Subject: Re: BufferPainter::Clear() optimization
Posted by Tom1 on Tue, 28 Apr 2020 08:27:28 GMT
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Hi,

Benchmarking and tuning is exactly what I did through yesterday (and beyond). I worked with both CLANGx64 and MSBT19x64. I worked out a bunch of optimized fillers until it turned out that memsetd() wins easily on large blocks and mostly on smaller blocks too. Especially on MSBT19x64 there does not seem to be a way to beat memsetd(). On CLANGx64 small transfer of one or two items was slightly faster, but on larger blocks memsetd() won again. Interestingly, CLANGx64 was a lot faster than MSBT19x64 for any of my own block transfer attempts, but still could not beat memsetd().

Best regards,

Tom