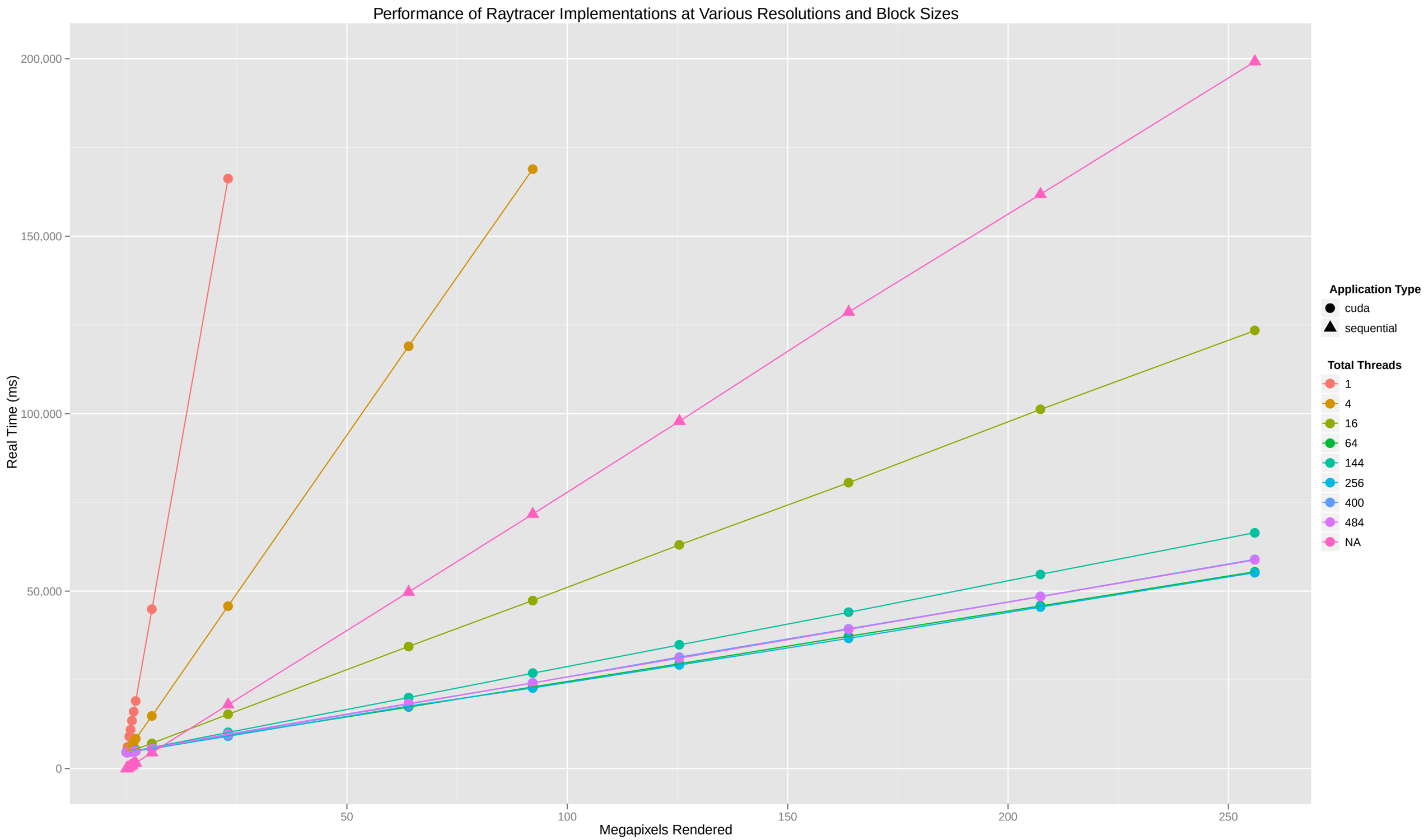
Performance of Raytracer Implementations at Various Resolutions and Block Sizes
Real Time (ms)
200,000
150,000
100,000
50,000
0
50
100
150
200
250
Megapixels Rendered
Application Type
cuda
sequential
Total Threads
1
4
16
64
144
256
400
484
NA