
Subject: Re: [PATCH] mark read_crX() asm code as volatile

Posted by [hpa](#) on Tue, 02 Oct 2007 19:21:22 GMT

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Arjan van de Ven wrote:

> 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"....

>

One of the aspect of volatility is "the result will change in ways you
(gcc) just don't understand."

-hpa
