

Re: Can you write code directly in CIL ???

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<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-12/msg04934.html>

- *From:* "Peter Olcott" <olcott@xxxxxxx>
 - *Date:* Mon, 26 Dec 2005 21:13:19 -0600
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I want to be able to stick with purely managed code, if possible. I just need this 100 line function to run as fast as if it was hand tweaked assembly language. I have examined CIL, for the most part it is essentially assembly language. From what I understand any optimizations take place before the CIL is generated. When I designed this system (in 1998) I had hand tweaked assembly language in mind for this crucial function all along.

"Nicholas Paldino [.NET/C# MVP]" <mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message [news:%23RjK3\\$0CGHA.2040@xxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:%23RjK3$0CGHA.2040@xxxxxxxxxxxxxxxxxxxxxxxxxxxx)

> Peter,

>

> Not at all. When the CLR gets a hold of the JIT, it is free to perform any optimizations it deems necessary, and that might not necessarily be in line with what you are expecting.

>

> My recommendation would be to use Managed C++ to create a wrapper to your unmanaged code which uses It Just Works (IJW, seriously). You should get a managed interface, and the best possible performance (for this specific situation, not all situations) between managed and unmanaged code.

>

>

> --

> - Nicholas Paldino [.NET/C# MVP]

> - mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

>

> "Peter Olcott" <olcott@xxxxxxx> wrote in message

> [news:51sf.37898\\$QW2.37853@xxxxxxxxxxxxxxxx](mailto:news:51sf.37898$QW2.37853@xxxxxxxxxxxxxxxx)

>>I need the best possible execution speed. I have found that there is a large difference in the quality of the code generated by the various compilers. I have 16,000 hours of development time in my current project. There is a 100 line function that must take no longer than 1/10 second to execute. I can just barely achieve this with MSVC++ 6.0. MSVC++ 7.0 has had some of its optimizations disabled. I eventually will need to port this to C# .NET. This is a case where hand tweaked assembly language would be appropriate. I figured that hand tweaked CIL would be the .NET equivalent of hand tweaked assembly language.

>>

>> "Nicholas Paldino [.NET/C# MVP]" <mvp@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in

Re: Can you write code directly in CIL ???

◇ *From:* Nicholas Paldino [.NET/C# MVP]

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