Contribution ID: **191** Type: **not specified**

BoF: DWARF5/DWARF64

Monday, 24 August 2020 07:30 (25 minutes)

Can we switch to DWARF5 by default for GCC11? Which benefits does that bring? Which features work, which don't (LTO/early-debug, Split-Dwarf, debug-types, debug_[pub]names, etc.). Which DWARF consumers support DWARF5 (which don't) and which features can be enabled by default?

Additionally some larger applications are hitting the limits of 32bit offsets on some arches. Should we introduce a -fdwarf(32|64) switch, so users can generate DWARF32 or DWARF64? And/Or are there other ways to reduce the offset size limits that we should explore?

I'll provide an overview and preliminary answers/patches for the above questions and we can discuss what the (new) defaults should be and which other DWARF5/DWARF64 questions/topics should be answered and/or worked on.

I agree to abide by the anti-harassment policy

I agree

Primary author: WIELAARD, Mark

Presenter: WIELAARD, Mark

Session Classification: GNU Tools Track

Track Classification: GNU Tools Track