

## ds50daq - Feature #4530

### Memory pool(s) for art and artdaq?

08/11/2013 08:38 PM - Kurt Biery

<b>Status:</b> Closed	<b>Start date:</b> 08/11/2013
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b>	
<b>Description</b> From Alessandro, in email, on 08-Aug:  Dear all, I think it is time to resume the discussion of custom allocator in the DAQ. Running art on the files takes a lot of time due to the allocation: each event is 9 MB. Is it possible to use a pool based allocator? There are many around but we can for the beginning use the ones provided with gcc: <a href="http://gcc.gnu.org/onlinedocs/libstdc++/manual/memory.html#allocator.ext">http://gcc.gnu.org/onlinedocs/libstdc++/manual/memory.html#allocator.ext</a>  Do you think we can invest some time on this? Alessandro	
<b>Related issues:</b>	
Related to artdaq - Feature #4655: Possible performance enhancement to Fragment	<b>Closed</b> <b>09/18/2013</b> <b>04/25/2014</b>

#### History

#1 - 04/23/2014 01:30 PM - Kurt Biery

- Status changed from New to Closed

I believe that the intent of this issue is now covered in Issue [#4655](#).