## Performance of Raytracer Implementations at Various Resolutions 10,000 -8,000 -Run 6,000 -Render Time (ms) 0 2 3 Δ Δ **Application Type** 4,000 cuda 0 0 $\triangle^{\triangle}$ 0 🗆 0 sequential 2,000 -۵ Δ 0 -0 9 7 10 Megapixels Rendered