FE.Pool Performance Benchmark
Frogman Engine in-house memory pool library VS Boost.Pool - (Lower is Better).

CPU: Intel Core i9-10980HK (8 cores / 8 threads / Hyper Threading: OFF)

— boost::object_pool<std::string>
— boost::pool_allocator<std::string>
— boost::fast_pool_allocator<std::string>
— FE::scalable_pool<>
— FE::block_pool<>
— operator new, delete

CPU time (ns)

300000

200000

100000

0

0   250   500   750   1000

Release build compiled with Visual Studio 2022 Clang-CL and tested on X86-64 Windows 11. 'N' is the maximum amount of objects have been allocated. 'T' is std::string.