mm\_cachep = kmem\_cache\_create("mm\_struct",

sizeof(struct mm\_struct), ARCH\_MIN\_MMSTRUCT\_ALIGN,

SLAB\_HWCACHE\_ALIGN|SLAB\_PANIC|SLAB\_NOTRACK, NULL);

kmem\_cache\_alloc(mm\_cachep, GFP\_KERNEL)

kmem\_cache\_free(mm\_cachep, (mm))

mm\_struct

vm\_area\_struct

vm\_struct

#include <sys/mman.h>

void \*mmap(void \*addr, size\_t length, int prot, int flags,

int fd, off\_t offset);

int munmap(void \*addr, size\_t length);

unsigned long do\_mmap(struct file \*file, unsigned long addr,

unsigned long len, unsigned long prot,

unsigned long flag, unsigned long offset)

unsigned long

get\_unmapped\_area(struct file \*file, unsigned long addr, unsigned long len,

unsigned long pgoff, unsigned long flags)