

Tile Compression Algorithms Comparison

Legend: "Non-linearized" - pixels in format RGBARGBA...
 "Linearized" - pixels in format RRGGBBAA...

64x64px
 RGBA
 (size of a tile)

Raw time, msec	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compression	0,0014	0,3488	0,2902	0,1580	0,1250
Decompression		0,0292	0,0422	0,0527	0,0573

Time in "memcpy"s	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compression	1	249	207	113	89
Decompression		21	30	38	41

Compressed size, bytes	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compressed	16384	15420	12328	15366	12600

Compression rate (dst/src)	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Rate	1	0,941	0,752	0,938	0,769

640x441px
 RGBA

Raw time, msec	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compression	0,34	22,70	22,60	10,90	9,09
Decompression		3,20	3,66	3,63	4,40

Time in "memcpy"s	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compression	1	67	66	32	27
Decompression		9	11	11	13

Compressed size, bytes	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Compressed	1128960	939842	792821	937796	796891

Compression rate (dst/src)	memcpy	LZO		LZF	
		Non-linearized	Linearized	Non-linearized	Linearized
Rate	1	0,832	0,702	0,831	0,706