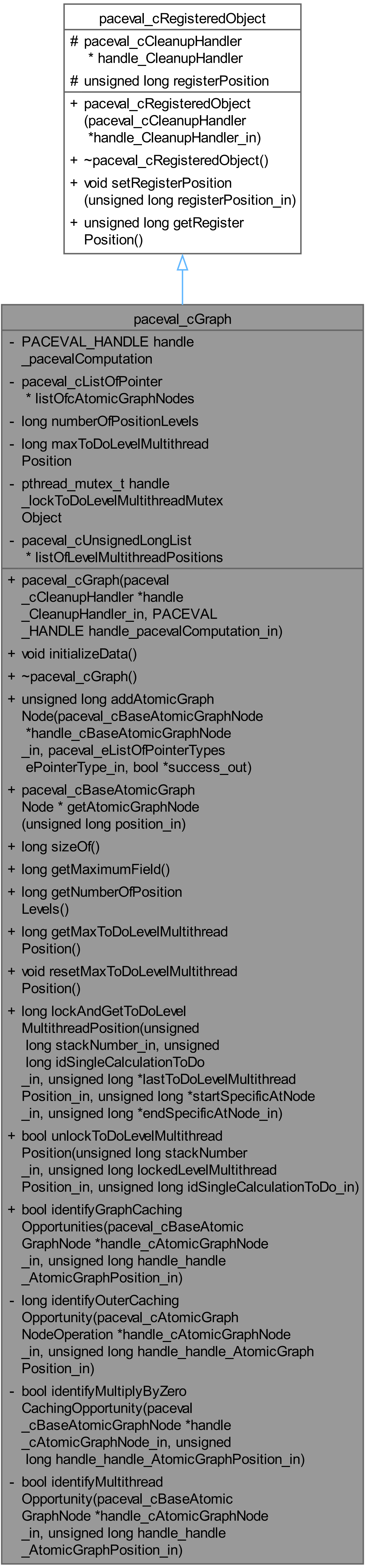
paceval_cRegisteredObject
# paceval_cCleanupHandler * handle_CleanupHandler
# unsigned long registerPosition
+ paceval_cRegisteredObject (paceval_cCleanupHandler *handle_CleanupHandler_in)
+ ~paceval_cRegisteredObject()
+ void setRegisterPosition (unsigned long registerPosition_in)
+ unsigned long getRegister Position()
paceval_cGraph
- PACEVAL_HANDLE handle _pacevalComputation
- paceval_cListOfPointer * listOfcAtomicGraphNodes
- long numberOfPositionLevels
- long maxToDoLevelMultithread Position
- pthread_mutex_t handle _lockToDoLevelMultithreadMutex Object
- paceval_cUnsignedLongList * listOfLevelMultithreadPositions
+ paceval_cGraph(paceval _cCleanupHandler *handle _CleanupHandler_in, PACEVAL _HANDLE handle_pacevalComputation_in)
+ void initializeData()
+ ~paceval_cGraph()
+ unsigned long addAtomicGraph Node(paceval_cBaseAtomicGraphNode *handle_cBaseAtomicGraphNode _in, paceval_eListOfPointerTypes ePointerType_in, bool *success_out)
+ paceval_cBaseAtomicGraph Node * getAtomicGraphNode (unsigned long position_in)
+ long sizeOf()
+ long getMaximumField()
+ long getNumberOfPosition Levels()
+ long getMaxToDoLevelMultithread Position()
+ void resetMaxToDoLevelMultithread Position()
+ long lockAndGetToDoLevel MultithreadPosition(unsigned long stackNumber_in, unsigned long idSingleCalculationToDo _in, unsigned long *lastToDoLevelMultithread Position_in, unsigned long *startSpecificAtNode _in, unsigned long *endSpecificAtNode_in)
+ bool unlockToDoLevelMultithread Position(unsigned long stackNumber _in, unsigned long lockedLevelMultithread Position_in, unsigned long idSingleCalculationToDo_in)
+ bool identifyGraphCaching Opportunities(paceval_cBaseAtomic GraphNode *handle_cAtomicGraphNode _in, unsigned long handle_handle _AtomicGraphPosition_in)
- long identifyOuterCaching Opportunity(paceval_cAtomicGraph NodeOperation *handle_cAtomicGraphNode _in, unsigned long handle_handle_AtomicGraph Position_in)
- bool identifyMultiplyByZero CachingOpportunity(paceval _cBaseAtomicGraphNode *handle _cAtomicGraphNode_in, unsigned long handle_handle_AtomicGraphPosition_in)
- bool identifyMultithread Opportunity(paceval_cBaseAtomic GraphNode *handle_cAtomicGraphNode _in, unsigned long handle_handle _AtomicGraphPosition_in)