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Subject: Re: Map implementation

Posted by [Novo](#) on Tue, 25 Jun 2019 13:20:28 GMT

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mirek wrote on Fri, 07 June 2019 07:58 Index and allocator are now refactored, should behave better in synthetic benchmarks as is this one.

It performs better, but Unlink is still ~2.5 times slower than `std::set::erase`.

Mem used: 39064 Kb

Index<int> Add: 5.691

Index<int> Unlink: 9.380

Mem used: 2959732 Kb

Index<int> Sweep: 0.204

Mem used after Sweep: 2959732 Kb

Index<int> Shrink: 0.122

Mem used after Shrink: 39096 Kb

Mem used: 46908 Kb

`std::set<int>` insert: 5.975

`std::set<int>` erase: 3.612

Mem used: 46904 Kb

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