
Subject: Slow processing of compilation/linking messages

Posted by [Novo](#) on Sat, 09 Jan 2016 03:47:53 GMT

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I spotted a performance problem with processing of large amount of compilation/linking messages.

Attached archive contains profiling information which I collected using Intel VTune.

I ran Win64 version of TheIDE built from a couple days old source code.

TheIDE.csv - data in csv format.

TheIDE.xlsx - data pasted into Excel.

Please take a look at a line below. It takes 114 second to build a package.

MakeBuild::BuildPackage 114.355s

File Attachments

1) [theide.zip](#), downloaded 128 times

Subject: Re: Slow processing of compilation/linking messages

Posted by [mirek](#) on Tue, 12 Jan 2016 11:57:32 GMT

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Just to be sure I am reading it right:

I see that our problem is that it spends 30 seconds in ConsoleLine and 20 seconds in ProcessEvents. Is this correct?

BTW, any hint for testcase? :)

Mirek

Subject: Re: Slow processing of compilation/linking messages

Posted by [Novo](#) on Thu, 14 Jan 2016 04:15:23 GMT

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mirek wrote on Tue, 12 January 2016 06:57 Just to be sure I am reading it right:

I see that our problem is that it spends 30 seconds in ConsoleLine and 20 seconds in ProcessEvents. Is this correct?

BTW, any hint for testcase? :)

Mirek

It is all about Ide::FindLineError.

Data is taken from the csv file.

```
Console::Wait 56.2542
Console::Flush 33.9297
Console::AppendOutput 31.305
Console::ToErrors 30.5814
Upp::Callback1<class Upp::String const &>::operator() 30.2399
Upp::Callback1<class Upp::String const &>::Execute 30.236
Upp::Callback1MethodActionArg<struct Ide,void ( Ide::*)(class
Upp::String const &,bool),class Upp::String const &,bool>::Execute 30.2312
Ide::ConsoleLine 30.2241
Ide::FindLineError 30.1371
IdeContext::GetMethodVars 13.3675
LoadVarFile 13.0497
Upp::LoadFile 10.0679
Upp::FindFile::FindFile 7.20606
Upp::FindFile::Search 7.16549
Upp::NormalizePath 5.89279
Upp::GetCurrentDirectoryA 5.78073
GetCurrentDirectoryW 5.6651
```

```
Ide::SetErrorEditor 91.036
Ide::FindLineError 84.486
Upp::FileExists 31.0498
Upp::FindFile::FindFile 30.0988
Upp::FindFile::Search 29.7346
Upp::NormalizePath 20.6142
Upp::GetCurrentDirectoryA 19.9171
GetCurrentDirectoryW 19.2236
```

```
PutLinkingEnd 45.8964
Ide::PutLinkingEnd 45.8964
Ide::FindLineError 43.6879
Upp::FileExists 15.7481
Upp::FindFile::FindFile 14.5634
Upp::FindFile::Search 14.4171
Upp::NormalizePath 10.6789
Upp::GetCurrentDirectoryA 10.0785
GetCurrentDirectoryW 9.58546
```

A test case is simple. You need to compile something that has a lot of error messages. In my case I tried to compile 32-bit code using 64-bit version of TDM-GCC (by passing -m32) and linking against 64-bit libraries. :) This is an artificial test case but it highlights the problem.

Thanks.

Subject: Re: Slow processing of compilation/linking messages

Posted by [mirek](#) on Thu, 14 Jan 2016 06:48:23 GMT

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Thanks, this will be easy to optimize.

Mirek

Subject: Re: Slow processing of compilation/linking messages

Posted by [mirek](#) on Mon, 18 Jan 2016 08:59:39 GMT

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Should be now optimized. Please check.

Subject: Re: Slow processing of compilation/linking messages

Posted by [Novo](#) on Wed, 20 Jan 2016 04:02:01 GMT

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mirek wrote on Mon, 18 January 2016 03:59 Should be now optimized. Please check.

The IDE got much faster. Thank you.
