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Subject: Re: C++ FQA

Posted by [mirek](#) on Tue, 13 Nov 2007 08:25:20 GMT

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Zardos wrote on Mon, 12 November 2007 19:56

2.) Avoiding "Atomic operations": The simple but effective idea is this. Instead of doing AtomicInc/AtomicDec operations directly on the refence counters all Increments and Decrements are logged in a buffer with a fixed length. Each thread has it's own buffers!

Yes, considered this one too. I guess this is promissing idea, but there are many caveats.

Quote:

EDIT: I think 2.) was implemented differently: Instead of having buffer with a fixed length: The memory management thraed performed a "stop the world" (pausing all threads) periodically and fetched the buffers from all running threads. While stop the world sounds like stalling - you have to remember only some pointers to buffers have to be transfered to the menory management thread... After the transfer the world starts rotating again.

Yep, you need to process all buffers unfortunately, otherwise you would get false deletes.

Mirek

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