

Re: C# and compiler optimizer.

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-04/msg03423.html>

- *From:* "Olaf Baeyens" <olaf.baeyens@xxxxxxxxxxx>
 - *Date:* Fri, 15 Apr 2005 09:25:15 +0200
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> Compilers (and some JIT's) today have **very** advanced analysis of when
> inlining should be applied and when it should not.

>

> Which specific performance problem do you have which can be solved by
> letting you specify inlining?

>

Doing vector calculation, a few millions of them in one pass. :-)
Those vectors have public properties X, Y and Z that (looking at IL asm)
appears not to be inline even though they are just stupid float without any
additional coding.

But for the moment I have nothing to compare to yet. I am still developing
the code. But it would be nice to know these things before I go too deep in
the creation of the code and discover that is slows down too much. Then I am
going to look at the generated x86 code to see what the JIT did do.

> <theory>

> A JIT can just start by running the optimizations a traditional compiler
> would do. Offline compilers can never be more "optimizing" than JIT.

> </theory>

>

Yes assuming they have tons of time to analyze your program running and
optimize most used functions even further dynamically.
Somehow it would be nice if a second compiled copy of your program could be
stored on the harddisk. And every time it gets loaded, it gets optimized
even further, so the more you use the program the faster it becomes. But I
guess that is not for tomorrow. :-)

> Compilers (and some JIT's) today have **very** advanced analysis of when
> inlining should be applied and when it should not.

>

One of the things I am wondering is does you get a performance loss if you
use a class in one assembly that is defined in another assembly?

The assemblies are dll's, and I do know that dll's creates overhead in the
transition from one executable into your dll function.

- **Follow-Ups:**
 - ◆ **Re: C# and compiler optimizer.**
◇ From: Christoph Nahr
 - ◆ **Re: C# and compiler optimizer.**
◇ From: Helge Jensen

- **References:**
 - ◆ **C# and compiler optimizer.**
◇ From: Olaf Baeyens
 - ◆ **Re: C# and compiler optimizer.**
◇ From: Helge Jensen

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