
Subject: Re: Ptr improve

Posted by [mirek](#) on Mon, 23 May 2011 20:37:25 GMT

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cbpporter wrote on Mon, 23 May 2011 07:52Here is an idea that has been going around in my head for a while: what if we combine the U++ way with GC.

GC is great, but the cost of mark & sweep can be to much for some cases.

Traditional memory management is problematic, and we have a relatively big cost of allocation/deallocation.

Well, that is relative, average allocation/deallocation is about pretty fast in U++.... (about the same as link/unlink in double-linked list + a couple of simple loads)

Quote:

With the U++ we have everything belongs somewhere.

GC is quite incompatible with the concept of destructors.

Quote:

But what if we kept the principle intact for non heap allocated objects, but for heap allocated one, the destructor would only mark the object for deletion, and it would actually get deleted latter.

IMO results in unmaintainable mess.

Besides, GC AFAIK is still not a part of C++. And you cannot realistically add it by library - the best you can do is stochastic approach (Boehm), which works fine, unless you are processing white noise

Still, what is unclear to my is why to complicate your code with heap if you do not have to? The whole mission of U++ is to eliminate universal shared heap as much as possible.

Mirek
