Performance of Raytracer Implementations at Various Resolutions 0 0 Run o cuda △ sequential 0 factor(total\_threads) Render Time (ms) 0 0 16 64 144 0 256 400 484 0 0 420,000 -NA 0 0 300,000 -0 0 Δ 180,000 -0 Δ Δ 120,000 -0 0 Δ 0 0 60,000 -**®**0 **0**000 ത്ത 60000 10,000 -110 50 100 200 Megapixels Rendered