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