

Abstract

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1 RQs

- RQ1

How do optimization techniques differ between high-level and low-level languages in the context of implementing a physically based rendering system?

- RQ2

What are the differences in idiomatic optimization approaches between high and low-level languages in the context of physically based rendering/light reflectance models?

- RQ3

How do language-specific features and paradigms impact the effectiveness of optimization strategies in high versus low-level language implementations of a physically based rendering system?

- RQ4

How do the differences in language-specific features and execution models impact the design and implementation of a physically based rendering system in high versus low-level languages/different language abstraction levels?

2 Introduction

3 Method

4 Results

5 Conclusion