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Subject: Re: [PATCH] mark read\_crX() asm code as volatile  
Posted by [Arjan van de Ven](#) on Tue, 02 Oct 2007 15:28:56 GMT  
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On Tue, 02 Oct 2007 18:08:32 +0400  
Kirill Korotaev <dev@openvz.org> wrote:

> Some gcc versions (I checked at least 4.1.1 from RHEL5 & 4.1.2 from  
> gentoo) can generate incorrect code with read\_crX()/write\_crX()  
> functions mix up, due to cached results of read\_crX().  
>

I'm not so sure volatile is the right answer, as compared to giving the  
asm more strict constraints....

asm volatile tends to mean something else than "the result has  
changed"....

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