

# [BUG] Variable stopmachine\_state should be volatile

*Source:* <http://linux.derkeiler.com/Mailing-Lists/Kernel/2005-11/9600.html>

---

*From:* Zhang, Yanmin ([yanmin.zhang\\_at\\_intel.com](mailto:yanmin.zhang_at_intel.com))

*Date:* 11/30/05

Date: Wed, 30 Nov 2005 10:04:20 +0800

To: <[linux-kernel@vger.kernel.org](mailto:linux-kernel@vger.kernel.org)>

The model to access variable stopmachine\_state is that a main thread writes it and other threads read it. Its declaration has no sign volatile. In the while loop in function stopmachine, this variable is read, and compiler might optimize it by reading it once before the loop and not reading it again in the loop, so the thread might enter dead loop.

Here is the patch to fix it.

Signed-off-by: Zhang Yanmin <[yanmin.zhang@intel.com](mailto:yanmin.zhang@intel.com)>

—

To unsubscribe from this list: send the line "unsubscribe linux-kernel" in the body of a message to [majordomo@vger.kernel.org](mailto:majordomo@vger.kernel.org)

More majordomo info at <http://vger.kernel.org/majordomo-info.html>

Please read the FAQ at <http://www.tux.org/lkml/>

---

- application/octet-stream attachment: [stopmachine\\_state\\_volatile\\_2.6.15\\_rc3.patch](#)