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The slab allocators of past, present, and future

Monday, 12 September 2022 13:05 (25 minutes)

- A summary of how we got to have SLAB, SLOB and SLUB.
- The strengths and weaknesses of each - performance, debugging, memory overhead.
- The issues with having three implementations.
- Code complexity and bitrot
- Other features having to implement for each variant or limit choice (kmemcg, PREEMPT_RT…)
- Imperfect common code, recent attempts to unify it more
- API improvement issues - we would like kfree() to work on kmem_cache_alloc() objects, but SLOB would have to adapt and increase memory overhead.
- Can we drop SLOB and/or SLAB? What changes would SLUB need in order to replace their use cases?

I agree to abide by the anti-harassment policy

Yes

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