Assumptions

I will compare the general rules I used to the ones Dvorak used

Dvorak	Programmer Assumptions
It is easier to type letters alternating between hands.	**Disagree:** It is better to keep common digraphs together on the same hand so that the pair can be entered fast with only side of the brain being used. It is faster to tap two adjacent fingers on one hand than it is to tap fingers on alternating hands.
For maximum speed and efficiency, the most common letters and digraphs should be the easiest to type. This means that they should be on the home row, which is where the fingers rest.	**Agree:** The most common digraphs should be the easiest to type. **Disagree:** The most common letters should not necessarily be easiest to type: Letters are always typed in the context of other letters, so positioning their digraphs take priority.
Likewise, the least common letters should be on the bottom row, which is the hardest row to reach.	**Agree:** But this is not handled formally by my weighting function.
The right hand should do more of the typing, because most people are right-handed.	**Disagree:** In the age of heavy mouse use the right hand has an extra burden. My weighting function does not prefer a side.
It is more difficult to type digraphs with adjacent fingers than non-adjacent fingers.	**Disagree:** Maybe this was true when pushing a key on a typewriter was very hard, but now it takes little effort to strike adjacent keys on the same row. But, the cost of typing keys on adjacent columns of different rows is proportional to the number of rows traveled.
Stroking should generally move from the edges of the board to the middle. An observation of this principle is that when rapping fingers on a table, it is easier going from little finger to index than vice versa. This motion on a keyboard is called inboard stroke flow.	**Agree:** I assume you can type adjacent, inward, digraphs twice as fast as any other digraph.