

U++ - Bug #617

LRUCache::GetFoundSize always returns zero

12/27/2013 09:35 PM - Jan Dolinár

Status:	Approved	Start date:	12/27/2013
Priority:	Low	Due date:	
Assignee:	Jan Dolinár	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>I don't really understand the code in LRUCache, especially the reasons behind flag and Item::flag. But I strongly suspect there is some bug in the code in LRUCache<T, K>::Get that takes care about incrementing the foundsize counter. Right now it probably only counts each retrieval once and even after ClearCounters was called. That doesn't really match the description.</p> <p>As I already said, I don't really understand the logic that lead to using the flag variables :) Nevertheless, I attach a patch eliminates them and that also seems to make the LRUCache behave as documented. Of course, if you can think of better solution, I won't mind :)</p>			

History

#1 - 01/07/2014 09:28 PM - Miroslav Fidler

- Status changed from New to Ready for QA

- Assignee changed from Miroslav Fidler to Jan Dolinár

I agree that documentation is misleading. Anyway, the intent is to know how much data in the cache was reused (since last ClearCounters) and how much data was added. This is a good thing to know to estimate the cache growth.

I will try to reword documentation.

#2 - 03/10/2014 01:16 PM - Miroslav Fidler

- Status changed from Ready for QA to Approved

Files

Other.h.patch	843 Bytes	12/27/2013	Jan Dolinár
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