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Subject: Re: Writing Bits object to disk

Posted by [crydev](#) on Wed, 26 Apr 2017 06:27:15 GMT

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mirek wrote on Tue, 25 April 2017 16:40crydev wrote on Tue, 25 April 2017 14:03mirek wrote on Tue, 25 April 2017 13:39It is still weird that you are getting different numbers than me.

Could you perhaps try my benchmark?

Are you benchmarking "release" mode?

What CPU / Compiler are you using? Do you have latest theide (with FAST release mode always on)?

I updated my TheIDE to the latest version, but it did not make a difference. I am using the Visual C++ compiler from Visual Studio 2015. My CPU is a Core i7 2600k. I compiled with Release mode, and the following compiler flags: -O2 /GS- /Qvec-report:2

What is FAST release mode? I also tried your RTIMING option, but it gives me the same results as my own measurement.

Weird the only difference seems to be CPU (i7 4771 here)...

Have you tried my benchmark as it is?

That said, even if those numbers you are getting were real, I guess it is now close to `Vector<bool>` anyway.

I haven't tried your benchmark, I could try that too. I see that Bits is coming closer to `Vector<bool>` in set performance, but at <http://www.bfilipek.com/2017/04/packing-bools.html> they provided a method that is even faster. How do you feel about a `Reserve(int)` function for Bits?

(Good that `Upp:Bits` is now faster than `std::bitset` btw .) Since I set billions of bits, maybe a vector set method accepting 16 bools (with value `0x80`) is an even bigger performance improvement.

Thanks,

crydev

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