
Subject: Re: [PATCH] fix bad behavior in use_hierarchy file
Posted by [Glauber Costa](#) on Mon, 25 Jun 2012 22:26:48 GMT
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On 06/26/2012 12:49 AM, Tejun Heo wrote:

> 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. :(

>

I am for deprecating. If this is a long term goal, a two-phase process making it per-tree seems unnecessary and even more confusing.
