Subject: Re: BufferPainter::Clear() optimization
Posted by mirek on Fri, 22 May 2020 08:28:24 GMT

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So I have implemented a bunch of other functions based on info gathered during this session:

memcpyd
svo_memset
svo_memcpy

Now I have hopefully the last problem to tune... I have tried to put svo_memcpy to Vector::Add grow routine and it indeed improved performance a bit. Then tried to improve this even more and put memcpyd (which svo_memcpy is using as backend in some situations) and performance dropped.

I believe that the problem is that memcpyd became too fat and it screws inlining. So the thing to solve now is to find how to remove some if this fat to non-inline.... (svo_memcpy already has such non-inlined part). Probably same should happend to memsetd too....