Subject: Re: Thoughts about alternative approach to multithreading
Posted by Mindtraveller on Mon, 17 Nov 2008 23:53:05 GMT
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Finally I finished new version of "alternative" threading class based on approach I described above. It should be times faster than classic callback queue. The idea of class is making asynchronous messaging between threads as close to plain function call as possible.
To describe how much overhead does it make to use asynchronous messaging with ACallbackThread class, I`ve made series of tests and generated approximate plot of overhead versus a "density" of events. Please keep in mind that tests where executed under a little prehistoric CPU AMD 2GHz, single core, DDR RAM.
...

At the moment I don`t know if it is good or bad results. But as for first glance, I would say that IMO most applications will generate no more than 200 events per second, so it will make overhead under 2% even for old CPUs. Maybe it all is finally worth efforts of not only making async queue machanizm but optimizing callbacks queue itself.

File Attachments

1) acb_jobs.jpg, downloaded 685 times