

Re: CPU's cache in mind

Source: <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2006-01/msg00331.html>

- *From:* "Mike King" <emailMK@xxxxxxxxxxx>
 - *Date:* Wed, 4 Jan 2006 18:30:17 -0500
-

> Trying to discover new prime numbers???

>

> If your app is file I/O intensive and you have plenty of main memory to

> spare, try downloading Microsoft's Ramdisk sample driver and put your

> data files in that space.

>

> Nathan.

No, I will explain what I'm doing through an example. The customer wants 6 units in sets of 2. The customer has specified what constitutes a set. The input to my program is all of the possible sets. In listing 1 is an example of that. In this example, I have manufactured 6 units (serial numbers 1 thru 6). I want to ship as much units as I can. If I start creating sets of 2 by using the units that appear in the list at first, I will not ship all of the units that I could. If I don't match SN1 to SN2, then I end up with shipping two more units. This is a simple example but it does show the problem I'm trying to solve. As I add more matchable units, the time it takes to solve the problem increases dramatically.

Listing 1:

SN 1 SN 2
SN 1 SN 3
SN 2 SN 4
SN 5 SN 6

Listing 2:

SN 1 SN 2
SN 5 SN 6

Listing 3:

SN 1 SN 3
SN 2 SN 4
SN 5 SN 6

.

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- **References:**

- ◆ **CPU's cache in mind**
 - ◇ From: Mike King
- ◆ **Re: CPU's cache in mind**
 - ◇ From: Evenbit

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