
Subject: Re: Impressive improvement in std::vector when dealing with raw memory.
Posted by [mirek](#) on Mon, 21 Nov 2022 15:34:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

The most likely explanation:

std::vector usually grows by factor 2 which leads to average 50% overhead.

With Upp::Vector, I have decided that things being fast enough, we can use factor 1.5 and have only 25% overhead. Which means we do more reallocations to save memory.

EDIT: Sorry, now rereading the thread you have figured that out

Mirek
