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Subject: Re: What does SSE2 usage enhance?

Posted by [mirek](#) on Thu, 18 Apr 2013 04:34:16 GMT

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crydev wrote on Wed, 17 April 2013 16:04mirek wrote on Wed, 17 April 2013 11:20crydev wrote on Wed, 17 April 2013 04:54

p.s. My situation is copying blocks of 1~8 bytes very fast and very frequently in a loop. I have a chunk of memory which I loop through. Say my loop index currently is in the middle of my memory chunk, then it copies 4 bytes from the current index.

BTW, you might have a look at SVO\_MEMCPY.

Thanks Mirek for your suggestion. I tried it but that one is actually a lot slower than the conventional memcpy. I stepped through the ASM though and it seems that the default memcpy is already partially optimized for SSE2.

Are you really copying just 1-8 bytes? For such small amounts and unaligned data, SSE2 is IMO meaningless.

Mirek

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