Subject: InVector commited
Posted by mirek on Sat, 16 Feb 2013 16:50:05 GMT
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U++ just got 5 new containers, all based on a new idea about how to implement fast-insertion vector:

InVector - fast insertion vector
InArray - ..and its Array flavor
SortedIndex - index that keeps keys in sorted order and uses binary search
SortedVectorMap - ...its (In)Vector Map derivative
SortedArrayMap - ...(In)Array derivative

Interface-wise, InVector behaves just like normal Vector (give or take some methods). Insertion times are fast, as demonstrated by benchmark that takes array of N elements, then inserts 10000 elements at position 0, one by one, then removes all of them in single go (and that done 100 times to get some meaningfull numbers) (all tests performed with 64bit linux):

```
	[In]Vector<String> o;
 for(int i = 0; i < n; i++)
  o.Add(AsString(i));
 String h = "0";
 TimeStop tm;
 for(int i = 0; i < 100; i++) {
  for(int j = 0; j < 10000; j++)
   o.Insert(0, h);
  o.Remove(0, 10000);
 }
```

InVector:
1000: 136 ms
2000: 135 ms
5000: 138 ms
10000: 143 ms
20000: 151 ms
50000: 165 ms
100000: 188 ms
200000: 218 ms
500000: 276 ms
1000000: 333 ms
2000000: 403 ms
5000000: 510 ms

Vector:

1000: 3839 ms
2000: 4560 ms
5000: 6702 ms
10000: 10377 ms
20000: 19982 ms
50000: 48384 ms

(after 50000, it got painfully slow for Vector).

Worst case for index retrieval (e.g. operator[]) is log(n), but it is quite fast in real situation. For simple linear scans over single InVector, you can expect operator[] to be 3 times slower than on for Vector::operator[] (thanks to per-thread caching). In the very worst case, it can be about 30 times slower for any realistic element counts (tens of millions). But keep in mind that Vector::operator[] is extremely fast... Iterators to InVector are similar, linear scans are very fast again.

InVector has optimized Find[Upper/Lower]Bound methods which return index and have log(n) worst case.

Moving on to associative variants, they are about as fast as node based binary trees (std::set, std::map) for any realistic element counts (again, tens of millions). Inserts are bit (~30%) slower for very large element counts (millions), searches are quite (~50%) faster. Benchmark numbers for various data types for benchmark that scans 3MB for frequency of all words (23000 unquie words in book total) (scan repeated 10 times to get meaningful numbers):

std::map<std::string, int> time: 3131 ms
std::map<String, int> time: 2041 ms
SortedVectorMap<String, int> time: 1005 ms
SortedArrayMap<String, int> time: 1045 ms
VectorMap<String, int> time: 378 ms

Header for new containers is in Core/InVector.h.

Tests:

upptst/InVector
upptst/InArray
upptst/SortedIndex
upptst/SortedAMap

Benchmarks:

benchmarks/InVector
benchmarks/InVectorIR
benchmarks/AllMaps

Maturity status: Despite rigorous testing I would not hurry to replace all Vectors with InVectors where ever benefit can be expected, but I would dare to use them in the new yet untested code.

TODO: Docs...

Subject: Re: InVector commited
Posted by Lance on Sun, 03 Mar 2013 13:43:05 GMT
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Hi Mirek:

Please briefly explain the tradeoff? I mean, comparing to Vector, does InVector pay some other prices, eg, more memory footprint, for dramatically increased insertion performance?

What's the situations that we should favor one over another?

Thanks,

Lance

Subject: Re: InVector commited
Posted by mirek on Sun, 03 Mar 2013 16:41:42 GMT
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Lance wrote on Sun, 03 March 2013 08:43Hi Mirek:

Please briefly explain the tradeoff? I mean, comparing to Vector, does InVector pay some other prices, eg, more memory footprint, for dramatically increased insertion performance?

Memory footprint is not dramatically different. What is slower is element retrieval.

Quote:
What's the situations that we should favor one over another?

Obviously, if you are using Insert/Remove at arbitrary position and the Vector has more than 2KB of data, InVector will have faster inserts.

If you are not using Insert (which IMO is still majority of cases), use Vector.

If you need map with range search, you obviously have to use Ordered index/maps.

Mirek

Subject: Re: InVector commited
Posted by Lance on Mon, 04 Mar 2013 14:23:50 GMT
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Thanks, Mirek.

Subject: Re: InVector commited
Posted by busiek on Tue, 02 Apr 2013 12:24:02 GMT
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mirek wrote on Sat, 16 February 2013 17:50U++ just got 5 new containers, all based on a new idea about how to implement fast-insertion vector

Interesting. I wonder what is the new idea? Can you give some reference or sketch? I tried to read the code, but some hints would be useful.

Subject: Re: InVector commited
Posted by dolik.rce on Tue, 02 Apr 2013 13:21:49 GMT
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busiek wrote on Tue, 02 April 2013 14:24mirek wrote on Sat, 16 February 2013 17:50U++ just got 5 new containers, all based on a new idea about how to implement fast-insertion vector

Interesting. I wonder what is the new idea? Can you give some reference or sketch? I tried to read the code, but some hints would be useful.
You can find some more details in this thread.

Honza