

# Shader Performance

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- int v.s. float
- built-in functions v.s. self-implemented functions
- different os and graphics card

# int vs float

- Performance doesn't change.

# built-in function

## self implemented function

- normalize, mix, fract, max, pow and reflect.
- fps = 12 for brick shaders using built-in functions.
- fps = 10 for brick shaders using self implemented functions. (on Ubuntu 12.04 with AMD Radeon HD 7670)

# Different OS and graphics card

- fps = 12 on Ubuntu 12.04 with AMD Radeon HD 7670.
- fps = 57 on OSX 10.9 with Intel Iris Graphics.
- Brick shader with a ball, bunny, dinosaur, armadillo.

# function and inline

- GPU does not compile and call functions as CPU does.
- The performance should be the same.