
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"....
