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Subject: Re: Time for little quiz!

Posted by [mirek](#) on Wed, 05 Apr 2006 15:42:33 GMT

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victorb wrote on Wed, 05 April 2006 09:04

I think that the big challenge is not to write fast & obfuscated code, but rather write fast and clean code. This example is small enough to test whether this is possible in C if you take the "fast" aspect to the extreme. I see the obfuscated version as practically assembly magic, even if it is written with C statements: the question is whether there is a C++ standard-conformant solution with the same or better runtime performance.

Just my stance: While "setne" solution is even better and it is my fault that I missed that possibility, I believe that for time critical routine `_implementation_` it is OK to be fast at the cost of being obfuscated. And this routine can be quite limiting in tasks like web servers that generate gifs...

When optimizing, assembler magic is what you often have to use... (actually, I even plan to write some `nlmage` routines in assembler)

Mirek

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