Subject: Re: [PATCH] mark read\_crX() asm code as volatile Posted by Andi Kleen on Wed, 03 Oct 2007 08:45:05 GMT View Forum Message <> Reply to Message

>

> How does the compiler know it doesn't depend on memory?

When it has no m (or equivalent like g) constrained argument and no memory clobber.

> How do you say it depends on memory?

You add any of the above.

> You really need something as heavy as volatile?

You could do a memory clobber, but it would be heavier than the volatile because the memory clobber clobbers all cached variables. volatile essentially just says "don't remove; has side effects". Normally gcc does that automatically for something without outputs, but this one has.

Besides a CRx access does not actually clobber memory.

-Andi

Page 1 of 1 ---- Generated from OpenVZ Forum