

### Logic

Found	Stop testing when answer found
Frequency	Order tests by frequency in switch and if-else structures
Switch	Substitute switch statement for if-else construct
Lookup Table	Substitute table lookups for complicated expressions
Lazy Evaluation	Only a few entries are ever used. Cache them for further use it may be better to compute values as needed.

### Loops

Unswitching	If the decision doesn't change while looping turn the loop inside out
Jamming	Combines two or more loops into one. Reduces loop overhead
Unrolling	Replaces a loop with straight-line code. With partial unrolling, two or more cases are handled inside
Minimize work	Put calculations that result in a constant before the loop
Sentinel Values	Special value that marks the end of an array. Replaces expensive compound tests
Busy Loop Inside	Putting the busiest loop on the inside

### General

Routines - Inline	Rewrite routines inline
Routine - Rewrite	Rewrite expensive system routines
Data tran - Float/Int	Replace f.p. numbers with integers
Data tran - Array Dims	Reduce array dimensions where possible
Data tran - Array Refs	Minimize array references
Data tran - Supp	Length index for arrays
Data tran - Caching	Save commonly used values, instead of recomputing or rereading them
Exp - Str redu	Replace expensive operations with cheaper ones
Exp - Compile Time	Initialize at compile time
Exp - Data Type	Use the proper data type for constants
Common Sub-Exp	Eliminate common subexpressions
Exp - Precompute	Better to look up values than to recompute them



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