Subject: Re: CoWork buggy!?
Posted by mirek on Sun, 23 Mar 2008 17:28:16 GMT
View Forum Message <> Reply to Message

Werner wrote on Sun, 23 March 2008 12:56luzr wrote on Sun, 23 March 2008 14:11Finish waits until all the work required by calling "Do" is finished.

...

... "CoWork::waitforfinish" ... is used for synchronization. If there are any unfinished jobs, Finish has to wait until they are finished.

...

... todo ... is not waiting job, it is *unfinished* job! (Includes waiting jobs and jobs that are currently being processed).

Thank you very much. This clarification was extremely helpful . Indeed I misunderstood CoWorks's design .

Do I get it right now when I assume that usage of this module just requires to

1.
create a CoWork instance, e. g.:
CoWork coWork;

2a.
assign a job, e. g.:
coWork.Do(a_job_in_form_of_a_callback);

or

2b.
assign a couple of jobs, e. g.:
coWork & job_0 & job_1 & job_2;

and *basically nothing more*? And that CoWork::Finish is *only* needed for synchronization purposes?

(I dumped all the other questions as "insignificant").

Werner

Yes, but the primary usage is loop paralelization.

{

```
    CoWork co;
    for(int i = 0; i < n; i++)
        co & callback1(processI, i);
}
```

For example, imagine large Image brightness adjustment.... (and Finish in destructor enforces that the brightness for the full Image is adjusted after the block....)

Mirek
