
Subject: Re: Painter refactored/optimized
Posted by [mirek](#) on Thu, 15 Nov 2018 09:48:46 GMT
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OK, so the short answer: "It is too simple"

Less short answer: Most of time is spend allocating and cleaning per-thread dynamic data. MT is using up to 128 rasterizers, each rasterizer has to be allocated (~ 256KB) and after being used, it has to be "reset". I guess there is a lot of cache misses in the process, meanwhile ST runs in L1/L2 easily.

That said, I have some tricks in my mind to be implemented to fix this. The only trouble is that it involves changes to memory allocator, which is difficult...
