Subject: Re: Huge error of Postgresql! Double fields by transmission to the program lose a fractional part!
Posted by mirek on Thu, 26 Jan 2017 13:10:50 GMT
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sergeynikitin wrote on Thu, 26 January 2017 02:23I test timings:

Test code:

```
#include <Core/Core.h>

using namespace Upp;

CONSOLE_APP_MAIN
{
 double a;
 String s = "269.96336996337";
 #define LOOPS 1000000
 for(int i = 0; i < LOOPS; i++){
  RTIMING("Using atof");
  a = atof(s);
 }
 for(int i = 0; i < LOOPS; i++){
  RTIMING("Using ScanDouble");
  a = ScanDouble(s);
 }
}
```

TIMING results:

TIMING Using ScanDouble:  1.12 s  -  1.12 us ( 1.22 s  / 1000000 ), min:  0.00 ns, max:  1.00 ms, nesting: 1 - 1000000
TIMING Using atof     : 337.45 ms - 337.45 ns (439.00 ms / 1000000 ), min:  0.00 ns, max:  1.00 ms, nesting: 1 - 1000000

It's not dramatically slower! But standard settings (on various environments) show right results!

BTW, have you tried in Release? MSC14 32-bit release I am getting:

TIMING Using ScanDouble: 120.72 ms - 120.72 ns (148.00 ms / 1000000 ), min:  0.00 ns, max:  2.00 ms, nesting: 1 - 1000000
TIMING Using atof     : 281.72 ms - 281.72 ns (309.00 ms / 1000000 ), min:  0.00 ns, max:  1.00 ms, nesting: 1 - 1000000

I really would not like U++ being slower... :)