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Subject: Re: [PATCH 1/3] nitpick: make simple functions inline

Posted by [Li Zefan](#) on Wed, 14 Dec 2011 01:09:25 GMT

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22:45, Glauber Costa wrote:

> Those are quite simple bit-testing functions that are  
> only used within this file. Not reason for them not to  
> be inline.  
>

It's better to leave the optimization decision to gcc.

And I've confirmed they are inlined by gcc in my box.

(btw, please add "cgroup" prefix to the patch subject line)

> Signed-off-by: Glauber Costa <glommer@parallels.com>  
> ---  
> kernel/cgroup.c | 4 +---  
> 1 files changed, 2 insertions(+), 2 deletions(-)  
>  
> diff --git a/kernel/cgroup.c b/kernel/cgroup.c  
> index d9d5648..e4b9d3c 100644  
> --- a/kernel/cgroup.c  
> +++ b/kernel/cgroup.c  
> @@ -241,12 +241,12 @@ static int cgroup\_is\_releasable(const struct cgroup \*cgrp)  
> return (cgrp->flags & bits) == bits;  
> }  
>  
> -static int notify\_on\_release(const struct cgroup \*cgrp)  
> +static inline int notify\_on\_release(const struct cgroup \*cgrp)  
> {  
> return test\_bit(CGRP\_NOTIFY\_ON\_RELEASE, &cgrp->flags);  
> }  
>  
> -static int clone\_children(const struct cgroup \*cgrp)  
> +static inline int clone\_children(const struct cgroup \*cgrp)  
> {  
> return test\_bit(CGRP\_CLONE\_CHILDREN, &cgrp->flags);  
> }

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