
Subject: Re: Value question (memory consumption)
Posted by [Anonymous](#) on Mon, 29 Nov 2010 21:57:05 GMT
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Memory consumption is higher with U++ allocator. I've tested with USEMALLOC flag and the memory consumption was half, but has same behavior, only part of the memory is released.

I've modified example to do new allocations and seems that memory get back to OS, at least here on Linux, if i don't use U++ allocator.

```
#include <Core/Core.h>
```

```
using namespace UPP;
```

```
#define ITEM_COUNT 1000000
```

```
CONSOLE_APP_MAIN {  
    Vector<Value> v;  
    getchar();  
    for(int i=0;i<ITEM_COUNT;i++) v.Add((int)i);  
    getchar();  
    v.Clear(); v.Shrink();  
    getchar();  
    for(int i=0;i<ITEM_COUNT;i++) v.Add((int)i);  
    getchar();  
    v.Clear(); v.Shrink();  
    getchar();  
}
```

without U++ allocator:

```
292 KiB  
38.4 MiB  
30.8 MiB  
38.8 MiB  
420 KiB
```

with U++ allocator:

```
412 KiB  
34.5 MiB (for a sec.) 70.2 MiB maybe Vector double amount of memory it need  
62.5 MiB  
70.2 MiB  
62.5 MiB
```

Linux 2.6.35-23-generic #40-Ubuntu SMP Wed Nov 17 22:14:33 UTC 2010 x86_64 GNU/Linux

Andrei
