
Subject: Re: Rapsberry PI - cpu dilemma
Posted by [Novo](#) on Sat, 09 May 2020 15:25:11 GMT
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amrein wrote on Sat, 09 May 2020 01:32What I mean is: we don't need to bother because if a developer needs to (say, he wants to gain 1 ms on his embedded application for x reasons), he will find his way himself.

We don't need to do anything.

It is not just "1 ms". All these optimizations are about running code several times faster and using several times less memory.

Compiler is not a magic wand. -O3 enables almost all optimizations, but you still need to tell your compiler in the code that a particular data structure is moveable ...

The same story is with aliasing ...
