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Subject: Re: Note about how classic OOP with C++ fails efficiency

Posted by [Mindtraveller](#) on Thu, 25 Feb 2010 07:52:40 GMT

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Very interesting, thank you.

1. I'm afraid C++ with C++0x standard is moving into something different direction. Compiler will support transparent vectorization with OOP, but not for C++ and not in our Universe.
  2. It looks like future architectures will have highly asynchronous multi-core CPU and still good old RAM. This should increase effective memory latency in cycles per 1 CPU core from 200:1 (which is actual for modern x86 PCs) to 1000:1 or more.
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