Subject: Re: Quickest method for calculation Posted by Foldy Lajos on Mon, 24 May 2010 19:10:17 GMT View Forum Message <> Reply to Message

On Mon, 24 May 2010, Karl wrote:

- > If your compiler is really good, you may be able to turn on an option
- > that generates SSE code, which may give you another 2x to 3x. The
- > above pattern is an easy one for the compiler to recognize as SIMD-
- > exploitable. If the compiler doesn't do this for you and you have the
- > time, you can write the SSE code yourself.

I think this will have no effect. The bottleneck is memory access, the CPU is already starving on data.

regards, lajos