

OPTIMIZING INDEX RANGE OF “MULTIPLY-RIGHT-SHIFT” PERFECT HASH FUNCTION ON THE EXAMPLE OF INTELLECTUAL BOARD GAMES

The process of building and optimizing perfect-hash function so called “magic bitboards” were analyzed. The datastructure of board-games algorithms are mostly 64-bit integer and multiply-right-shift method of building perfect hash function is very natural for modern hardware. The main goal of optimization – decrease the size of lookup-tables to L1 cache of processor.

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