
Subject: Re: BufferPainter::Clear() optimization
Posted by [Oblivion](#) on Fri, 15 May 2020 10:16:13 GMT
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On linux with the relatively old AMD Athlon FX 6100.

Works with both GCC (9.3) and CLANG (10.0). Requires `#include <smmintrin.h>`:

GCC:

TIMING SSEFill2 : 43,99 ms - 4,40 ms (44,00 ms / 10), min: 4,00 ms, max: 5,00 ms,
nesting: 0 - 10
TIMING CoFill : 55,99 ms - 5,60 ms (56,00 ms / 10), min: 5,00 ms, max: 6,00 ms, nesting:
0 - 10
TIMING Fill : 75,99 ms - 7,60 ms (76,00 ms / 10), min: 7,00 ms, max: 8,00 ms, nesting: 0
- 10
TIMING memsetd : 66,99 ms - 6,70 ms (67,00 ms / 10), min: 5,00 ms, max: 17,00 ms,
nesting: 0 - 10

CLANG:

TIMING SSEFill2 : 45,99 ms - 4,60 ms (46,00 ms / 10), min: 4,00 ms, max: 7,00 ms,
nesting: 0 - 10
TIMING CoFill : 55,99 ms - 5,60 ms (56,00 ms / 10), min: 5,00 ms, max: 6,00 ms, nesting:
0 - 10
TIMING Fill : 65,99 ms - 6,60 ms (66,00 ms / 10), min: 6,00 ms, max: 10,00 ms, nesting: 0
- 10
TIMING memsetd : 78,99 ms - 7,90 ms (79,00 ms / 10), min: 5,00 ms, max: 23,00 ms,
nesting: 0 - 10
