

prime=712568329464773 (nbits=50); '*' marks a point where the new dispatcher is SLOWER

rdim	cdim	order	case	pml(s)	new(s)	speedup	regime
12	2	12	uniform	0.00011	0.00007	1.682x	rescomp
12	2	12	increasing	0.00011	0.00011	0.982x *	rescomp
12	2	12	shuffled	0.00011	0.00010	1.010x	rescomp
12	2	12	sparse0.4	0.00006	0.00006	1.033x	rescomp
12	2	12	_randtest	0.00006	0.00006	0.968x *	rescomp
12	2	32	uniform	0.00024	0.00024	0.979x *	rescomp
12	2	32	increasing	0.00045	0.00043	1.044x	rescomp
12	2	32	shuffled	0.00041	0.00040	1.007x	rescomp
12	2	32	sparse0.4	0.00023	0.00023	1.000x	rescomp
12	2	32	_randtest	0.00023	0.00023	1.004x	rescomp
12	2	150	uniform	0.00294	0.00290	1.014x	rescomp
12	2	150	increasing	0.00368	0.00367	1.002x	rescomp
12	2	150	shuffled	0.00353	0.00335	1.053x	rescomp
12	2	150	sparse0.4	0.00262	0.00250	1.047x	rescomp
12	2	150	_randtest	0.00248	0.00248	1.000x	rescomp
12	2	400	uniform	0.01503	0.01427	1.053x	rescomp
12	2	400	increasing	0.01571	0.01537	1.022x	rescomp
12	2	400	shuffled	0.01532	0.01536	0.997x *	rescomp
12	2	400	sparse0.4	0.01346	0.01341	1.004x	rescomp
12	2	400	_randtest	0.01339	0.01334	1.004x	rescomp
12	2	800	uniform	0.05152	0.05146	1.001x	rescomp
12	2	800	increasing	0.05573	0.05589	0.997x *	rescomp
12	2	800	shuffled	0.05614	0.05557	1.010x	rescomp
12	2	800	sparse0.4	0.05159	0.05159	1.000x *	rescomp
12	2	800	_randtest	0.05129	0.05145	0.997x *	rescomp
12	6	12	uniform	0.00010	0.00010	1.030x	rescomp
12	6	12	increasing	0.00013	0.00013	1.015x	rescomp
12	6	12	shuffled	0.00013	0.00013	1.023x	rescomp
12	6	12	sparse0.4	0.00010	0.00009	1.074x	rescomp
12	6	12	_randtest	0.00010	0.00010	1.011x	rescomp
12	6	32	uniform	0.00047	0.00045	1.042x	rescomp
12	6	32	increasing	0.00062	0.00061	1.005x	rescomp
12	6	32	shuffled	0.00060	0.00061	0.992x *	rescomp
12	6	32	sparse0.4	0.00046	0.00046	0.989x *	rescomp
12	6	32	_randtest	0.00045	0.00044	1.023x	rescomp
12	6	150	uniform	0.00751	0.00747	1.005x	rescomp
12	6	150	increasing	0.00846	0.00844	1.002x	rescomp
12	6	150	shuffled	0.00849	0.00845	1.005x	rescomp
12	6	150	sparse0.4	0.00749	0.00746	1.004x	rescomp
12	6	150	_randtest	0.00750	0.00748	1.003x	rescomp
12	6	400	uniform	0.05080	0.05084	0.999x *	rescomp
12	6	400	increasing	0.05372	0.05353	1.004x	rescomp
12	6	400	shuffled	0.05404	0.05393	1.002x	rescomp
12	6	400	sparse0.4	0.05108	0.05092	1.003x	rescomp
12	6	400	_randtest	0.05092	0.05092	1.000x	rescomp
12	6	800	uniform	0.20127	0.19806	1.016x	rescomp
12	6	800	increasing	0.20280	0.20507	0.989x *	rescomp
12	6	800	shuffled	0.20874	0.20519	1.017x	rescomp
12	6	800	sparse0.4	0.19973	0.19940	1.002x	rescomp
12	6	800	_randtest	0.20034	0.19979	1.003x	rescomp
12	9	12	uniform	0.00015	0.00010	1.598x	resupdate
12	9	12	increasing	0.00015	0.00010	1.470x	resupdate
12	9	12	shuffled	0.00014	0.00010	1.469x	resupdate
12	9	12	sparse0.4	0.00013	0.00010	1.368x	resupdate
12	9	12	_randtest	0.00014	0.00009	1.468x	resupdate
12	9	32	uniform	0.00068	0.00046	1.488x	resupdate
12	9	32	increasing	0.00079	0.00050	1.581x	resupdate
12	9	32	shuffled	0.00080	0.00049	1.621x	resupdate
12	9	32	sparse0.4	0.00066	0.00045	1.464x	resupdate
12	9	32	_randtest	0.00066	0.00046	1.436x	resupdate

12	9	150	uniform	0.01173	0.00776	1.512x	resupdate
12	9	150	increasing	0.01274	0.00810	1.573x	resupdate
12	9	150	shuffled	0.01266	0.00807	1.568x	resupdate
12	9	150	sparse0.4	0.01177	0.00778	1.512x	resupdate
12	9	150	_randtest	0.01171	0.00777	1.506x	resupdate
12	9	400	uniform	0.08067	0.05301	1.522x	resupdate
12	9	400	increasing	0.08324	0.05363	1.552x	resupdate
12	9	400	shuffled	0.08287	0.05373	1.542x	resupdate
12	9	400	sparse0.4	0.08055	0.05294	1.521x	resupdate
12	9	400	_randtest	0.08060	0.05291	1.523x	resupdate
12	9	800	uniform	0.31828	0.21286	1.495x	resupdate
12	9	800	increasing	0.32434	0.20889	1.553x	resupdate
12	9	800	shuffled	0.32225	0.21451	1.502x	resupdate
12	9	800	sparse0.4	0.31950	0.21210	1.506x	resupdate
12	9	800	_randtest	0.31747	0.21335	1.488x	resupdate

12	11	12	uniform	0.00017	0.00009	1.859x	resupdate
12	11	12	increasing	0.00015	0.00009	1.750x	resupdate
12	11	12	shuffled	0.00015	0.00009	1.685x	resupdate
12	11	12	sparse0.4	0.00017	0.00009	1.878x	resupdate
12	11	12	_randtest	0.00016	0.00009	1.681x	resupdate
12	11	32	uniform	0.00081	0.00041	1.993x	resupdate
12	11	32	increasing	0.00085	0.00040	2.141x	resupdate
12	11	32	shuffled	0.00084	0.00039	2.142x	resupdate
12	11	32	sparse0.4	0.00083	0.00039	2.113x	resupdate
12	11	32	_randtest	0.00085	0.00039	2.183x	resupdate
12	11	150	uniform	0.01533	0.00662	2.314x	resupdate
12	11	150	increasing	0.01599	0.00669	2.391x	resupdate
12	11	150	shuffled	0.01594	0.00661	2.413x	resupdate
12	11	150	sparse0.4	0.01517	0.00649	2.336x	resupdate
12	11	150	_randtest	0.01508	0.00647	2.332x	resupdate
12	11	400	uniform	0.10615	0.04441	2.390x	resupdate
12	11	400	increasing	0.11031	0.04508	2.447x	resupdate
12	11	400	shuffled	0.10967	0.04471	2.453x	resupdate
12	11	400	sparse0.4	0.10760	0.04439	2.424x	resupdate
12	11	400	_randtest	0.10730	0.04428	2.423x	resupdate
12	11	800	uniform	0.41772	0.17346	2.408x	resupdate
12	11	800	increasing	0.42456	0.17137	2.477x	resupdate
12	11	800	shuffled	0.43012	0.17117	2.513x	resupdate
12	11	800	sparse0.4	0.41357	0.17289	2.392x	resupdate
12	11	800	_randtest	0.41429	0.17455	2.374x	resupdate

40	4	12	uniform	0.00038	0.00035	1.086x	rescomp
40	4	12	increasing	0.00099	0.00098	1.015x	rescomp
40	4	12	shuffled	0.00092	0.00095	0.966x *	rescomp
40	4	12	sparse0.4	0.00034	0.00033	1.015x	rescomp
40	4	12	_randtest	0.00033	0.00033	1.003x	rescomp
40	4	32	uniform	0.00128	0.00127	1.009x	rescomp
40	4	32	increasing	0.00439	0.00438	1.003x	rescomp
40	4	32	shuffled	0.00432	0.00428	1.009x	rescomp
40	4	32	sparse0.4	0.00127	0.00128	0.994x *	rescomp
40	4	32	_randtest	0.00126	0.00125	1.002x	rescomp
40	4	150	uniform	0.01673	0.01672	1.000x	rescomp
40	4	150	increasing	0.04353	0.04363	0.998x *	rescomp
40	4	150	shuffled	0.04308	0.04311	0.999x *	rescomp
40	4	150	sparse0.4	0.01648	0.01657	0.995x *	rescomp
40	4	150	_randtest	0.01659	0.01662	0.998x *	rescomp
40	4	400	uniform	0.10548	0.10551	1.000x *	rescomp
40	4	400	increasing	0.18920	0.18888	1.002x	rescomp
40	4	400	shuffled	0.18671	0.18573	1.005x	rescomp
40	4	400	sparse0.4	0.10373	0.10352	1.002x	rescomp
40	4	400	_randtest	0.10402	0.10364	1.004x	rescomp
40	4	800	uniform	0.39652	0.39842	0.995x *	rescomp
40	4	800	increasing	0.57285	0.57291	1.000x *	rescomp
40	4	800	shuffled	0.56585	0.56621	0.999x *	rescomp
40	4	800	sparse0.4	0.39557	0.39764	0.995x *	rescomp

40	4	800	_randtest	0.39675	0.39619	1.001x	rescomp
40	20	12	uniform	0.00142	0.00138	1.034x	rescomp
40	20	12	increasing	0.00208	0.00207	1.003x	rescomp
40	20	12	shuffled	0.00212	0.00210	1.010x	rescomp
40	20	12	sparse0.4	0.00138	0.00137	1.007x	rescomp
40	20	12	_randtest	0.00139	0.00140	0.994x *	rescomp
40	20	32	uniform	0.00754	0.00750	1.005x	rescomp
40	20	32	increasing	0.01325	0.01324	1.001x	rescomp
40	20	32	shuffled	0.01327	0.01327	1.000x	rescomp
40	20	32	sparse0.4	0.00748	0.00754	0.993x *	rescomp
40	20	32	_randtest	0.00757	0.00751	1.008x	rescomp
40	20	150	uniform	0.14113	0.14472	0.975x *	rescomp
40	20	150	increasing	0.20904	0.20417	1.024x	rescomp
40	20	150	shuffled	0.20192	0.20223	0.998x *	rescomp
40	20	150	sparse0.4	0.14163	0.14131	1.002x	rescomp
40	20	150	_randtest	0.14192	0.14123	1.005x	rescomp
40	20	400	uniform	0.97538	0.97741	0.998x *	rescomp
40	20	400	increasing	1.18505	1.16206	1.020x	rescomp
40	20	400	shuffled	1.15336	1.15060	1.002x	rescomp
40	20	400	sparse0.4	1.02366	0.97997	1.045x	rescomp
40	20	400	_randtest	0.97982	0.99933	0.980x *	rescomp
40	20	800	uniform	4.01387	3.92175	1.023x	rescomp
40	20	800	increasing	4.36975	4.35658	1.003x	rescomp
40	20	800	shuffled	4.43713	4.34632	1.021x	rescomp
40	20	800	sparse0.4	4.01620	3.94595	1.018x	rescomp
40	20	800	_randtest	3.99293	3.96810	1.006x	rescomp
40	30	12	uniform	0.00223	0.00121	1.842x	resupdate
40	30	12	increasing	0.00254	0.00128	1.980x	resupdate
40	30	12	shuffled	0.00253	0.00128	1.973x	resupdate
40	30	12	sparse0.4	0.00219	0.00121	1.810x	resupdate
40	30	12	_randtest	0.00222	0.00121	1.838x	resupdate
40	30	32	uniform	0.01250	0.00685	1.823x	resupdate
40	30	32	increasing	0.01564	0.00755	2.071x	resupdate
40	30	32	shuffled	0.01600	0.00758	2.109x	resupdate
40	30	32	sparse0.4	0.01278	0.00704	1.815x	resupdate
40	30	32	_randtest	0.01277	0.00683	1.871x	resupdate
40	30	150	uniform	0.25062	0.12974	1.932x	resupdate
40	30	150	increasing	0.30656	0.14485	2.116x	resupdate
40	30	150	shuffled	0.30861	0.14445	2.136x	resupdate
40	30	150	sparse0.4	0.24910	0.12876	1.935x	resupdate
40	30	150	_randtest	0.24316	0.12963	1.876x	resupdate
40	30	400	uniform	1.76771	0.89886	1.967x	resupdate
40	30	400	increasing	1.95627	0.96316	2.031x	resupdate
40	30	400	shuffled	1.93947	1.07087	1.811x	resupdate
40	30	400	sparse0.4	1.79516	0.90727	1.979x	resupdate
40	30	400	_randtest	1.75713	0.88670	1.982x	resupdate
40	30	800	uniform	6.91132	3.56403	1.939x	resupdate
40	30	800	increasing	7.51772	3.84451	1.955x	resupdate
40	30	800	shuffled	7.60733	3.82395	1.989x	resupdate
40	30	800	sparse0.4	7.08378	3.84477	1.842x	resupdate
40	30	800	_randtest	7.05417	3.59568	1.962x	resupdate
40	38	12	uniform	0.00264	0.00077	3.438x	resupdate
40	38	12	increasing	0.00259	0.00072	3.568x	resupdate
40	38	12	shuffled	0.00256	0.00072	3.535x	resupdate
40	38	12	sparse0.4	0.00258	0.00074	3.478x	resupdate
40	38	12	_randtest	0.00258	0.00077	3.354x	resupdate
40	38	32	uniform	0.01655	0.00369	4.480x	resupdate
40	38	32	increasing	0.01650	0.00378	4.370x	resupdate
40	38	32	shuffled	0.01652	0.00383	4.317x	resupdate
40	38	32	sparse0.4	0.01632	0.00372	4.389x	resupdate
40	38	32	_randtest	0.01587	0.00391	4.065x	resupdate
40	38	150	uniform	0.32660	0.06578	4.965x	resupdate
40	38	150	increasing	0.33838	0.06595	5.130x	resupdate

40	38	150	shuffled	0.33782	0.06629	5.096x	resupdate
40	38	150	sparse0.4	0.32365	0.06489	4.988x	resupdate
40	38	150	_randtest	0.32438	0.06499	4.991x	resupdate
40	38	400	uniform	2.26277	0.44117	5.129x	resupdate
40	38	400	increasing	2.35751	0.44958	5.244x	resupdate
40	38	400	shuffled	2.36894	0.44976	5.267x	resupdate
40	38	400	sparse0.4	2.25661	0.43925	5.137x	resupdate
40	38	400	_randtest	2.25869	0.44055	5.127x	resupdate
40	38	800	uniform	9.01469	1.74530	5.165x	resupdate
40	38	800	increasing	9.39682	1.78589	5.262x	resupdate
40	38	800	shuffled	9.45771	1.78123	5.310x	resupdate
40	38	800	sparse0.4	9.05643	1.75077	5.173x	resupdate
40	38	800	_randtest	9.16345	1.76103	5.203x	resupdate
100	10	12	uniform	0.00318	0.00313	1.018x	rescomp
100	10	12	increasing	0.00943	0.00945	0.998x *	rescomp
100	10	12	shuffled	0.00948	0.00936	1.012x	rescomp
100	10	12	sparse0.4	0.00311	0.00317	0.983x *	rescomp
100	10	12	_randtest	0.00308	0.00311	0.988x *	rescomp
100	10	32	uniform	0.01202	0.01196	1.006x	rescomp
100	10	32	increasing	0.05712	0.05723	0.998x *	rescomp
100	10	32	shuffled	0.05704	0.05792	0.985x *	rescomp
100	10	32	sparse0.4	0.01203	0.01199	1.003x	rescomp
100	10	32	_randtest	0.01197	0.01197	0.999x *	rescomp
100	10	150	uniform	0.15766	0.15768	1.000x *	rescomp
100	10	150	increasing	0.63651	0.63834	0.997x *	rescomp
100	10	150	shuffled	0.62788	0.63091	0.995x *	rescomp
100	10	150	sparse0.4	0.15712	0.15693	1.001x	rescomp
100	10	150	_randtest	0.15727	0.15719	1.000x	rescomp
100	10	400	uniform	1.01313	1.00785	1.005x	rescomp
100	10	400	increasing	2.74377	2.84015	0.966x *	rescomp
100	10	400	shuffled	2.81331	2.74487	1.025x	rescomp
100	10	400	sparse0.4	0.97827	0.97977	0.998x *	rescomp
100	10	400	_randtest	0.97868	0.98010	0.999x *	rescomp
100	10	800	uniform	3.76623	3.77476	0.998x *	rescomp
100	10	800	increasing	7.76941	7.78368	0.998x *	rescomp
100	10	800	shuffled	7.73034	7.68974	1.005x	rescomp
100	10	800	sparse0.4	3.75215	3.72947	1.006x	rescomp
100	10	800	_randtest	3.70546	3.77210	0.982x *	rescomp
100	50	12	uniform	0.01637	0.01604	1.021x	rescomp
100	50	12	increasing	0.02521	0.02516	1.002x	rescomp
100	50	12	shuffled	0.02512	0.02522	0.996x *	rescomp
100	50	12	sparse0.4	0.01605	0.01602	1.001x	rescomp
100	50	12	_randtest	0.01624	0.01615	1.005x	rescomp
100	50	32	uniform	0.09012	0.09139	0.986x *	rescomp
100	50	32	increasing	0.16528	0.16523	1.000x	rescomp
100	50	32	shuffled	0.16356	0.16144	1.013x	rescomp
100	50	32	sparse0.4	0.09022	0.09201	0.981x *	rescomp
100	50	32	_randtest	0.09015	0.09735	0.926x *	rescomp
100	50	150	uniform	1.74171	1.76400	0.987x *	rescomp
100	50	150	increasing	3.21653	3.23232	0.995x *	rescomp
100	50	150	shuffled	3.22559	3.24936	0.993x *	rescomp
100	50	150	sparse0.4	1.76516	1.75483	1.006x	rescomp
100	50	150	_randtest	1.77299	1.80490	0.982x *	rescomp
100	50	400	uniform	12.77114	12.54220	1.018x	rescomp
100	50	400	increasing	17.45126	18.10841	0.964x *	rescomp
100	50	400	shuffled	18.25606	18.51612	0.986x *	rescomp
100	50	400	sparse0.4	12.31601	12.72786	0.968x *	rescomp
100	50	400	_randtest	12.32917	12.26012	1.006x	rescomp
100	50	800	uniform	48.85602	49.18975	0.993x *	rescomp
100	50	800	increasing	60.15270	60.07210	1.001x	rescomp
100	50	800	shuffled	62.95745	61.82442	1.018x	rescomp
100	50	800	sparse0.4	50.30025	50.31448	1.000x *	rescomp
100	50	800	_randtest	50.09459	49.28614	1.016x	rescomp

100	75	12	uniform	0.02663	0.01248	2.134x	resupdate
100	75	12	increasing	0.03089	0.01341	2.303x	resupdate
100	75	12	shuffled	0.03122	0.01325	2.357x	resupdate
100	75	12	sparse0.4	0.02666	0.01242	2.146x	resupdate
100	75	12	_randtest	0.02658	0.01240	2.143x	resupdate
100	75	32	uniform	0.16054	0.07357	2.182x	resupdate
100	75	32	increasing	0.20166	0.08316	2.425x	resupdate
100	75	32	shuffled	0.20164	0.08327	2.421x	resupdate
100	75	32	sparse0.4	0.16044	0.07282	2.203x	resupdate
100	75	32	_randtest	0.15941	0.07269	2.193x	resupdate
100	75	150	uniform	3.22039	1.47273	2.187x	resupdate
100	75	150	increasing	4.24449	1.70880	2.484x	resupdate
100	75	150	shuffled	4.28585	1.72608	2.483x	resupdate
100	75	150	sparse0.4	3.23583	1.45434	2.225x	resupdate
100	75	150	_randtest	3.18955	1.43473	2.223x	resupdate
100	75	400	uniform	22.20106	10.30990	2.153x	resupdate
100	75	400	increasing	28.08898	11.55687	2.431x	resupdate
100	75	400	shuffled	27.90845	11.55407	2.415x	resupdate
100	75	400	sparse0.4	22.50977	10.57523	2.129x	resupdate
100	75	400	_randtest	22.87849	10.82508	2.113x	resupdate
100	75	800	uniform	91.76130	42.36730	2.166x	resupdate
100	75	800	increasing	105.22757	46.28906	2.273x	resupdate
100	75	800	shuffled	105.37902	45.86537	2.298x	resupdate
100	75	800	sparse0.4	92.20892	42.64178	2.162x	resupdate
100	75	800	_randtest	92.47642	43.11522	2.145x	resupdate
100	95	12	uniform	0.03345	0.00714	4.687x	resupdate
100	95	12	increasing	0.03337	0.00678	4.925x	resupdate
100	95	12	shuffled	0.03289	0.00688	4.777x	resupdate
100	95	12	sparse0.4	0.03298	0.00677	4.871x	resupdate
100	95	12	_randtest	0.03359	0.00699	4.803x	resupdate
100	95	32	uniform	0.21196	0.03601	5.885x	resupdate
100	95	32	increasing	0.21574	0.03649	5.912x	resupdate
100	95	32	shuffled	0.21643	0.03660	5.914x	resupdate
100	95	32	sparse0.4	0.21326	0.03615	5.898x	resupdate
100	95	32	_randtest	0.21559	0.03628	5.943x	resupdate
100	95	150	uniform	4.34181	0.66256	6.553x	resupdate
100	95	150	increasing	4.56304	0.78365	5.823x	resupdate
100	95	150	shuffled	4.65174	0.69754	6.669x	resupdate
100	95	150	sparse0.4	4.32975	0.67505	6.414x	resupdate
100	95	150	_randtest	4.34884	0.69676	6.242x	resupdate
100	95	400	uniform	31.03693	5.70128	5.444x	resupdate
100	95	400	increasing	32.79348	5.82977	5.625x	resupdate
100	95	400	shuffled	32.98858	6.36802	5.180x	resupdate
100	95	400	sparse0.4	31.23136	5.78911	5.395x	resupdate
100	95	400	_randtest	30.78601	5.80687	5.302x	resupdate
100	95	800	uniform	124.65870	23.93053	5.209x	resupdate
100	95	800	increasing	130.82559	24.49024	5.342x	resupdate
100	95	800	shuffled	131.17865	26.09556	5.027x	resupdate
100	95	800	sparse0.4	124.18039	23.89991	5.196x	resupdate
100	95	800	_randtest	124.36233	24.05149	5.171x	resupdate

average speedup, rescomp regime ($2 \times \text{cdim} \leq \text{rdim}$), 150 points: 1.008x
average speedup, resupdate regime ($2 \times \text{cdim} > \text{rdim}$), 150 points: 3.018x
(correct) bit-for-bit identical on every point