Figure 1: *OP2 Aero* results for the original OP2 implementation, and the AoS and Mixed ports, respectively. (Bottom to top, lower times are better)

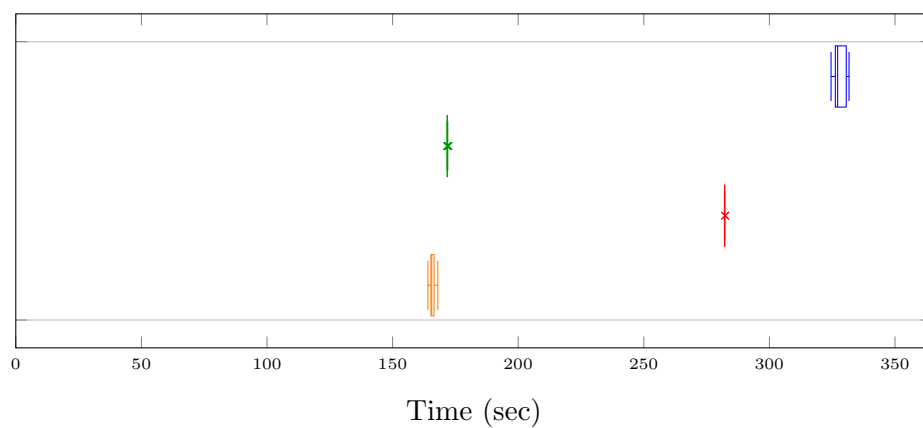Figure 2: *OP2 Airfoil* results for the original OP2 implementation, and the AoS, Mixed, and SoA ports, respectively. (Bottom to top, lower times are better)

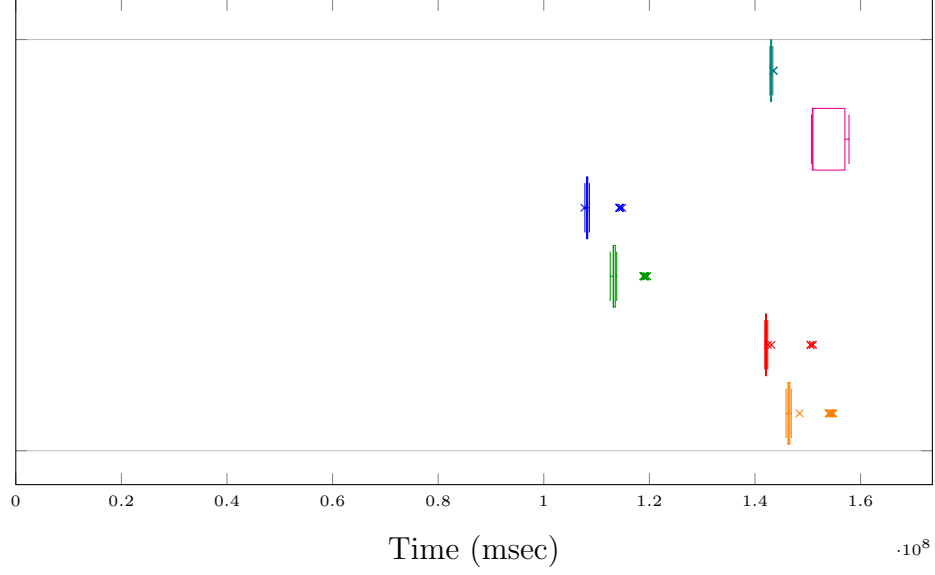Figure 3: *Skeletal animation* results for Scattered-AoS, Pooled-AoS, Scattered-Mixed, Pooled-Mixed, Scattered-SoA, and Pooled-SoA layouts, respectively (where $N = 5000$). (Bottom to top, lower times are better)
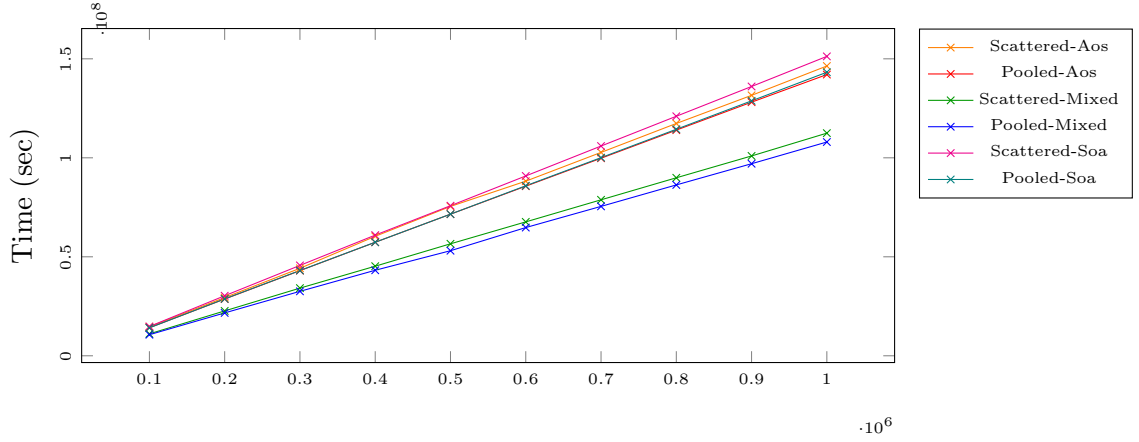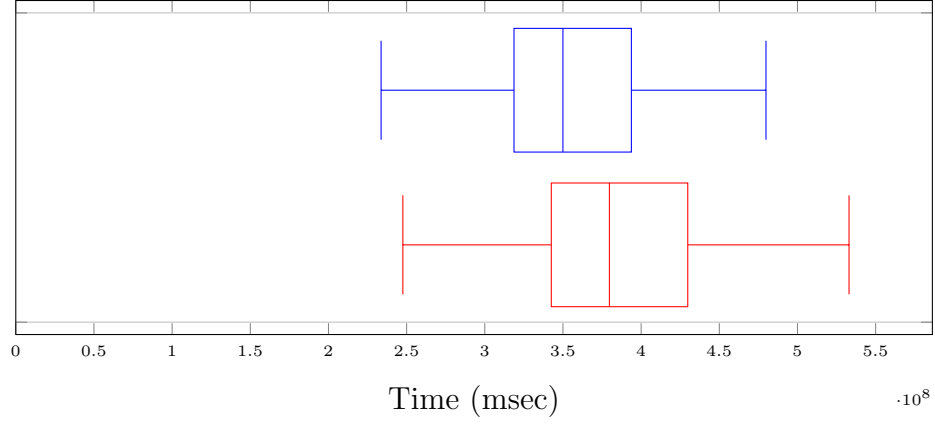

Figure 4: *Stickmen* results

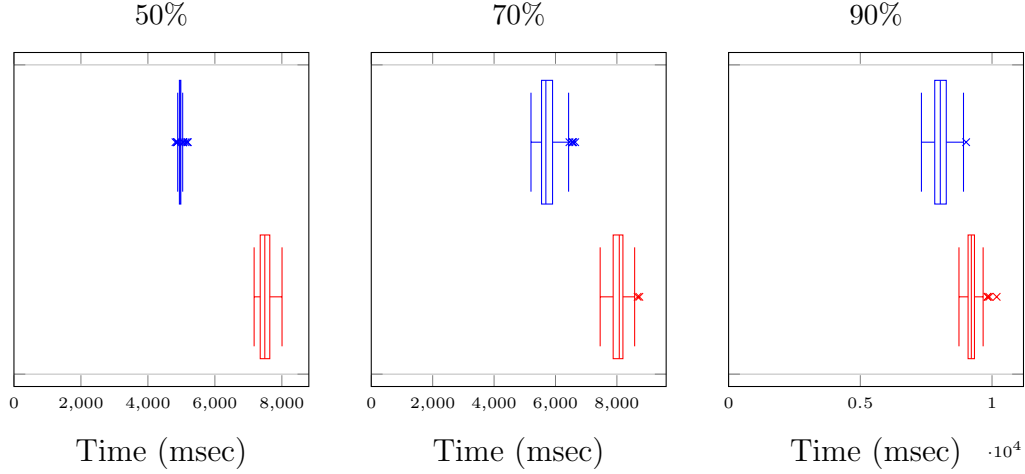Figure 5: *Traffic* results, for AoS and Mixed layouts, respectively. (Bottom to top, lower times are better)

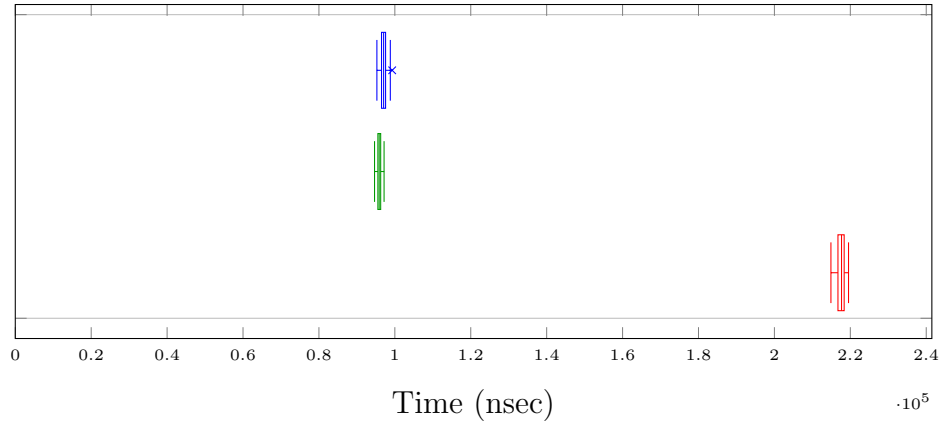Figure 6: *Doors* results for one and many pools, respectively. (Bottom to top, lower times are better)

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Figure 7: *Currency* results for one AoS pool, one AoS and one Mixed pool, and one AoS and one SoA pool, respectively. (Bottom to top, lower times are better)