

# Performance - are we there yet?



- 60 fps:  $1000/60 = \sim 16.6$  milliseconds to render everything
- Asynchronous communication - no deadlocks

# Performance - are we there yet?



- 60 fps:  $1000/60 = \sim 16.6$  milliseconds to render everything
- Asynchronous communication - no deadlocks
- Asynchronicity is sometimes VERY bad.