Subject: [PATCH net-2.6.25] [ARP] Move inet_addr_type call after simple error checks in arp_contructor.
Posted by den on Mon, 14 Jan 2008 13:53:32 GMT
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The neighbour entry will be destroyed in the case of error, so it is pointless
to perform constly routing table lookup in this case.

Signed-off-by: Denis V. Lunev <den@openvz.org>
---
 net/ipv4/arp.c |    4 ++--
 1 files changed, 2 insertions(+), 2 deletions(-)

```
diff --git a/net/ipv4/arp.c b/net/ipv4/arp.c
index b715ec0..49c24ff 100644
--- a/net/ipv4/arp.c
+++ b/net/ipv4/arp.c
@@ -235,8 +235,6 @@ static int arp_constructor(struct neighbour *neigh)
  struct in_device *in_dev;
  struct neigh_parms *parms;

- neigh->type = inet_addr_type(&init_net, addr);
-
  rcu_read_lock();
  in_dev = __in_dev_get_rcu(dev);
  if (in_dev == NULL) {
@@ -244,6 +242,8 @@ static int arp_constructor(struct neighbour *neigh)
   return -EINVAL;
  }

+ neigh->type = inet_addr_type(&init_net, addr);
+
  parms = in_dev->arp_parms;
  __neigh_parms_put(neigh->parms);
  neigh->parms = neigh_parms_clone(parms);
--
1.5.3.rc5
```