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Subject: Re: [PATCH 5/7] cgroup: fix subsys bitops  
Posted by [Paul Menage](#) on Wed, 20 Feb 2008 02:57:54 GMT  
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On Feb 17, 2008 9:49 PM, Li Zefan <lizf@cn.fujitsu.com> wrote:  
> Cgroup uses unsigned long for subsys bitops, not unsigned long long.  
>  
> Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>

Acked-by: Paul Menage <menage@google.com>

```
> ---
> kernel/cgroup.c | 4 +---
> 1 files changed, 2 insertions(+), 2 deletions(-)
>
> diff --git a/kernel/cgroup.c b/kernel/cgroup.c
> index aa76bbd..e8c8e58 100644
> --- a/kernel/cgroup.c
> +++ b/kernel/cgroup.c
> @@ -320,7 +320,7 @@ static struct css_set *find_existing_css_set(
>     /* Built the set of subsystem state objects that we want to
>      * see in the new css_set */
>     for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
> -         if (root->subsys_bits & (1ull << i)) {
> +         if (root->subsys_bits & (1UL << i)) {
>             /* Subsystem is in this hierarchy. So we want
>              * the subsystem state from the new
>              * cgroup */
> @@ -696,7 +696,7 @@ static int rebind_subsystems(struct cgroupfs_root *root,
>     added_bits = final_bits & ~root->actual_subsys_bits;
>     /* Check that any added subsystems are currently free */
>     for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
> -         unsigned long long bit = 1ull << i;
> +         unsigned long bit = 1UL << i;
>         struct cgroup_subsys *ss = subsys[i];
>         if (!(bit & added_bits))
>             continue;
> --
> 1.5.4.rc3
>
>
```

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Containers mailing list  
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<https://lists.linux-foundation.org/mailman/listinfo/containers>

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