
Subject: Re: Writing Bits object to disk
Posted by [crydev](#) on Wed, 03 May 2017 10:24:41 GMT
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mirek wrote on Wed, 03 May 2017 11:27crydev wrote on Wed, 03 May 2017 11:12
Why is it the case? The random vector is precomputed, and the only thing both testing functions do is set the random values to the underlying Bits:

Will you get that `Vector<bool>` (or `bool *`) for free in your app?

IMO, usual usage pattern will always be "check some condition, set the bit to result".

So the point I am trying to make is that with Bits, as they are, you are not required to "precompute" `Vector<bool>`. Which is why I think the benchmark is not telling the whole truth.

Mirek

I see what you mean! What test case would you propose? I implemented the Bits usage in my primary application again, and now with your changes, it finally starts to pay off using Bits instead. Also, thanks a lot for implementing the `Raw` and `CreateRaw` functions.

I'm still trying to get my own vectorized version working in the primary application. The setting indeed takes some overhead, but for now it seems to speed up the entire process (not just setting bits) by around 25%.

crydev
