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Subject: Re: BufferPainter::Clear() optimization  
Posted by Tom1 on Fri, 15 May 2020 10:28:11 GMT  
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Hi,

Thanks Oblivion; the #include <smmintrin.h> was exactly what was needed on Windows + CLANG too...

Here are the results for the 4k RGBA fill on Windows 10 x64 on Core i9:

MSBT19:

TIMING SSEFill2 : 1.30 s - 1.30 ms ( 1.30 s / 1000 ), min: 1.03 ms, max: 1.99 ms, nesting: 0 - 1000

TIMING Fill : 1.13 s - 1.13 ms ( 1.13 s / 1000 ), min: 841.00 us, max: 3.04 ms, nesting: 0 - 1000

MSBT19x64:

TIMING SSEFill2 : 906.90 ms - 906.90 us (906.93 ms / 1000 ), min: 846.00 us, max: 1.67 ms, nesting: 0 - 1000

TIMING Fill : 2.34 s - 2.34 ms ( 2.34 s / 1000 ), min: 2.21 ms, max: 4.69 ms, nesting: 0 - 1000

CLANG:

TIMING SSEFill2 : 935.97 ms - 935.97 us (936.02 ms / 1000 ), min: 854.00 us, max: 1.67 ms, nesting: 0 - 1000

TIMING Fill : 2.44 s - 2.44 ms ( 2.44 s / 1000 ), min: 2.25 ms, max: 4.74 ms, nesting: 0 - 1000

CLANGx64:

TIMING SSEFill2 : 934.45 ms - 934.45 us (934.47 ms / 1000 ), min: 854.00 us, max: 1.77 ms, nesting: 0 - 1000

TIMING Fill : 2.20 s - 2.20 ms ( 2.20 s / 1000 ), min: 1.98 ms, max: 5.97 ms, nesting: 0 - 1000

Looks very good indeed! MSBT19 on the other hand looks surprising...

Best regards,

Tom

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