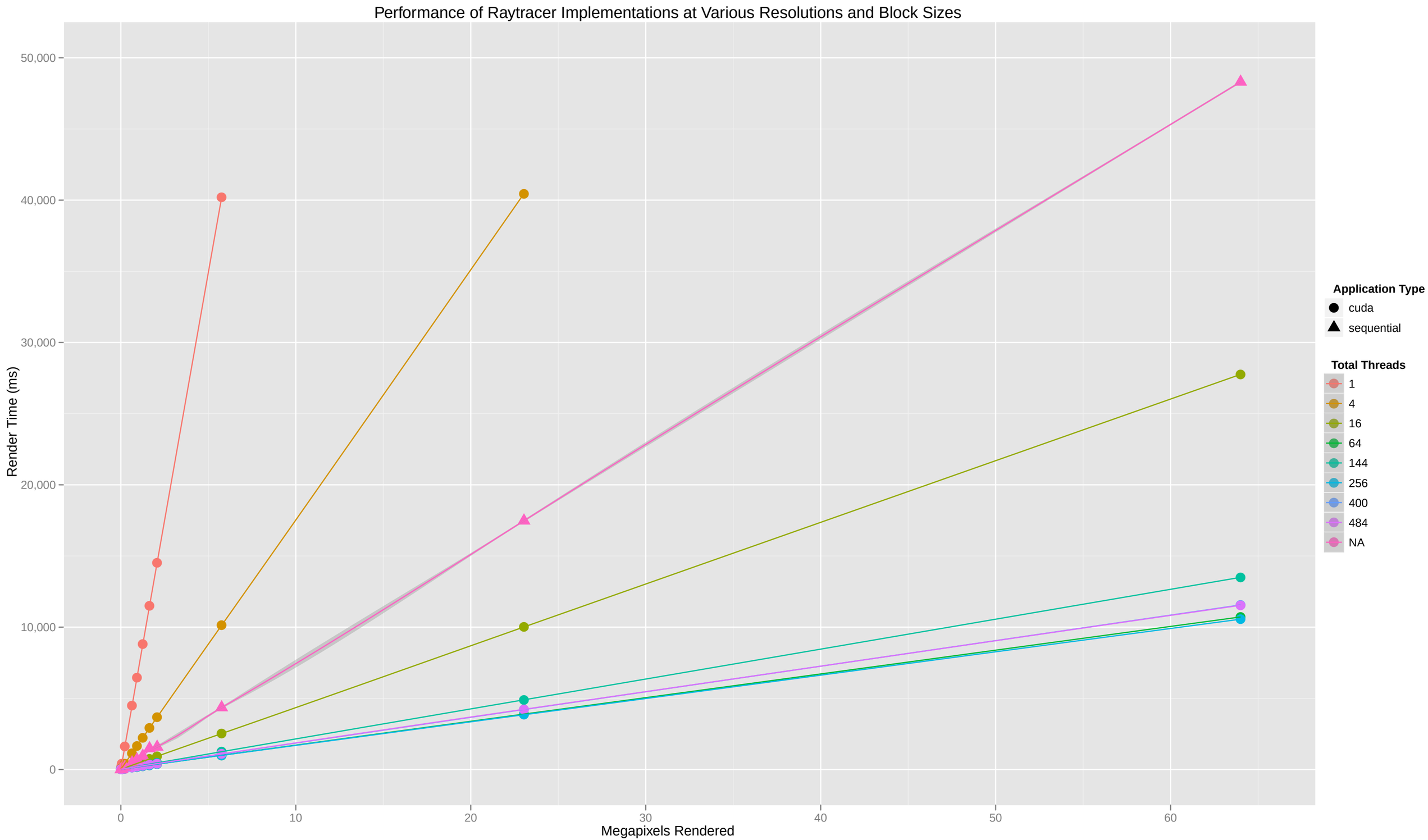
Performance of Raytracer Implementations at Various Resolutions and Block Sizes
Render Time (ms)
50,000
40,000
30,000
20,000
10,000
0
0
10
20
30
40
50
60
Megapixels Rendered
Application Type
cuda
sequential
Total Threads
1
4
16
64
144
256
400
484
NA