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Subject: Re: Writing Bits object to disk

Posted by [mirek](#) on Mon, 24 Apr 2017 19:08:56 GMT

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crydev wrote on Mon, 24 April 2017 19:19Hello,

I changed the Bits class to expose its buffer and allocation variables, and ported my code using `Vector<bool>` to its equivalent using Bits. However, I realized that setting billions of bits in hot loops is very inefficient in Bits. The speedup I get from having to write 8 times less data to disk is eliminated by the slow computations.

Why is it so inefficient? Would it be a good idea to keep using `Vector<bool>`, and convert to Bits before writing to the file?

Thanks,

crydev

I guess it depends on what you do. What is ratio between `Vector<bool>` speed and Bits?

(This is actually a sort of nice problem to optimize

Mirek

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