Subject: Re: Writing Bits object to disk
Posted by crydev on Wed, 26 Apr 2017 06:50:34 GMT
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Mirek,

I ran your benchmark, and I found out why I get different results! Your benchmark gives me:

TIMING Bits : 194.98 ms - 194.98 us (195.00 ms / 1000 ), min: 0.00 ns, max: 1.00 ms, nesting: 1 - 1000
TIMING Vector<bool> : 362.98 ms - 362.98 us (363.00 ms / 1000 ), min: 0.00 ns, max: 1.00 ms, nesting: 1 - 1000

Constructing the Vector<bool> inside the loop also slows down the whole thing by a lot. After I moved the construction out, I got:

TIMING Bits : 183.98 ms - 183.98 us (184.00 ms / 1000 ), min: 0.00 ns, max: 1.00 ms, nesting: 1 - 1000
TIMING Vector<bool> : 102.98 ms - 102.98 us (103.00 ms / 1000 ), min: 0.00 ns, max: 1.00 ms, nesting: 1 - 1000

I pre-allocate the Vector<bool> with the Reserve(int) function, because I know what the size of the vector is going to be. This is also the case in my production application. That's why the Vector is still faster. We need a reserve function for Bits too.

crydev