

---

Subject: Re: Vector performance on a specific situation

Posted by [mirek](#) on Wed, 19 Jun 2013 07:14:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

crydev wrote on Wed, 19 June 2013 03:03 Thank you for your answers.

sizeof(T) is 16-bytes.

```
struct
{
    unsigned int;
    int;

    struct
    {
        int;
        int;
    }
}
```

What my code does is reading a struct instance from the vector and editing the two integer fields in the sub-struct.

This does not sound like awful lot of computation. I think that single thread will handle the task as fast or perhaps faster than multiple threads...

Now if you had 3 millions of elements instead of 300...

(Of course, I can still be mistaken about the amount of computation per element performed. Have you benchmarked that (I mean, single-threaded time to do one element)?

---