

---

Subject: Re: Value question (memory consumption)

Posted by [unknown user](#) on Mon, 29 Nov 2010 21:57:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

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

---