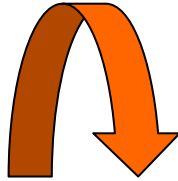
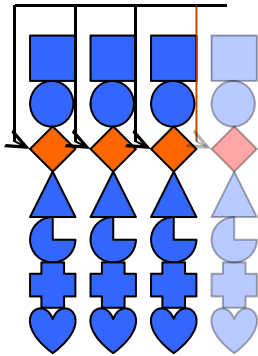
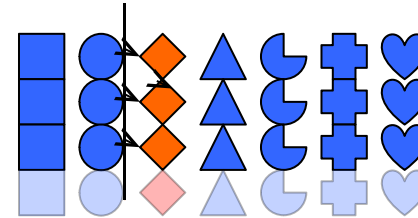


Note on data organisation

Array of objects



Struct of arrays



More suitable for vectorisation

Ex: un objet=une trace avec des variables,
des pointeurs vers des informations
géométriques, une liste (de longueur
variable) de points

Data organisation often need to be completely revisited
prior to algorithm vectorisation

(may improve performance even without vectorisation due
to better locality (less cache misses))