
Subject: Vector performance on a specific situation
Posted by [crydev](#) on Tue, 18 Jun 2013 07:01:26 GMT
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Hello,

I have a question about the Vector's performance in a specific situation. I have a program that utilizes 8 threads on new systems, heavy utilization of paralellism. Say I have a Vector containing 300 items. I split the indexes of those items over 8 threads, meaning the Vector will be accessed from 8 threads simultaneously, but every thread accesses a different item. The same memory location is never modified.

I have read something about Vector cache lines. What is the performance of the U++ implementation of the Vector in this situation? I tried to copy the thread-specific data into arrays and passed them into the functions, but it seems like just as fast.

If there is a better way to do this, I appreciate any suggestions.
