

Performance with C++

IEEE-754 Float Numbers

as written in [Numeric / Math / Linear Algebra](#), calculation with denormals or non-numbers slows down performance - even when not signalled.

it might be interesting to abort a calculation, e.g. a matrix/vector multiplication, with first occurrence of NaN - or with one of the other conditions ..

Optimization Remarks from Compiler

Ofek Shilon held the talk [Optimization Remarks - Helping the Compiler to Generate Better Code](#) at CppCon 2022. Here his [PDF slides](#). Here also slides of a slightly older talk on the same topic: <https://www.slideshare.net/ofekshilon/optview2-c-on-sea-2022>

references from his slides:

- llvm-opt-report
 - <https://reviews.llvm.org/D25262>
 - <https://github.com/llvm/llvm-project/tree/main/llvm/tools/llvm-opt-report>
 - <https://llvm.org/docs/Remarks.html>
 - debian package `llvm-14-tools`
 - clang compiler switch `-fsave-optimization-record`
- opt-viewer / optview2
 - <https://github.com/llvm/llvm-project/tree/main/llvm/tools/opt-viewer> (origin)
 - <https://github.com/OfekShilon/optview2> produces much better output
 - `opt-viewer.py -output-dir <htmls folder> -source-dir <repo> <yamls folder>`
- *Clobbered by store*
 - use compiler specific keyword `__restrict` or `HEDLEY_RESTRICT`
 - <https://github.com/nemequ/Hedley>
- *Clobbered by call or load*
 - function attribute `__attribute__((const))` or `HEDLEY_CONST`
 - const functions are not using any saved/global state; thus free of side-effects
 - compiler can remove repeated invocations
 - const is stronger than pure
 - function attribute `__attribute__((pure))` or `HEDLEY_PURE`
 - see <https://gcc.gnu.org/onlinedocs/gcc/Common-Function-Attributes.html> for pure and const
 - hedley doc is much easier to understand / discriminate:
 - https://nemequ.github.io/hedley/api-reference.html#HEDLEY_PURE
 - https://nemequ.github.io/hedley/api-reference.html#HEDLEY_CONST
 - function parameter attribute `__attribute__((noinline))` or `HEDLEY_NO_INLINE`
 - see <https://clang.llvm.org/docs/AttributeReference.html#noinline>
- Talk *Compiler-assisted performance analysis* of Adam Nemet
 - <https://www.youtube.com/watch?v=qq0q1hfzidg>

Sites, Blogs and Books

- Denis Bakhalov - EasyPerf!
 - <https://easyperf.net/>
- Johnny's Software Lab
 - <https://johnnysswlab.com/>

From:

<https://codingspirit.de/dokuwiki/> - **coding spirit**

Permanent link:

<https://codingspirit.de/dokuwiki/doku.php?id=development:performance>

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