

Scene	TriNum	Primary (M ray/s)	Ambient Occlusion (M ray/s)	Secondary (M ray/s)	GPU FPS	CPU FPS	GPU rendering time 256 sample (s)	CPU rendering time 256 sample (s)	Speedup
CBcoil	7884	321.97	129.76	34.33	67.32	0.48	3.80	537.32	141x
CBdragon	100012	244.02	161.94	24.45	67.56	0.53	3.79	483.33	128x
Dragon	105120	193.54	92.05	53.92	53.31	0.30	4.80	850.07	177x
CBlucy	133796	276.40	98.83	30.11	56.37	0.42	4.54	608.03	134x
Blob	196608	159.32	53.54	33.92	36.53	0.26	7.01	993.97	142x
Wall-e	240326	87.03	45.56	11.12	25.63	0.17	9.99	1492.79	149x