
Subject: Re: BufferPainter::Clear() optimization
Posted by [mirek](#) on Tue, 26 May 2020 12:15:32 GMT
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Tom1 wrote on Tue, 26 May 2020 13:14Hi!

Sorry for the delay... I was out of town for a while.

Here are my results for Windows 10 pro x64 on Core i7:

MSBT19x64:

TIMING SSE : 37.08 ms - 37.08 ns (50.00 ms / 1000000), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 1000000
TIMING Non SSE : 129.08 ms - 129.08 ns (142.00 ms / 1000000), min: 0.00 ns, max: 1.00
ms, nesting: 0 - 1000000

MSBT19:

TIMING SSE : 29.88 ms - 29.88 ns (45.00 ms / 1000000), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 1000000
TIMING Non SSE : 125.88 ms - 125.88 ns (141.00 ms / 1000000), min: 0.00 ns, max: 1.00
ms, nesting: 0 - 1000000

CLANG:

TIMING SSE : 37.41 ms - 37.41 ns (50.00 ms / 1000000), min: 0.00 ns, max: 2.00 ms,
nesting: 0 - 1000000
TIMING Non SSE : 125.41 ms - 125.41 ns (138.00 ms / 1000000), min: 0.00 ns, max: 1.00
ms, nesting: 0 - 1000000

CLANGx64:

TIMING SSE : 37.43 ms - 37.43 ns (47.00 ms / 1000000), min: 0.00 ns, max: 1.00 ms,
nesting: 0 - 1000000
TIMING Non SSE : 129.43 ms - 129.43 ns (139.00 ms / 1000000), min: 0.00 ns, max: 1.00
ms, nesting: 0 - 1000000

Impressive numbers Mirek! When is this going to be available on BufferPainter?

Best regards,

Tom

I guess by the end of the week. Still fixing bugs + there is like 8 variants to implement...
