

# Re: Why is C# 450% slower than C++ on nested loops ??

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*Source:*

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.languages.csharp/2005-12/msg05365.html>

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- *From:* "Joanna Carter [TeamB]" <[joanna@xxxxxxxxxxxxx](mailto:joanna@xxxxxxxxxxxxx)>
  - *Date:* Wed, 28 Dec 2005 21:38:53 -0000
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"Willy Denoyette [MVP]" <[willy.denoyette@xxxxxxxxxxxxx](mailto:willy.denoyette@xxxxxxxxxxxxx)> a écrit dans le message de news: OP9VnO\$CGHA.2820@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

| I know why but I don't care, these benchmarks are clueless and they are  
| broken, compile the C# code with /checked+ (check overflow on) and watch  
the  
| exceptions getting thrown on you.

Can I ask whether these benchmarks were taken from C# code on first run (including JITting) or after it has been JITted ? It is only sensible to exclude the JIT process if you are comparing execution times as, after the first execution, times get a great deal faster due to the code now being natively compiled.

Joanna

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- *Follow-Ups:*
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◇ *From:* Willy Denoyette [MVP]
    - ◆ [Re: Why is C# 450% slower than C++ on nested loops ??](#)  
◇ *From:* Peter Olcott
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    - ◆ [Why is C# 450% slower than C++ on nested loops ??](#)  
◇ *From:* Peter Olcott
    - ◆ [Re: Why is C# 450% slower than C++ on nested loops ??](#)  
◇ *From:* Willy Denoyette [MVP]

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