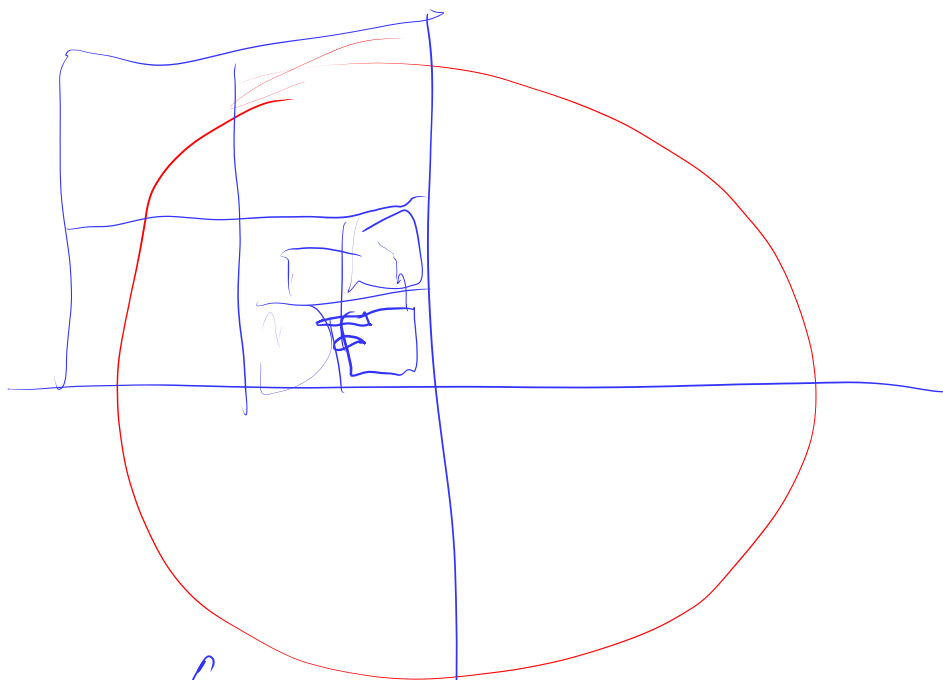
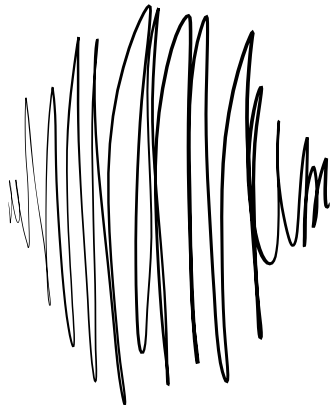
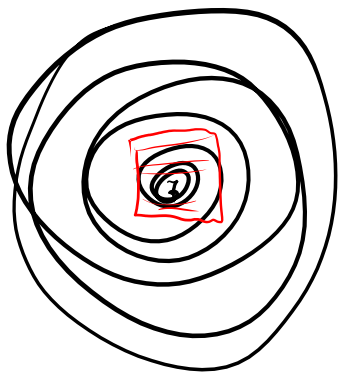
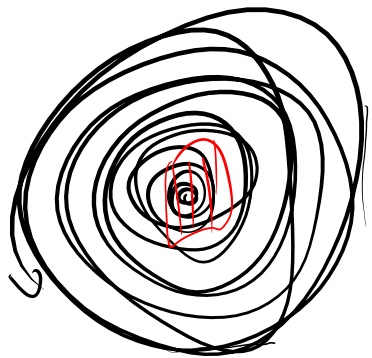




Cache performance

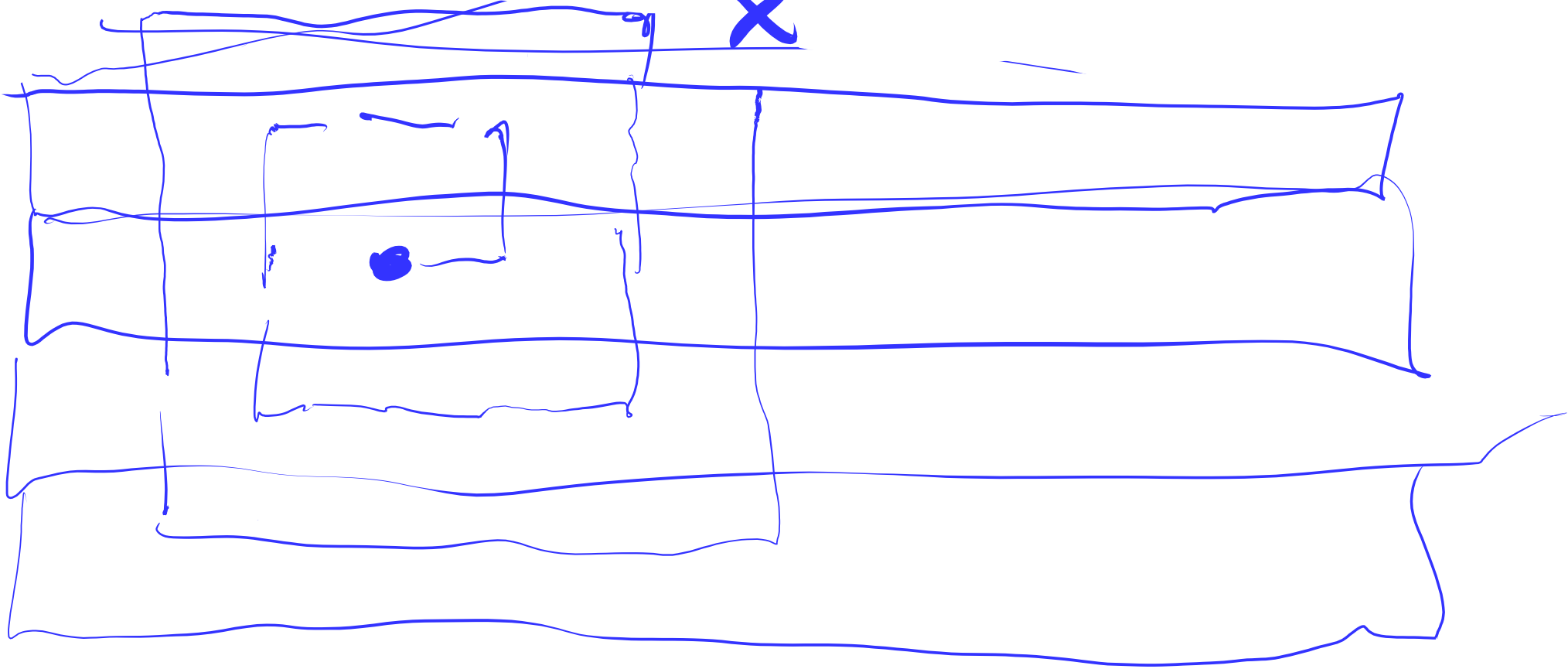
1. use less / no memory
2. Temporal locality
3. Spatial locality - cache line
4. go thru memory in order (small to big addresses)

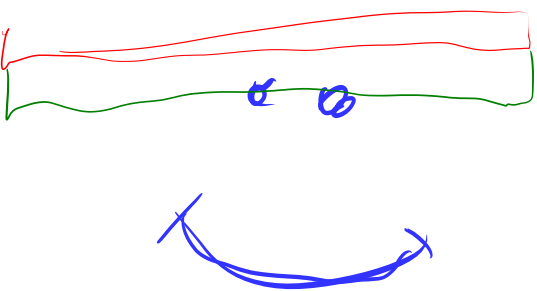
full circles



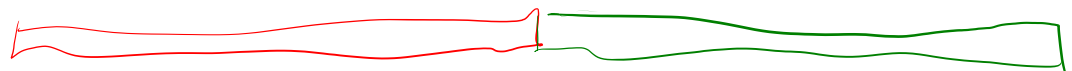
best - un known

X

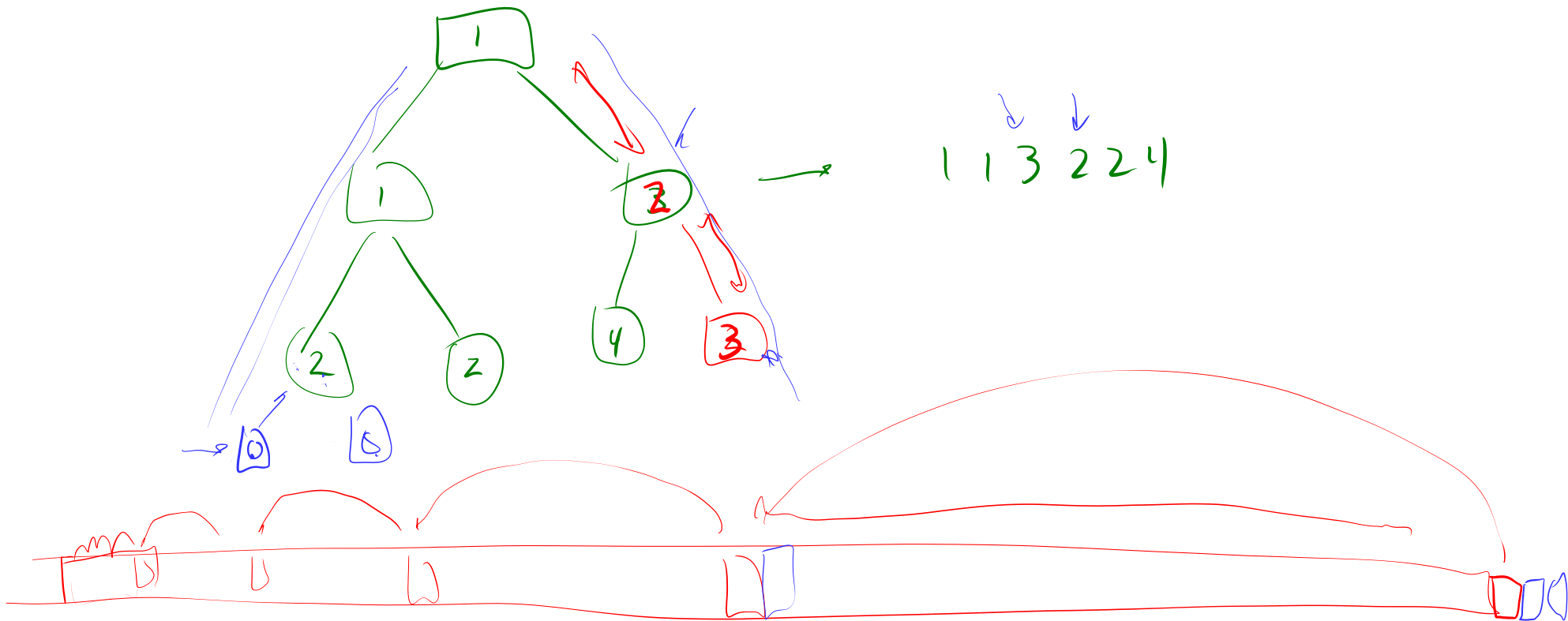




ready
→



binary heap



1 1 3 2 2 4

$\log_2(n) - k$ misses
 $O(1)$ misses

Splay

Tree

u(u)

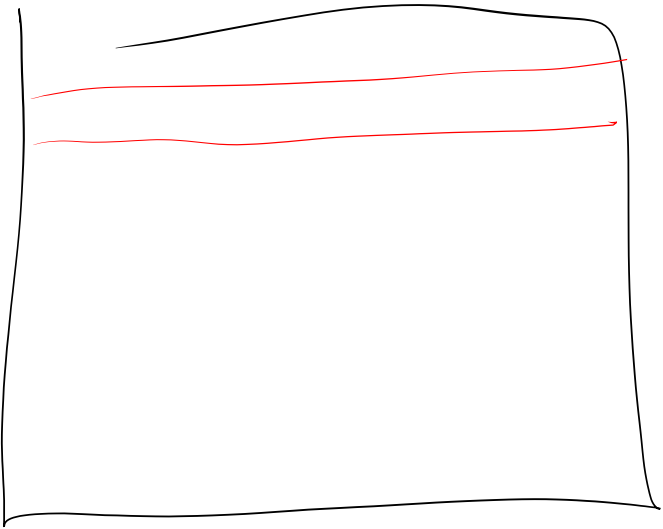
→

return

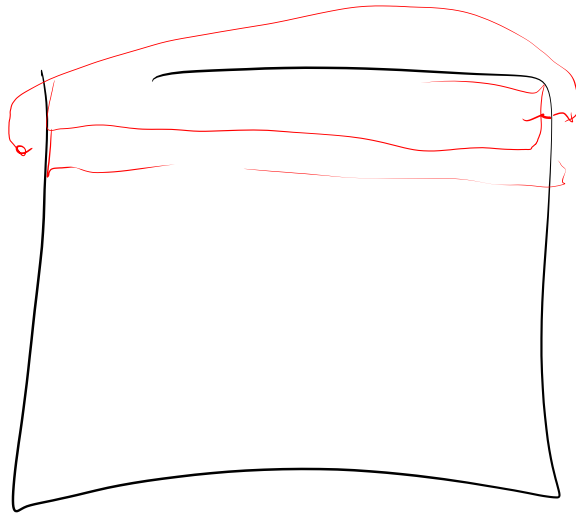
to

root

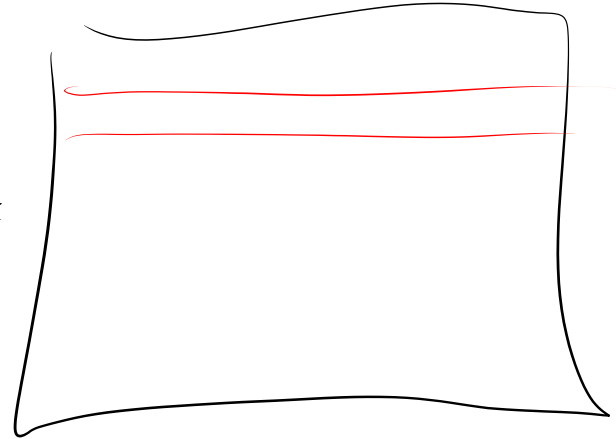
return

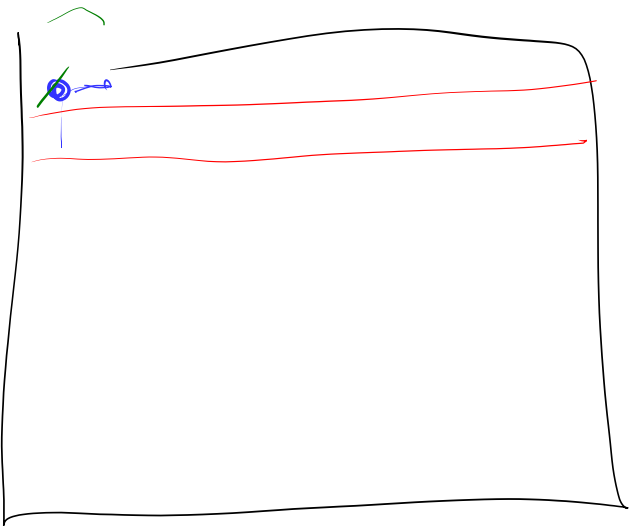


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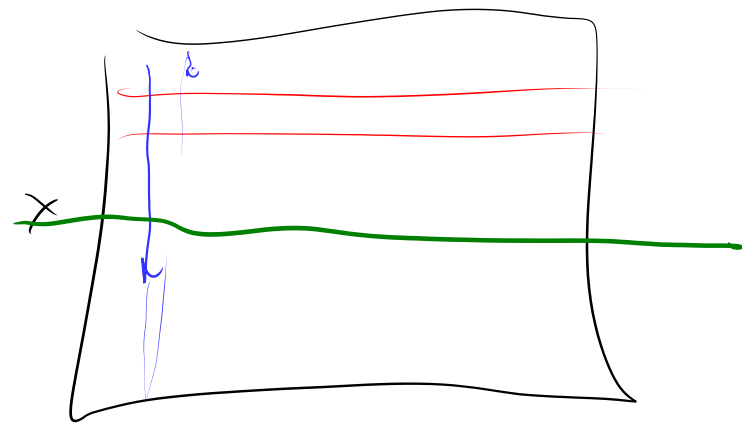
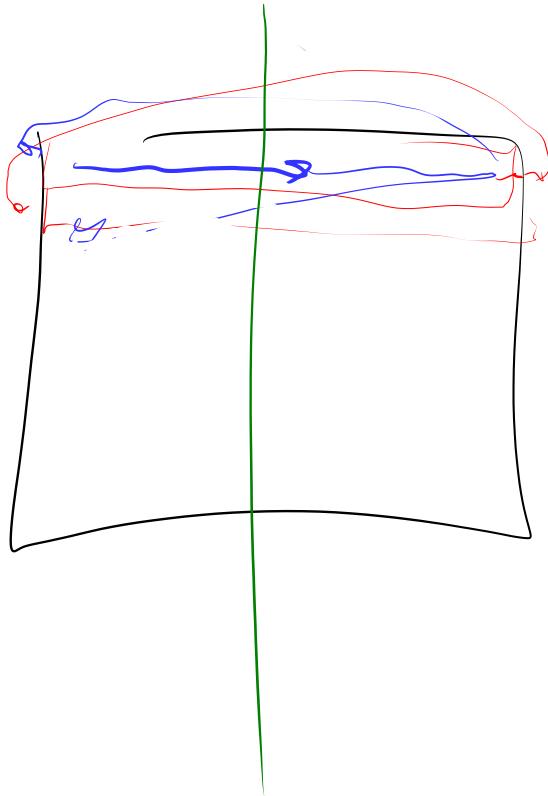


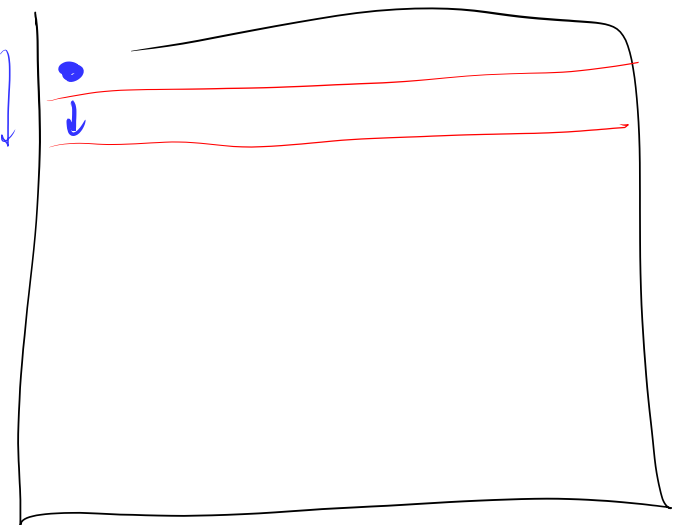
x



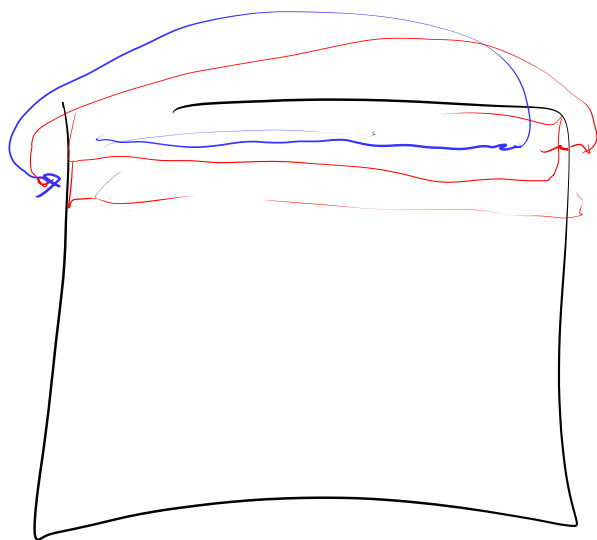


||

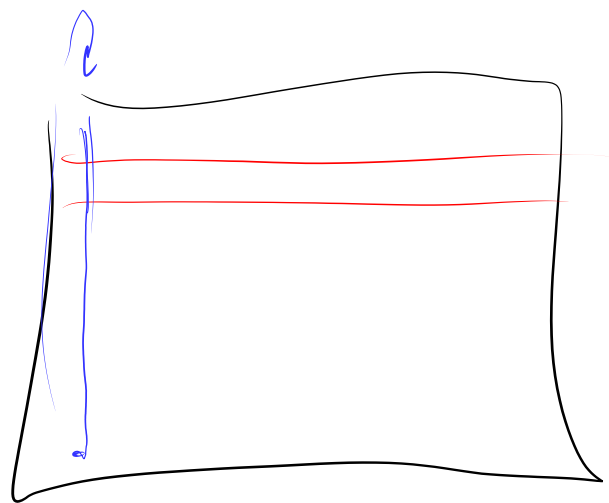




||



x



Principles of Cosmology