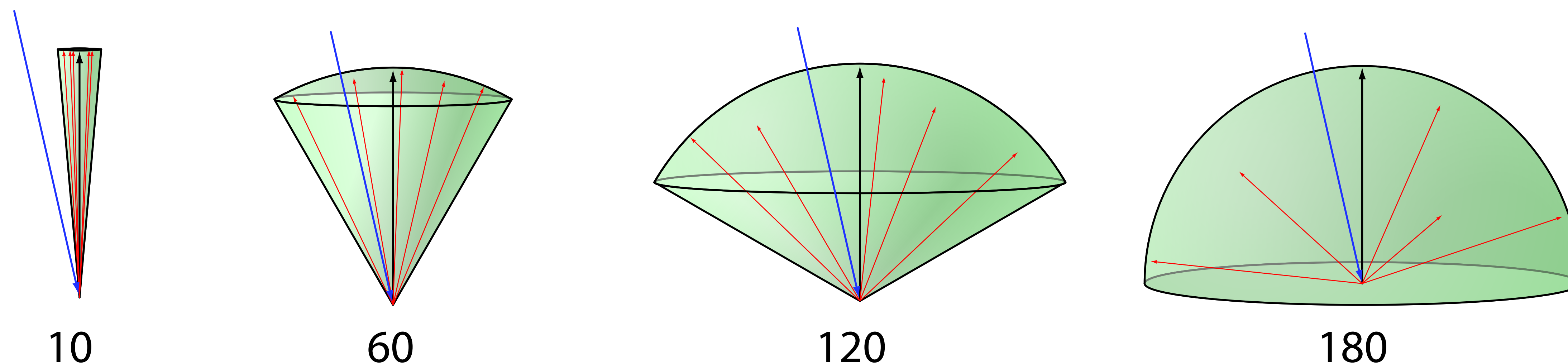
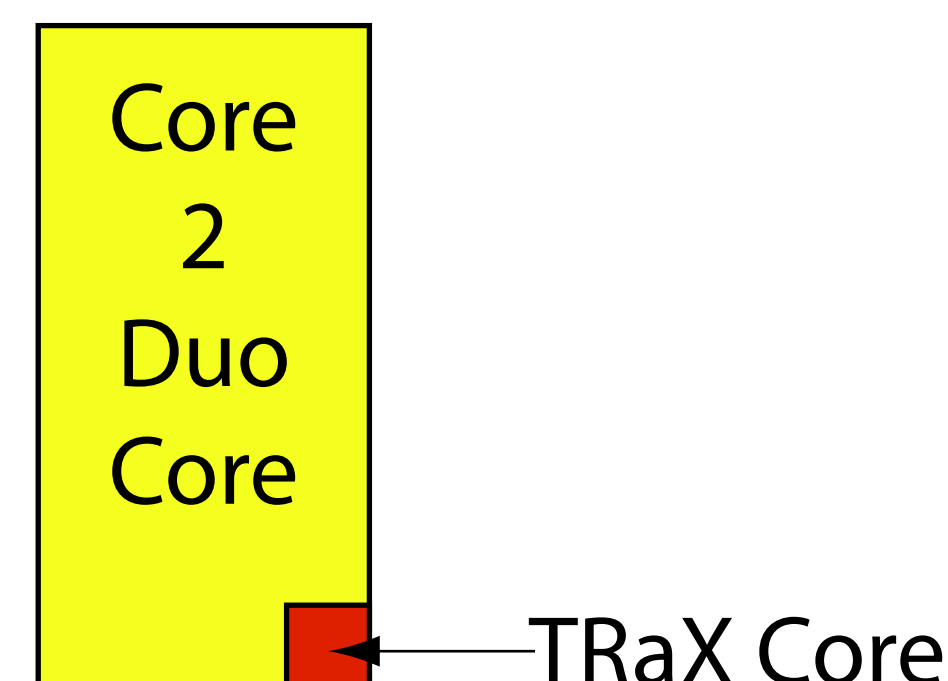
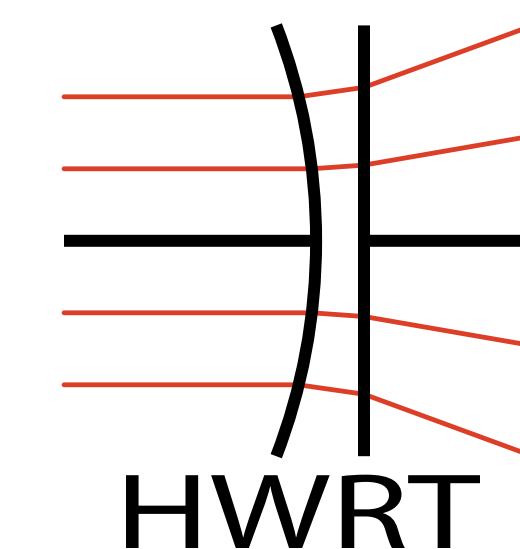


Comparing Incoherent Ray Performance of TRaX vs. Manta

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Conference Scene: 128x128 with 10 samples per pixel

Manta MRPS	4.42	0.81 (100%)	0.52 (65%)	0.44 (54%)	0.40 (49%)
TRaX MRPS	2.29	0.52 (100%)	0.46 (89%)	0.44 (85%)	0.43 (82%)
Cache Hit %	92.2	87.9	86.1	85.6	85.3
Thread Issue %	30.2	18.6	16.3	15.6	15.3

Sponza Scene: 256x256 with 4 samples per pixel

Manta MRPS	4.66	0.79 (100%)	0.45 (60%)	0.40 (51%)	0.39 (49%)
TRaX MRPS	2.34	0.42 (100%)	0.37 (87%)	0.37 (87%)	0.37 (87%)
Cache Hit %	94.6	89.0	86.0	85.4	85.4
Thread Issue %	38.6	20.0	15.7	15.1	15.1

TRaX results are simulated on a single core. A full TRaX system would tile many cores on a chip.