
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Thu, 21 May 2020 17:25:51 GMT
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Mirek,

I just found that there is a sweet spot at ~0x3f alignment (i.e. 64 bytes) on my CPU. This is presumably the L1 cache line length, if I'm not mistaken.

Best regards,

Tom

EDIT: It just looks that I cannot squeeze the benefit out as re-alignment code tends to eat what would could possibly be achieved here. However, if allocator could allocate large blocks at even 64 byte limits, that could improve performance behind the scenes.
