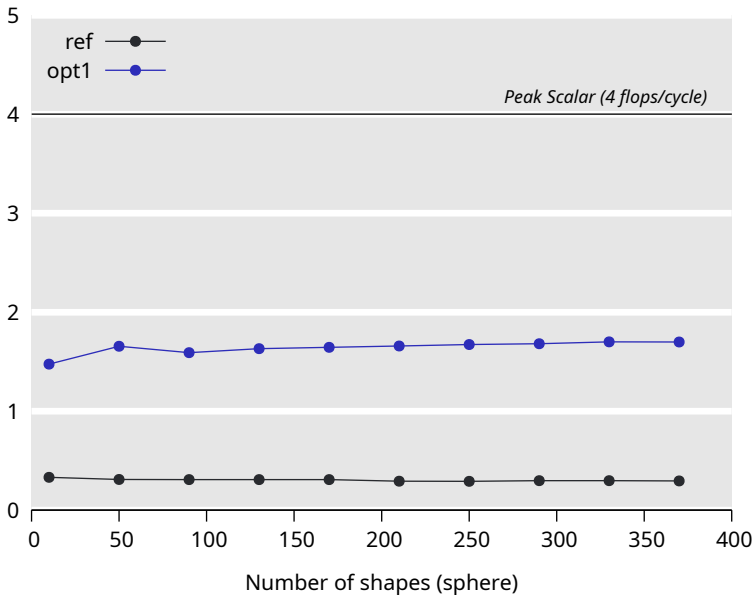


[flops/cycle]



[flops/cycle]

40

opt5

vec3

35

*Peak Vect. (32 flops/cycle)*

30

25

20

15

10

*Peak Scalar (4 flops/cycle)*

5

0

0 50 100 150 200 250 300 350 400

Number of shapes (sphere)

