Subject: Re: [PATCH net-2.6.25 1/3] Uninline the __inet_hash function
Posted by Eric Dumazet on Wed, 19 Dec 2007 17:15:20 GMT
View Forum Message <> Reply to Message

> Eric Dumazet wrote:

>>> Eric Dumazet wrote:
>>>> If you un-inline this (good idea), I am not sure we still need listen_possible
>>>> argument.
>>>>
>>>> It was usefull only to help compiler to zap dead code (since it was known at
>>>> compile time), now it only adds some extra test and argument passing.
>>> Hm... I've tried to address this issue and got worse result - minus
>>> 600 bytes (vs minus 725). So, what would be more preferable - get a
>>> smaller code with one extra 'if' or get a bit larger code without it?
>>>
>> Strange... What I meant is always assume listen_possible is true.
>
> That's not truth, if I get you right. The __inet_hash() is called
> with 0, from all the places except for the inet_hash() one.

OK, but on cases with 0, sk->sk_state is != TCP_LISTEN, unless I am mistaken.

>
>> The if (sk->sk_state == TCP_LISTEN) will finally see the truth.
>>
>> I did a test here on x86 gcc-4.2.2 and saved 32 bytes.
>>
>>
>>
>
> Thanks,
> Pavel
>
>