Subject: Re: [PATCH] Compact sk_stream_mem_schedule() code Posted by davem on Tue, 20 Nov 2007 07:22:45 GMT

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From: Arnaldo Carvalho de Melo <acme@ghostprotocols.net>

Date: Mon, 19 Nov 2007 17:30:59 -0200

- > Em Mon, Nov 19, 2007 at 03:13:44PM +0300, Pavel Emelyanov escreveu:
- >> This function references sk->sk prot->xxx for many times.
- > > It turned out, that there's so many code in it, that gcc
- > > cannot always optimize access to sk->sk_prot's fields.

> >

- > > After saving the sk->sk_prot on the stack and comparing
- > > disassembled code, it turned out that the function became
- > > ~10 bytes shorter and made less dereferences (on i386 and
- > > x86_64). Stack consumption didn't grow.

- > > Besides, this patch drives most of this function into the
- > > 80 columns limit.

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

> I wonder if making it 'const struct proto *prot = sk->sk_prot;'

> would make any difference.

Such experiments are always useful, but I doubt there will be substantial gains in this case.

> Acked-by: Arnaldo Carvalho de Melo <acme@redhat.com>

I've applied the patch, thanks Pavel.