
Subject: Re: Writing Bits object to disk

Posted by [crydev](#) on Thu, 12 Jan 2017 08:03:50 GMT

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mr_ped wrote on Thu, 12 January 2017 01:20 If your target is small disk space, you should rather allocate data in memory in reasonable common sizes, semantically grouped together, and run that through zlib compression, if those data resemble at least some patterns, this should save lot more, than packing them into bits and later having headache when you will want to extend them a bit.

For random values this would be a good idea, but not for structured data that I want to write out. I have a sorted set of memory addresses, identified by the memory page they reside in. I can reduce space by at most 32 times if I save it in bits, and at most 8 times (in x64) if I use a `Vector<bool>`. Compression takes too much time, I tried. :)
