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Subject: [PATCH 6/8] Make the sk\_clone() lighter  
Posted by [Pavel Emelianov](#) on Wed, 31 Oct 2007 12:52:32 GMT  
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The sk\_prot\_alloc() already performs all the stuff needed by the sk\_clone(). Besides, the sk\_prot\_alloc() requires almost twice less arguments than the sk\_alloc() does, so call the sk\_prot\_alloc() saving the stack a bit.

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

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diff --git a/net/core/sock.c b/net/core/sock.c  
index e7537e4..c032f48 100644

--- a/net/core/sock.c

+++ b/net/core/sock.c

@@ -976,8 +976,9 @@ void sk\_free(struct sock \*sk)

```
struct sock *sk_clone(const struct sock *sk, const gfp_t priority)
{
- struct sock *newsk = sk_alloc(sk->sk_net, sk->sk_family, priority, sk->sk_prot, 0);
-
+ struct sock *newsk;
+
+ newsk = sk_prot_alloc(sk->sk_prot, priority, sk->sk_family);
  if (newsk != NULL) {
    struct sk_filter *filter;
```

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1.5.3.4

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