Subject: Re: Value question (memory consumption)
Posted by dolik.rce on Tue, 30 Nov 2010 12:51:30 GMT
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luzr wrote on Tue, 30 November 2010 13:21andreincx wrote on Mon, 29 November 2010
16:57Memory 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.

Have you tested in debug or release (Optimal)? Those numbers look quite high to me (for U++
allocator). In debug mode, U++ inserts a LOT of debugging info into the heap, so the consumption
is higher.

(Will have to test myself...

I tested with optimal and U++ allocator.
luzr wrote on Tue, 30 November 2010 13:25Yes, only "very large" (> app. 64KB) memory blocks
are returned to OS. Rest is kept for later reuse. Anyway, this behaviour is pretty typical for most
allocators, only maybe some of them have different threshold.This explains it. SetCount()
allocates all in one big block so it is returned, but Add() causes allocations of 1+2+4+8+...2^16B
(that is up to 64KB) which are not returned (any further are bigger than 64KB and therefore
returned). That should make ~128KB of non-returned blocks and that agrees exactly with what I
measured for Vector<int>. For Vector<Value> it leaves more non-returned blocks probably
because there are some additional allocations when constructing the Value...

Thanks for explanation,
Honza