Performance of Raytracer Implementations at Various Resolutions 420,000 -300,000 -Run Render Time (ms) 0 2 3 **Application Type** 180,000 cuda sequential 0≱ 120,000 -Ճ  $\Delta \Omega$ 60,000 -40 CA CO CO  $\alpha \Delta$ 10,000 -110 200 50 100 300 400 500 Megapixels Rendered