
Subject: Re: C++ FQA

Posted by [mirek](#) on Sat, 17 Nov 2007 09:04:02 GMT

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exolon wrote on Tue, 13 November 2007 11:30

<http://www.iecc.com/gclist/GC-faq.html>Folk myths

- * GC is necessarily slower than manual memory management.
- * GC will necessarily make my program pause.
- * Manual memory management won't cause pauses.
- * GC is incompatible with C and C++.

Folk truths

- * Most allocated objects are dynamically referenced by a very small number of pointers. The most important small number is ONE.
- * Most allocated objects have short lifetimes.
- * Allocation patterns (size distributions, lifetime distributions) are bursty, not uniform.
- * VM behavior matters.
- * Cache behavior matters.
- * "Optimal" strategies can fail miserably.

BTW, if you want to see some real data, U++ has quite good heap statistics feature, up to the point of simple GUI in CtrlLib: See `MemoryProfileInfo`.

Or, for example, in TheIde About dialog, press Alt+M.

Mirek
