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.