Subject: Re: cpu times
Posted by Ralf Kliemt on Sat, 12 May 2012 07:36:12 GMT
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Hi Gianluigi,

Thanks for pointing out this important issue. When thinking about speeding up my code I'll give it more consideration. As you are at it, checking TArrayD and the boost arrays (we have boost but noone uses it, yet) would help us here, too!

I want to point out some features we use in the SDS package from the stl stuff:
- the iterators: they give dynamic and safe access to our data
- maps: storage by keys of arbitrary type
- maps: automatic sorting as you add data for common key types (here: integers)
I'm sure there is a faster way of doing all that with the proper knowledge of standard C and the patience to deal with it.

Cheers.
Ralf