
Subject: Re: Writing Bits object to disk

Posted by [crydev](#) on Tue, 25 Apr 2017 07:36:55 GMT

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A ran the following code in a performance test 100,000 times.

// Original function implementing Vector<bool>.

const int VectorBoolOrBitsetTestOriginal(bool* const buffer, const bool* const rand)

```
{
    int x = 0;
    for (int i = 0; i < 4096; ++i)
    {
        if (rand)
        {
            ++x;
        }
        buffer[i] = rand;
    }
    return x;
}
```

// Different function implementing Bits.

const int VectorBoolOrBitsetTestBitSet(Bits& buffer, const bool* const rand)

```
{
    int x = 0;
    for (int i = 0; i < 4096; ++i)
    {
        if (rand)
        {
            ++x;
        }
        buffer.Set(i, rand);
    }
    return x;
}
```

// Different function implementing std::bitset.

const int VectorBoolOrBitsetTestStdBitSet(std::bitset<4096>& buffer, const bool* const rand)

```
{
    int x = 0;
    for (int i = 0; i < 4096; ++i)
    {
        if (rand)
        {
            ++x;
        }
        buffer.set(i, rand);
    }
}
```

```
}  
return x;  
}
```

The result is as follows, Bits being approximately a factor 10 slower. std::bitset already seems to be a twice as fast:

crydev

File Attachments

1) [Capture.PNG](#), downloaded 853 times
