Subject: Re: Core 2019
Posted by mirek on Sun, 09 Jun 2019 14:33:37 GMT
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Novo wrote on Sun, 09 June 2019 15:20mirek wrote on Sun, 09 June 2019 04:03Novo wrote on Sat, 08 June 2019 21:54mirek wrote on Sat, 08 June 2019 12:31
We can test this. In HeapImp.h, there is HPAGE constant. This is the size of "master chunk" (in 4KB units) and also maximum size of block that allocator keeps for reuse. Try to change that to something smaller, like 256 and retest...

Mirek
In case of HPAGE = 256 it is starting to use tens of gigabytes in just a few seconds ...

Now that is an excelent clue :)

Found and fixed a bug (stupid one really). Can you test now please?

Mirek

HPAGE = 256
ram: 308 Mb, time: 253 s.

OK, at least the bug was fixed... :)

Quote:

HPAGE = 7 * 8192
ram: 714 Mb, time: 232 s.

StdAlloc still remains the best choice for MT ...

Can you try some other value, like 4096 or 8192...

Anyway, maybe this is really only misinterpreted reporting. The idea was that if I allocate a lot of address space, it is not really in physical memory unless written to.

Mirek