 23 May 2012 20:33:54 GMT
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On Wed, 23 May 2012 13:16:36 +0400
Glauber Costa <glommer@parallels.com> wrote:

> On 05/23/2012 02:46 AM, Andrew Morton wrote:
> > Here, we're open-coding kinda-test_bit(). Why do that? These flags are
> > modified with set_bit() and friends, so we should read them with the
> > matching test_bit()?
>
> My reasoning was to be as cheap as possible, as you noted yourself two
> paragraphs below.

These aren't on any fast path, are they?

Plus: you failed in that objective! The C compiler's internal
scalar->bool conversion makes these functions no more efficient than
test_bit().

> > So here are suggested changes from*some* of the above discussion.
> > Please consider, incorporate, retest and send us a v7?
>
> How do you want me to do it? Should I add your patch ontop of mine,
> and then another one that tweaks whatever else is left, or should I just
> merge those changes into the patches I have?

A brand new patch, I guess. I can sort out the what-did-he-change view
at this end.