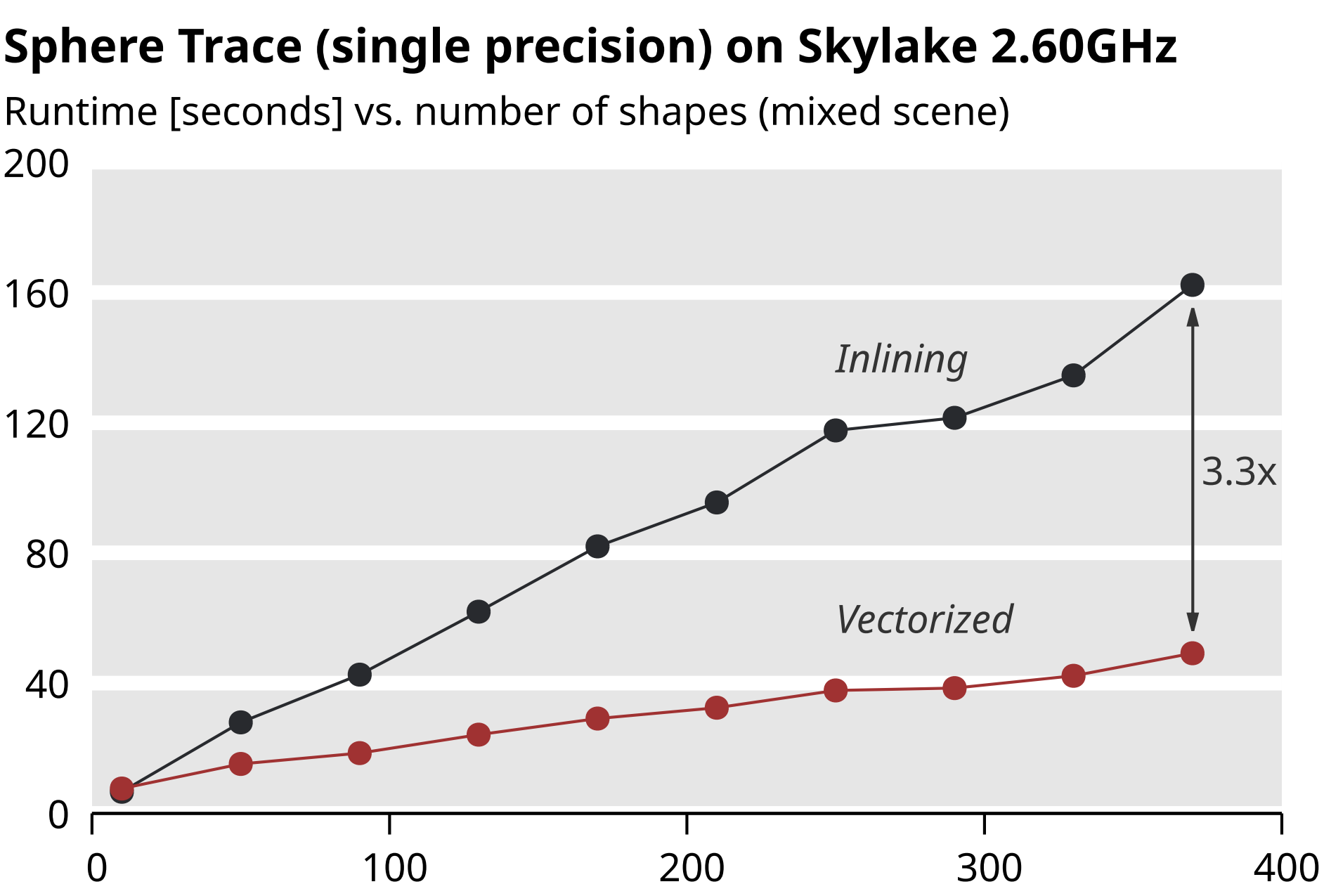
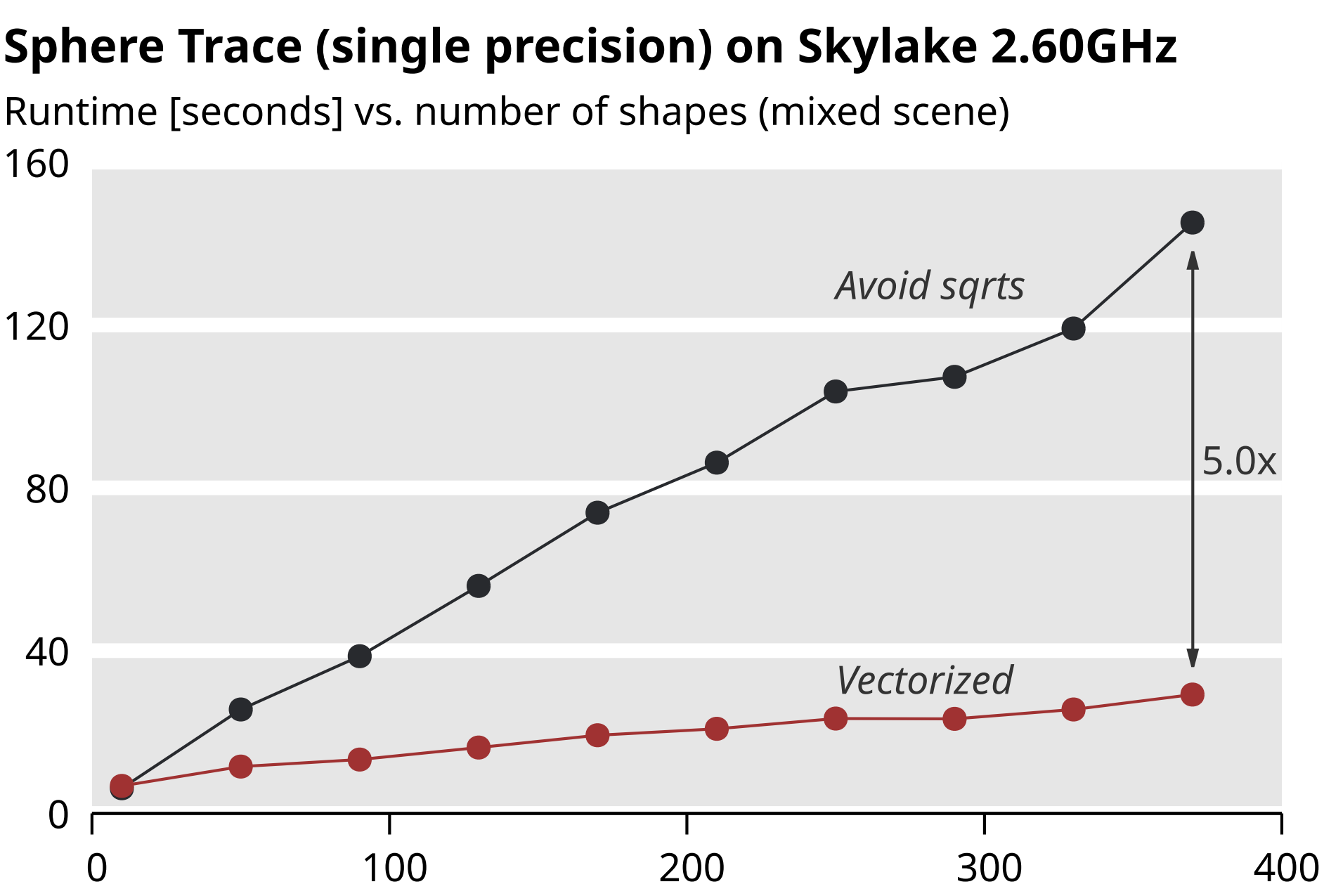
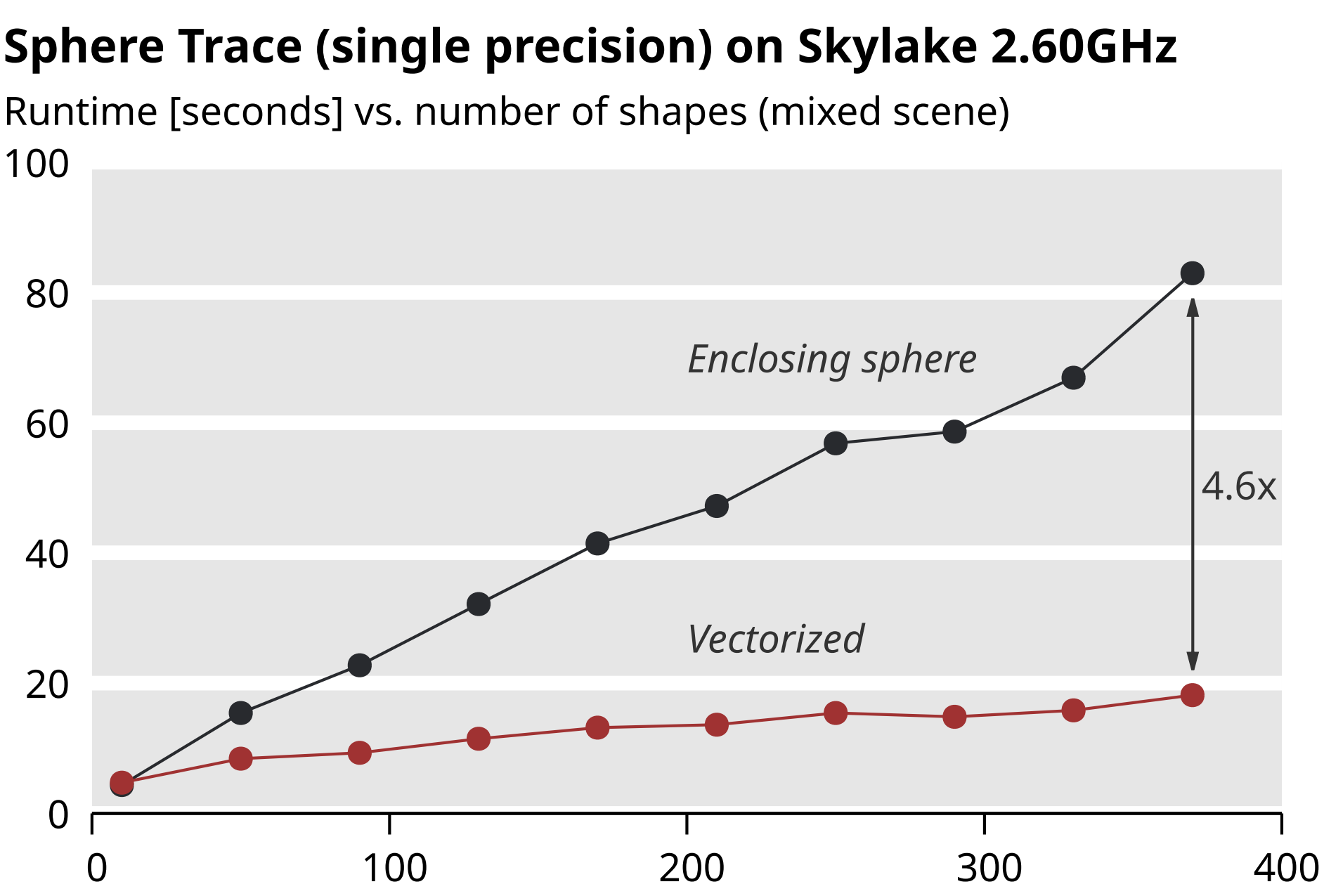
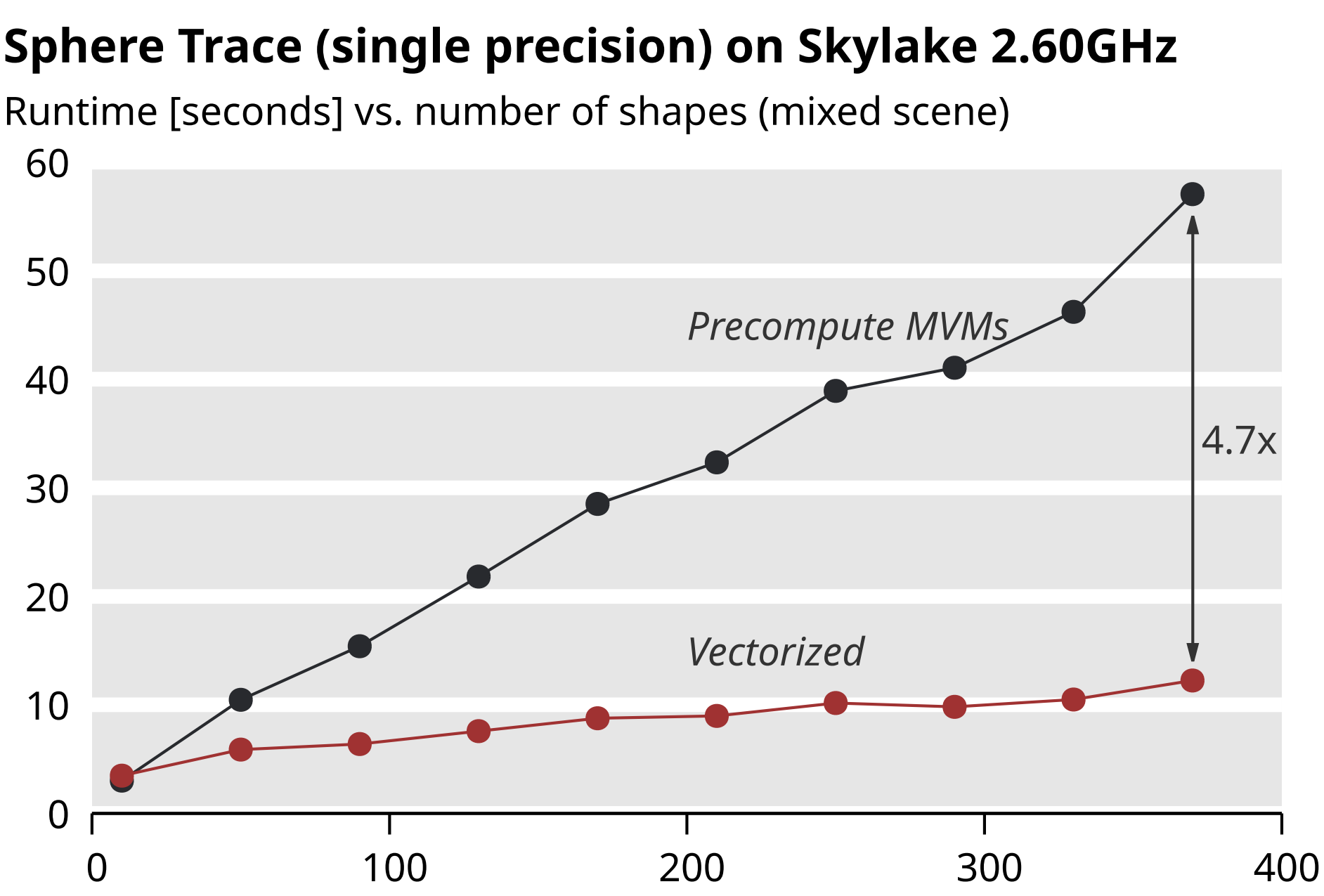

Sphere Trace (single precision) on Skylake 2.60GHz
Runtime [seconds] vs. number of shapes (mixed scene)
200
160
120
80
40
0
0
100
200
300
400
Inlining
Vectorized
3.3x


Sphere Trace (single precision) on Skylake 2.60GHz
Runtime [seconds] vs. number of shapes (mixed scene)
160
120
80
40
0
0
100
200
300
400
Avoid sqrts
Vectorized
5.0x


Sphere Trace (single precision) on Skylake 2.60GHz
Runtime [seconds] vs. number of shapes (mixed scene)
100
80
60
40
20
0
0
100
200
300
400
Enclosing sphere
Vectorized
4.6x


Sphere Trace (single precision) on Skylake 2.60GHz
Runtime [seconds] vs. number of shapes (mixed scene)
60
50
40
30
20
10
0
0
100
200
300
400
Precompute MVMs
Vectorized
4.7x