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Subject: [PATCH 5/7] cgroup: fix subsys bitops  
Posted by [Li Zefan](#) on Mon, 18 Feb 2008 05:49:54 GMT  
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Cgroup uses unsigned long for subsys bitops, not unsigned long long.

Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>

---  
kernel/cgroup.c | 4 +++  
1 files changed, 2 insertions(+), 2 deletions(-)

```
diff --git a/kernel/cgroup.c b/kernel/cgroup.c
index aa76bbd..e8c8e58 100644
--- a/kernel/cgroup.c
+++ b/kernel/cgroup.c
@@ -320,7 +320,7 @@ static struct css_set *find_existing_css_set(
 /* Built the set of subsystem state objects that we want to
 * see in the new css_set */
 for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
- if (root->subsys_bits & (1ull << i)) {
+ if (root->subsys_bits & (1UL << i)) {
 /* Subsystem is in this hierarchy. So we want
 * the subsystem state from the new
 * cgroup */
@@ -696,7 +696,7 @@ static int rebind_subsystems(struct cgroupfs_root *root,
 added_bits = final_bits & ~root->actual_subsys_bits;
 /* Check that any added subsystems are currently free */
 for (i = 0; i < CGROUP_SUBSYS_COUNT; i++) {
- unsigned long long bit = 1ull << i;
+ unsigned long bit = 1UL << i;
 struct cgroup_subsys *ss = subsys[i];
 if (!(bit & added_bits))
 continue;
--
1.5.4.rc3
```

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Containers mailing list  
Containers@lists.linux-foundation.org  
<https://lists.linux-foundation.org/mailman/listinfo/containers>

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Subject: Re: [PATCH 5/7] cgroup: fix subsys bitops  
Posted by [Paul Menage](#) on Wed, 20 Feb 2008 02:57:54 GMT  
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On Feb 17, 2008 9:49 PM, Li Zefan <lizf@cn.fujitsu.com> wrote:  
> Cgroup uses unsigned long for subsys bitops, not unsigned long long.

>  
> Signed-off-by: Li Zefan <lizf@cn.fujitsu.com>  
  
Acked-by: Paul Menage <menage@google.com>

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> index aa76bbd..e8c8e58 100644  
> --- a/kernel/cgroup.c  
> +++ b/kernel/cgroup.c  
> @@ -320,7 +320,7 @@ static struct css\_set \*find\_existing\_css\_set(  
> /\* Built the set of subsystem state objects that we want to  
> \* see in the new css\_set \*/  
> for (i = 0; i < CGROUP\_SUBSYS\_COUNT; i++) {  
> - if (root->subsys\_bits & (1ull << i)) {  
> + if (root->subsys\_bits & (1UL << i)) {  
> /\* Subsystem is in this hierarchy. So we want  
> \* the subsystem state from the new  
> \* cgroup \*/  
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> /\* Check that any added subsystems are currently free \*/  
> for (i = 0; i < CGROUP\_SUBSYS\_COUNT; i++) {  
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> + unsigned long long bit = 1UL << i;  
> struct cgroup\_subsys \*ss = subsys[i];  
> if (!(bit & added\_bits))  
> continue;  
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