
Subject: [PATCH 2/2] Eliminate unused argument from sk_stream_alloc_pskb
Posted by [Pavel Emelianov](#) on Mon, 26 Nov 2007 17:17:27 GMT
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The 3rd argument is always zero (according to grep :) Eliminate it and merge the function with sk_stream_alloc_skb.

This saves 44 more bytes, and together with the previous patch we have:

```
add/remove: 1/0 grow/shrink: 0/8 up/down: 183/-751 (-568)
function      old    new  delta
sk_stream_alloc_skb      -    183  +183
ip_rt_init      529    525   -4
arp_ignore      112    107   -5
__inet_lookup_listener      284    274  -10
tcp_sendmsg      2583    2481 -102
tcp_sendpage      1449    1300 -149
tso_fragment      417    258  -159
tcp_fragment      1149    988  -161
__tcp_push_pending_frames      1998    1837 -161
```

Question: is this 2.6.24 material (good space saving) or should I rework this against 2.6.25 (it applies with fuzzes, but seems to compile)?

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

```
diff --git a/include/net/sock.h b/include/net/sock.h
index 492dc4a..a469ed8 100644
--- a/include/net/sock.h
+++ b/include/net/sock.h
@@ -1230,15 +1230,7 @@
@@ static inline void sk_stream_moderate_sndbuf(struct sock *sk)
{
}

-struct sk_buff *sk_stream_alloc_pskb(struct sock *sk,
- int size, int mem, gfp_t gfp);
-
-static inline struct sk_buff *sk_stream_alloc_skb(struct sock *sk,
- int size,
- gfp_t gfp)
-{
- return sk_stream_alloc_pskb(sk, size, 0, gfp);
-}
+struct sk_buff *sk_stream_alloc_skb(struct sock *sk, int size, gfp_t gfp);
```

```

static inline struct page *sk_stream_alloc_page(struct sock *sk)
{
diff --git a/net/ipv4/tcp.c b/net/ipv4/tcp.c
index 0dfda20..1965c37 100644
--- a/net/ipv4/tcp.c
+++ b/net/ipv4/tcp.c
@@ -501,8 +501,7 @@ static inline void tcp_push(struct sock *sk, int flags, int mss_now,
}
}

-struct sk_buff *sk_stream_alloc_pskb(struct sock *sk,
- int size, int mem, gfp_t gfp)
+struct sk_buff *sk_stream_alloc_skb(struct sock *sk, int size, gfp_t gfp)
{
    struct sk_buff *skb;

@@ -511,7 +510,6 @@ struct sk_buff *sk_stream_alloc_pskb(struct sock *sk,

    skb = alloc_skb_fclone(size + sk->sk_prot->max_header, gfp);
    if (skb) {
- skb->truesize += mem;
        if (sk_stream_wmem_schedule(sk, skb->truesize)) {
            /*
             * Make sure that we have exactly size bytes
@@ -564,8 +562,7 @@ new_segment:
        if (!sk_stream_memory_free(sk))
            goto wait_for_sndbuf;

- skb = sk_stream_alloc_pskb(sk, 0, 0,
-     sk->sk_allocation);
+ skb = sk_stream_alloc_skb(sk, 0, sk->sk_allocation);
    if (!skb)
        goto wait_for_memory;

@@ -745,8 +742,7 @@ new_segment:
        if (!sk_stream_memory_free(sk))
            goto wait_for_sndbuf;

- skb = sk_stream_alloc_pskb(sk, select_size(sk),
-     0, sk->sk_allocation);
+ skb = sk_stream_alloc_skb(sk, select_size(sk),
+     sk->sk_allocation);
    if (!skb)
        goto wait_for_memory;

diff --git a/net/ipv4/tcp_output.c b/net/ipv4/tcp_output.c
index e5130a7..132e16b 100644

```

```

--- a/net/ipv4/tcp_output.c
+++ b/net/ipv4/tcp_output.c
@@ -1183,7 +1183,7 @@ static int tso_fragment(struct sock *sk, struct sk_buff *skb, unsigned int
len,
    if (skb->len != skb->data_len)
        return tcp_fragment(sk, skb, len, mss_now);

- buff = sk_stream_alloc_pskb(sk, 0, 0, GFP_ATOMIC);
+ buff = sk_stream_alloc_skb(sk, 0, GFP_ATOMIC);
    if (unlikely(buff == NULL))
        return -ENOMEM;

```

--
1.5.3.4

Subject: Re: [PATCH 2/2] Eliminate unused argument from sk_stream_alloc_pskb
 Posted by [Herbert Xu](#) on Thu, 29 Nov 2007 10:23:25 GMT
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On Mon, Nov 26, 2007 at 08:17:27PM +0300, Pavel Emelyanov wrote:

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 > it and merge the function with sk_stream_alloc_skb.

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 > we have:

>
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 > tcp_sendpage 1449 1300 -149
 > tso_fragment 417 258 -159
 > tcp_fragment 1149 988 -161
 > __tcp_push_pending_frames 1998 1837 -161

Also applied to net-2.6.25. Thanks.

> Question: is this 2.6.24 material (good space saving) or should I
 > rework this against 2.6.25 (it applies with fuzzes, but seems to
 > compile)?

I guess I've answered this question :)

Cheers,

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PGP Key: <http://gondor.apana.org.au/~herbert/pubkey.txt>
