

```

struct float3
{
    float x;
    float y;
    float z;
}
float3 arr[100];
    ...
arr[0].x = 1.0f;

```

(a) Array of Structures

```

struct float3_soa
{
    float x[100];
    float y[100];
    float z[100];
}
float3_soa soa;
    ...
soa.x[0] = 1.0f;

```

(b) Structure of Arrays