
Subject: Re: Porting U++ to Blackfin DSP
Posted by [mirek](#) on Fri, 03 Jul 2009 10:56:34 GMT
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kohait00 wrote on Fri, 03 July 2009 03:29

actually, the uClinux progs on BF can just be normal multithreaded progs, only run w/o MMU, on bare memory. so i think this is the major problem in getting that thing to work.
maybe you could explain why and what for, each thread needs have its own Heap, where you use it.

It is performance issue. API-wise, there is of course only one heap. Anyway, it is common that most allocations in thread are "local" (when new/delete happens in the same thread). That allows non-locking implementation of such allocation pairs. That is what Heap is helping to implement.

On interface level, you just use normal new/delete.

You can use USEMALLOC flag - that will use regular malloc/free for the heap. In fact, this might be better if you only low memory and low app - U++ heap is very effective (I believe , but is designed for apps that use more than ~200KB. Until then, it might be wasting memory a bit. (OTOH, for apps that use megabytes, it is likely to be saving it).

Mirek