
Top picks

Does bulk memmove speed up std::remove_if? (No.)

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• raymii

Using bulk memmove to optimize std::remove_if is a common misconception that does not improve performance. The overhead of copying elements via memmove often outweighs any potential gains from avoiding repeated reallocations. Relying on this technique can actually slow down your code, so standard algorithms remain the most efficient choice for removing elements from containers.

<https://quuxplusone.github.io/blog/2026/05/23/chunked-remove>

AI Engineering from Scratch

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• rippeltippel

Building AI from scratch reveals the hidden complexity behind modern tools, moving beyond simple API calls to understand core algorithms. This knowledge empowers engineers to debug models effectively, optimize performance, and avoid common pitfalls when deploying systems. Mastering these fundamentals ensures you can create robust, reliable AI solutions tailored to specific needs rather than relying on black-box services.

<https://aiengineeringfromscratch.com/>

Also worth a glance

Improving my self-hosted actions runner setup

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<https://excipio.tech/blog/improving-my-self-hosted-actions-runner-setup>

The Best Windows is Linux

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<https://lunduke.substack.com/p/the-best-windows-is-linux>

SPy: an interpreter and a compiler for a statically typed variant of Python

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<https://github.com/spylang/spy>

I was bored so I turned my dev tools into an alien planet ruled by my dog

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<https://github.com/bkawa-bot/planet-maiko>

NeuralNote

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<https://github.com/DamRsn/NeuralNote>

Dropping Privileges in Go

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<https://log.0x21.biz/posts/go-privdrop>
