Subject: Benchmarking U++
Posted by mirek on Mon, 11 Dec 2006 00:00:29 GMT
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I have spend some time providing some comparison of U++ Core vs standard C++ library:

http://www.ultimatepp.org/www$uppweb2$vsstd$en-us.html

I would like if some STL expert would have checked my STL code if it is really the optimal solution. If this first pass is OK, I will try to submit the page to alt.lang.c++.moderated to further review (and then maybe we can make it an article).

Mirek

Subject: Re: Benchmarking U++
Posted by mirek on Wed, 13 Dec 2006 21:24:19 GMT
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Update:

I have tried commenting out parts of benchmark to get timings for separate facilities. I get (MSC71, in ms, 4KB input file, 120 map entries):

C++ standard library, std::map:
stream: 1813
string: 530
map: 1657
sort: 0 (std::map is sorted)

U++ Core:
stream: 578
string: 422
map: 640
sort: 360

Now really surprising is the stream difference. I always thought that reimplementing stream library for U++ is the least tenable wheel-reinventing aspect of the platform. Maybe I was wrong...

I think the problem is those stupid "ascii"/"binary" modes of Windows platform, which disallow really effective inlined gets. OTOH, that was one of primary reasons to reinvent the wheel.

Mirek