

Ray Tracing Optimization

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December 10, 2016

1 Profiling

2 Optimierung

3 Ausblick

Rendering time

- original code: $45 \frac{\text{sec}}{\text{Frame}}$
- simple C-Code adaptations: $43 \frac{\text{sec}}{\text{Frame}}$
- replaced fix_mul16 by ci_mul looped functions: $36 \frac{\text{sec}}{\text{Frame}}$
- fix_mul16 calls ci_mul: $17 \frac{\text{sec}}{\text{Frame}}$

→ Transition looped functions from SW to HW to achieve target speed

Overview

Lorem ipsum

Details

Lorem ipsum

Details

Set dolor