Subject: Re: What does SSE2 usage enhance?
Posted by crydev on Thu, 18 Apr 2013 06:33:06 GMT

mirek wrote on Thu, 18 April 2013 06:34crydev 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 though. Say my loop index currently is in the middle of my memory chunk, than 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 optimzed for SSE2.

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

Mirek

Yes it is only about small blocks of 1 ~ 8 bytes. I'll keep it at memcpy. It is good enough. Thanks