
Subject: Re: Map implementation
Posted by [mirek](#) on Mon, 01 Jul 2019 15:53:08 GMT
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Things are quite different if instead of incremental pattern you feed in random data:

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

using namespace Upp;

CONSOLE_APP_MAIN
{
#ifdef _DEBUG
    const int v_num = 10000;
#else
    const int v_num = 1000;
#endif

    const int isize = 100;
    const int N = 100;

    Vector<int> data;
    for(int i = 0; i < isize * v_num; i++)
        data.Add(Random());

    for(int ii = 0; ii < N; ii++) {
        {
            Vector<Index<int> > v;
            v.SetCount(v_num);
            {
                RTIMING("inner FindAdd v_num");
                int *s = data;
                for (int i = 0; i < isize; ++i)
                    for (int j = 0; j < v_num; ++j)
                        v[j].FindAdd(*s++);
            }
        }
        {
            RTIMING("inner UnlinkKey v_num");
            int *s = data;
            for (int i = 0; i < isize; ++i)
                for (int j = 0; j < v_num; ++j)
                    v[j].UnlinkKey(*s++);
        }
        RTIMING("inner Sweep v_num");
        const int jsize = v_num;
        for (int j = 0; j < jsize; ++j)
```

```

    v[j].Sweep();
}
{
    Vector<Index<int> > v;
    v.SetCount(v_num);
    {
        RTIMING("outer FindAdd v_num");
        int *s = data;
        for (int j = 0; j < v_num; ++j)
            for (int i = 0; i < isize; ++i)
                v[j].FindAdd(*s++);
    }
    {
        RTIMING("outer UnlinkKey v_num");
        int *s = data;
        for (int j = 0; j < v_num; ++j)
            for (int i = 0; i < isize; ++i)
                v[j].UnlinkKey(*s++);
    }
    RTIMING("outer Sweep v_num");
    const int jsize = v_num;
    for (int j = 0; j < jsize; ++j)
        v[j].Sweep();
}

{
    std::set<int> *v = new std::set<int>[v_num];
    {
        RTIMING("outer insert v_num");
        int *s = data;
        for (int j = 0; j < v_num; ++j)
            for (int i = 0; i < isize; ++i)
                v[j].insert(*s++);
    }

    {
        RTIMING("outer erase v_num");
        int *s = data;
        for (int j = 0; j < v_num; ++j)
            for (int i = 0; i < isize; ++i)
                v[j].erase(*s++);
    }
    delete[] v;
}

{
    std::set<int> *v = new std::set<int>[v_num];
    {

```

```
RTIMING("inner insert v_num");
int *s = data;
for (int i = 0; i < isize; ++i)
    for (int j = 0; j < v_num; ++j)
        v[j].insert(*s++);
}

{
    RTIMING("inner erase v_num");
    int *s = data;
    for (int i = 0; i < isize; ++i)
        for (int j = 0; j < v_num; ++j)
            v[j].erase(*s++);
}
delete[] v;
}
}
```

I guess incremental data somehow favors set, my guess is that it works as accidental prefetch here...
