Subject: Re: Sharing and Locking

Posted by mirek on Mon, 08 Mar 2010 00:42:08 GMT

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gridem wrote on Sun, 07 March 2010 10:38Mirek, thank you for your answer. luzr wrote on Sun, 07 March 2010 16:40

1) Ptr and Pte are VERY different beasts as compared to shared ptr (but you probably know that).

Yes, it different but tries to solve the same kind of problems IMO.

Well, you can say that, but it is a bit far-stretched IMO. Pte/Ptr are solely for solving dangling pointer issue. Unlike shared_ptr (correct me if I am wrong), Ptr can point to stack objects and most of time they really do.

Quote:

I think that shared_ptr has more cleared semantics than Pte/Ptr. May be the reason of this is that I used shared_ptr a lot before and try to use Pte/Ptr like shared_ptr.

I wonder how you can even do that?

Quote:

So I mean that Pte uses Mutex (more precisely, StaticMutex) and in general it can have some problems in high concurency application. Lock-free implementation like atomic operations produces better performance results in general.

Yes, this correct, Pte/Ptr is not great perfomance-wise. (OTOH, Mutex is just two atomic operations