Subject: gcc-4.9.0
Posted by piotr5 on Sun, 29 Jun 2014 21:44:31 GMT
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an interesting new feature is detecting undefined behaviour. in my debug options I use:
-Og -fsanitize=undefined
where -Og is optimization specialized for debugging. to avoid linking-errors I use the link-option
-lubsan
in debug mode. applied to theide I get:

/home/p/upp/uppsrc/Core/BlockStream.cpp:19:23: runtime error: left shift of negative value -1
/home/p/upp/uppsrc/RichText/Txt.h:248:2: runtime error: load of value 96, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Txt.h:248:2: runtime error: load of value 223, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Txt.h:248:2: runtime error: load of value 209, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Txt.h:1:7: runtime error: load of value 70, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Txt.h:1:7: runtime error: load of value 114, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Txt.h:1:7: runtime error: load of value 101, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/RichText/Table.h:107:9: runtime error: load of value 70, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/CppBase/CppBase.h:222:8: runtime error: load of value 101, which is not a valid value for type 'bool'
/usr/bin/valgrind
/home/p/upp/uppsrc/Core/Color.cpp:164:25: runtime error: signed integer overflow: -16777216 + -2147483648 cannot be represented in type 'int'
/home/p/upp/uppsrc/Core/Color.cpp:167:23: runtime error: signed integer overflow: -187 * 2130706432 cannot be represented in type 'int'
/home/p/upp/uppsrc/Core/Color.cpp:166:23: runtime error: signed integer overflow: 66 * 2130706432 cannot be represented in type 'int'
/home/p/upp/uppsrc/Core/Color.cpp:165:23: runtime error: signed integer overflow: 64 * 2130706432 cannot be represented in type 'int'

/home/p/upp/uppsrc/CtrlLib/MenuItem.cpp:205:27: runtime error: load of value 70, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/CtrlLib/MenuItem.cpp:214:27: runtime error: load of value 70, which is not a valid value for type 'bool'

/home/p/upp/uppsrc/CppBase/CppBase.h:294:9: runtime error: load of value 127, which is not a valid value for type 'bool'
/home/p/upp/uppsrc/CppBase/CppBase.h:222:8: runtime error: load of value 49, which is not a valid value for type 'bool'

I haven't tested much though, but program speed is acceptable.

as for optimizations, the problem with graphite re-organizing loops in theide still prevails.
maybe -lto will at least work a bit better...

also I heard the problem with std::move being needed in every return statement has been solved.
will need to test this too...

Subject: Re: gcc-4.9.0
Posted by slashupp on Sat, 30 Aug 2014 13:08:11 GMT
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You are aware of this: http://www.phoronix.com/scan.php?page=news_item&px=MTc1MDQ?

Subject: Re: gcc-4.9.0
Posted by piotr5 on Sat, 21 Mar 2015 15:19:17 GMT
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well, this particular bug is unrelated. my bug seems to be fixed in 4.9.1, it seems. one really shouldn't believe everything linus posts in a fit of rage, every huge piece of software has some undetected bugs.

just to be clear, I have 2 compilers installed, one gcc version for the kernel and one for theide. (and maybe the problems I observed were due to mis-configuration of that dual setup.) if I have to debug something, let it better be in my own programs...
