

---

Subject: Re: Writing Bits object to disk  
Posted by [mirek](#) on Wed, 03 May 2017 09:27:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

crydev wrote on Wed, 03 May 2017 11:12

Why is it the case? The random vector is precomputed, and the only thing both testing functions do is set the random values to the underlying Bits:

Will you get that `Vector<bool>` (or `bool *`) for free in your app?

IMO, usual usage pattern will always be "check some condition, set the bit to result".

So the point I am trying to make is that with Bits, as they are, you are not required to "precompute" `Vector<bool>`. Which is why I think the benchmark is not telling the whole truth.

Mirek

---