
Subject: [PATCH 4/8] Auto-zero the allocated sock object
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:46:56 GMT
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We have a `__GFP_ZERO` flag that allocates a zeroed chunk of memory.
Use it in the `sk_alloc()` and avoid a hand-made `memset()`.

This is a temporary patch that will help us in the nearest future :)

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```
diff --git a/net/core/sock.c b/net/core/sock.c
index 7c2e3db..21fc79b 100644
--- a/net/core/sock.c
+++ b/net/core/sock.c
@@ -908,10 +908,12 @@ struct sock *sk_alloc(struct net *net, int family, gfp_t priority,
 {
     struct sock *sk;

+ if (zero_it)
+  priority |= __GFP_ZERO;
+
     sk = sk_prot_alloc(prot, priority);
     if (sk) {
         if (zero_it) {
-  memset(sk, 0, prot->obj_size);
             sk->sk_family = family;
         /*
          * See comment in struct sock definition to understand
```

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1.5.3.4
