Subject: [PATCH] make clone_children a flag
Posted by Glauber Costa on Sun, 11 Dec 2011 14:45:35 GMT
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There is no reason to have a flags field, and then a separate
bool field just to indicate if the clone_children flag is set.
Make it a flag

Signed-off-by: Glauber Costa <glommer@parallels.com>
---
 kernel/cgroup.c | 6 +++---
 1 files changed, 3 insertions(+), 3 deletions(-)

```
diff --git a/kernel/cgroup.c b/kernel/cgroup.c
index e4b9d3c..fa405ee 100644
--- a/kernel/cgroup.c
+++ b/kernel/cgroup.c
@@ -231,6 +231,7 @@ inline int cgroup_is_removed(const struct cgroup *cgrp)
 /* bits in struct cgroupfs_root flags field */
 enum {
  ROOT_NOPREFIX, /* mounted subsystems have no named prefix */
+ ROOT_CLONE_CHILDREN, /* mounted subsystems starts with clone_children */
 };

 static int cgroup_is_releasable(const struct cgroup *cgrp)
@@ -1062,7 +1063,6 @@ struct cgroup_sb_opts {
  unsigned long subsys_bits;
  unsigned long flags;
  char *release_agent;
- bool clone_children;
  char *name;
  /* User explicitly requested empty subsystem */
  bool none;
@@ -1113,7 +1113,7 @@ static int parse_cgroupfs_options(char *data, struct cgroup_sb_opts
*opts)
    continue;
   }
   if (!strcmp(token, "clone_children")) {
-   opts->clone_children = true;
+   set_bit(ROOT_CLONE_CHILDREN, &opts->flags);
    continue;
   }
   if (!strncmp(token, "release_agent=", 14)) {
@@ -1400,7 +1400,7 @@ static struct cgroupfs_root *cgroup_root_from_opts(struct
cgroup_sb_opts *opts)
   strcpy(root->release_agent_path, opts->release_agent);
  if (opts->name)
   strcpy(root->name, opts->name);
```

```
- if (opts->clone_children)
+ if (test_bit(ROOT_CLONE_CHILDREN, &opts->flags))
    set_bit(CGRP_CLONE_CHILDREN, &root->top_cgroup.flags);
  return root;
 }
--
1.7.6.4
```