
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 :)

Signed-off-by: Pavel Emelyanov <xemul@openvz.org>

```
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
