

prime=2 (nbits=2); '*' marks a point where the new dispatcher is SLOWER

rdim	cdim	order	case	pml(s)	new(s)	speedup	regime
12	2	12	uniform	0.00007	0.00004	1.692x	rescomp
12	2	12	increasing	0.00006	0.00007	0.955x *	rescomp
12	2	12	shuffled	0.00006	0.00006	1.017x	rescomp
12	2	12	sparse0.4	0.00004	0.00003	1.057x	rescomp
12	2	12	_randtest	0.00004	0.00003	1.029x	rescomp
12	2	32	uniform	0.00014	0.00014	1.007x	rescomp
12	2	32	increasing	0.00023	0.00025	0.932x *	rescomp
12	2	32	shuffled	0.00024	0.00035	0.683x *	rescomp
12	2	32	sparse0.4	0.00021	0.00022	0.950x *	rescomp
12	2	32	_randtest	0.00023	0.00022	1.013x	rescomp
12	2	150	uniform	0.00277	0.00277	1.000x *	rescomp
12	2	150	increasing	0.00339	0.00329	1.029x	rescomp
12	2	150	shuffled	0.00314	0.00298	1.054x	rescomp
12	2	150	sparse0.4	0.00225	0.00222	1.014x	rescomp
12	2	150	_randtest	0.00212	0.00213	0.992x *	rescomp
12	2	400	uniform	0.01248	0.01167	1.070x	rescomp
12	2	400	increasing	0.01261	0.01198	1.053x	rescomp
12	2	400	shuffled	0.01144	0.01103	1.037x	rescomp
12	2	400	sparse0.4	0.00980	0.00975	1.005x	rescomp
12	2	400	_randtest	0.00974	0.00969	1.005x	rescomp
12	2	800	uniform	0.03771	0.03858	0.977x *	rescomp
12	2	800	increasing	0.04174	0.04217	0.990x *	rescomp
12	2	800	shuffled	0.04116	0.04104	1.003x	rescomp
12	2	800	sparse0.4	0.03849	0.03842	1.002x	rescomp
12	2	800	_randtest	0.03851	0.03865	0.996x *	rescomp
12	6	12	uniform	0.00008	0.00007	1.137x	rescomp
12	6	12	increasing	0.00010	0.00010	0.933x *	rescomp
12	6	12	shuffled	0.00010	0.00010	1.021x	rescomp
12	6	12	sparse0.4	0.00007	0.00007	0.947x *	rescomp
12	6	12	_randtest	0.00007	0.00007	1.014x	rescomp
12	6	32	uniform	0.00035	0.00034	1.020x	rescomp
12	6	32	increasing	0.00047	0.00047	0.998x *	rescomp
12	6	32	shuffled	0.00049	0.00047	1.036x	rescomp
12	6	32	sparse0.4	0.00034	0.00034	1.027x	rescomp
12	6	32	_randtest	0.00035	0.00036	0.972x *	rescomp
12	6	150	uniform	0.00598	0.00600	0.996x *	rescomp
12	6	150	increasing	0.00670	0.00676	0.991x *	rescomp
12	6	150	shuffled	0.00657	0.00656	1.002x	rescomp
12	6	150	sparse0.4	0.00588	0.00596	0.987x *	rescomp
12	6	150	_randtest	0.00598	0.00596	1.004x	rescomp
12	6	400	uniform	0.04034	0.04025	1.002x	rescomp
12	6	400	increasing	0.04226	0.04239	0.997x *	rescomp
12	6	400	shuffled	0.04248	0.04295	0.989x *	rescomp
12	6	400	sparse0.4	0.04060	0.04051	1.002x	rescomp
12	6	400	_randtest	0.04052	0.04070	0.996x *	rescomp
12	6	800	uniform	0.16029	0.15944	1.005x	rescomp
12	6	800	increasing	0.16364	0.16168	1.012x	rescomp
12	6	800	shuffled	0.16493	0.16431	1.004x	rescomp
12	6	800	sparse0.4	0.15919	0.16006	0.995x *	rescomp
12	6	800	_randtest	0.16576	0.16939	0.979x *	rescomp
12	9	12	uniform	0.00014	0.00007	1.849x	resupdate
12	9	12	increasing	0.00011	0.00008	1.455x	resupdate
12	9	12	shuffled	0.00011	0.00007	1.507x	resupdate
12	9	12	sparse0.4	0.00010	0.00007	1.423x	resupdate
12	9	12	_randtest	0.00010	0.00007	1.405x	resupdate
12	9	32	uniform	0.00053	0.00037	1.435x	resupdate
12	9	32	increasing	0.00064	0.00040	1.618x	resupdate
12	9	32	shuffled	0.00064	0.00039	1.612x	resupdate

12	9	32	sparse0.4	0.00053	0.00038	1.387x	resupdate
12	9	32	_randtest	0.00053	0.00037	1.429x	resupdate
12	9	150	uniform	0.01004	0.00679	1.478x	resupdate
12	9	150	increasing	0.01106	0.00733	1.508x	resupdate
12	9	150	shuffled	0.01100	0.00723	1.521x	resupdate
12	9	150	sparse0.4	0.01016	0.00705	1.441x	resupdate
12	9	150	_randtest	0.01014	0.00682	1.487x	resupdate
12	9	400	uniform	0.06804	0.04751	1.432x	resupdate
12	9	400	increasing	0.07310	0.04904	1.491x	resupdate
12	9	400	shuffled	0.07203	0.04884	1.475x	resupdate
12	9	400	sparse0.4	0.06960	0.04794	1.452x	resupdate
12	9	400	_randtest	0.06959	0.04782	1.455x	resupdate
12	9	800	uniform	0.27811	0.19440	1.431x	resupdate
12	9	800	increasing	0.28257	0.19189	1.473x	resupdate
12	9	800	shuffled	0.28264	0.19381	1.458x	resupdate
12	9	800	sparse0.4	0.27799	0.19152	1.451x	resupdate
12	9	800	_randtest	0.27697	0.19121	1.449x	resupdate

12	11	12	uniform	0.00013	0.00006	2.078x	resupdate
12	11	12	increasing	0.00012	0.00006	1.937x	resupdate
12	11	12	shuffled	0.00012	0.00006	1.887x	resupdate
12	11	12	sparse0.4	0.00012	0.00006	1.859x	resupdate
12	11	12	_randtest	0.00012	0.00006	1.812x	resupdate
12	11	32	uniform	0.00066	0.00032	2.092x	resupdate
12	11	32	increasing	0.00071	0.00032	2.199x	resupdate
12	11	32	shuffled	0.00070	0.00032	2.190x	resupdate
12	11	32	sparse0.4	0.00067	0.00032	2.068x	resupdate
12	11	32	_randtest	0.00066	0.00032	2.098x	resupdate
12	11	150	uniform	0.01279	0.00578	2.213x	resupdate
12	11	150	increasing	0.01318	0.00588	2.241x	resupdate
12	11	150	shuffled	0.01355	0.00589	2.302x	resupdate
12	11	150	sparse0.4	0.01287	0.00578	2.228x	resupdate
12	11	150	_randtest	0.01240	0.00578	2.148x	resupdate
12	11	400	uniform	0.08660	0.03983	2.174x	resupdate
12	11	400	increasing	0.09134	0.04011	2.277x	resupdate
12	11	400	shuffled	0.08867	0.03966	2.236x	resupdate
12	11	400	sparse0.4	0.08645	0.03966	2.179x	resupdate
12	11	400	_randtest	0.08632	0.03993	2.162x	resupdate
12	11	800	uniform	0.34722	0.15765	2.203x	resupdate
12	11	800	increasing	0.35154	0.15818	2.222x	resupdate
12	11	800	shuffled	0.35144	0.15883	2.213x	resupdate
12	11	800	sparse0.4	0.34373	0.15657	2.195x	resupdate
12	11	800	_randtest	0.34597	0.15668	2.208x	resupdate

40	4	12	uniform	0.00029	0.00028	1.028x	rescomp
40	4	12	increasing	0.00080	0.00078	1.019x	rescomp
40	4	12	shuffled	0.00077	0.00076	1.013x	rescomp
40	4	12	sparse0.4	0.00029	0.00027	1.097x	rescomp
40	4	12	_randtest	0.00028	0.00028	0.989x	rescomp
40	4	32	uniform	0.00105	0.00105	0.995x	rescomp
40	4	32	increasing	0.00355	0.00359	0.989x	rescomp
40	4	32	shuffled	0.00349	0.00349	1.001x	rescomp
40	4	32	sparse0.4	0.00105	0.00105	1.000x	rescomp
40	4	32	_randtest	0.00104	0.00105	0.996x	rescomp
40	4	150	uniform	0.01342	0.01337	1.004x	rescomp
40	4	150	increasing	0.03529	0.03561	0.991x	rescomp
40	4	150	shuffled	0.03454	0.03443	1.003x	rescomp
40	4	150	sparse0.4	0.01350	0.01349	1.001x	rescomp
40	4	150	_randtest	0.01351	0.01362	0.992x	rescomp
40	4	400	uniform	0.08444	0.08399	1.005x	rescomp
40	4	400	increasing	0.15172	0.14856	1.021x	rescomp
40	4	400	shuffled	0.14635	0.14703	0.995x	rescomp
40	4	400	sparse0.4	0.08268	0.08262	1.001x	rescomp

40	4	400	_randtest	0.08223	0.08268	0.995x *	rescomp
40	4	800	uniform	0.31557	0.31556	1.000x	rescomp
40	4	800	increasing	0.45168	0.45286	0.997x *	rescomp
40	4	800	shuffled	0.44892	0.45176	0.994x *	rescomp
40	4	800	sparse0.4	0.31471	0.31246	1.007x	rescomp
40	4	800	_randtest	0.31527	0.31352	1.006x	rescomp
40	20	12	uniform	0.00118	0.00114	1.032x	rescomp
40	20	12	increasing	0.00166	0.00165	1.009x	rescomp
40	20	12	shuffled	0.00166	0.00164	1.012x	rescomp
40	20	12	sparse0.4	0.00116	0.00119	0.977x *	rescomp
40	20	12	_randtest	0.00114	0.00114	1.002x	rescomp
40	20	32	uniform	0.00606	0.00604	1.003x	rescomp
40	20	32	increasing	0.01030	0.01029	1.001x	rescomp
40	20	32	shuffled	0.01031	0.01029	1.003x	rescomp
40	20	32	sparse0.4	0.00603	0.00604	0.998x *	rescomp
40	20	32	_randtest	0.00605	0.00606	0.999x *	rescomp
40	20	150	uniform	0.11060	0.11126	0.994x *	rescomp
40	20	150	increasing	0.15777	0.15851	0.995x *	rescomp
40	20	150	shuffled	0.15877	0.15882	1.000x *	rescomp
40	20	150	sparse0.4	0.11221	0.11214	1.001x	rescomp
40	20	150	_randtest	0.11131	0.11018	1.010x	rescomp
40	20	400	uniform	0.76089	0.76057	1.000x	rescomp
40	20	400	increasing	0.92167	0.91690	1.005x	rescomp
40	20	400	shuffled	0.91789	0.92082	0.997x *	rescomp
40	20	400	sparse0.4	0.78767	0.78083	1.009x	rescomp
40	20	400	_randtest	0.77164	0.78761	0.980x *	rescomp
40	20	800	uniform	3.05257	3.05939	0.998x *	rescomp
40	20	800	increasing	3.35216	3.37661	0.993x *	rescomp
40	20	800	shuffled	3.34826	3.33311	1.005x	rescomp
40	20	800	sparse0.4	3.07456	3.10425	0.990x *	rescomp
40	20	800	_randtest	3.09441	3.03066	1.021x	rescomp
40	30	12	uniform	0.00176	0.00096	1.840x	resupdate
40	30	12	increasing	0.00197	0.00098	2.004x	resupdate
40	30	12	shuffled	0.00208	0.00101	2.050x	resupdate
40	30	12	sparse0.4	0.00176	0.00093	1.893x	resupdate
40	30	12	_randtest	0.00172	0.00095	1.805x	resupdate
40	30	32	uniform	0.01002	0.00528	1.896x	resupdate
40	30	32	increasing	0.01247	0.00577	2.163x	resupdate
40	30	32	shuffled	0.01246	0.00581	2.146x	resupdate
40	30	32	sparse0.4	0.01004	0.00534	1.878x	resupdate
40	30	32	_randtest	0.01009	0.00519	1.943x	resupdate
40	30	150	uniform	0.19606	0.10118	1.938x	resupdate
40	30	150	increasing	0.24132	0.11480	2.102x	resupdate
40	30	150	shuffled	0.24869	0.11621	2.140x	resupdate
40	30	150	sparse0.4	0.19987	0.10415	1.919x	resupdate
40	30	150	_randtest	0.19548	0.10265	1.904x	resupdate
40	30	400	uniform	1.35774	0.72253	1.879x	resupdate
40	30	400	increasing	1.51247	0.76230	1.984x	resupdate
40	30	400	shuffled	1.54649	0.76159	2.031x	resupdate
40	30	400	sparse0.4	1.38358	0.72393	1.911x	resupdate
40	30	400	_randtest	1.37719	0.71480	1.927x	resupdate
40	30	800	uniform	5.40322	2.86544	1.886x	resupdate
40	30	800	increasing	5.85761	2.94544	1.989x	resupdate
40	30	800	shuffled	5.76785	2.92786	1.970x	resupdate
40	30	800	sparse0.4	5.45515	2.83741	1.923x	resupdate
40	30	800	_randtest	5.49404	2.87555	1.911x	resupdate
40	38	12	uniform	0.00215	0.00068	3.179x	resupdate
40	38	12	increasing	0.00217	0.00062	3.505x	resupdate
40	38	12	shuffled	0.00209	0.00062	3.375x	resupdate
40	38	12	sparse0.4	0.00205	0.00062	3.328x	resupdate

40	38	12	_randtest	0.00211	0.00069	3.051x	resupdate
40	38	32	uniform	0.01305	0.00320	4.073x	resupdate
40	38	32	increasing	0.01301	0.00325	3.998x	resupdate
40	38	32	shuffled	0.01321	0.00319	4.146x	resupdate
40	38	32	sparse0.4	0.01269	0.00311	4.075x	resupdate
40	38	32	_randtest	0.01308	0.00331	3.948x	resupdate
40	38	150	uniform	0.26498	0.05697	4.651x	resupdate
40	38	150	increasing	0.27303	0.05597	4.878x	resupdate
40	38	150	shuffled	0.27001	0.05776	4.675x	resupdate
40	38	150	sparse0.4	0.25609	0.05614	4.562x	resupdate
40	38	150	_randtest	0.25481	0.05636	4.521x	resupdate
40	38	400	uniform	1.78930	0.38499	4.648x	resupdate
40	38	400	increasing	1.89963	0.39429	4.818x	resupdate
40	38	400	shuffled	1.91822	0.39310	4.880x	resupdate
40	38	400	sparse0.4	1.82546	0.38501	4.741x	resupdate
40	38	400	_randtest	1.82028	0.38432	4.736x	resupdate
40	38	800	uniform	7.16884	1.52307	4.707x	resupdate
40	38	800	increasing	7.54589	1.54816	4.874x	resupdate
40	38	800	shuffled	7.48476	1.55661	4.808x	resupdate
40	38	800	sparse0.4	7.19914	1.51891	4.740x	resupdate
40	38	800	_randtest	7.19513	1.53102	4.700x	resupdate

100	10	12	uniform	0.00270	0.00274	0.986x *	rescomp
100	10	12	increasing	0.00779	0.00792	0.984x *	rescomp
100	10	12	shuffled	0.00769	0.00769	1.000x	rescomp
100	10	12	sparse0.4	0.00267	0.00268	0.997x *	rescomp
100	10	12	_randtest	0.00264	0.00265	0.998x *	rescomp
100	10	32	uniform	0.01022	0.01011	1.010x	rescomp
100	10	32	increasing	0.04736	0.04836	0.979x *	rescomp
100	10	32	shuffled	0.04689	0.04711	0.995x *	rescomp
100	10	32	sparse0.4	0.01013	0.01020	0.993x *	rescomp
100	10	32	_randtest	0.01026	0.01037	0.989x *	rescomp
100	10	150	uniform	0.13056	0.13057	1.000x *	rescomp
100	10	150	increasing	0.52284	0.52572	0.995x *	rescomp
100	10	150	shuffled	0.52403	0.51876	1.010x	rescomp
100	10	150	sparse0.4	0.13011	0.13181	0.987x *	rescomp
100	10	150	_randtest	0.12508	0.12592	0.993x *	rescomp
100	10	400	uniform	0.80974	0.81526	0.993x *	rescomp
100	10	400	increasing	2.29136	2.26887	1.010x	rescomp
100	10	400	shuffled	2.27523	2.27551	1.000x *	rescomp
100	10	400	sparse0.4	0.82049	0.81708	1.004x	rescomp
100	10	400	_randtest	0.81674	0.84157	0.970x *	rescomp
100	10	800	uniform	3.18321	3.11710	1.021x	rescomp
100	10	800	increasing	6.50965	6.47284	1.006x	rescomp
100	10	800	shuffled	6.50171	6.55978	0.991x *	rescomp
100	10	800	sparse0.4	3.16220	3.13336	1.009x	rescomp
100	10	800	_randtest	3.09599	3.15334	0.982x *	rescomp

100	50	12	uniform	0.01455	0.01440	1.011x	rescomp
100	50	12	increasing	0.02075	0.02077	0.999x *	rescomp
100	50	12	shuffled	0.02075	0.02077	0.999x *	rescomp
100	50	12	sparse0.4	0.01430	0.01432	0.998x *	rescomp
100	50	12	_randtest	0.01426	0.01424	1.001x	rescomp
100	50	32	uniform	0.07693	0.07805	0.986x *	rescomp
100	50	32	increasing	0.13976	0.13622	1.026x	rescomp
100	50	32	shuffled	0.13591	0.14027	0.969x *	rescomp
100	50	32	sparse0.4	0.07835	0.07849	0.998x *	rescomp
100	50	32	_randtest	0.07958	0.07894	1.008x	rescomp
100	50	150	uniform	1.50578	1.50064	1.003x	rescomp
100	50	150	increasing	2.71224	2.68714	1.009x	rescomp
100	50	150	shuffled	2.73901	2.75466	0.994x *	rescomp
100	50	150	sparse0.4	1.50890	1.48318	1.017x	rescomp
100	50	150	_randtest	1.49808	1.48590	1.008x	rescomp

100	50	400	uniform	10.24220	10.33044	0.991x *	rescomp
100	50	400	increasing	14.65466	14.69834	0.997x *	rescomp
100	50	400	shuffled	14.76337	14.72539	1.003x	rescomp
100	50	400	sparse0.4	10.44566	10.31991	1.012x	rescomp
100	50	400	_randtest	10.45286	10.30317	1.015x	rescomp
100	50	800	uniform	40.90386	41.00453	0.998x *	rescomp
100	50	800	increasing	50.36664	50.44204	0.999x *	rescomp
100	50	800	shuffled	50.36681	50.28868	1.002x	rescomp
100	50	800	sparse0.4	41.16561	40.96475	1.005x	rescomp
100	50	800	_randtest	40.95318	41.10360	0.996x *	rescomp
100	75	12	uniform	0.02377	0.01050	2.263x	resupdate
100	75	12	increasing	0.02673	0.01121	2.384x	resupdate
100	75	12	shuffled	0.02687	0.01148	2.341x	resupdate
100	75	12	sparse0.4	0.02343	0.01061	2.208x	resupdate
100	75	12	_randtest	0.02348	0.01057	2.221x	resupdate
100	75	32	uniform	0.13895	0.06050	2.297x	resupdate
100	75	32	increasing	0.17566	0.06865	2.559x	resupdate
100	75	32	shuffled	0.17002	0.06797	2.501x	resupdate
100	75	32	sparse0.4	0.13695	0.06103	2.244x	resupdate
100	75	32	_randtest	0.13797	0.06044	2.283x	resupdate
100	75	150	uniform	2.72200	1.21749	2.236x	resupdate
100	75	150	increasing	3.58089	1.37391	2.606x	resupdate
100	75	150	shuffled	3.55040	1.41611	2.507x	resupdate
100	75	150	sparse0.4	2.73304	1.20389	2.270x	resupdate
100	75	150	_randtest	2.73857	1.19082	2.300x	resupdate
100	75	400	uniform	18.90787	8.43164	2.242x	resupdate
100	75	400	increasing	23.61162	9.51825	2.481x	resupdate
100	75	400	shuffled	23.59500	9.56180	2.468x	resupdate
100	75	400	sparse0.4	18.91509	8.51580	2.221x	resupdate
100	75	400	_randtest	18.93686	8.51735	2.223x	resupdate
100	75	800	uniform	75.67947	34.26916	2.208x	resupdate
100	75	800	increasing	87.57226	36.63465	2.390x	resupdate
100	75	800	shuffled	87.18125	37.15853	2.346x	resupdate
100	75	800	sparse0.4	76.75622	33.93883	2.262x	resupdate
100	75	800	_randtest	75.77030	34.38926	2.203x	resupdate
100	95	12	uniform	0.02846	0.00635	4.484x	resupdate
100	95	12	increasing	0.02794	0.00613	4.558x	resupdate
100	95	12	shuffled	0.02845	0.00641	4.437x	resupdate
100	95	12	sparse0.4	0.02839	0.00611	4.647x	resupdate
100	95	12	_randtest	0.02800	0.00654	4.284x	resupdate
100	95	32	uniform	0.17674	0.03083	5.733x	resupdate
100	95	32	increasing	0.17979	0.03091	5.817x	resupdate
100	95	32	shuffled	0.17861	0.03166	5.642x	resupdate
100	95	32	sparse0.4	0.17571	0.03071	5.720x	resupdate
100	95	32	_randtest	0.17580	0.03171	5.544x	resupdate
100	95	150	uniform	3.60201	0.56932	6.327x	resupdate
100	95	150	increasing	3.76046	0.59613	6.308x	resupdate
100	95	150	shuffled	3.91574	0.59203	6.614x	resupdate
100	95	150	sparse0.4	3.58161	0.56639	6.324x	resupdate
100	95	150	_randtest	3.58947	0.56900	6.308x	resupdate
100	95	400	uniform	25.49960	4.45973	5.718x	resupdate
100	95	400	increasing	26.59104	4.63183	5.741x	resupdate
100	95	400	shuffled	26.99464	4.95505	5.448x	resupdate
100	95	400	sparse0.4	25.47728	4.44321	5.734x	resupdate
100	95	400	_randtest	25.37179	4.69160	5.408x	resupdate
100	95	800	uniform	102.53209	20.59131	4.979x	resupdate
100	95	800	increasing	108.03841	20.94077	5.159x	resupdate
100	95	800	shuffled	108.48275	23.12827	4.690x	resupdate
100	95	800	sparse0.4	103.18591	20.69611	4.986x	resupdate
100	95	800	_randtest	104.82281	23.81762	4.401x	resupdate

average speedup, rescomp regime ($2 \cdot \text{cdim} \leq \text{rdim}$), 150 points: 1.005x
average speedup, resupdate regime ($2 \cdot \text{cdim} > \text{rdim}$), 150 points: 2.936x
(correct) bit-for-bit identical on every point