## Subject: Re: CoWork buggy!?
Posted by mirek on Mon, 24 Mar 2008 10:22:51 GMT

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Mindtraveller wrote on Mon, 24 March 2008 05:48As far as I understand, CoWork detects number of processors present and tries to execute threads on different cores. Is that so?


Yep, that is the main goal.

Quote:
Can I have CoWork statistics how many theads are executed on each processor?


No  But the thread-pool is set to number-of-logical-cpus + 2.

"2" is arbitrarily choosen number. In reality, "jobs" can do I/O, so you want a reserve for blocking operations. OTOH, too much more threads would cause too much overhead - it seems that >5 slows things down.

If you want some deeper insight into CoWork operations, you can activate LLOG and LDUMP in Core/CoWork.cpp.

BTW: In debug mode, it is very common to see less than 100% CPU utilization even when using CoWork. This is caused by fact that quite frequently called memory allocator is in debug locked (to do diagnostics agenda).

Mirek