Subject: Re: SSE2(/AVX) and alignment issues
Posted by Novo on Sat, 29 Jan 2011 01:07:11 GMT

mirek wrote on Fri, 28 January 2011 18:03
This is not a question. The question is whether _regular_ 'new' should return 16-byte aligned values or not. (And later, with AVX, 32, then maybe in 4 more years 64 etc...)

As long as we agree that allocating SSE2 stuff with 'new' is not a regular thing, we are at option 2..

Mirek

I'm voting for 16-byte aligned new. This will make life simple. And U++ is all about making life simple.

In an ideal world I'd like to see an allocator, which can allocate memory with a given alignment of power of two, compile time changing of alignment of 'new', and data structures which can adapt to different memory alignment.