
Subject: Re: Ptr improve

Posted by [mirek](#) on Sat, 28 May 2011 19:10:04 GMT

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cbpporter wrote on Wed, 25 May 2011 06:09mr_ped wrote on Wed, 25 May 2011 10:34
edit:

"What I want is to delay the free operation"

and why?? What's the advantage? I see plenty of problems with it, but no single advantage.

While I can routinely prove that C++ is considerably faster than a GC language, there are a few scenarios where C++ loses, and almost all of them involve allocating and freeing a huge number of objects.

I have only experienced this in scenario where there are only allocations and garbage collection is never invoked.

That said, in C++ you would need to keep the track of freed blocks (for bulk free) and that would likely be as expensive as current U++ allocator free...

Mirek
