Subject: Re: Vector performance on a specific situation
Posted by crydev on Wed, 19 Jun 2013 07:37:43 GMT
View Forum Message <> Reply to Message

The computation on these elements is not very heavy, but the information in these structs is used to read over gigabytes of memory and compare every byte. If I use only one thread to do that it will be busy for a few minutes, where 8 threads will handle it in a few seconds.

The amount of elements differs per process running on a windows machine. A small process has around 300 pages, which makes the vector contain 300 elements, but bigger processes can contain over 2000 pages, which increases workload a lot.

I have not yet benchmarked it for one thread, because I think it doesn't matter. If you use only one thread you simultaniously read from 0 to the end, where this problem is not really applicable. When 8 threads operate on the Vector, the first one operates on 0-49, the next on 50-99, and so on.