

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

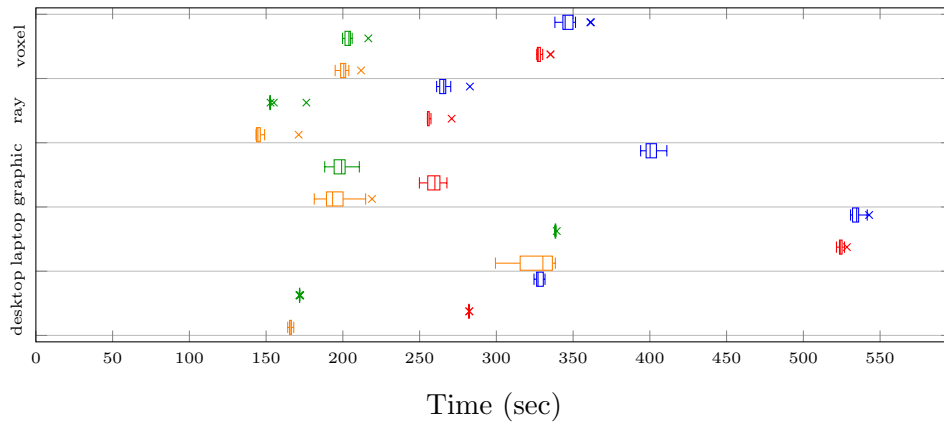


Figure 2: *OP2 Airfoil* results for the original *OP2* implementation, and the AoS, Mixed, and SoA ports, respectively. (Bottom to top, lower times are better)

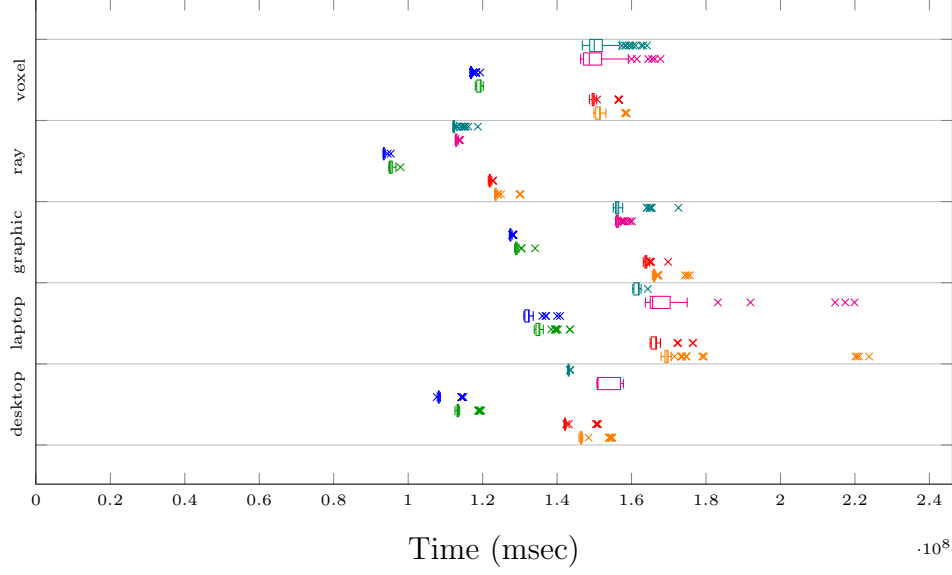


Figure 3: *Skeletal animation* results for Scattered-AoS, Pooled-AoS, Scattered-Mixed, Pooled-Mixed, Scattered-SoA, and Pooled-SoA layouts, respectively (where  $N = 5000$ ). (Bottom to top, lower times are better)

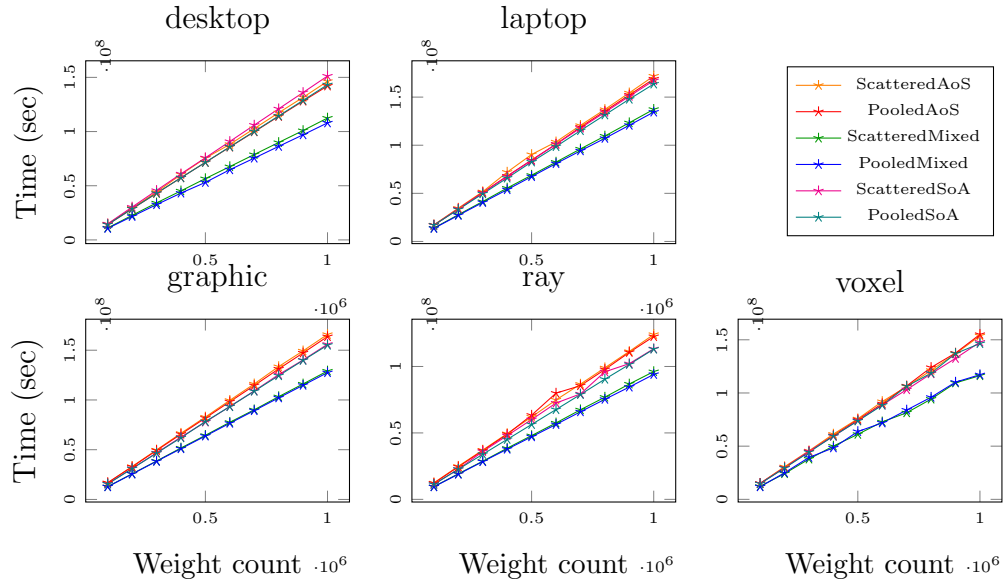


Figure 4: *Stickmen* results

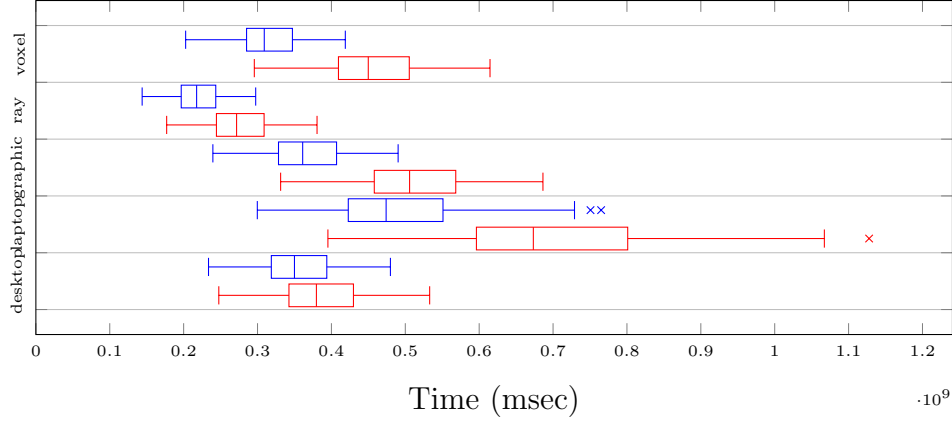


Figure 5: *Traffic* results, for **AoS** and **Mixed** layouts, respectively. (Bottom to top, lower times are better)

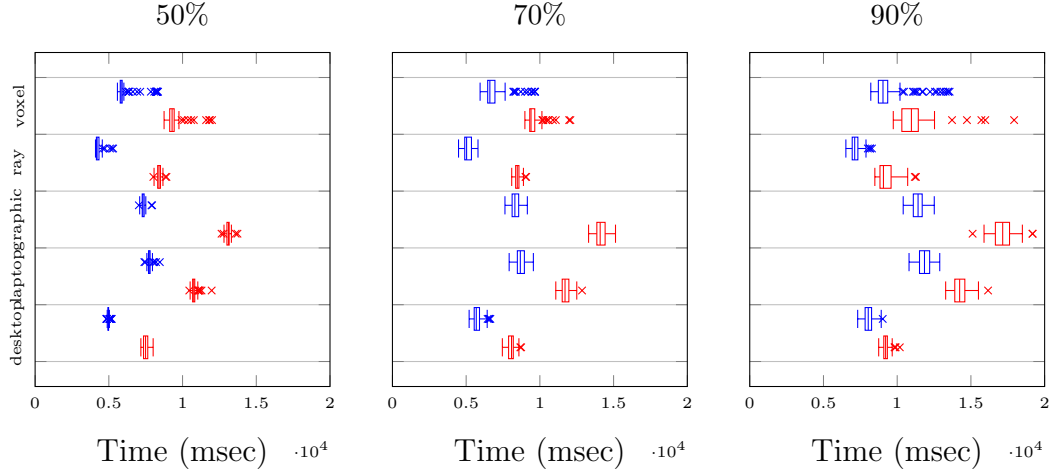


Figure 6: *Doors* results for **one** and **many** pools, respectively. (Bottom to top, lower times are better)

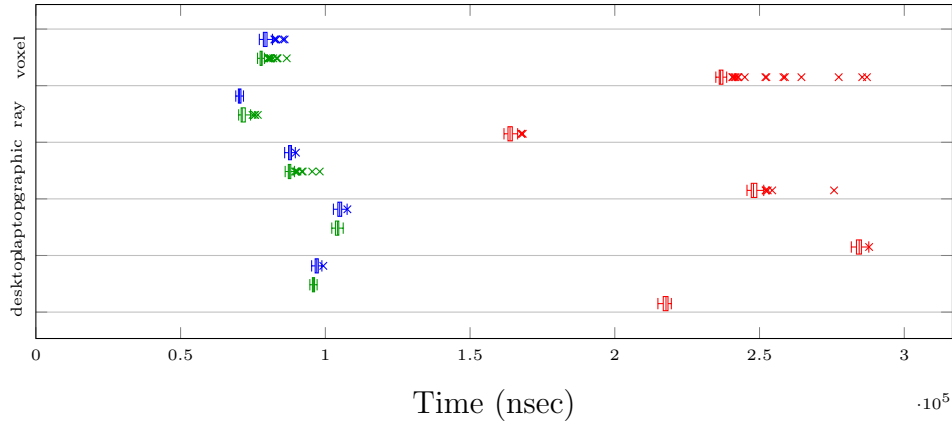


Figure 7: *Currency* results for one AoS pool, one AoS and one Mixed pool, and one AoS and one SoA pool, respectively. (Bottom to top, lower times are better)