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Subject: Re: [PATCH] fix bad behavior in use\_hierarchy file  
Posted by [Tejun Heo](#) on Mon, 25 Jun 2012 20:49:08 GMT  
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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\_hierarchy or at least make it global toggle instead of subtree  
thing? This seems needlessly complicated. :(

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tejun

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