API for System State Changes Made by Livepatch Callbacks

Pettr Mladek
Core Kernel Developer
SUSE/pmladek@suse.com

System State Changes by Livepatch Callbacks

- **taking over, updating, and disabling existing changes**
- **compatibility check**
- **rarely used**

```
struct klp_state {
    unsigned long id;
    unsigned long version;
    void *data;
}

struct klp_patch {
    struct klp_object *objs;
    struct klp_state *states;
        …
}
```

```
if (!klp_is_patch_compatible(patch))
    return -EINVAL;

state = klp_get_state(&patch, id);
state->data = …;

prev_state = klp_get_prev_state(id);
if (prev_state) {
    /* Reuse/update state by ver. */
} else {
    /* Modify state */
}
```