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Subject: Re: [PATCH] remove BUG() in possible but rare condition

Posted by [Glauber Costa](#) on Wed, 11 Apr 2012 19:02:19 GMT

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On 04/11/2012 03:57 PM, Linus Torvalds wrote:

> On Wed, Apr 11, 2012 at 11:48 AM, Michal Hocko<mhocko@suse.cz> wrote:

>>

>> I am not familiar with the code much but a trivial call chain walk up to

>> write\_dev\_supers (in btrfs) shows that we do not check for the return value

>> from \_\_getblk so we would nullptr and there might be more.

>> I guess these need some treat before the BUG might be removed, right?

>

> Well, realistically, isn't BUG() as bad as a NULL pointer dereference?

>

> Do you care about the exact message on the screen when your machine dies?

Not particular, but I don't see why (I might be wrong) it would necessarily lead to a NULL pointer dereference.

At least in my test cases, after turning this to a WARN (to make sure it was still being hit), the machine could go on just fine.

I was running this in a container system, with restricted memory. After killing the container - at least in my ext4 system - everything seemed as happy as ever.

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