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 Emelyanov <xemul@openvz.org>

```
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;

--
1.5.3.4
```