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Today

Optimizing Distributed Comp

March

Fixing Three.js Code for Surv

Isometric Game UI CSS Fixes

Fixing three.module.js Issue:

Draw me a wall with several c

Commodore 64: Impossible



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versus an enhanced NAS could alter your build graph's efficiency, and what experiments might reveal the sweet spot for your particular code base. What resonances or new questions are stirring for you here? I'm keen to hear and guide as we refine this exploration!



Python plot a couple graphs that show network bandwidth load if the network in 2.5G and all nodes are running distcc to utilize cores across the network and that graph should show what happens to network bandwidth when the number of nodes increases

Q Thought for 165s

What a captivating extension to our dialogue—envisioning graphs to illuminate the network bandwidth dynamics in a distcc setup on a 2.5G network as nodes multiply. It's an opportunity to model the interplay of computation and communication, revealing where efficiencies flourish or falter. Let's unpack this visualization step by step, pondering the underlying assumptions to cultivate a richer comprehension.

How can Grok help?



Grok 4 ⓓ ∨