

---

Subject: Re: Large data ahead

Posted by [Tom1](#) on Wed, 30 Jan 2019 14:07:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Wed, 30 January 2019 13:09Tom1 wrote on Wed, 30 January 2019 11:50OK, I see. I agree it is a stupid thing to waste RAM for storing a whole lot of zeros. Efficiency and speed must be considered in every step along the way and this is one of those steps.

As you pointed out, this is really a "99.999% of 32 bit and 0.001 % of 64 bit" -type of situation, so maybe I should first consider using `Buffer<T>` instead of `Vector<T>`. This may be beneficial from multiple points of view after all...

Thanks for your insight. :)

BR, Tom

Well, all that said, I am 100% OK with `HugeVector` (and then most of other containers) with `int64 GetCount()`...

OK, Thanks Mirek. I will keep this in mind. The other points of view above include the fact that when loading huge data sets to RAM (near physical memory limits), re-allocating the buffer when `Vector` grows is a problem. Therefore, an accurately pre-calculated memory block size and a single allocation of that block really pays off -- both in processing time and in memory efficiency. Then `Buffer<T>` is just about the right choice.

Thanks and best regards,

Tom

---