

BlackBox Component Builder - Bug #72

speeding up the dump of large data structures

09/29/2015 11:43 AM - J. Templ

Status:	Closed	Start date:	09/29/2015
Priority:	Normal	Due date:	
Assignee:	J. Templ	% Done:	100%
Category:		Estimated time:	0.00 hour
Target version:	1.7		
Forum topic:			
Description			
<p>DevDebug and StdDebug use the expensive Flip operation for folds inserted for records and arrays. In case of dumping large data structures this slows down the generation of the dump so much that users may think that the system has crashed.</p> <p>Reported by Ilya Ermakov, 2012-10-28. http://forum.oberoncore.ru/viewtopic.php?f=131&#38;t=4136&#38;p=75740#p75740</p> <p>Refers to CPC 1.7 rc5 change list number 45.</p> <p>The code for bug demonstration:</p> <pre>MODULE TestDo; IMPORT Log, Math; PROCEDURE Test*; VAR dat: ARRAY 4096 OF ARRAY 2 OF ARRAY 2 OF INTEGER; BEGIN HALT(0) END Test; END TestDo.Test</pre>			

Associated revisions

Revision 19f8cf55 - 09/29/2015 01:22 PM - J. Templ

speeding up the dump of large data structures by avoiding fold.Flip. Refs: #72.

Based on the proposal by Ilya Ermakov in CPC 1.7 rc5 but

without an explicit global stack.

The required context information is maintained inside the recursive dump procedures.

Signed-off-by: Josef Templ <josef.templ@gmail.com>

History

#1 - 10/18/2015 02:53 PM - I. Denisov

- Description updated

- Status changed from New to Closed

- % Done changed from 0 to 100