# STL sort

#### Murashko Ivan

### Introduction

The most tricky thing in C++ is an error catch. Most part of errors are located in the application level and you can be quite sure that the library, especially the well known STL, is error free. But what should you do if your application code is trivial i.e. seems to be error free but you got a SIGSEGV inside a system library. Most probably you just felt into a situation that is described in the article.

The examples in the article uses gcc 5.5.0 from the docker image gcc:5:

```
$ docker run gcc:5 gcc --version
gcc (GCC) 5.5.0
```

## 1 Example

Lets look at the following code:

What's output does it produces? One can expect the following one:

```
$ ./src/sort
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
$
```

i.e. the original array has to be displayed. In reality the following output is produced by  $\gcd 5.5.0$ 

As one can see the array is broken. How it can be if every function in the code snapshot seems to be correct? The answer is below.

## 2 STL requirements

The STL library states the following requirements for std::sort [1](pp. 897-898): the compare function must follow so called strict weak ordering requirement. Especially it says that

```
comp(x, x) == true;
```

The requirement is violated by the  $\leq$  operand used in our example. Why the requirement is so important?

### Conclusion

TBD

### References

[1] ISO. ISO/IEC JTC1 SC22 WG21 N 3690: Programming languages — C++ / ISO. — 2013. — Sep. — P. 1359. — http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2013/n3690.pdf.