
Subject: Re: Writing Bits object to disk
Posted by [mirek](#) on Tue, 25 Apr 2017 10:38:52 GMT
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Actually, I think this might be the reason for value you are getting.

I am benchmarking with this:

```
CONSOLE_APP_MAIN
{
    Vector<bool> data;
    for(int i = 0; i < 100000; i++)
        data.Add(Random() & 1);

    int N = 1000;
    for(int k = 0; k < N; k++) {
        {
            RTIMING("Vector<bool>");
            Vector<bool> h;
            for(int j = 0; j < data.GetCount(); j++)
                h.At(j, false) = data[j];
        }
        {
            RTIMING("Bits");
            Bits h;
            for(int j = 0; j < data.GetCount(); j++)
                h.Set(j, data[j]);
        }
    }
}
```

This showed Bits to be only about 15% slower than Vector<bool>.

Then I have tried some very basic optimization (reorganize with inline Set) and suddenly, Bits are about 20% FASTER than Vector.

I hope I am not getting anything wrong...

Any ideas about the proper "raw data" interface?
