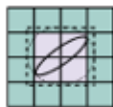
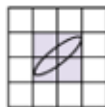


**PRECISE intersection**

Before



After

Contribute to

**False Positive REDUCTION****ADAPTIVE workload partition**

preprocessCUDA



#2	depth	Value
#3	depth	Value
#4	depth	Value



duplicateWithKeys

**FUSED** preprocessCUDA

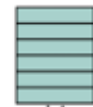
(a) Preprocessing

Tile ID	Depth	Gaussian ID
#1	4	#12
#2	4	#12
#1	3	#19
#2	3	#21
⋮		⋮

RadixSort

#1	3	#19
#1	4	#12
#2	3	#21
#2	4	#12
⋮		⋮

(b) Sorting

**Sorted Points**

Fetch Index

**Features**

Information

**GLOBAL**  
Memory

Computations

**Software PIPELINE**

LD idx i	LD idx i+1	LD idx i+2	LD idx i+3
LD feat i-1	LD feat i	LD feat i+1	LD feat i+2
compute i-2	compute i-1	compute i	compute i+1

RenderCUDA

(c) Rendering