Subject: Re: Writing Bits object to disk
Posted by crydev on Mon, 24 Apr 2017 17:19:34 GMT

Hello,

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