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Subject: Re: Large data ahead

Posted by [mirek](#) on Wed, 30 Jan 2019 09:43:31 GMT

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Tom1 wrote on Wed, 30 January 2019 10:22Hi,

How about making the containers internally int64 and then offering both int and int64 interfaces in parallel?

The reason I am hesitant about this is following:

```
struct Item {  
    Vector<String> foo;  
    Vector<int> bar;  
};
```

Now with 'int' size, this is 32 bytes. With 'int64', this grows by 16 bytes (50%) which would be wasted to store zeroes in 99.999% of cases...

Also, Vector having exactly 16 bytes has (very) subtle advantage, it is a 'nice' number (memory is allocated in multiplies of 16, adresssing can be done with simple shift etc...

Mirek

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