

What's in common between DAX, EAVL and PISTON?

- High level Container/Iterator/Functor abstractions
- Portability between CPU/GPU

We are at a point in history that we probably won't have to worry about "platforms/architectures" anymore.

- Compiler/Language technology improved a lot over the past years
 - Things couldn't be done a few years ago can be done now (Thrust).
 - What's the last time you look into the asm output?
- Hardware and software will converge to the performance/ease of programming sweet spot.
 - Anything deemed as too hard to program or doesn't deliver decent performance with ease of program will die out (Cell?).

How to cope with the future?

- "Rational Ignorance"
- Thinking "High Level" when programming parallel.

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