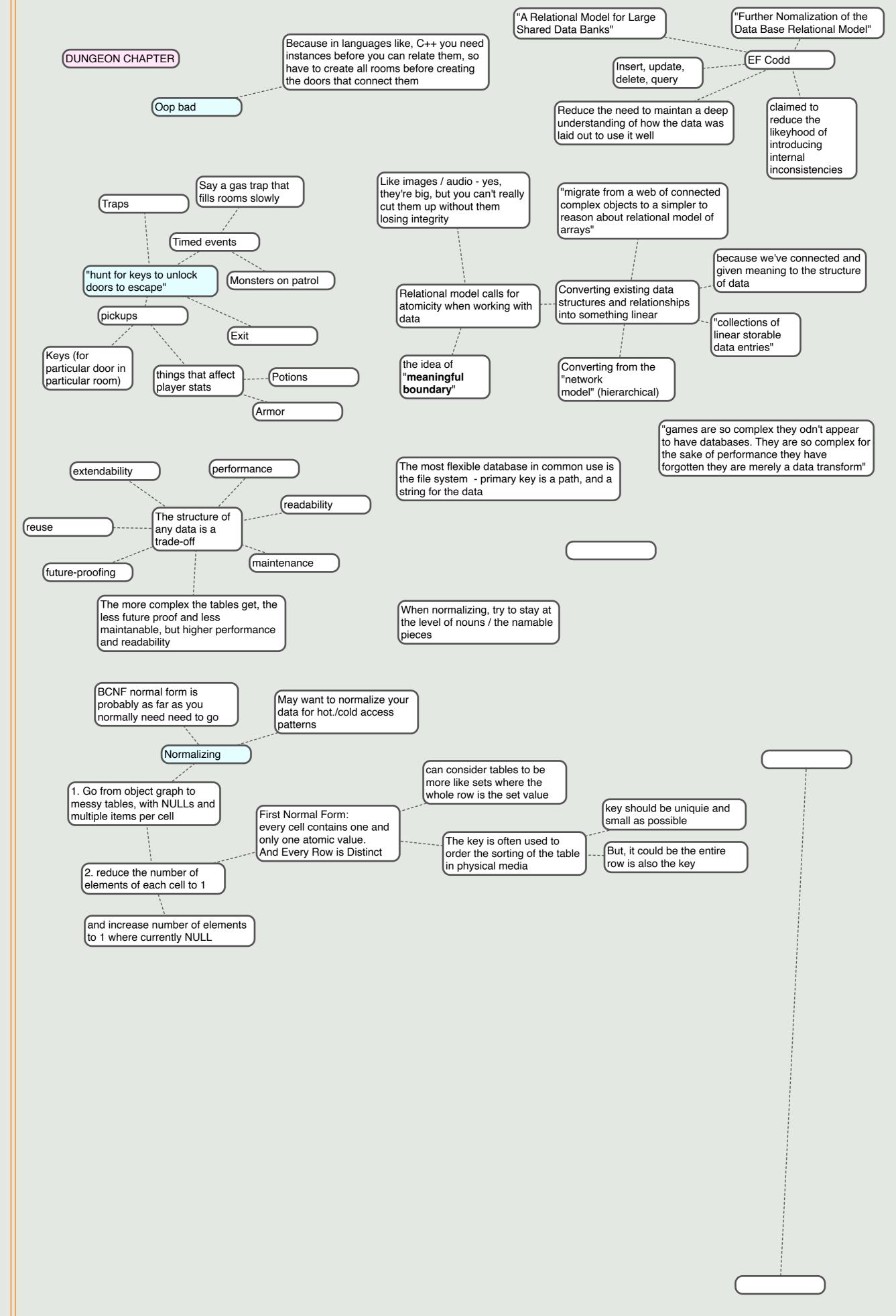


PRESO



look at DoD as writing code with a pattern similar to what finally runs on the CPU. When you do that, it's much easier to reason about how it will run on actual hardware.

Other coding paradigms that don't at all resemble the procedural nature of CPU execution rely quite a bit on the promises and capabilities of the language/compiler to deliver "zerocost abstractions". Because, in the end, whatever you write gets translated to procedural machine code. - Random Comment of Data Oriented Design In Practice talk



Snorgle Characters Flongwaffle