

# Using newer version of GCC and binutils with the FreeBSD Ports Collection

Martin Matuska

mm@FreeBSD.org

Copyright © 2009 The FreeBSD Documentation Project  
\$FreeBSD: doc/en\_US.ISO8859-1/articles/custom-gcc/article.sgml,v 1.2 2009/09/04  
14:22:47 danger Exp \$

FreeBSD is a registered trademark of the FreeBSD Foundation.  
Many of the designations used by manufacturers and sellers to distinguish their products are claimed as trademarks. Where those designations appear in this document, and the FreeBSD Project was aware of the trademark claim, the designations have been followed by the “™” or the “®” symbol.

This article describes how to use newer versions of the **GCC** compilers and **binutils** from the FreeBSD ports tree. Custom **GCC** configurations are also discussed.

## Table of Contents

1 Introduction .....	1
2 Prerequisites .....	1
3 Configuring ports for custom version of GCC .....	2
4 Impact on the binary performance .....	4

## 1 Introduction

The default system compiler as of FreeBSD 8.0 is **GCC** version 4.2.1. In addition, the base system of FreeBSD includes **binutils** version 2.15. These versions are several years old and lack, among other things, support for recent CPU instructions like SSSE3, SSE4.1, SSE4.2, etc. Due to licensing issues, new versions of these applications will not be integrated into the base system. Luckily, it is possible to use a newer version of the **GCC** compiler (e.g. version 4.4) with the help of the FreeBSD ports tree.

## 2 Prerequisites

### 2.1 Installing binutils from ports

To make use of all of the new features in the latest **GCC** versions, the latest version of **binutils** needs to be installed. Installation of the newer version of **binutils** is optional; but without it, there will be no support for new CPU instructions.

To install the latest available version of **binutils** using the FreeBSD ports tree, issue the following command:

```
# cd /usr/ports/devel/binutils && make install
```

### 2.2 Installing GCC from ports

The FreeBSD ports tree offers several new versions of **GCC**. The following example is for the stable version 4.4. However, it is possible to install previous or later development versions (e.g. `lang/gcc43` or `lang/gcc45`).

To install one of the mentioned **GCC** ports, run the following command:

```
# cd /usr/ports/lang/gcc44 && make install
```

## 3 Configuring ports for custom version of GCC

Additional system configuration is required in order to use custom version of **GCC** installed from the FreeBSD ports tree.

### 3.1 Adjusting make.conf

Add the following lines to the `/etc/make.conf` file (or modify appropriately):

```
.if !empty(.CURDIR:M/usr/ports/*) && exists(/usr/local/bin/gcc44)
CC=gcc44
CXX=g++44
CPP=cpp44
.endif
```

Alternatively, it is possible to specify the `${CC}` and `${CPP}` variables manually.

**Note:** The examples above are for **GCC** version 4.4. To use `gcc43`, replace `"gcc44"` with `"gcc43"` and `"4.4"` with `"4.3"` and so on.

### 3.2 Adjusting `libmap.conf`

Many of the ports' binaries and libraries link to `libgcc_s` or `libstdc++`. The base system already includes these libraries, but from an earlier version of **GCC** (version 4.2.1). To supply `rtld` (and `ldd`) with correct versions, add the following lines to the `/etc/libmap.conf` file (or modify appropriately):

```
libgcc_s.so.1    gcc44/libgcc_s.so.1
libgomp.so.1    gcc44/libgomp.so.1
libobjc.so.3    gcc44/libobjc.so.2
libssp.so.0     gcc44/libssp.so.0
libstdc++.so.6  gcc44/libstdc++.so.6
```

**Note:** The examples above are for **GCC** version 4.4. To use `gcc43`, replace "`gcc44`" with "`gcc43`" and so on. Note also that all of these libraries are fully backwards compatible with base system libraries.

**Warning:** Some C++ programs may refuse to work if these libraries are not mapped correctly. If it is not feasible to map them all, it is recommended to map at least `libstdc++.so`.

### 3.3 Custom `CFLAGS` for the ports tree

To add custom `CFLAGS` for the ports tree which are unsupported by the base system, adjust the `/etc/make.conf` according to the following example:

```
.if !empty(.CURDIR:M/usr/ports/*) && exists(/usr/local/bin/gcc44)
CC=gcc44
CXX=g++44
CPP=cpp44
CFLAGS+=-mssse3
.endif
```

It is possible to completely replace `CFLAGS` and/or define custom `CPUTYPE` as well. We recommend setting `CPUTYPE` because many ports decide their optimizations flags based on this variable.

### 3.4 Excluding ports that do not build with new version of **GCC**

To exclude ports that have problems with custom version of **GCC**, adjust the `/etc/make.conf` according to the following example:

```
.if !empty(.CURDIR:M/usr/ports/*) && exists(/usr/local/bin/gcc44)
.if empty(.CURDIR:M/usr/ports/net/openldap*)
CC=gcc44
CXX=g++44
CPP=cpp44
.endif
.endif
```

The example above excludes the forced use of `gcc 4.4` for the `net/openldap*` ports. It is also possible to specify more ports on a single line:

```
.if empty(.CURDIR:M/usr/ports/net/openldap*) && empty(.CURDIR:M/usr/ports/xxx/yyy) && ...
```

## 4 Impact on the binary performance

Using **GCC** version 4.4 with SSSE3 instruction set enabled (if supported by the CPU) may yield up to 10% average increase in binary performance. In certain tests, the results show more than a 20% performance boost (e.g. in multimedia processing).

The table located at <http://people.freebsd.org/~mm/benchmarks/perlbench/> shows a comparison of **GCC** versions currently available in base FreeBSD system, **GCC** version 4.3 and **GCC** version 4.4 with various combinations of `CFLAGS` using the perlbench benchmark suite.