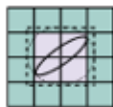
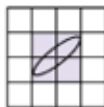


PRECISE intersection

Before



After

Contribute to

False Positive REDUCTION**ADAPTIVE workload partition**

preprocessCUDA



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



duplicateWithKeys

FUSED preprocessCUDA

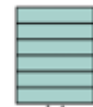
(a) Preprocessing

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