Making Copies

Copies of objects can involve system calls and synchronisation

Even if you've avoided a data race

```
void updateData (const std::vector<float>& newData)
  data = newData;
```



Making Copies

- Copies of objects can involve system calls and synchronisation
- Even if you've avoided a data race

```
void updateData (const std::vector<float>& newData)
{
   data = newData;
}
data could resize and allocate
```

Hidden Copies

• Even moves can result in hidden costs