
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Fri, 15 May 2020 11:36:13 GMT
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Mirek,

Yes, absolutely beautiful!

The results for the set including the new MemSet() on Win10x64 on Core i9 are:

MSBT19:

TIMING MemSet : 831.06 ms - 831.06 us (831.13 ms / 1000), min: 779.00 us, max: 1.72 ms, nesting: 0 - 1000
TIMING SSEFill2 : 1.21 s - 1.21 ms (1.21 s / 1000), min: 1.00 ms, max: 2.19 ms, nesting: 0 - 1000
TIMING Fill : 915.70 ms - 915.70 us (915.76 ms / 1000), min: 859.00 us, max: 3.49 ms, nesting: 0 - 1000

MSBT19x64:

TIMING MemSet : 818.33 ms - 818.33 us (818.36 ms / 1000), min: 777.00 us, max: 1.71 ms, nesting: 0 - 1000
TIMING SSEFill2 : 899.74 ms - 899.74 us (899.77 ms / 1000), min: 854.00 us, max: 1.78 ms, nesting: 0 - 1000
TIMING Fill : 2.29 s - 2.29 ms (2.29 s / 1000), min: 2.21 ms, max: 4.51 ms, nesting: 0 - 1000

CLANG:

TIMING MemSet : 835.39 ms - 835.39 us (835.45 ms / 1000), min: 790.00 us, max: 1.51 ms, nesting: 0 - 1000
TIMING SSEFill2 : 918.63 ms - 918.63 us (918.68 ms / 1000), min: 872.00 us, max: 1.47 ms, nesting: 0 - 1000
TIMING Fill : 2.36 s - 2.36 ms (2.36 s / 1000), min: 2.28 ms, max: 5.45 ms, nesting: 0 - 1000

CLANGx64:

TIMING MemSet : 838.86 ms - 838.86 us (838.89 ms / 1000), min: 787.00 us, max: 1.70 ms, nesting: 0 - 1000
TIMING SSEFill2 : 921.49 ms - 921.49 us (921.51 ms / 1000), min: 870.00 us, max: 1.84 ms, nesting: 0 - 1000
TIMING Fill : 2.10 s - 2.10 ms (2.10 s / 1000), min: 2.01 ms, max: 5.00 ms, nesting: 0 - 1000

I trust you can now make all the different fillers through U++ to use this new code... right?

Thanks and best regards,

Tom
