The GNU D Compiler

For GCC version 14.0.0 (pre-release)

(GCC)

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1 Invoking gdc

The gdc command is the GNU compiler for the D language and supports many of the same options as gcc. See Section “Option Summary” in Using the GNU Compiler Collection (GCC). This manual only documents the options specific to gdc.

1.1 Input and Output files

For any given input file, the file name suffix determines what kind of compilation is done. The following kinds of input file names are supported:

- `file.d` D source files.
- `file.dd` Ddoc source files.
- `file.di` D interface files.

You can specify more than one input file on the gdc command line, each being compiled separately in the compilation process. If you specify a `-o file` option, all the input files are compiled together, producing a single output file, named `file`. This is allowed even when using `-S` or `-c`.

A D interface file contains only what an import of the module needs, rather than the whole implementation of that module. They can be created by gdc from a D source file by using the `-H` option. When the compiler resolves an import declaration, it searches for matching `.di` files first, then for `.d`.

A Ddoc source file contains code in the D macro processor language. It is primarily designed for use in producing user documentation from embedded comments, with a slight affinity towards HTML generation. If a `.d` source file starts with the string `Ddoc` then it is treated as general purpose documentation, not as a D source file.

1.2 Runtime Options

These options affect the runtime behavior of programs compiled with gdc.

- `-fall-instantiations`
  Generate code for all template instantiations. The default template emission strategy is to not generate code for declarations that were either instantiated speculatively, such as from `__traits(compiles, ...)`, or that come from an imported module not being compiled.

- `-fno-assert`
  Turn off code generation for assert contracts.

- `-fno-bounds-check`
  Turns off array bounds checking for all functions, which can improve performance for code that uses arrays extensively. Note that this can result in unpredictable behavior if the code in question actually does violate array bounds constraints. It is safe to use this option if you are sure that your code never throws a RangeError.
-f_bounds-check=value
An alternative to -f_bounds-check that allows more control as to where bounds checking is turned on or off. The following values are supported:

‘on’        Turns on array bounds checking for all functions.

‘safeonly’   Turns on array bounds checking only for @safe functions.

‘off’        Turns off array bounds checking completely.

-fno-builtin
Don’t recognize built-in functions unless they begin with the prefix ‘__builtin__’. By default, the compiler will recognize when a function in the core.stdc package is a built-in function.

-f_checkaction=value
This option controls what code is generated on an assertion, bounds check, or final switch failure. The following values are supported:

‘context’  Throw an AssertError with extra context information.

‘halt’     Halt the program execution.

‘throw’    Throw an AssertError (the default).

-fdebug

-fdebug=value
Turn on compilation of conditional debug code into the program. The -fdebug option itself sets the debug level to 1, while -fdebug= enables debug code that are identified by any of the following values:

‘ident’    Turns on compilation of any debug code identified by ident.

-fno-druntime
Implements https://dlang.org/spec/betterc.html. Assumes that compilation targets an environment without a D runtime library.
This is equivalent to compiling with the following options:

gdc -nophoboslib -fno-exceptions -fno-moduleinfo -fno-rtti

-fextern-std=standard
Sets the C++ name mangling compatibility to the version identified by standard. The following values are supported:

‘c++98’

‘c++03’     Sets __traits(getTargetInfo, "cppStd") to 199711.

‘c++11’     Sets __traits(getTargetInfo, "cppStd") to 201103.

‘c++14’     Sets __traits(getTargetInfo, "cppStd") to 201402.

‘c++17’     Sets __traits(getTargetInfo, "cppStd") to 201703. This is the default.

‘c++20’     Sets __traits(getTargetInfo, "cppStd") to 202002.
-fno-invariants
  Turns off code generation for class invariant contracts.

-fmain
  Generates a default main() function when compiling. This is useful when unittesting a library, as it enables running the unittests in a library without having to manually define an entry-point function. This option does nothing when main is already defined in user code.

-fno-moduleinfo
  Turns off generation of the ModuleInfo and related functions that would become unreferenced without it, which may allow linking to programs not written in D. Functions that are not be generated include module constructors and destructors (static this and static ~this), unittest code, and DSO registry functions for dynamically linked code.

-fonly=filename
  Tells the compiler to parse and run semantic analysis on all modules on the command line, but only generate code for the module specified by filename.

-fno-postconditions
  Turns off code generation for postcondition out contracts.

-fno-preconditions
  Turns off code generation for precondition in contracts.

-fpreview=id
  Turns on an upcoming D language change identified by id. The following values are supported:
  ‘all’       Turns on all upcoming D language features.
  ‘bitfields’ Implements bit-fields in D.
  ‘dip1008’   Implements https://github.com/dlang/DIPs/blob/master/DIPs/other/DIP1008.md (Allow exceptions in @nogc code).
  ‘dtorfields’ Turns on generation for destructing fields of partially constructed objects.
  ‘fieldwise’ Turns on generation of struct equality to use field-wise comparisons.
  ‘fixaliasthis’ Implements new lookup rules that check the current scope for alias this before searching in upper scopes.
‘fiximmutableconv’
Disallows unsound immutable conversions that were formerly incorrectly permitted.

‘in’
Implements in parameters to mean scope const [ref] and accepts rvalues.

‘inclusiveincontracts’
Implements in contracts of overridden methods to be a superset of parent contract.

‘nosharedaccess’
Turns off and disallows all access to shared memory objects.

‘rvaluerefparam’
Implements rvalue arguments to ref parameters.

‘syste`mvariables’
Disables access to variables marked @system from @safe code.

-frelease
Turns on compiling in release mode, which means not emitting runtime checks for contracts and asserts. Array bounds checking is not done for @system and @trusted functions, and assertion failures are undefined behavior.
This is equivalent to compiling with the following options:

    gdc -fno-assert -fbounds-check=safe -fno-invariants \
    -fno-postconditions -fno-preconditions -fno-switch-errors

-frevert=
Turns off a D language feature identified by id. The following values are supported:

‘all’
Turns off all revertable D language features.

‘dip1000’
Reverts https://github.com/dlang/DIPs/blob/master/DIPs/other/DIP1000.md (Scoped pointers).

‘dip25’

‘dtorfields’
Turns off generation for destructing fields of partially constructed objects.

‘intpromote’
Turns off C-style integral promotion for unary +, - and ~ expressions.

-fno-rtti
Turns off generation of run-time type information for all user defined types. Any code that uses features of the language that require access to this information will result in an error.
-fno-switch-errors
This option controls what code is generated when no case is matched in a `final switch` statement. The default run time behavior is to throw a `SwitchError`. Turning off `-fswitch-errors` means that instead the execution of the program is immediately halted.

-funittest
Turns on compilation of `unittest` code, and turns on the `version(unittest)` identifier. This implies `-fassert`.

-fversion=value
Turns on compilation of conditional `version` code into the program identified by any of the following values:

- `ident` Turns on compilation of `version` code identified by `ident`.

-fno-weak-templates
Turns off emission of declarations that can be defined in multiple objects as weak symbols. The default is to emit all public symbols as weak, unless the target lacks support for weak symbols. Disabling this option means that common symbols are instead put in COMDAT or become private.

1.3 Options for Directory Search

These options specify directories to search for files, libraries, and other parts of the compiler:

- `-I` Specify a directory to use when searching for imported modules at compile time. Multiple `-I` options can be used, and the paths are searched in the same order.

- `-J` Specify a directory to use when searching for files in string imports at compile time. This switch is required in order to use `import(file)` expressions. Multiple `-J` options can be used, and the paths are searched in the same order.

- `-L` When linking, specify a library search directory, as with `gcc`.

- `-B` This option specifies where to find the executables, libraries, source files, and data files of the compiler itself, as with `gcc`.

- `-fmodule-file=module=spec`
This option manipulates file paths of imported modules, such that if an imported module matches all or the leftmost part of `module`, the file path in `spec` is used as the location to search for D sources. This is used when the source file path and names are not the same as the package and module hierarchy. Consider the following examples:

```
gdc test.d -fmodule-file=A.B=foo.d -fmodule-file=C=bar
```
This will tell the compiler to search in all import paths for the source file `foo.d` when importing `A.B`, and the directory `bar/` when importing `C`, as annotated in the following D code:

```
module test;
import A.B;        // Matches A.B, searches for foo.d
import C.D.E;      // Matches C, searches for bar/D/E.d
import A.B.C;       // No match, searches for A/B/C.d
```
-imultilib dir
Use dir as a subdirectory of the gcc directory containing target-specific D sources and interfaces.

-iprefix prefix
Specify prefix as the prefix for the gcc directory containing target-specific D sources and interfaces. If the prefix represents a directory, you should include the final '/'.

-nostdinc
Do not search the standard system directories for D source and interface files. Only the directories that have been specified with -I options (and the directory of the current file, if appropriate) are searched.

1.4 Code Generation
In addition to the many gcc options controlling code generation, gdc has several options specific to itself.

-\H Generates D interface files for all modules being compiled. The compiler determines the output file based on the name of the input file, removes any directory components and suffix, and applies the .di suffix.

-\Hd dir Same as -\H, but writes interface files to directory dir. This option can be used with -\Hf file to independently set the output file and directory path.

-\Hf file Same as -\H but writes interface files to file. This option can be used with -\Hd dir to independently set the output file and directory path.

-\M Output the module dependencies of all source files being compiled in a format suitable for make. The compiler outputs one make rule containing the object file name for that source file, a colon, and the names of all imported files.

-\MM Like -\M but does not mention imported modules from the D standard library package directories.

-\MF file When used with -\M or -\MM, specifies a file to write the dependencies to. When used with the driver options -MD or -MMD, -MF overrides the default dependency output file.

-\MG This option is for compatibility with gcc, and is ignored by the compiler.

-\MP Outputs a phony target for each dependency other than the modules being compiled, causing each to depend on nothing.

-\MT target Change the target of the rule emitted by dependency generation to be exactly the string you specify. If you want multiple targets, you can specify them as a single argument to -\MT, or use multiple -\MT options.

-\MQ target Same as -\MT, but it quotes any characters which are special to make.

-\MD This option is equivalent to -\M -\MF file. The driver determines file by removing any directory components and suffix from the input file, and then adding a .deps suffix.
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-MMD
Like -MD but does not mention imported modules from the D standard library package directories.

-X
Output information describing the contents of all source files being compiled in JSON format to a file. The driver determines file by removing any directory components and suffix from the input file, and then adding a .json suffix.

-Xf file
Same as -X, but writes all JSON contents to the specified file.

-fdoc
Generates Ddoc documentation and writes it to a file. The compiler determines file by removing any directory components and suffix from the input file, and then adding a .html suffix.

-fdoc-dir=dir
Same as -fdoc, but writes documentation to directory dir. This option can be used with -fdoc-file=file to independently set the output file and directory path.

-fdoc-file=file
Same as -fdoc, but writes documentation to file. This option can be used with -fdoc-dir=dir to independently set the output file and directory path.

-fdoc-inc=file
Specify file as a Ddoc macro file to be read. Multiple -fdoc-inc options can be used, and files are read and processed in the same order.

-fdump-c++-spec=file
For D source files, generate corresponding C++ declarations in file.

-fdump-c++-spec-verbose
In conjunction with -fdump-c++-spec= above, add comments for ignored declarations in the generated C++ header.

-fsave-mixins=file
Generates code expanded from D mixin statements and writes the processed sources to file. This is useful to debug errors in compilation and provides source for debuggers to show when requested.

1.5 Warnings

Warnings are diagnostic messages that report constructions that are not inherently erroneous but that are risky or suggest there is likely to be a bug in the program. Unless -Werror is specified, they do not prevent compilation of the program.

-Wall
Turns on all warnings messages. Warnings are not a defined part of the D language, and all constructs for which this may generate a warning message are valid code.

-Walloca
This option warns on all uses of "alloca" in the source.

-Walloca-larger-than=n
Warn on unbounded uses of alloca, and on bounded uses of alloca whose bound can be larger than n bytes. -Wno-alloca-larger-than disables -Walloca-larger-than warning and is equivalent to -Walloca-larger-than=SIZE_MAX or larger.
-Wno-builtin-declaration-mismatch
Warn if a built-in function is declared with an incompatible signature.

-Wcast-result
Warn about casts that will produce a null or zero result. Currently this is only done for casting between an imaginary and non-imaginary data type, or casting between a D and C++ class.

-Wno-deprecated
Do not warn about usage of deprecated features and symbols with deprecated attributes.

-Werror
Turns all warnings into errors.

-Wextra
This enables some extra warning flags that are not enabled by -Wall.

-Waddress
-Wcast-result
-Wmismatched-special-enum
-Wunknown-pragmas

-Wmismatched-special-enum
Warn when an enum the compiler recognizes as special is declared with a different size to the built-in type it is representing.

-Wspeculative
List all error messages from speculative compiles, such as __traits(compiles, ...). This option does not report messages as warnings, and these messages therefore never become errors when the -Werror option is also used.

-Wunknown-pragmas
Warn when a pragma() is encountered that is not understood by gdc. This differs from -fignore-unknown-pragmas where a pragma that is part of the D language, but not implemented by the compiler, won’t get reported.

-Wno-varargs
Do not warn upon questionable usage of the macros used to handle variable arguments like va_start.

-fignore-unknown-pragmas
Turns off errors for unsupported pragmas.

-fmax-errors=n
Limits the maximum number of error messages to n, at which point gdc bails out rather than attempting to continue processing the source code. If n is 0 (the default), there is no limit on the number of error messages produced.

-fsyntax-only
Check the code for syntax errors, but do not actually compile it. This can be used in conjunction with -fdoc or -H to generate files for each module present on the command-line, but no other output file.

-ftransition=id
Report additional information about D language changes identified by id. The following values are supported:
‘all’ List information on all D language transitions.
‘complex’ List all usages of complex or imaginary types.
‘field’ List all non-mutable fields which occupy an object instance.
‘in’ List all usages of in on parameter.
‘nogc’ List all hidden GC allocations.
‘templates’ List statistics on template instantiations.
‘tls’ List all variables going into thread local storage.

1.6 Options for Linking
These options come into play when the compiler links object files into an executable output file. They are meaningless if the compiler is not doing a link step.

- defaultlib=libname
  Specify the library to use instead of libphobos when linking. Options specifying the linkage of libphobos, such as -static-libphobos or -shared-libphobos, are ignored.

- debuglib=libname
  Specify the debug library to use instead of libphobos when linking. This option has no effect unless the -g option was also given on the command line. Options specifying the linkage of libphobos, such as -static-libphobos or -shared-libphobos, are ignored.

- nophoboslib
  Do not use the Phobos or D runtime library when linking. Options specifying the linkage of libphobos, such as -static-libphobos or -shared-libphobos, are ignored. The standard system libraries are used normally, unless -nostdlib or -nodefaultlibs is used.

- shared-libphobos
  On systems that provide libgphobos and libgdruntime as a shared and a static library, this option forces the use of the shared version. If no shared version was built when the compiler was configured, this option has no effect.

- static-libphobos
  On systems that provide libgphobos and libgdruntime as a shared and a static library, this option forces the use of the static version. If no static version was built when the compiler was configured, this option has no effect.

1.7 Developer Options
This section describes command-line options that are primarily of interest to developers or language tooling.

- fdump-d-original
  Output the internal front-end AST after the semantic3 stage. This option is only useful for debugging the GNU D compiler itself.
Dump information about the compiler language processing stages as the source program is being compiled. This includes listing all modules that are processed through the parse, semantic, semantic2, and semantic3 stages; all import modules and their file paths; and all function bodies that are being compiled.
2 Language Reference

The implementation of the D programming language used by the GNU D compiler is shared with parts of the front-end for the Digital Mars D compiler, hosted at https://github.com/dlang/dmd/. This common front-end covers lexical analysis, parsing, and semantic analysis of the D programming language defined in the documents at https://dlang.org/. The implementation details described in this manual are GNU D extensions to the D programming language. If you want to write code that checks whether these features are available, you can test for the predefined version GNU, or you can check whether a specific feature is compilable using __traits(compiles).

```cpp
version (GNU)
{
    import gcc.builtins;
    return __builtin_atan2(x, y);
}

static if (__traits(compiles, { asm {"";} }))
{
    asm { "magic instruction"; }
}
```

2.1 Attributes

User-Defined Attributes (UDA) are compile-time expressions introduced by the @ token that can be attached to a declaration. These attributes can then be queried, extracted, and manipulated at compile time. GNU D provides a number of extra special attributes to control specific compiler behavior that may help the compiler optimize or check code more carefully for correctness. The attributes are defined in the gcc.attributes module.

There is some overlap between the purposes of attributes and pragmas. It has been found more convenient to use @attribute to achieve a natural attachment of attributes to their corresponding declarations, whereas pragma is of use for compatibility with other compilers or constructs that do not naturally form part of the grammar.

2.1.1 Attribute Syntax

@attribute(attribute) is the generic entrypoint for applying GCC attributes to a function, variable, or type. There is no type checking done, as well as no deprecation path for attributes removed from the compiler. So the recommendation is to use any of the other UDAs available as described in Section 2.1.2 [Common Attributes], page 12, unless it is a target-specific attribute (See Section 2.1.4 [Target Attributes], page 17).

Function attributes introduced by the @attribute UDA are used in the declaration of a function, followed by an attribute name string and any arguments separated by commas enclosed in parentheses.

```cpp
import gcc.attributes;
@attribute("regparm", 1) int func(int size);
```

Multiple attributes can be applied to a single declaration either with multiple @attribute attributes, or passing all attributes as a comma-separated list enclosed by parentheses.

```cpp
// Both func1 and func2 have the same attributes applied.
import gcc.attributes;
@attribute("regparm", 1) int func(int size);
```
There are some problems with the semantics of such attributes in D. For example, there are no manglings for attributes, although they may affect code generation, so problems may arise when attributed types are used in conjunction with templates or overloading. Similarly, \texttt{typeid} does not distinguish between types with different attributes. Support for attributes in D are restricted to declarations only.

### 2.1.2 Common Attributes

The following attributes are supported on most targets.

\begin{verbatim}
@alloc_size(1) void* malloc(size_t);
@alloc_size(3,2) void* reallocarray(void *, size_t, size_t);
@alloc_size(1,2) void* my_calloc(size_t, size_t, bool);
\end{verbatim}

\begin{verbatim}
void malloc_cb(@alloc_size(1) void* function(size_t) ptr) { }
\end{verbatim}

\begin{verbatim}
@always_inline int func();
\end{verbatim}

\begin{verbatim}
@cold int func();
\end{verbatim}

\begin{verbatim}
@flatten int func();
\end{verbatim}

The \texttt{@alloc\_size} attribute may be applied to a function - or a function pointer variable - that returns a pointer and takes at least one argument of an integer or enumerated type. It indicates that the returned pointer points to memory whose size is given by the function argument at \texttt{sizeArgIdx}, or by the product of the arguments at \texttt{sizeArgIdx} and \texttt{numArgIdx}. Meaningful sizes are positive values less than \texttt{ptrdiff\_t.max}. Unless \texttt{zeroBasedNumbering} is true, argument numbering starts at one for ordinary functions, and at two for non-static member functions.

If \texttt{numArgIdx} is less than 0, it is taken to mean there is no argument specifying the element count.

\begin{verbatim}
@alloc\_size(1) void* malloc(size_t);
@alloc\_size(3,2) void* reallocarray(void *, size_t, size_t);
@alloc\_size(1,2) void* my\_calloc(size_t, size_t, bool);
void malloc\_cb(@alloc\_size(1) void* function(size_t) ptr) { }
\end{verbatim}

The \texttt{@always\_inline} attribute inlines the function independent of any restrictions that otherwise apply to inlining. Failure to inline such a function is diagnosed as an error.

The \texttt{@cold} attribute on functions is used to inform the compiler that the function is unlikely to be executed. The function is optimized for size rather than speed and on many targets it is placed into a special subsection of the text section so all cold functions appear close together, improving code locality of non-cold parts of program. The paths leading to calls of cold functions within code are considered to be cold too.

The \texttt{@flatten} attribute is used to inform the compiler that every call inside this function should be inlined, if possible. Functions declared with attribute \texttt{@noinline} and similar are not inlined.
The @no_icf attribute prevents a function from being merged with another semantically equivalent function.

```
@no_icf int func();
```

The @no_sanitize attribute on functions is used to inform the compiler that it should not do sanitization of any option mentioned in `sanitize_option`. A list of values acceptable by the `-fsanitize` option can be provided.

```
@no_sanitize("alignment", "object-size") void func1() { }
@no_sanitize("alignment,object-size") void func2() { }
```

The @noclone attribute prevents a function from being considered for cloning - a mechanism that produces specialized copies of functions and which is (currently) performed by interprocedural constant propagation.

```
@noclone int func();
```

The @noinline attribute prevents a function from being considered for inlining. If the function does not have side effects, there are optimizations other than inlining that cause function calls to be optimized away, although the function call is live. To keep such calls from being optimized away, put `asm { ""; }` in the called function, to serve as a special side effect.

```
@noinline int func();
```

The @noipa attribute disables interprocedural optimizations between the function with this attribute and its callers, as if the body of the function is not available when optimizing callers and the callers are unavailable when optimizing the body. This attribute implies @noinline, @noclone, and @no_icf attributes. However, this attribute is not equivalent to a combination of other attributes, because its purpose is to suppress existing and future optimizations employing interprocedural analysis, including those that do not have an attribute suitable for disabling them individually.

This attribute is supported mainly for the purpose of testing the compiler.

```
@noipa int func();
```

The @noplt attribute is the counterpart to option `-fno-plt`. Calls to functions marked with this attribute in position-independent code do not use the PLT in position-independent code.

In position-dependant code, a few targets also convert call to functions that are marked to not use the PLT to use the GOT instead.

```
@noplt int func();
```

The @optimize attribute is used to specify that a function is to be compiled with different optimization options than specified on the command line. Valid arguments are constant non-negative integers and strings. Multiple arguments
can be provided, separated by commas to specify multiple options. Each numeric argument specifies an optimization level. Each string argument that begins with the letter O refers to an optimization option such as -O0 or -Os. Other options are taken as suffixes to the -f prefix jointly forming the name of an optimization option.

Not every optimization option that starts with the -f prefix specified by the attribute necessarily has an effect on the function. The @optimize attribute should be used for debugging purposes only. It is not suitable in production code.

```c
@optimize(2) double fn0(double x);
@optimize("2") double fn1(double x);
@optimize("s") double fn2(double x);
@optimize("Ofast") double fn3(double x);
@optimize("-O2") double fn4(double x);
@optimize("tree-vectorize") double fn5(double x);
@optimize("-ftree-vectorize") double fn6(double x);
@optimize("no-finite-math-only", 3) double fn7(double x);
```

@gcc.attributes.register ("registerName")

The @register attribute specifies that a local or __gshared variable is to be given a register storage-class in the C99 sense of the term, and will be placed into a register named registerName.

The variable needs to be boiled down to a data type that fits the target register. It also cannot have either thread-local or extern storage. It is an error to take the address of a register variable.

```c
@register("ebx") __gshared int ebx = void;
void func() { @register("r10") long r10 = 0x2a; }
```

@gcc.attributes.restrict

The @restrict attribute specifies that a function parameter is to be restrict-qualified in the C99 sense of the term. The parameter needs to boil down to either a pointer or reference type, such as a D pointer, class reference, or a ref parameter.

```c
void func(@restrict ref const float[16] array);
```

@gcc.attributes.section ("sectionName")

The @section attribute specifies that a function or variable lives in a particular section. For when you need certain particular functions to appear in special sections.

Some file formats do not support arbitrary sections so the section attribute is not available on all platforms. If you need to map the entire contents of a module to a particular section, consider using the facilities of the linker instead.

```c
@section("bar") extern void func();
@section("stack") ubyte[10000] stack;
```

@gcc.attributes.simd

The @simd attribute enables creation of one or more function versions that can process multiple arguments using SIMD instructions from a single invocation. Specifying this attribute allows compiler to assume that such versions are available at link time (provided in the same or another module). Generated versions are target-dependent and described in the corresponding Vector ABI document.
The `@simd_clones` attribute is the same as `@simd`, but also includes a mask argument. Valid masks values are `notinbranch` or `inbranch`, and instructs the compiler to generate non-masked or masked clones correspondingly.

```c
@simd_clones("notinbranch") double atan2(double y, double x);
```

The `@symver` attribute creates a symbol version on ELF targets. The syntax of the string parameter is "*name*@*nodename*". The *name* part of the parameter is the actual name of the symbol by which it will be externally referenced. The *nodename* portion should be the name of a node specified in the version script supplied to the linker when building a shared library. Versioned symbol must be defined and must be exported with default visibility.

Finally if the parameter is "*name*@@*nodename*" then in addition to creating a symbol version (as if "*name*@*nodename*" was used) the version will be also used to resolve name by the linker.

```c
@symver("foo@VERS_1") int foo_v1();
```

The `@target` attribute is used to specify that a function is to be compiled with different target options than specified on the command line. One or more strings can be provided as arguments, separated by commas to specify multiple options. Each string consists of one or more comma-separated suffixes to the `-m` prefix jointly forming the name of a machine-dependent option.

The target attribute can be used for instance to have a function compiled with a different ISA (instruction set architecture) than the default.

```c
@target("arch=core2") void core2_func();
@target("sse3") void sse3_func();
```

The `@target_clones` attribute is used to specify that a function be cloned into multiple versions compiled with different target options than specified on the command line. The supported options and restrictions are the same as for `@target` attribute.

It also creates a resolver function that dynamically selects a clone suitable for current architecture. The resolver is created only if there is a usage of a function with `@target_clones` attribute.

```c
@target_clones("sse4.1,avx,default") double func(double x);
```

The `@used` attribute, annotated to a function or variable, means that code must be emitted for the function even if it appears that the function is not referenced. This is useful, for example, when the function is referenced only in inline assembly.

```c
@used __gshared int var = 0x1000;
```
The `@visibility` attribute affects the linkage of the declaration to which it is attached. It can be applied to variables, types, and functions.

There are four supported visibility_type values: default, hidden, protected, or internal visibility.

```c
@visibility("protected") void func() { }
```

The `@weak` attribute causes a declaration of an external symbol to be emitted as a weak symbol rather than a global. This is primarily useful in defining library functions that can be overridden in user code, though it can also be used with non-function declarations. The overriding symbol must have the same type as the weak symbol. In addition, if it designates a variable it must also have the same size and alignment as the weak symbol.

Weak symbols are supported for ELF targets, and also for a.out targets when using the GNU assembler and linker.

```c
@weak int func() { return 1; }
```

### 2.1.3 Other Attributes

The following attributes are defined for compatibility with other compilers.

```c
@gcc.attributes.allocSize (sizeArgIdx)
@gcc.attributes.allocSize (sizeArgIdx, numArgIdx)
@gcc.attributes.allocSize (sizeArgIdx)
```

These attributes are a synonym for `@alloc_size(sizeArgIdx, numArgIdx, true)`. Unlike `@alloc_size`, it uses 0-based index of the function arguments.

```c
@gcc.attributes.assumeUsed
```

This attribute is a synonym for `@used`.

```c
@gcc.attributes.dynamicCompile
@gcc.attributes.dynamicCompileConst
@gcc.attributes.dynamicCompileEmit
```

These attributes are accepted, but have no effect.

```c
@gcc.attributes.fastmath
```

This attribute is a synonym for `@optimize("Ofast")`. Explicitly sets "fast-math" for a function, enabling aggressive math optimizations.

```c
@gcc.attributes.hidden
```

This attribute is a synonym for `@visibility("hidden")`. Sets the visibility of a function or global variable to "hidden".

```c
@gcc.attributes.naked
```

This attribute is a synonym for `@attribute("naked")`. Adds GCC’s "naked" attribute to a function, disabling function prologue / epilogue emission. Intended to be used in combination with basic `asm` statements. While using extended `asm` or a mixture of basic `asm` and D code may appear to work, they cannot be depended upon to work reliably and are not supported.
@gcc.attributes.noSanitize("sanitize_option")
This attribute is a synonym for @no_sanitize("sanitize_option").

@gcc.attributes.optStrategy("strategy")
This attribute is a synonym for @optimize("O0") and @optimize("Os"). Sets
the optimization strategy for a function. Valid strategies are "none", "optsize",
"minsize". The strategies are mutually exclusive.

@gcc.attributes.polly
This attribute is a synonym for @optimize("loop-parallelize-all", "loop-
nest-optimize"). Only effective when GDC was built with ISL included.

2.1.4 Target-specific Attributes
Many targets have their own target-specific attributes. These are also exposed via the
gcc.attributes module with use of the generic @gcc.attributes.attribute UDA
function.

See Section 2.1.1 [Attribute Syntax], page 11, for details of the exact syntax for using
attributes.

See the function and variable attribute documentation in the GCC manual for more
information about what attributes are available on each target.

Examples of using x86-specific target attributes are shown as follows:

import gcc.attributes;

@attribute("cdecl")
@attribute("fastcall")
@attribute("ms_abi")
@attribute("sysv_abi")
@attribute("callee_pop_aggregate_return", 1)
@attribute("ms_hook_prologue")
@attribute("naked")
@attribute("regparm", 2)
@attribute("sseregparm")
@attribute("force_align_arg_pointer")
@attribute("stdcall")
@attribute("no_caller_saved_registers")
@attribute("interrupt")
@attribute("indirect_branch", "thunk")
@attribute("function_return", "keep")
@attribute("nocf_check")
@attribute("cf_check")
@attribute("indirect_return")
@attribute("fentry_name", "nop")
@attribute("fentry_section", "_entry_loc")
@attribute("nodirect_extern_access")

2.2 Built-in Functions
GCC provides a large number of built-in functions that are made available in GNU D
by importing the gcc.builtins module. Declarations in this module are automatically
created by the compiler. All declarations start with __builtin__. Refer to the built-in
function documentation in the GCC manual for a full list of functions that are available.
2.2.1 Built-in Types

In addition to built-in functions, the following types are defined in the gcc.builtins module.

__builtin_clong
The D equivalent of the target’s C long type.

__builtin_clonglong
The D equivalent of the target’s C long long type.

__builtin_culong
The D equivalent of the target’s C unsigned long type.

__builtin_culonglong
The D equivalent of the target’s C unsigned long long type.

__builtin_machine_byte
Signed unit-sized integer type.

__builtin_machine_int
Signed word-sized integer type.

__builtin_machine_ubyte
Unsigned unit-sized integer type.

__builtin_machine_uint
Unsigned word-sized integer type.

__builtin_pointer_int
Signed pointer-sized integer type.

__builtin_pointer_uint
Unsigned pointer-sized integer type.

__builtin_unwind_int
The D equivalent of the target’s C _Unwind_Sword type.

__builtin_unwind_uint
The D equivalent of the target’s C _Unwind_Word type.

__builtin_va_list
The target’s va_list type.

2.2.2 Querying Available Built-ins

Not all of the functions are supported, and some target-specific functions may only be available when compiling for a particular ISA. One way of finding out what is exposed by the built-ins module is by generating a D interface file. Assuming you have no file builtins.d, the command

```bash
echo "module gcc.builtins;" > builtins.d; gdc -H -fsyntax-only builtins.d
```

will save all built-in declarations to the file builtins.di.

Another way to determine whether a specific built-in is available is by using compile-time reflection.

```d
enum X86_HAVE_SSE3 = __traits(compiles, __builtin_ia32_haddps);
```
2.2.3 Other Built-in Functions

As well as built-ins being available from the gcc.builtins module, GNU D will also recognize when an extern(C) library function is a GCC built-in. Many of these functions are only optimized in certain cases; if they are not optimized in a particular case, a call to the library function is emitted. This optimization can be disabled with the -fno-builtins option (see Section 1.2 [Runtime Options], page 1).

In the core.stdc.complex module, the functions cabs, cabsf, cabs1, cacos, cacosf, cacosh, cacoshf, cacoshl, carg, cargf, cargl, casin, casinf, casinh, casinhf, casinhl, catan, catanf, catanh, catanhf, catanh1, ccos, ccosf, ccosh, ccoshf, ccoshl, cexp, cexpf, cexp1, clog, clogf, clog1, conj, conjf, conj1, cpow, cpowf, cpow1, cproj, cprojf, cproj1, csin, csinf, csinh, csinhf, csinhl, csqrt, csqrtf, csqrt1, ctan, ctanf, ctanh, ctanhf, ctanh1, may be handled as built-in functions. All these functions have corresponding versions prefixed with __builtin_ in the gcc.builtins module.

In the core.stdc.cctype module, the functions isalnum, isalpha, isblank, iscntrl, isdigit, isgraph, islower, isprint, ispunct, isspace, isupper, isxdigit, tolower, toupper may be handled as built-in functions. All these functions have corresponding versions prefixed with __builtin_ in the gcc.builtins module.

In the core.stdc.fenv module, the functions feclearexcept, fegetenv, fegetexceptflag, fegetround, fesetexceptflag, fesetround, fesetusecept, feupdateenv may be handled as built-in functions. All these functions have corresponding versions prefixed with __builtin_ in the gcc.builtins module.

In the core.stdc.inttypes module, the function imaxabs may be handled as a built-in function. All these functions have corresponding versions prefixed with __builtin_ in the gcc.builtins module.

In the core.stdc.math module, the functions acos, acosf, acosh, acoshf, acoshl, acosl,asin, asinf, asinh, asinhf, asinhl, atan, atan2, atan2f, atan2l, atanf, atanh, atanhf, atanh1, atan1, cbrt, cbrtf, cbrtl, ceil, ceilf, cceil, ccopysign, copysign, copysignf, copysignl, cos, cosf, cosh, coshf, coshl, erf, erfc, erfcf, erfl, erff, erf1, exp, exp2, exp2f, exp2l, expf, expl, expm1, expmf, expml, fabs, fabsf, fabsl, fdim, fdimf, fdiml, floor, floorf, floorl, fma, fmaf, fmal, fmax, fmaxf, fmaxl, fmin, fminf, fminl, fmod, fmodf, fmodl, frexp, frexpf, frexpl, fmodf, fmodl, hypot, hypotf, hypotl, ilogbf, ilogbf, ilogbl, isnf, isnan, ldexp, ldexpf, ldexp1, lgamma, lgammal, lrint, lrintf, lrint1, llrintl, llrintf, llrintl, lround, lroundf, lroundl, log, log10, log10f, log10l, log1p, log1pf, log1pl, log2, log2f, log2l, logbf, logf, logl, lrint, lrintf, lrntl, lround, lroundf, lroundl, mod, modf, modfl, nan, nanf, nanl, nearbyint, nearbyintf, nearbyintl, nextafter, nextafterf, nextafterl, nexttoward, nexttowardf, nexttowardl, pow, powf, powl, remainder, remainderf, remainderl, remquo, remquof, remquol, rint, rintf, rintl, round, roundf, roundl, scalbln,
scalblnf, scalblnl, scalbn, scalbnf, scalbnl, signbit, sin, sinf, sinh, sinhf, sinh1, sinl, sqrt, sqrtf, sqrtl, tan, tanf, tanh, tanhf, tanhl, tgamma, tgammaf, tgammaf, trunct, truncf, trunc1 may be handled as built-in functions. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

In the core.stdc.stdio module, the functions fprintf, fputc, fputc_unlocked, fputs, fwrite, printf, puts, snprintf, sprintf, vfprintf, vprintf, vsprintf may be handled as built-in functions. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

In the core.stdc.string module, the functions memchr, memcmp, memcp, memmove, memset, strcat, strchr, strcmp, strcpy, strcspn, strdup, strlen, strncat, strncmp, strnchr, strspn, strstr may be handled as built-in functions. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

In the core.stdc.time module, the function strftime may be handled as a built-in function. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

In the core.stdc.wctype module, the functions iswalnum, iswalpha, iswblank, iswcntrl, iswdigit, iswgraph, iswlower, iswprint, iswpunct, iswspace, iswupper, iswxdigit, towlower, towupper may be handled as built-in functions. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

Within the core.sys package for POSIX and platform definitions, the functions putchar_unlocked, putc_unlocked, posix_memalign, ffs, strcasecmp, strncasecmp, stpcpy, stpncpy, strndup, strlen, execl, execlp, execvp, _exit, fork may be handled as built-in functions. All these functions have corresponding versions prefixed with `__builtin__` in the gcc.builtins module.

2.3 Importing C Sources into D

ImportC is a C preprocessor and parser embedded into the GNU D implementation. It enables direct importation of C files, without needing to manually prepare a D file corresponding to the declarations in the C file.

Assuming you have no file cstdio.c or main.d, the commands

```
cat > cstdio.c << @EOC
int printf(const char*, ...);
@EOC
cat > main.d << @EOD
import cstdio;
void main() { printf("Hello ImportC\n"); }
@EOD
gdc main.d -o main; ./main
```

will generate a program which will print ‘Hello ImportC’.
ImportC does not have a preprocessor. It is designed to compile C files after they have been first run through the C preprocessor. If the C file has a `.i` extension, the file is presumed to be already preprocessed. Preprocessing can be run manually:

```
gcc -E file.c > file.i
```

ImportC collects all the `#define` macros from the preprocessor run when it is run automatically. The macros that look like manifest constants, such as:

```
#define COLOR 0x123456
```

are interpreted as D manifest constant declarations of the form:

```
enum COLOR = 0x123456;
```

The variety of macros that can be interpreted as D declarations may be expanded, but will never encompass all the metaprogramming uses of C macros.

GNU D does not directly compile C files into modules that can be linked in with D code to form an executable. When given a source file with the suffix `.c`, the compiler driver program `gdc` instead runs the subprogram `cc1`.

```
gdc file1.d file2.c // d21 file1.d -o file1.s
    // cc1 file2.c -o file2.s
    // as file1.s -o file1.o
    // as file2.s -o file2.o
    // ld file1.o file2.o
```

## 2.4 Inline Assembly

The `asm` keyword allows you to embed assembler instructions within D code. GNU D provides two forms of inline `asm` statements. A basic `asm` statement is one with no operands, while an extended `asm` statement includes one or more operands.

```
asm FunctionAttributes {  
    AssemblerInstruction ;  
};

asm FunctionAttributes {  
    AssemblerTemplate  
    : OutputOperands  
    [ : InputOperands  
    [ : Clobbers  
}  
```

The extended form is preferred for mixing D and assembly language within a function, but to include assembly language in a function declared with the `naked` attribute you must use basic `asm`.

```
uint incr (uint value)
{
    uint result;
    asm {  
        "incl %0"
        : "=a" (result)
        : "a" (value);
    }
    return result;
}
```
Multiple assembler instructions can appear within an `asm` block, or the instruction template can be a multi-line or concatenated string. In both cases, GCC’s optimizers won’t discard or move any instruction within the statement block.

```d
bool hasCPUID()
{
    uint flags = void;
    asm nothrow @nogc {
        "pushfl";
        "pushfl";
        "xorl %0, (%%esp)" :: "i" (0x00200000);
        "popfl";
        "pushfl";
        "popl %0" : "=a" (flags);
        "xorl (%%esp), %0" : "=a" (flags);
        "popfl";
    }
    return (flags & 0x0020_0000) != 0;
}
```

The instruction templates for both basic and extended `asm` can be any expression that can be evaluated at compile-time to a string, not just string literals.

```d
uint invert(uint v)
{
    uint result;
    asm @safe @nogc nothrow pure {
        genAsmInsn(`invert`)
        : [res] `=r` (result)
        : [arg1] `r` (v);
    }
    return result;
}
```

The total number of input + output + goto operands is limited to 30.

### 2.5 Intrinsics

The D language specification itself does not define any intrinsics that a compatible compiler must implement. Rather, within the D core library there are a number of modules that define primitives with generic implementations. While the generic versions of these functions are computationally expensive relative to the cost of the operation itself, compiler implementations are free to recognize them and generate equivalent and faster code.

The following are the kinds of intrinsics recognized by GNU D.

#### 2.5.1 Bit Operation Intrinsics

The following functions are a collection of intrinsics that do bit-level operations, available by importing the `core.bitop` module.

Although most are named after x86 hardware instructions, it is not guaranteed that they will result in generating equivalent assembly on x86. If the compiler determines there is a better way to get the same result in hardware, then that will be used instead.
int core.bitop.bsf (uint v) \[Function\]
int core.bitop.bsf (ulong v) \[Function\]
Scans the bits in v starting with bit 0, looking for the first set bit. Returns the bit number of the first bit set. The return value is undefined if v is zero.
This intrinsic is the same as the GCC built-in function __builtin_ctz.

int core.bitop.bsr (uint v) \[Function\]
int core.bitop.bsr (ulong v) \[Function\]
Scans the bits in v from the most significant bit to the least significant bit, looking for the first set bit. Returns the bit number of the first bit set. The return value is undefined if v is zero.
This intrinsic is equivalent to writing the following:
result = __builtin_clz(v) ^ (v.sizeof * 8 - 1)

int core.bitop.bt (scope const(uint*) p, uint bitnum) \[Function\]
int core.bitop.bt (scope const(ulong*) p, ulong bitnum) \[Function\]
Tests the bit bitnum in the input parameter p. Returns a non-zero value if the bit was set, and a zero if it was clear.
This intrinsic is equivalent to writing the following:
immutable bits_per_unit = (*p).sizeof * 8;
immutable bit_mask = size_t(1) << (bitnum % bits_per_unit);
result = (p[bitnum / bits_per_unit] & bit_mask) != 0;

int core.bitop.btc (uint* p, uint bitnum) \[Function\]
int core.bitop.btc (ulong* p, ulong bitnum) \[Function\]
Tests and complements the bit bitnum in the input parameter p. Returns a non-zero value if the bit was set, and a zero if it was clear.
This intrinsic is equivalent to writing the following:
immutable bits_per_unit = (*p).sizeof * 8;
immutable bit_mask = size_t(1) << (bitnum % bits_per_unit);
result = (p[bitnum / bits_per_unit] & bit_mask) != 0;
p[bitnum / bits_per_unit] ^= bit_mask;

int core.bitop.btr (uint* p, uint bitnum) \[Function\]
int core.bitop.btr (ulong* p, ulong bitnum) \[Function\]
Tests and resets (sets to 0) the bit bitnum in the input parameter p. Returns a non-zero value if the bit was set, and a zero if it was clear.
This intrinsic is equivalent to writing the following:
immutable bits_per_unit = (*p).sizeof * 8;
immutable bit_mask = size_t(1) << (bitnum % bits_per_unit);
result = (p[bitnum / bits_per_unit] & bit_mask) != 0;
p[bitnum / bits_per_unit] &= ~bit_mask;
int core.bitop.bts (uint* p, uint bitnum)  [Function]
int core.bitop.bts (ulong* p, ulong bitnum)  [Function]
Tests and sets the bit bitnum in the input parameter p. Returns a non-zero value if
the bit was set, and a zero if it was clear.
This intrinsic is equivalent to writing the following:
  immutable bits_per_unit = (*p).sizeof * 8;
  immutable bit_mask = size_t(1) << (bitnum % bits_per_unit);
  result = (p[bitnum / bits_per_unit] & bit_mask) != 0;
  p[bitnum / bits_per_unit] |= bit_mask;

ushort core.bitop.byteswap (ushort x)  [Function]
uint core.bitop.bswap (uint x)  [Function]
ulong core.bitop.bswap (ulong x)  [Function]
Swaps the bytes in x end-to-end; for example, in a 4-byte uint, byte 0 becomes byte
3, byte 1 becomes byte 2, etc.
This intrinsic is the same as the GCC built-in function __builtin_bswap.

int core.bitop.popcnt (uint x)  [Function]
int core.bitop.popcnt (ulong x)  [Function]
Calculates the number of set bits in x.
This intrinsic is the same as the GCC built-in function __builtin_popcount.

T core.bitop.rol (T)(const T value, const uint count)  [Template]
T core.bitop.rol (uint count, T)(const T value)  [Template]
Bitwise rotate value left by count bit positions.
This intrinsic is equivalent to writing the following:
  result = cast(T) (((value << count) | (value >> (T.sizeof * 8 - count))));

T core.bitop.ror (T)(const T value, const uint count)  [Template]
T core.bitop.ror (uint count, T)(const T value)  [Template]
Bitwise rotate value right by count bit positions.
This intrinsic is equivalent to writing the following:
  result = cast(T) (((value >> count) | (value << (T.sizeof * 8 - count))));

2.5.2 Integer Overflow Intrinsics
The following functions are a collection of intrinsics that implement integral arithmetic
primitives that check for out-of-range results, available by importing the core.checkedint
module.

In all intrinsics, the overflow is sticky, meaning a sequence of operations can be done
and overflow need only be checked at the end.

int core.checkedint.adds (int x, int y, ref bool overflow)  [Function]
long core.checkedint.adds (long x, long y, ref bool overflow)  [Function]
Add two signed integers, checking for overflow.
This intrinsic is the same as the GCC built-in function __builtin_sadd_overflow.
2.5.3 Math Intrinsics

The following functions are a collection of mathematical intrinsics, available by importing the core.math module.

float core.math.cos (float x)  
double core.math.cos (double x)  
real core.math.cos (real x)  

Returns cosine of x, where x is in radians. The return value is undefined if x is greater than $2^{64}$.

This intrinsic is the same as the GCC built-in function __builtin_cos.
float core.math.fabs (float x)  
double core.math.fabs (double x)  
real core.math.fabs (real x)  

Compute the absolute value of \( x \).

This intrinsic is the same as the GCC built-in function \_\_builtln_fabs.

float core.math.ldexp (float n, int exp)  
double core.math.ldexp (double n, int exp)  
real core.math.ldexp (real n, int exp)  

Compute \( n \times 2^{exp} \).

This intrinsic is the same as the GCC built-in function \_\_builtln_ldexp.

float core.math.rint (float x)  
double core.math.rint (double x)  
real core.math.rint (real x)  

Rounds \( x \) to the nearest integer value, using the current rounding mode. If the return value is not equal to \( x \), the FE_INEXACT exception is raised. \_\_builtln_rint performs the same operation, but does not set the FE_INEXACT exception.

This intrinsic is the same as the GCC built-in function \_\_builtln_rint.

float core.math.rndtol (float x)  
double core.math.rndtol (double x)  
real core.math.rndtol (real x)  

Returns \( x \) rounded to a long value using the current rounding mode. If the integer value of \( x \) is greater than \texttt{long.max}, the result is indeterminate.

This intrinsic is the same as the GCC built-in function \_\_builtln_l1round.

float core.math.sin (float x)  
double core.math.sin (double x)  
real core.math.sin (real x)  

Returns sine of \( x \), where \( x \) is in radians. The return value is undefined if \( x \) is greater than \( 2^{64} \).

This intrinsic is the same as the GCC built-in function \_\_builtln_sin.

float core.math.sqrt (float x)  
double core.math.sqrt (double x)  
real core.math.sqrt (real x)  

Compute the sqrt of \( x \).

This intrinsic is the same as the GCC built-in function \_\_builtln_sqrt.

T core.math.toPrec (T)(float f)  
T core.math.toPrec (T)(double f)  
T core.math.toPrec (T)(real f)  

Round \( f \) to a specific precision.

In floating-point operations, D language types specify only a minimum precision, not a maximum. The toPrec function forces rounding of the argument \( f \) to the precision of the specified floating point type \( T \). The rounding mode used is inevitably target-dependent, but will be done in a way to maximize accuracy. In most cases, the default is round-to-nearest.
2.5.4 Variadic Intrinsics

The following functions are a collection of variadic intrinsics, available by importing the `core.stdc.stdarg` module.

```c
void core.stdc.stdarg.va_arg (T)(ref va_list ap, ref T parmn)  // [Template]
    Retrieve and store in `parmn` the next value from the `va_list ap` that is of type `T`.
    This intrinsic is equivalent to writing the following:
    `parmn = __builtin_va_arg (ap, T);`

T core.stdc.stdarg.va_arg (T)(ref va_list ap)  // [Template]
    Retrieve and return the next value from the `va_list ap` that is of type `T`.
    This intrinsic is equivalent to writing the following:
    `result = __builtin_va_arg (ap, T);`

void core.stdc.stdarg.va_copy (out va_list dest, va_list src)  // [Function]
    Make a copy of `src` in its current state and store to `dest`.
    This intrinsic is the same as the GCC built-in function `__builtin_va_copy`.

void core.stdc.stdarg.va_end (va_list ap)  // [Function]
    Destroy `ap` so that it is no longer useable.
    This intrinsic is the same as the GCC built-in function `__builtin_va_end`.

void core.stdc.stdarg.va_start (T)(out va_list ap, ref T parmn)  // [Template]
    Initialize `ap` so that it can be used to access the variable arguments that follow the
    named argument `parmn`.
    This intrinsic is the same as the GCC built-in function `__builtin_va_start`.
```

2.5.5 Volatile Intrinsics

The following functions are a collection of intrinsics for volatile operations, available by importing the `core.volatile` module.

Calls to them are guaranteed to not be removed (as dead assignment elimination or presumed to have no effect) or reordered in the same thread.

These reordering guarantees are only made with regards to other operations done through these functions; the compiler is free to reorder regular loads/stores with regards to loads/stores done through these functions.

This is useful when dealing with memory-mapped I/O (MMIO) where a store can have an effect other than just writing a value, or where sequential loads with no intervening stores can retrieve different values from the same location due to external stores to the location.

These functions will, when possible, do the load/store as a single operation. In general, this is possible when the size of the operation is less than or equal to `(void*) sizeof`, although some targets may support larger operations. If the load/store cannot be done as a single operation, multiple smaller operations will be used.
These are not to be conflated with atomic operations. They do not guarantee any atomicity. This may be provided by coincidence as a result of the instructions used on the target, but this should not be relied on for portable programs. Further, no memory fences are implied by these functions. They should not be used for communication between threads. They may be used to guarantee a write or read cycle occurs at a specified address.

\begin{verbatim}
ubyte core.volatile.volatileLoad (ubyte* ptr)  [Function]
ushort core.volatile.volatileLoad (ushort* ptr) [Function]
uint core.volatile.volatileLoad (uint* ptr)   [Function]
ulong core.volatile.volatileLoad (ulong* ptr) [Function]
\end{verbatim}

Read value from the memory location indicated by \textit{ptr}.

\begin{verbatim}
ubyte core.volatile.volatileStore (ubyte* ptr, ubyte value) [Function]
ushort core.volatile.volatileStore (ushort* ptr, ushort value) [Function]
uint core.volatile.volatileStore (uint* ptr, uint value)   [Function]
ulong core.volatile.volatileStore (ulong* ptr, ulong value) [Function]
\end{verbatim}

Write \textit{value} to the memory location indicated by \textit{ptr}.

### 2.5.6 CTFE Intrinsics

The following functions are only treated as intrinsics during compile-time function execution (CTFE) phase of compilation to allow more functions to be computable at compile-time, either because their generic implementations are too complex, or do some low-level bit manipulation of floating point types.

Calls to these functions that exist after CTFE has finished will get standard code-generation without any special compiler intrinsic support.

\begin{verbatim}
float std.math.exponential.exp (float x) [Function]
double std.math.exponential.exp (double x) [Function]
real std.math.exponential.exp (real x)   [Function]
\end{verbatim}

Calculates $e^x$.

This function is evaluated during CTFE as the GCC built-in function \texttt{__builtin\_exp}.

\begin{verbatim}
float std.math.exponential.expm1 (float x) [Function]
double std.math.exponential.expm1 (double x) [Function]
real std.math.exponential.expm1 (real x)   [Function]
\end{verbatim}

Calculates $e^x - 1.0$.

This function is evaluated during CTFE as the GCC built-in function \texttt{__builtin\_expm1}.

\begin{verbatim}
float std.math.exponential.exp2 (float x) [Function]
double std.math.exponential.exp2 (double x) [Function]
real std.math.exponential.exp2 (real x)   [Function]
\end{verbatim}

Calculates $2^x$.

This function is evaluated during CTFE as the GCC built-in function \texttt{__builtin\_exp2}.
Calculate the natural logarithm of \( x \).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_log.

Calculates the base-10 logarithm of \( x \).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_log10.

Calculates the base-2 logarithm of \( x \).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_log2.

Calculates \( x^y \), where \( y \) is a float.
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_pow.

Calculates \( x^n \), where \( n \) is an integer.
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_powi.

Returns \((x \times y) + z\), rounding only once according to the current rounding mode.
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_fma.

Returns the larger of \( x \) and \( y \).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_fmax.

Returns the smaller of \( x \) and \( y \).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_fmin.

Returns the value of \( x \) rounded upward to the next integer (toward positive infinity).
This function is evaluated during CTFE as the GCC built-in function \_\_builtin\_ceil.
float std.math.rounding.floor (float x) [Function]
double std.math.rounding.floor (double x) [Function]
real std.math.rounding.floor (real x) [Function]
Returns the value of \( x \) rounded downward to the next integer (toward negative infinity).

This function is evaluated during CTFE as the GCC built-in function `__builtin_floor`.

real std.math.rounding.round (real x) [Function]
Return the value of \( x \) rounded to the nearest integer. If the fractional part of \( x \) is exactly 0.5, the return value is rounded away from zero.

This function is evaluated during CTFE as the GCC built-in function `__builtin_round`.

real std.math.rounding.trunc (real x) [Function]
Returns the integer portion of \( x \), dropping the fractional portion.

This function is evaluated during CTFE as the GCC built-in function `__builtin_trunc`.

R std.math.traits.copysign (R, X)(R to, X from) [Template]
Returns a value composed of \( to \) with \( from \)'s sign bit.

This function is evaluated during CTFE as the GCC built-in function `__builtin_copysign`.

bool std.math.traits.isFinite (X)(X x) [Template]
Returns true if \( x \) is finite.

This function is evaluated during CTFE as the GCC built-in function `__builtin_isfinite`.

bool std.math.traits.isInfinity (X)(X x) [Template]
Returns true if \( x \) is infinite.

This function is evaluated during CTFE as the GCC built-in function `__builtin_isinf`.

bool std.math.traits.isNaN (X)(X x) [Template]
Returns true if \( x \) is NaN.

This function is evaluated during CTFE as the GCC built-in function `__builtin_isnan`.

float std.math.trigonometry.tan (float x) [Function]
double std.math.trigonometry.tan (double x) [Function]
real std.math.trigonometry.tan (real x) [Function]
Returns tangent of \( x \), where \( x \) is in radians.

This intrinsic is the same as the GCC built-in function `__builtin_tan`. 
2.6 Predefined Pragmas

The `pragma` operator is used as a way to pass special information to the implementation and allow the addition of vendor specific extensions. The standard predefined pragmas are documented by the D language specification hosted at [https://dlang.org/spec/pragma.html#predefined-pragmas](https://dlang.org/spec/pragma.html#predefined-pragmas). A D compiler must recognize, but is free to ignore any pragma in this list.

Where a pragma is ignored, the GNU D compiler will emit a warning when the `-Wunknown-pragmas` option is seen on the command-line.

`pragma(crt_constructor)`

`pragma(crt_constructor)` annotates a function so it is run after the C runtime library is initialized and before the D runtime library is initialized. Functions with this pragma must return `void`.

```d
pragma(crt_constructor) void init() { }
```

`pragma(crt_destructor)`

`pragma(crt_destructor)` annotates a function so it is run after the D runtime library is terminated and before the C runtime library is terminated. Calling `exit` function also causes the annotated functions to run. Functions with this pragma must return `void`.

```d
pragma(crt_destructor) void init() { }
```

`pragma(inline)`

`pragma(inline, false)`

`pragma(inline, true)`

`pragma(inline)` affects whether functions are declared inlined or not. The pragma takes two forms. In the first form, inlining is controlled by the command-line options for inlining.

Functions annotated with `pragma(inline, false)` are marked uninlinable. Functions annotated with `pragma(inline, true)` are always inlined.

`pragma(lib)`

This pragma is accepted, but has no effect.

```d
pragma(lib, "advapi32"); 
```

`pragma(linkerDirective)`

This pragma is accepted, but has no effect.

```d
pragma(linkerDirective, "/FAILIFMISMATCH:_ITERATOR_DEBUG_LEVEL=2");
```

`pragma(mangle)`

`pragma(mangle, "symbol_name")` overrides the default mangling for a function or variable symbol. The symbol name can be any expression that must evaluate at compile time to a string literal. This enables linking to a symbol which is a D keyword, since an identifier cannot be a keyword.

Targets are free to apply a prefix to the user label of the symbol name in assembly. For example, on `x86_64-apple-darwin`, `symbol_name` would produce `__symbol_name`. If the mangle string begins with `*`, then `pragma(mangle)` will output the rest of the string unchanged.

```d
pragma(mangle, "body")
```
extern(C) void body_func();

pragma(mangle, "function")
extern(C++) struct _function {}

#pragma(msg)

#pragma(msg, "message") causes the compiler to print an informational message with the text ‘message’. The pragma accepts multiple arguments, each to which is evaluated at compile time and then all are combined into one concatenated message.

#pragma(msg, "compiling...", 6, 1.0); // prints "compiling...61.0"

#pragma(printf)
#pragma(scanf)

#pragma(printf) and pragma(scanf) specifies that a function declaration with printf or scanf style arguments that should be type-checked against a format string.

A printf-like or scanf-like function can either be an extern(C) or extern(C++) function with a format parameter accepting a pointer to a 0-terminated char string, immediately followed by either a ... variadic argument list or a parameter of type va_list as the last parameter.

extern(C):
pragma(printf)
int printf(scope const char* format, scope const ...);

#pragma(scanf)
int vscanf(scope const char* format, va_list arg);

#pragma(startaddress)

This pragma is accepted, but has no effect.

void foo() { }
pragma(startaddress, foo);

2.7 Predefined Versions

Several conditional version identifiers are predefined; you use them without supplying their definitions. They fall into three classes: standard, common, and target-specific.

Predefined version identifiers from this list cannot be set from the command line or from version statements. This prevents things like both Windows and linux being simultaneously set.

2.7.1 Standard Predefined Versions

The standard predefined versions are documented by the D language specification hosted at https://dlang.org/spec/version.html#predefined-versions.

all
none Version none is never defined; used to just disable a section of code. Version all is always defined; used as the opposite of none.
BigEndian
LittleEndian
These versions reflect the byte order of multi-byte data in memory. LittleEndian is set when the least significant byte is first. BigEndian is set when the most significant byte is first.

CRuntime_Bionic
CRuntime_Glibc
CRuntime_Microsoft
CRuntime_Musl
CRuntime_Newlib
CRuntime_UClibc
These versions reflect which standard C library is being linked in. CRuntime_Bionic is set when Bionic is the default C library. CRuntime_Glibc is set when GLIBC is the default C library. CRuntime_Microsoft is set when MSVCRT is the default C library. CRuntime_Musl is set when musl is the default C library. CRuntime_Newlib is set when Newlib is the default C library. CRuntime_UClibc is set when uClibc is the default C library.

CppRuntime_Gcc
This version is defined when the standard C++ library being linked in is libstdc++.

D_BetterC
This version is defined when the standard D libraries are not being implicitly linked in. This also implies that features of the D language that rely on exceptions, module information, or run-time type information are disabled as well. Enabled by -fno-druntime.

D_Coverage
This version is defined when code coverage analysis instrumentation is being generated. Enabled by -ftest-coverage.

D_Ddoc
This version is defined when Ddoc documentation is being generated. Enabled by -fdoc.

D_Exceptions
This version is defined when exception handling is supported. Disabled by -fno-exceptions.

D_HardFloat
D_SoftFloat
These versions reflect the floating-point ABI in use by the target. D_HardFloat is set when the target hardware has a floating-point unit. D_SoftFloat is set when the target hardware does not have a floating-point unit.

D_Invariants
This version is defined when checks are being emitted for class invariants and struct invariants. Enabled by -finvariants.

D_LP64
This version is defined when pointers are 64-bits. Not to be confused with with C’s __LP64__ model.
D_ModuleInfo
This version is defined when run-time module information (also known as ModuleInfo) is supported. Disabled by -fno-moduleinfo.

D_NoBoundsChecks
This version is defined when array bounds checks are disabled. Enabled by -fno-bounds-checks.

D_Optimized
This version is defined in all optimizing compilations.

D_PIC
This version is defined when position-independent code is being generated. Enabled by -fPIC.

D_PIE
This version is defined when position-independent code that can be only linked into executables is being generated. Enabled by -fPIE.

D_PreConditions
This version is defined when checks are being emitted for in contracts. Disabled by -fno-preconditions.

D_PostConditions
This version is defined when checks are being emitted for out contracts. Disabled by -fno-postconditions.

D_TypeInfo
This version is defined when run-time type information (also known as TypeInfo) is supported. Disabled by -fno-rtti.

D_Version2
This version defined when this is a D version 2 compiler.

unittest
This version is defined when the unittest code is being compiled in. Enabled by -funittest.

2.7.2 Common Predefined Versions
The common predefined macros are GNU D extensions. They are available with the same meanings regardless of the machine or operating system on which you are using GNU D. Their names all start with GNU.

GNU
This version is defined by the GNU D compiler. If all you need to know is whether or not your D program is being compiled by GDC, or a non-GDC compiler, you can simply test version(GNU).

GNU_DWARF2_Exceptions
GNU_SEH_Exceptions
GNU_SjLj_Exceptions
These versions reflect the mechanism that will be used for exception handling by the target. GNU_DWARF2_Exceptions is defined when the target uses DWARF 2 exceptions. GNU_SEH_Exceptions is defined when the target uses SEH exceptions. GNU_SjLj_Exceptions is defined when the target uses the setjmp/longjmp-based exception handling scheme.
GNU_EMULTLS
This version is defined if the target does not support thread-local storage, and
an emulation layer is used instead.

GNU_InlineAsm
This version is defined when asm statements use GNU D style syntax. (see
Section 2.4 [Inline Assembly], page 21)

GNU_StackGrowsDown
This version is defined if pushing a word onto the stack moves the stack pointer
to a smaller address, and is undefined otherwise.

2.7.3 Target-specific Predefined Versions
The D compiler normally predefines several versions that indicate what type of system and
machine is in use. They are obviously different on each target supported by GCC.

AArch64 Version relating to the AArch64 family of processors.

Android Version relating to the Android platform.

ARM
ARM_HardFloat
ARM_SoftFloat
ARM_SoftFP
ARM_Thumb
Versions relating to the ARM family of processors.

Cygwin Version relating to the Cygwin environment.

darwin Deprecated; use OSX instead.

DragonFlyBSD Versions relating to DragonFlyBSD systems.

FreeBSD

FreeBSD_9
FreeBSD_10
FreeBSD_11
FreeBSD_...
Versions relating to FreeBSD systems. The FreeBSD major version number is
inferred from the target triplet.

HPPA
HPPA64 Versions relating to the HPPA family of processors.

Hurd Version relating to GNU Hurd systems.

linux Version relating to Linux systems.

MinGW Version relating to the MinGW environment.
MIPS32
MIPS64
MIPS_EABI
MIPS_HardFloat
MIPS_N32
MIPS_N64
MIPS_O32
MIPS_O64
MIPS_SoftFloat
  Versions relating to the MIPS family of processors.

NetBSD  Version relating to NetBSD systems.
OpenBSD  Version relating to OpenBSD systems.
OSX  Version relating to OSX systems.
Posix  Version relating to POSIX systems (includes Linux, FreeBSD, OSX, Solaris, etc).

PPC
PPC64
PPC_HardFloat
PPC_SoftFloat
  Versions relating to the PowerPC family of processors.

RISCV32
RISCV64  Versions relating to the RISC-V family of processors.

S390
SystemZ  Versions relating to the S/390 and System Z family of processors.
S390X  Deprecated; use SystemZ instead.
Solaris  Versions relating to Solaris systems.

SPARC
SPARC64
SPARC_HardFloat
SPARC_SoftFloat
SPARC_V8Plus
  Versions relating to the SPARC family of processors.

Thumb  Deprecated; use ARM_Thumb instead.

D_X32
X86
X86_64  Versions relating to the x86-32 and x86-64 family of processors.

Windows
Win32
Win64  Versions relating to Microsoft Windows systems.
2.8 Special Enums

Special enum names are used to represent types that do not have an equivalent basic D type. For example, C++ types used by the C++ name mangler.

Special enums are declared opaque, with a base type explicitly set. Unlike regular opaque enums, special enums can be used as any other value type. They have a default .init value, as well as other enum properties available (.min, .max). Special enums can be declared in any module, and will be recognized by the compiler.

```d
import gcc.builtins;
enum __c_long : __builtin_clong;
__c_long var = 0x800A;
```

The following identifiers are recognized by GNU D.

- `__c_complex_double`  
  C _Complex double type.

- `__c_complex_float`  
  C _Complex float type.

- `__c_complex_real`  
  C _Complex long double type.

- `__c_long`  
  C++ long type.

- `__c_longlong`  
  C++ long long type.

- `__c_long_double`  
  C long double type.

- `__c_ulong`  
  C++ unsigned long type.

- `__c_ulonglong`  
  C++ unsigned long long type.

- `__c_wchar_t`  
  C++ wchar_t type.

The `core.stdc.config` module declares the following shorthand alias types for convenience: `c_complex_double`, `c_complex_float`, `c_complex_real`, `cpp_long`, `cpp_longlong`, `c_long_double`, `cpp_ulong`, `cpp_ulonglong`.

It may cause undefined behavior at runtime if a special enum is declared with a base type that has a different size to the target C/C++ type it is representing. The GNU D compiler will catch such declarations and emit a warning when the `-Wmismatched-special-enum` option is seen on the command-line.

2.9 Traits

Traits are extensions to the D programming language to enable programs, at compile time, to get at information internal to the compiler. This is also known as compile time reflection.

GNU D implements a `__traits(getTargetInfo)` trait that receives a string key as its argument. The result is an expression describing the requested target information.

```d
version (OSX)
```
Keys for the trait are implementation defined, allowing target-specific data for exotic targets. A reliable subset exists which a D compiler must recognize. These are documented by the D language specification hosted at https://dlang.org/spec/traits.html#getTargetInfo.

The following keys are recognized by GNU D.

- `cppRuntimeLibrary` - The C++ runtime library affinity for this toolchain.
- `cppStd` - The version of the C++ standard supported by `extern(C++)` code, equivalent to the `_cplusplus` macro in a C++ compiler.
- `floatAbi` - Floating point ABI; may be ‘hard’, ‘soft’, or ‘softfp’.
- `objectFormat` - Target object format.

### 2.10 Vector Extensions

CPUs often support specialized vector types and vector operations (aka media instructions). Vector types are a fixed array of floating or integer types, and vector operations operate simultaneously on them.

```
alias int4 = __vector(int[4]);
```

All the basic integer types can be used as base types, both as signed and as unsigned: `byte`, `short`, `int`, `long`. In addition, `float` and `double` can be used to build floating-point vector types, and `void` to build vectors of untyped data. Only sizes that are positive power-of-two multiples of the base type size are currently allowed.

The `core.simd` module has the following shorthand aliases for commonly supported vector types: `byte8`, `byte16`, `byte32`, `byte64`, `double1`, `double2`, `double4`, `double8`, `float2`, `float4`, `float8`, `float16`, `int2`, `int4`, `int8`, `int16`, `long1`, `long2`, `long4`, `long8`, `short4`, `short8`, `short16`, `short32`, `ubyte8`, `ubyte16`, `ubyte32`, `ubyte64`, `uint2`, `uint4`, `uint8`, `uint16`, `ulong1`, `ulong2`, `ulong4`, `ulong8`, `ushort4`, `ushort8`, `ushort16`, `ushort32`, `void8`, `void16`, `void32`, `void64`. All these aliases correspond to `__vector(type[N])`.

Which vector types are supported depends on the target. Only vector types that are implemented for the current architecture are supported at compile-time. Vector operations that are not supported in hardware cause GNU D to synthesize the instructions using a narrower mode.

```
alias v4i = __vector(int[4]);
alias v128f = __vector(float[128]); // Error: not supported on this platform
```

```
int4 a, b, c;

c = a * b; // Natively supported on x86 with SSE4

c = a / b; // Always synthesized
```

Vector types can be used with a subset of normal D operations. Currently, GNU D allows using the following operators on these types: `+`, `-`, `*`, `/`, `unary+`, `unary-`.

```
alias int4 = __vector(int[4]);
```
int4 a, b, c;

c = a + b;

It is also possible to use shifting operators <<, >>, the modulus operator %, logical operations &,
|, ^, and the complement operator unary~ on integer-type vectors.

For convenience, it is allowed to use a binary vector operation where one operand is a
scalar. In that case the compiler transforms the scalar operand into a vector where each
element is the scalar from the operation. The transformation happens only if the scalar
could be safely converted to the vector-element type. Consider the following code.

```cpp
alias int4 = __vector(int[4]);

int4 a, b;
long l;

a = b + 1;  // a = b + [1,1,1,1];
a = 2 * b;  // a = [2,2,2,2] * b;
a = 1 + a;  // Error, incompatible types.
```

Vector comparison is supported with standard comparison operators: ==, !=, <, <=, >,
>=. Comparison operands can be vector expressions of integer-type or real-type. Compar-
ison between integer-type vectors and real-type vectors are not supported. The result of
the comparison is a vector of the same width and number of elements as the comparison
operands with a signed integral element type.

Vectors are compared element-wise producing 0 when comparison is false and -1 (constant
of the appropriate type where all bits are set) otherwise. Consider the following example.

```cpp
alias int4 = __vector(int[4]);

int4 a = [1,2,3,4];
int4 b = [3,2,1,4];
int4 c;

c = a > b;  // The result would be [0, 0,-1, 0]
c = a == b;  // The result would be [0,-1, 0,-1]
```

### 2.11 Vector Intrinsics

The following functions are a collection of vector operation intrinsics, available by importing
the gcc.simd module.

```cpp
void gcc.simd.prefetch (bool rw, ubyte locality)   [Template]
(const void)* addr)
Emit the prefetch instruction. The value of addr is the address of the memory to
prefetch. The value of rw is a compile-time constant one or zero; one means that the
prefetch is preparing for a write to the memory address and zero, the default, means
that the prefetch is preparing for a read. The value locality must be a compile-time
constant integer between zero and three.

This intrinsic is the same as the GCC built-in function __builtin_prefetch.
```

```cpp
for (i = 0; i < n; i++)
{
    import gcc.simd : prefetch;
```
\[ a[i] = a[i] + b[i]; \]
\[ \text{prefetch!(true, 1)}(&a[i+j]); \]
\[ \text{prefetch!(false, 1)}(&b[i+j]); \]
\[ // ... \]

\[
V \text{ gcc.simd.loadUnaligned } (V)(\text{const } V^* \ p) \quad \text{[Template]}
\]
Load unaligned vector from the address \( p \).

\[
\text{float4 } v; \\
\text{ubyte[16] } arr; \\
\]
\[ v = \text{loadUnaligned}(\text{cast(float4*)arr.ptr}); \]

\[
V \text{ gcc.simd.storeUnaligned } (V)(V^* \ p, V \ \text{value}) \quad \text{[Template]}
\]
Store vector \( \text{value} \) to unaligned address \( p \).

\[
\text{float4 } v; \\
\text{ubyte[16] } arr; \\
\]
\[ \text{storeUnaligned}(\text{cast(float4*)arr.ptr}, v); \]

\[
V0 \text{ gcc.simd.shuffle } (V0, V1, M)(V0 \ \text{op1, V1 op2, M mask}) \quad \text{[Template]}
\]
\[
V \text{ gcc.simd.shuffle } (V, M)(V \ \text{op1, M mask}) \quad \text{[Template]}
\]
Construct a permutation of elements from one or two vectors, returning a vector of the same type as the input vector(s). The \( \text{mask} \) is an integral vector with the same width and element count as the output vector.

This intrinsic is the same as the GCC built-in function \texttt{__builtin_shuffle}.

\[
\text{int4 } a = [1, 2, 3, 4]; \\
\text{int4 } b = [5, 6, 7, 8]; \\
\text{int4 } mask1 = [0, 1, 1, 3]; \\
\text{int4 } mask2 = [0, 4, 2, 5]; \\
\text{int4 } res; \\
\]
\[ \text{res} = \text{shuffle}(a, \text{mask1}); \quad // \text{res} \text{ is } [1,2,4,1] \\
\text{res} = \text{shuffle}(a, b, \text{mask2}); \quad // \text{res} \text{ is } [1,5,3,6] \]

\[
V \text{ gcc.simd.shufflevector } (V1, V2, \ldots)(V1 \ \text{op1, V2 op2, M mask}) \quad \text{[Template]}
\]
\[
V \text{ gcc.simd.shufflevector } (V, \ \text{mask...})(V \ \text{op1, V op2}) \quad \text{[Template]}
\]
Construct a permutation of elements from two vectors, returning a vector with the same element type as the input vector(s), and same length as the \( \text{mask} \).

This intrinsic is the same as the GCC built-in function \texttt{__builtin_shufflevector}.

\[
\text{int8 } a = [1, -2, 3, -4, 5, -6, 7, -8]; \\
\text{int4 } b = \text{shufflevector}(a, a, 0, 2, 4, 6); \quad // \text{b is } [1,3,5,7] \\
\text{int4 } c = [-2, -4, -6, -8]; \\
\text{int8 } d = \text{shufflevector}(\text{int8}, 4, 0, 5, 1, 6, 2, 7, 3)(c, b); \quad // \text{d is a} \\
\]

\[
E \text{ gcc.simd.extractelement } (V, \text{int idx})(V \ \text{val}) \quad \text{[Template]}
\]
Extracts a single scalar element from a vector \( \text{val} \) at a specified index \( \text{idx} \).

\[
\text{int4 } a = [0, 10, 20, 30]; \\
\text{int } k = \text{extractelement!}(\text{int4}, 2)(a); \quad // \text{a is 20} \\
\]
V gcc.simd.insertelement (V, int idx)(V val, B e)  
Inserts a scalar element e into a vector val at a specified index idx.

```c
int4 a = [0, 10, 20, 30];
int4 b = insertelement!(int4, 2)(a, 50); // b is [0,10,50,30]
```

V gcc.simd.convertvector (V, T)(T val)
Convert a vector val from one integral or floating vector type to another. The result is an integral or floating vector that has had every element cast to the element type of the return type.

This intrinsic is the same as the GCC built-in function __builtin_convertvector.

```c
int4 a = [1, -2, 3, -4];
float4 b = [1.5, -2.5, 3, 7];
float4 c = convertvector!float4(a);  // c is [1,-2,3,-4]
double4 d = convertvector!double4(a); // d is [1,-2,3,-4]
double4 e = convertvector!double4(b); // e is [1.5,-2.5,3,7]
int4 f = convertvector!int4(b);    // f is [1,-2,3,7]
```

VO gcc.simd.blendvector (V0, V1, M)(V0 op0, V1 op1, M mask)  
Construct a conditional merge of elements from two vectors, returning a vector of the same type as the input vector(s). The mask is an integral vector with the same width and element count as the output vector.

```c
int4 a = [1, 2, 3, 4];
int4 b = [3, 2, 1, 4];
auto c = blendvector(a, b, a > b);  // c is [3,2,3,4]
auto d = blendvector(a, b, a < b);  // d is [1,2,1,4]
```

### 2.12 Missing Features and Deviations

Some parts of the D specification are hard or impossible to implement with GCC, they should be listed here.

**Bit Operation Intrinsics**

The Digital Mars D compiler implements the core.bitop intrinsics inp, inpw, inpl, outp, outpw, and outpl. These are not recognized by GNU D. On most targets, equivalent intrinsics that have the same effect would be core.volatile.loadVolatile and core.volatile.storeVolatile respectively (see Section 2.5.5 [Volatile Intrinsics], page 27).

On x86 targets, if an in or out instruction is specifically required, that can be achieved using assembler statements instead.

```c
ubyte inp(uint port)
{
    ubyte value;
    asm { "inb %w1, %b0" : "=a" (value) : "Nd" (port); }
    return value;
}

void outp(uint port, ushort value)
{
    asm { "outb %b0, %w1" : "a" (value), "Nd" (port); }
}
Floating-Point Intermediate Values

GNU D uses a software compile-time floating-point type that assists in cross-compilation and support for arbitrary target real precisions wider than 80 bits. Because of this, the result of floating-point CTFE operations may have different results in GNU D compared with other D compilers that use the host’s native floating-point type for storage and CTFE. In particular, GNU D won’t overflow or underflow when a target real features a higher precision than the host. Differences also extend to .stringof representations of intermediate values due to formatting differences with sprintf("%Lg").

```d
version(GNU)
assert((25.5).stringof ~ (3.01).stringof == "2.55e+13.01e+0");
else
assert((25.5).stringof ~ (3.01).stringof == "25.53.01");
```

Function Calling Conventions

GNU D does not implement the extern(D) calling convention for x86 as described in the D specification hosted at https://dlang.org/spec/abi.html#function_calling_conventions.

Instead, there is no distinction between extern(C) and extern(D) other than name mangling.

ImportC Limitations

GNU D does not run the preprocessor automatically for any ImportC sources. Instead all C files are expected to be manually preprocessed before they are imported into the compilation.

Inline Assembler

GNU D does not implement the D inline assembler for x86 and x86_64 as described in the D specification hosted at https://dlang.org/spec/iasm.html. Nor does GNU D redefine the D_INLINE_ASM_X86 and D_INLINE_ASM_X86_64 version identifiers to indicate support.

The GNU D compiler uses an alternative, GCC-based syntax for inline assembler (see Section 2.4 [Inline Assembly], page 21).

Interfacing to Objective-C

GNU D does not support interfacing with Objective-C, nor its protocols, classes, subclasses, instance variables, instance methods and class methods. The extern(Objective-C) linkage is ignored, as are the @optional and @selector attributes. The D_OBJECTIVE_C version identifier is not predefined for compilations.

Pragma Directives

Pragma directives that are designed to embed information into object files or otherwise pass options to the linker are not supported by GNU D. These include pragma(lib), pragma(linkerDirective), and pragma(start_address).

SIMD Intrinsics

The Digital Mars D compiler implements the core.simd intrinsics __simd, __simd_lib, __simd_sto. These are not recognized by GNU D, nor does GNU D redefine the D_SIMD version identifier to indicate support.
On x86 targets, all intrinsics are available as functions in the `gcc.builtins` module, and have predictable equivalents.

```c
version (DigitalMars)
{
    __simd(XMM.PSLLW, op1, op2);
    __simd_ib(XMM.PSLLW, op1, imm8);
}
version (GNU)
{
    __builtin_ia32_psllw(op1, op2);
    __builtin_ia32_psllwi(op1, imm8);
}
```

TypeInfo-based va_arg
The Digital Mars D compiler implements a version of `core.vararg.va_arg` that accepts a run-time `TypeInfo` argument for use when the static type is not known. This function is not implemented by GNU D. It is more portable to use variadic template functions instead.
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