

The cache size has been reduced by using memoryless methods.

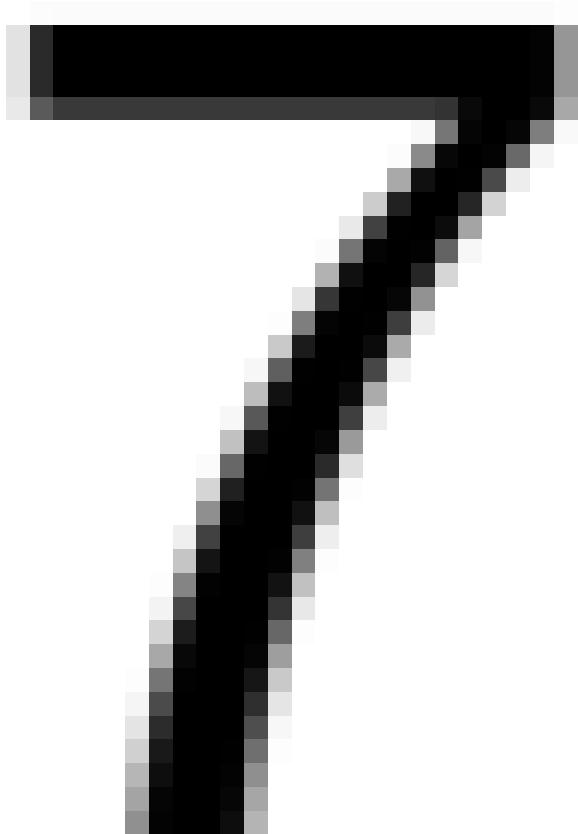
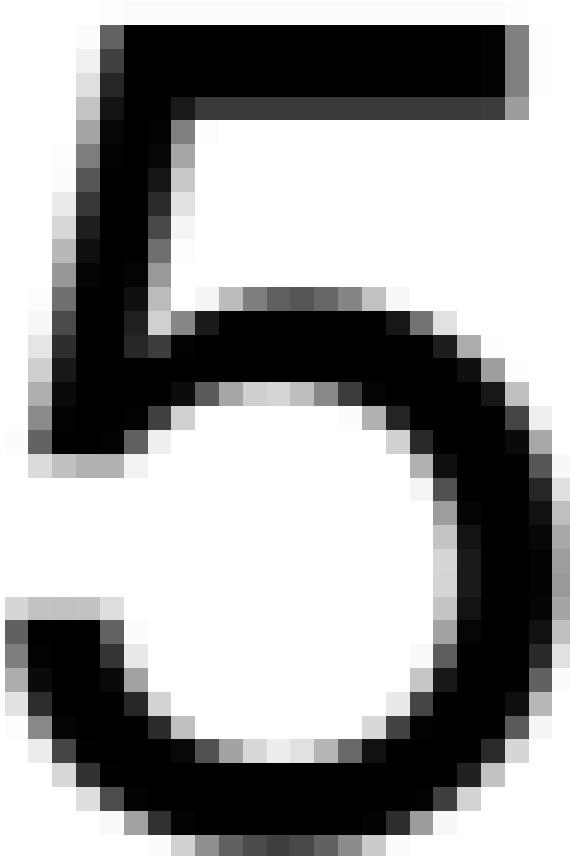
Complexity measure assignment to memory-time

Might be constrained to different platforms

configuration configurations

Et g. rebuffer sizes, larger channel counts, and buffer sizes.

May need some heuristics of when to adapt



- The overhead of using less memory outweighed the cache benefits
 - Complexity in run-time assignment of memory
 - Might be different on more constrained platforms
 - Or different graph configurations
 - E.g. more nodes, larger channel counts, larger buffer sizes etc.
 - May need some heuristics of when to adapt

Optimising a Real-time Audio Processing Library

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Slides/video:
github.com/drowaudio/presentations

tracktion code:
github.com/Tracktion/tracktion_engine