Subject: [PATCH] cpuid.c: use smp_call_function_single()
Posted by adobriyan on Wed, 17 Jan 2007 12:51:33 GMT
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It will execure cpuid only on the cpu we need.

Signed-off-by: Alexey Dobriyan <adobriyan@openvz.org>

```
 arch/i386/kernel/cpuid.c |    7 ++-----
 1 file changed, 2 insertions(+), 5 deletions(-)

--- a/arch/i386/kernel/cpuid.c
+++ b/arch/i386/kernel/cpuid.c
@@ -48,7 +48,6 @@ static struct class *cpuid_class;
 #ifdef CONFIG_SMP

 struct cpuid_command {
- int cpu;
  u32 reg;
  u32 *data;
 };
@@ -57,8 +56,7 @@ static void cpuid_smp_cpuid(void *cmd_bl
 {
  struct cpuid_command *cmd = (struct cpuid_command *)cmd_block;

- if (cmd->cpu == smp_processor_id())
-  cpuid(cmd->reg, &cmd->data[0], &cmd->data[1], &cmd->data[2],
+ cpuid(cmd->reg, &cmd->data[0], &cmd->data[1], &cmd->data[2],
         &cmd->data[3]);
 }

@@ -70,11 +68,10 @@ static inline void do_cpuid(int cpu, u32
  if (cpu == smp_processor_id()) {
   cpuid(reg, &data[0], &data[1], &data[2], &data[3]);
  } else {
-  cmd.cpu = cpu;
   cmd.reg = reg;
   cmd.data = data;

-  smp_call_function(cpuid_smp_cpuid, &cmd, 1, 1);
+  smp_call_function_single(cpu, cpuid_smp_cpuid, &cmd, 1, 1);
  }
  preempt_enable();
 }
```