tweet¹
refresh
rate
anttialiasing
checkerboard
rendering
smoothing
compositing
framerate

chap:intro chap:statoarte chap:device chap:app chap:expdata chap:outro

??

 $_{f}iles/nvidia_{l}atencypipeline.pngComponentidellalatenza(dalladocumentazionediNvidiaReflex)$

debouncing Human Interface Device

 $\begin{array}{c} polling\\ rate\\ polling\\ rate \end{array}$

 $\begin{array}{c} \textbf{125Hz} \\ \textbf{480Hz} \\ \textbf{1000Hz} \\ \textbf{Oltre} \\ \textbf{1000Hz} \\ polling \\ rate \end{array}$

 $_{rate}^{polling}$

 $_{rate}^{polling}$

buffer polling rate polling rate polling rate polling rate jitter polling rate

 $\begin{array}{c} polling\\ rate\\ polling\\ rate \end{array}$

X11 for-