Subject: Re: [PATCH] fix bad behavior in use_hierarchy file
Posted by KAMEZAWA Hiroyuki on Mon, 25 Jun 2012 09:54:49 GMT

(2012/06/25 18:21), Glauber Costa wrote:
> I have an application that does the following:
>
> * copy the state of all controllers attached to a hierarchy
> * replicate it as a child of the current level.
>
> I would expect writes to the files to mostly succeed, since they
> are inheriting sane values from parents.
>
> But that is not the case for use_hierarchy. If it is set to 0, we
> succeed ok. If we're set to 1, the value of the file is automatically
> set to 1 in the children, but if userspace tries to write the
> very same 1, it will fail. That same situation happens if we
> set use_hierarchy, create a child, and then try to write 1 again.
>
> Now, there is no reason whatsoever for failing to write a value
> that is already there. It doesn't even match the comments, that
> states:
>
>   /* If parent's use_hierarchy is set, we can't make any modifications
>   * in the child subtrees...
>
> since we are not changing anything.
>
> The following patch tests the new value against the one we're storing,
> and automatically return 0 if we're not proposing a change.
>
> Signed-off-by: Glauber Costa <glommer@parallels.com>
> CC: Dhaval Giani <dhaval.giani@gmail.com>
> CC: Michal Hocko <mhocko@suse.cz>
> CC: Kamezawa Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>
> CC: Johannes Weiner <hannes@cmpxchg.org>

Hm.
Acked-by: KAMEZAWA Hiroyuki <kamezawa.hiroyu@jp.fujitsu.com>