

gOlogy: impact of -O* on -g

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Summary

- Project description
- Ground assumptions
- Main highlights

gOlogy project

- Impact of optimization on debuggability
 - every pass enabled at -Og..-Ofast over -O0
- GCC 8, GNU/Linux, GNU binutils 2.29
 - files, lines, columns, ranges, blocks
 - VT: variable tracking from REGs and MEMs
 - VTA: debug binds at scalar assignments
 - SFN: debug markers between statements
 - LVu: multiple views per code address

Setting expectations right

- Optimized out: sharing may cause early death
- Break at *0x1abe1add: misses code copies
- Setting vars in the debugger vs:
 - Shared/multiple locations
 - Removed conditional dead code
- Almost 150 flags, refer to full report

Highlights

- Mostly seamless adjustment of debug binds
 - gimple more so than RTL
 - generic logic for dead pseudos and removals
 - improve moving stmts to dominating blocks
 - some passes need adjustments
 - improve no-longer-addressable variables?
- Surprise: -Wnull-dereference changes code

Losing track of variable locations

- Disregard variable locations
 - delay slots (-Og), peepholes, autoinc
- View-related tracking of MEM stores
 - --tree-dse, --tree-sink at -Og, improvable?
 - --tree-{loop,slp}-vectorize at -O3, hopeless?
- Tracking of dismembered compound types
 - --split-wide-types, --tree-sra
 - --ipa-sra: drops SRAed parms altogether

Conditional binds and markers

- Avoid discarding notes at CFG reorgs
 - jump threading
 - if conversion
 - phiopt
 - crossjumping/tail-merging
- DWARF extension: loclist for cond views?

Loop optimizations

- Some are ok!
 - --split-loops, --unswitch-loops, --peel-loops
- Reordering the iteration space: confusing!
 - --loop-unroll-and-jam, --tree-loop-vectorize
- IV opts (--branch-count-reg) may lose bindings

Subprogram transformations

- Partial inlining
 - Extension: link back to enclosing fragment
 - Combine with inlined enclosing scope
- Identical Code Folding
 - Conditional notes for combined functions?
 - Identify active variant from callers?
 - Separate debug info descriptions?

Thank you!

Get the full (WIP) report

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