

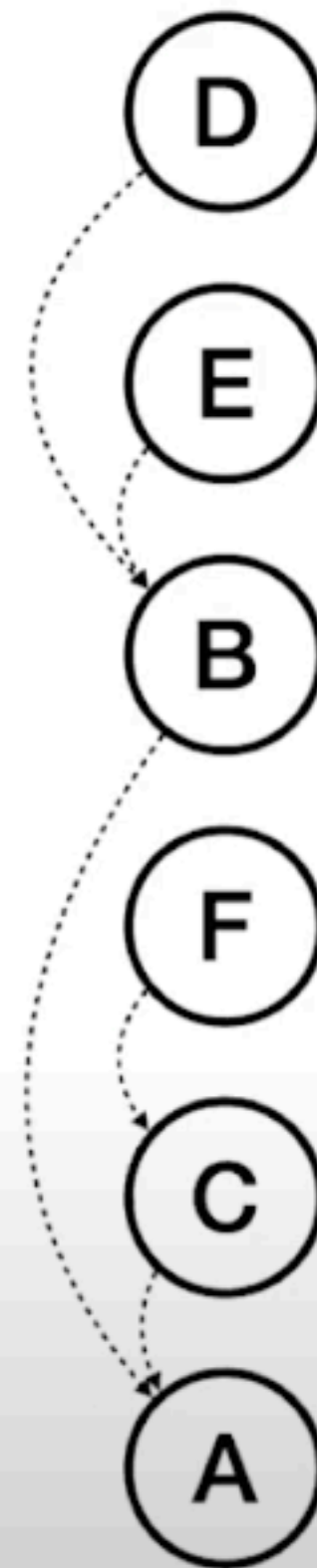
4. Multi-threading, CPUs and memory

ADC²⁰
AUDIO
DEVELOPER
CONFERENCE



Dave Rowland

Post-ordered DFS: 



Pre-ordered DFS: 

