

Garrick He
Robert Crosby
Christopher Patton

CPU Test: unix1
GPU Test: 235x20

CPU time for 1 bunny, Gaussian blur (100 iterations) for a 2000x2000 window:

Overall:

real 4m44.812s
user 4m42.807s
sys 0m0.086s

Breakdown without I/O:

setup: 0ns
calculate normals: 1398572ns
translations: 172508ns
light vertices: 206101ns
create buffers: 8870ns
rasterize mesh: 1720259659ns
blur image: 280103856437ns
cleanup: 0ns
total: 281825902147ns

GPU time for 1 bunny, Gaussian blur (100 iterations) for a 2000x2000 window:

Overall:

real 0m3.154s
user 0m1.404s
sys 0m0.082s

Breakdown without I/O:

setup: 75618377ns
calculate normals: 27308ns
translations: 429035ns
light vertices: 163219ns
create buffers: 210502ns
rasterize mesh: 490425ns
blur image: 743192112ns
cleanup: 68787972ns
total: 888918950ns

CPU Image:



GPU Image:



Extra Credit:

GPU time for 1 kangaroo, Gaussian blur (100 iterations) for a 2000x2000 window:

Overall:

real 0m2.061s

user 0m1.228s

sys 0m0.083s

Breakdown without I/O:

setup: 70020113ns

calculate normals: 27518ns

translations: 1519536ns

light vertices: 186057ns

create buffers: 213295ns

rasterize mesh: 579682ns

blur image: 777561340ns

cleanup: 30408739ns

total: 880516280ns

