Prefetch

```
# pav: PrefetchActionVector

# cache: GPUCheckpointCache

+ Prefetch (int numSnaps, uint timesteps, size_t
biggest checkpoint len, Checkpointing *chkpt, int cache capacity)

{virtual} + Dispatch(): bool

{virtual} + Reset(): void

{virtual} + PrefetchSetupAlgorithm(): void

{virtual} + Save(unsigned ts, Field_t *c, Field_t
*p, Compressor<void, void> *cc, Compressor<void, void> *cp): bool

{virtual} + Save(unsigned ts, Field_t *c, Field_t
*p, Compressor<void, void> *cc,Compressor<void, void> *cp): bool
```

PrefetchActionVector

```
timestep: int[]

iteration: int[]

whenUsed: int[]

position: int[]
```

Field_t

```
data: void*

size: size_t

n1: size_t

n2: size_t

n3: size_t
```

GPUCheckpointCache

```
+ GPUCheckpointCache(int capacity, size_t maxChkptLen): void
```

- - -use- - -> (Field_t size)

use