Subject: Re: Core 2019
Posted by Novo on Fri, 21 Jun 2019 15:59:14 GMT
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mirek wrote on Fri, 21 June 2019 03:16
Now what is different is that standard GCC allocator has thershold at 4MB. U++ allocatar at 224MB. In practive, this means that if you alloc / free 5MB block in std, it gets released back to system immediately. With U++, blocks up to 224 MB are not returned to the system immediately. If they are really unused, this just means that system will retrieve them when there is a need for more physical memory.

Mirek

This info doesn't match what I'm reading in the docs I posted above.

> The lower limit for this parameter is 0. The upper limit is
> DEFAULT_MMAP_THRESHOLD_MAX: 512*1024 on 32-bit systems or
> 4*1024*1024*sizeof(long) on 64-bit systems.
>
> Note: Nowadays, glibc uses a dynamic mmap threshold by
> default. The initial value of the threshold is 128*1024, but
> when blocks larger than the current threshold and less than or
> equal to DEFAULT_MMAP_THRESHOLD_MAX are freed, the threshold
> is adjusted upward to the size of the freed block. When
> dynamic mmap thresholding is in effect, the threshold for
> trimming the heap is also dynamically adjusted to be twice the
> dynamic mmap threshold. Dynamic adjustment of the mmap
> threshold is disabled if any of the M_TRIM_THRESHOLD,
> M_TOP_PAD, M_MMAP_THRESHOLD, or M_MMAP_MAX parameters is set.

So, the old allocator on 64-bit systems had threshold 32Mb (4*1024*1024*sizeof(long)).
In the new one it is determined dynamically. Initial value is 128Kb.

I traced my app with a tool which intercepts all malloc/free calls. I know exactly what is stressing the allocator :roll:
Memory block sizes:

File Attachments

1) Screenshot_2019-06-21_11-51-00.png, downloaded 427 times