

Re: OT : Approximate / fast math libraries ?

Source: <http://linux.derkeiler.com/Mailing-Lists/Fedora/2007-08/msg04912.html>

- *From:* Mike McCarty <Mike.McCarty@xxxxxxxxxxxxxx>
 - *Date:* Fri, 31 Aug 2007 13:20:01 -0500
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Chris Jones wrote:

Yes, I tried that but it didn't seem to make as much difference as I had hoped it would...

What exactly is your need? Contact me off-list and maybe I can help. Have you profiled your code? I have found that people often do not actually know where their code is spending its time. I once sped up an app which was universally acknowledged to be slow "because it uses floating point." I sped it up 3x.

I modified the parsing routines it used, not the floating point.

Mike

—

```
p="p=%c%s%c;main(){printf(p,34,p,34);}";main(){printf(p,34,p,34);}
```

Oppose globalization and One World Governments like the UN.

This message made from 100% recycled bits.

You have found the bank of Larn.

I can explain it for you, but I can't understand it for you.

I speak only for myself, and I am unanimous in that!

—

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