Subject: Re: Writing Bits object to disk
Posted by crydev on Tue, 25 Apr 2017 11:35:41 GMT

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Thanks for your replies Mirek! I fixed my testcases, I realized I had a wrong check in my loop. The results now are:

Then, I applied your optimizations, and Bits became a little faster. However, It still is not as fast as Vector<bool>.

Quote:Any ideas about the proper "raw data" interface?

I thought about making a constructor that allows construction of Bits from an existing buffer.

I also thought about vectorizing Bits set method. In theory, we could gather 16 bools, invert the bits in this bool, such that the most significant bit is 1 if the bool value is true, and 0 if it is false. Then, the _mm_movemask_epi8 intrinsic will generate an instruction that directly converts these 16 bools to a bitmask. We can also assume that 0x80 is true, for our inverted bool. :)

crydev

File Attachments
1) new.PNG, downloaded 775 times
2) Capture.PNG, downloaded 776 times