
Subject: A strange bug in std::chrono
Posted by [chivstyle](#) on Fri, 13 Aug 2021 01:16:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

upp:15935
os: Windows 10 64 bits, ver: 10.0.19042.985

I used std::chrono::high_resolution_clock to calculate time interval, like below:

```
double ts = 0;
auto t1 = std::chrono::high_resolution_clock::now();
do_something();
auto t2 = std::chrono::high_resolution_clock::now();
ts += std::chrono::duration<double>(t2 - t1).count();
```

The value of ts will be minus. I attached an example to demonstrate this bug, please check it out.
(compile it: clang++ -o chrono_test chrono_test.cpp)

If it caught this bug, the app will exit at once.

```
q_count = 1101145088, q_rate = 799.75
q_count = 1101146112, q_rate = 799.75
q_count = 1101147136, q_rate = 799.75
q_count = 1101148160, q_rate = 799.75
q_count = 1101149184, q_rate = 799.75
q_count = 1101150208, q_rate = 799.75
q_count = 1101151232, q_rate = 799.75
q_count = 1101152256, q_rate = 799.75
q_count = 1101153280, q_rate = -2150.39
caught that bug, hahaha
```

Of course, I compiled this program with gcc, and clang from latest msys2. It worked well. So I think it's a bug.

File Attachments

1) [chrono_test.cpp](#), downloaded 174 times
