<> **Code**    ⊙ **Issues** 387    ⑂ **Pull requests** 16    ▶ **Actions**    ⊞ **Projects** 6    🛡 Security

🔍 label:fuzzer-found-issue          🏷 **Labels** 34    ⊟ **Milestones** 9    **New issue**

**Clear current search query, filters, and sorts**

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⊙ **8 Open**    ✓ **68 Closed**    Author ▾    Label ▾    Projects ▾    Milestones ▾    Assignee ▾    Sort ▾

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⊙ **spirv-opt fails "operand index out of bound" assertion**                                                                💬 4
   component:optimization     **fuzzer-found-issue**
   #3554 opened on 17 Jul 2020 by afd

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⊙ **spirv-opt crashes in constants.h**  component:optimization                                                             💬 2
   **fuzzer-found-issue**
   #3553 opened on 17 Jul 2020 by afd

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⊙ **spirv-opt crashes in const_folding_rules.cpp**                                                                          💬 2
   component:optimization     **fuzzer-found-issue**
   #3552 opened on 17 Jul 2020 by afd

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⊙ **spirv-opt assertion failure related to OpCopyObject**                                                                   💬 1
   component:optimization     **fuzzer-found-issue**
   #3547 opened on 16 Jul 2020 by afd

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⊙ **Asan reports stack overflow in validator**  component:validation
   **fuzzer-found-issue**
   #3136 opened on 13 Jan 2020 by afd

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⊛ **spirv_as fuzzer failing due to missing context destroy**    bug          ⑂ 1
   **fuzzer-found-issue**
   #3060 by zoddicus was closed on 20 Nov 2019

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⊛ **spirv_as fuzzer failing due to missing initialization**    bug          ⑂ 1
   **fuzzer-found-issue**
   #3057 by zoddicus was closed on 19 Nov 2019

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⊛ **null result pointers in loop in spirv-dis fuzzer**    **fuzzer-found-issue**          ⑂ 1
   #3002 by zoddicus was closed on 1 Nov 2019

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⊛ **Need to check that code is set before freeing in spvTextDestroy**    bug    **fuzzer-found-issue**          ⑂ 1
   #2978 by zoddicus was closed on 17 Oct 2019

**Need to check that code is set before freeing in spvBinaryDestroy** `bug` `fuzzer-found-issue` 11 1
#2975 by zoddicus was closed on 17 Oct 2019

**Link cfg and dominator analysis in the context** ✓ ①1 💬2
`fuzzer-found-issue`
#2946 by s-perron was merged on 8 Oct 2019 • Approved

**Keep NOPs when comparing with original binary** ✓ 💬3
`fuzzer-found-issue`
#2931 by s-perron was merged on 18 Oct 2019 • Approved

**Handle id overflow in wrap-opkill** ✕ `fuzzer-found-issue`
#2916 by s-perron was merged on 25 Sep 2019 • Approved

**Handle id overflow in convert local access chains** ✓
`fuzzer-found-issue`
#2908 by s-perron was merged on 24 Sep 2019 • Approved

**Handle id overflow in wrap op kill.** ✓ `fuzzer-found-issue`
#2851 by s-perron was merged on 11 Sep 2019 • Approved

**Handle id overflow in the ssa rewriter.** ✓ `fuzzer-found-issue`
#2845 by s-perron was merged on 10 Sep 2019 • Approved

**Handle id overflow in the constant manager.** ✓
`fuzzer-found-issue`
#2844 by s-perron was merged on 9 Sep 2019 • Approved

**Don't inline function containing OpKill** ✓ `fuzzer-found-issue` ①2 💬8
#2842 by s-perron was merged on 11 Sep 2019 • Approved

**Don't register duplicate decoration in validator.** ✓ ①1
`fuzzer-found-issue`
#2841 by s-perron was merged on 9 Sep 2019 • Approved

**Very high memory usage in spirv-val with given test file** 11 1 💬3
`api:vulkan` `fuzzer-found-issue`
#2837 by zoddicus was closed on 9 Sep 2019

**Protect against out-of-bounds references when folding OpCompositeExtract** ✕ `bug` `fuzzer-found-issue` ①1
#2774 by dnovillo was merged on 29 Jul 2019 • Approved

**Fix #2609 - Handle out-of-bounds scalar replacements.** ✓ 💬1
`bug` `fuzzer-found-issue`
#2767 by dnovillo was merged on 26 Jul 2019 • Approved

opt: segfault in std::unique_ptr<spvtools::opt::Instruction, std::default_delete<spvtools::opt::Instruction> >::get() a.k.a _ZNKSt10unique_ptrIN8spvtools3opt11InstructionESt14default_deleteIS2_EE3getEv within spvtools::opt::BasicBlock::id() const within spvtools::opt::InlinePass::IsInlinableFunctionCall(spvtools::opt::Instruction*)  fuzzer-found-issue

#2748 by paulthomson was closed on 24 Sep 2019

💬 1

opt: segfault in spvtools::utils::IntrusiveNodeBase<spvtools::opt::Instruction>::NextNode() _ZNK8spvtools5utils17IntrusiveNodeBaseINS_3opt11InstructionEE8NextNodeEv  fuzzer-found-issue

#2747 by paulthomson was closed on 24 Sep 2019

💬 2

opt: invalid SPIR-V produced: The continue construct with the continue target 32[%32] is not post dominated by the back-edge block 51[%51]  fuzzer-found-issue

#2711 by paulthomson was closed on 24 Sep 2019

💬 4

💡 **ProTip!** What's not been updated in a month: updated:<2021-01-25.

<> Code    ⊙ **Issues** 43    ⇵ Pull requests 1    ▷ Actions    ⊞ Projects    📖 Wiki    ⊙ S

🔍 graphicsfuzz          🏷 **Labels** 19    ⬦ **Milestones** 3          New issue

**Clear current search query, filters, and sorts**

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⊙ 0 Open    ✓ 24 Closed    Author ▾    Label ▾    Projects ▾    Milestones ▾    Assignee ▾    Sort ▾

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⊙ **MSL: unexpected type name 'int2': expected expression**                💬 1
not a bug
#1128 by jiradeto was closed on 27 Aug 2019

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⊙ **spirv-cross yields invalid GLSL (cannot convert from ' global**          💬 2
**highp 2-component vector of int' to ' temp highp 4-**
**component vector of int')**   not a bug
#1127 by afd was closed on 27 Aug 2019

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⊙ **spirv-cross yields invalid GLSL (undeclared identifier)**               💬 1
not a bug
#1126 by afd was closed on 27 Aug 2019

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⊙ **spirv-cross yields invalid GLSL (syntax error, unexpected**             💬 1
**MEDIUM_PRECISION)**   not a bug
#1125 by afd was closed on 27 Aug 2019

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⊙ **spirv-cross yields invalid GLSL (array index out of range)**            💬 2
not a bug
#1124 by afd was closed on 5 Sep 2019

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⊙ **spirv-cross yields invalid GLSL ('modf' : no matching**                 💬 1
**overloaded function found)**   not a bug
#1123 by afd was closed on 27 Aug 2019

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⊙ **spirv-cross yields invalid GLSL (unexpected IDENTIFIER)**               💬 1
not a bug
#1122 by afd was closed on 27 Aug 2019

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⊙ **Shader sends spirv-cross into seemingly infinite loop**                 💬 1
not a bug
#1121 by afd was closed on 27 Aug 2019

MSL: no matching function for 'ldexp' when using with uvec4  ⑂1  💬1
bug   in progress
#1115 by jiradeto was closed on 27 Aug 2019

MSL conversion error: Over 3 compilation loops detected. ⑂1
Must be a bug!   bug   in progress
#1114 by jiradeto was closed on 27 Aug 2019

MSL: converting ivec4 in GLSL leads to an error no matching ⑂1  💬1
constructor for int4   bug   in progress
#1112 by jiradeto was closed on 26 Aug 2019

MSL: Parentheses is missing when typecasting for the ⑂1
optimized SPIR-V   bug   in progress
#1110 by jiradeto was closed on 26 Aug 2019

MSL: An error ResType does not refer to a value when ⑂1  💬1
converting GLSL to Metal shader   needs triage
#1100 by jiradeto was closed on 26 Jul 2019

MSL: Using modf built in throws an error :non-const reference ⑂1  💬3
cannot bind to vector element   bug   in progress
#1096 by jiradeto was closed on 26 Jul 2019

MSL: Assertion failed - loop_header_block.merge == ⑂1
SPIRBlock::MergeLoop   bug   in progress
#1095 by jiradeto was closed on 26 Jul 2019

MSL: uninitialized boolean generated by SPIR-V Cross leads to ⑂1
an invalid shader   bug   in progress
#1091 by jiradeto was closed on 25 Jul 2019

MSL: no matching function for call to faceforward on macOS ⑂1  💬2
10.14   bug
#1085 by jiradeto was closed on 17 Jul 2019

MSL: using findLSB() as an argument to clamp built-ins fails ⑂1  💬1
on macOS 10.14   bug   in progress
#1073 by jiradeto was closed on 12 Jul 2019

MSL: Switch-case statement without break leads to use of ⑂1
undeclared variable after running spirv-opt   bug   in progress
#1066 by jiradeto was closed on 10 Jul 2019

MSL: Having a ternary operation in an increment of for loop ⑂1
leads to an exception   bug   in progress
#1062 by jiradeto was closed on 8 Jul 2019

⊘ **MSL: using the variable identifier as an argument to refract built-ins fails on macOS 10.14**  bug     ⎇ 1     💬 2

#1056 by jiradeto was closed on 3 Jul 2019

⊘ **MSL: using unpackUnorm4x8 as an argument to outerProduct built-ins fails on macOS 10.14**  needs triage     ⎇ 1     💬 2

#1049 by jiradeto was closed on 1 Jul 2019

⊘ **MSL: using the variable identifier as an argument to length built-ins fails on macOS 10.14**  bug     in progress     ⎇ 1     💬 1

#1047 by jiradeto was closed on 28 Jun 2019

⊘ **Converting SPIR-V to MSL leads to use of undeclared variable**  bug     in progress     ⎇ 1     💬 2

#1033 by jiradeto was closed on 21 Jun 2019

💡 **ProTip!** Add no:assignee to see everything that's not assigned.

<> Code | ⊘ **Issues** 290 | ⭢ Pull requests 27 | ▶ Actions | ▥ Projects | 📖 Wiki

🔍 is:issue graphicsfuzz | 🏷 Labels 21 | ⬦ Milestones 0 | **New issue**

**Clear current search query, filters, and sorts**

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⊘ 4 Open | ✓ 6 Closed | Author ▾ | Label ▾ | Projects ▾ | Milestones ▾ | Assignee ▾ | Sort ▾

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🔄 **-V incorrect constant folding?**  💬 3
#2132 by paulthomson was closed on 18 Mar 2020

🔄 **glslang::TIntermTyped* glslang::TIntermediate::fold(glslang::TIntermAggregate*): Assertion `arg1 != 0.0' failed**  💬 1
#2091 by afd was closed on 28 Feb 2020

🔄 **Invalid SPIR-V generated: error: line 76: block <ID> 37[%37] exits the selection headed by <ID> 16[%16], but not via a structured exit**  💬 2
#2057 by paulthomson was closed on 16 Jan 2020

🔄 **Swizzled l-values as output arguments not implemented.**  💬 2
Missing Functionality  SPIR-V
#1843 by paulthomson was closed on 3 Mar 2020

ⓘ **Output SPIR-V is invalid: block <ID> 27[%27] exits the selection headed by <ID> 17[%17], but not via a structured exit**
#1840 opened on 16 Jul 2019 by paulthomson

🔄 **Assertion failure: "Default missing"**  GLSL/ESSL  bug  💬 8
#1830 by afd was closed on 13 Jul 2019

🔄 **Output SPIR-V is invalid: OpStore Pointer <id> '11[%11]'s type does not match Object <id> '9[%false]'s type.**  💬 3
#1823 by paulthomson was closed on 16 Jul 2019

ⓘ **Output SPIR-V is invalid: ID 22[%22] defined in block 11[%11] does not dominate its use in block 24[%24]**  GLSL/ESSL  bug  💬 3
#1822 opened on 3 Jul 2019 by paulthomson

⊙ crash: spv::Builder::accessChainLoad(spv::Decoration, spv::Decoration, unsigned int, spv::MemoryAccessMask, spv::Scope, unsigned int)  GLSL/ESSL  bug   💬 2

#1821 opened on 3 Jul 2019 by paulthomson

⊙ should unreachable nested control flow be treated differently than reachable nested control flow?  GLSL/ESSL  SPIR-V   💬 7

question

#1527 opened on 11 Oct 2018 by afd

💡 **ProTip!** Add no:assignee to see everything that's not assigned.