
Subject: Re: [PATCH] fix bad behavior in use_hierarchy file
Posted by [Tejun Heo](#) on Mon, 25 Jun 2012 20:49:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Mon, Jun 25, 2012 at 01:21:01PM +0400, 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.

A bit of delta but is there any chance we can either deprecate
.use_hierarhcy or at least make it global toggle instead of subtree
thing? This seems needlessly complicated. :(

--
tejun
