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Subject: Which parts of Esc are the biggest reasons of its slowness?

Posted by [fudadmin](#) on Tue, 15 Aug 2006 08:29:51 GMT

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Which parts of Esc and/or CParser are the biggest reasons of its slowness?

I've started re-writing some parts of my favourite interpreter (and its U++ port... ). To remove some limitations and make the executable smaller I want to use as much as possible code from U++.

Then, maybe I could offer some speed improvements to Esc, too?

My suspects or parts of interest:

StringStream:

1. too many function calls get(c) when e.g get32? (actually I found the analog for me - get32be)
2. some "inline" are ignored by the compiler (I've read that you would need "force inline" for MS compilers...)
3. because the raw data are not contiguous in memory but with too many links (or something...)

GLOBAL macro...

in CParser:

C syntax {}

e.g, I guess, using If ... endif for ...endfor could speed the things up? (I will be using this anyway and in compiled scripts just 1 unsigned char.)

Anything else to consider?

Pointers vs references? Type casting?

And, Mirek, (or anyone else), do you have your suspects in an approximate % order?.

P.S.

What is better, when and why (I'm confused because of UPP\_HEAP)?

```
U8 m_CodeBuffer[4];
m_CodeBuffer[0]=s.Get8();
m_CodeBuffer[1]=s.Get8();
m_CodeBuffer[2]=s.Get8();
m_CodeBuffer[3]=s.Get8();
```

```
int m_Index=0;
result_int32be =(((U8)(m_CodeBuffer[m_Index]) << 24) |
((U8)(m_CodeBuffer[m_Index + 1]) << 16) |
((U8)(m_CodeBuffer[m_Index + 2]) << 8) |
(U8) m_CodeBuffer[m_Index + 3]);
```

or

```
int get32int()
{
```

```
U8* m_CodeBuffer = new U8[4];
int m_Index=0;
int x =(((U8)(m_CodeBuffer[m_Index]) << 24) |
  ((U8)(m_CodeBuffer[m_Index + 1]) << 16) |
  ((U8)(m_CodeBuffer[m_Index + 2]) << 8) |
  (U8) m_CodeBuffer[m_Index + 3]);
delete [] m_CodeBuffer;
return x;
}
```

does operator \*new\* changes its behaviuor in case of USE\_UPP\_HEAP? What are pluses/minuses of USE\_MALLOC in relation if I use malloc - realloc in my code? (I know not to mix \*new\* and free()... )

Are there any docs about memory things in upp?

P.S.2 Or, Mirek, what about sharing some of your favourite links with our community ?  
Thanks in advance.

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