
Subject: [PATCH v2 02/29] slub: fix slab_state for slub
Posted by [Glauber Costa](#) on Fri, 11 May 2012 17:44:04 GMT
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When the slub code wants to know if the sysfs state has already been initialized, it tests for slab_state == SYSFS. This is quite fragile, since new state can be added in the future (it is, in fact, for memcg caches). This patch fixes this behavior so the test matches >= SYSFS, as all other state does.

Signed-off-by: Glauber Costa <glommer@parallels.com>
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CC: Pekka Enberg <penberg@cs.helsinki.fi>

```
---
mm/slub.c | 2 +-
1 files changed, 1 insertions(+), 1 deletions(-)

diff --git a/mm/slub.c b/mm/slub.c
index ffe13fd..226e053 100644
--- a/mm/slub.c
+++ b/mm/slub.c
@@ -5356,7 +5356,7 @@ static int sysfs_slab_alias(struct kmem_cache *s, const char *name)
 {
     struct saved_alias *al;

- if (slab_state == SYSFS) {
+ if (slab_state >= SYSFS) {
     /*
      * If we have a leftover link then remove it.
      */
--
1.7.7.6
```
