
Subject: Re: Quickest method for calculation
Posted by [Foldy Lajos](#) on Mon, 24 May 2010 19:10:17 GMT
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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
