
Subject: Re: BufferPainter::Clear() optimization
Posted by [Tom1](#) on Fri, 22 May 2020 09:46:29 GMT
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[quote title=mirek wrote on Fri, 22 May 2020 12:39]Tom1 wrote on Fri, 22 May 2020 11:13Quote:
Then I also thought of handling something like ≤ 16 .. 32 sizes inline and the rest in a deeper
never_inline function. This would probably improve the situation without adding so much
complexity.

In the trunk now... ≥ 16 now handled by non-inline function. There is impact in your benchmark
(the one that runs for all sizes), less impact in my benchmark (with ransom sizes), but I think this
is the right move...

Another benefit is that we can now consider using AVX (testing for AVX presence would be
clumsy in inline function I think).

Mirek

The apex_memmove() did the architecture checking on startup (or first run) and then initialized
function pointers to optimal versions. I think we could do this too in some INITBLOCK.

Best regards,

Tom
