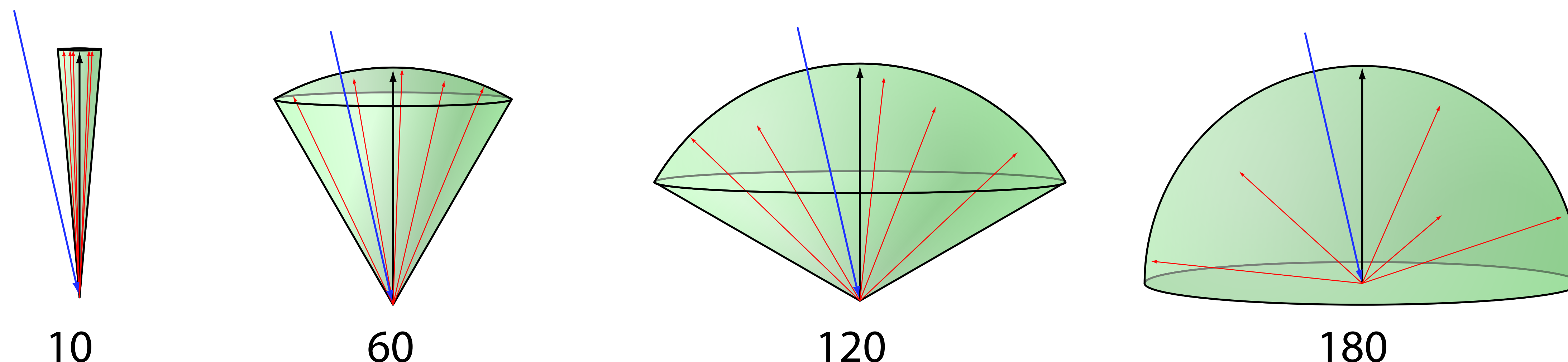
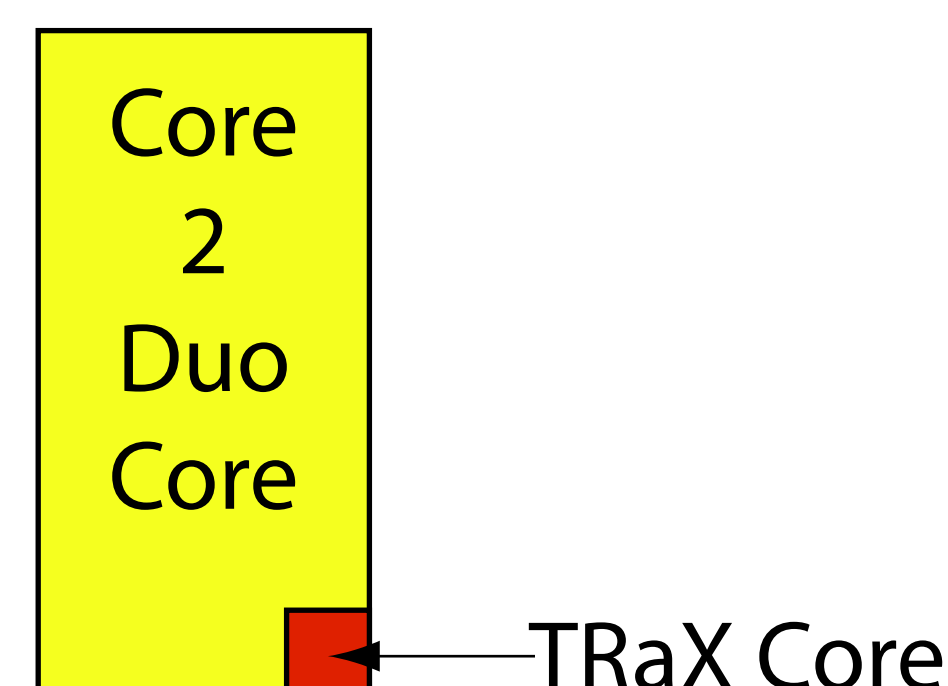
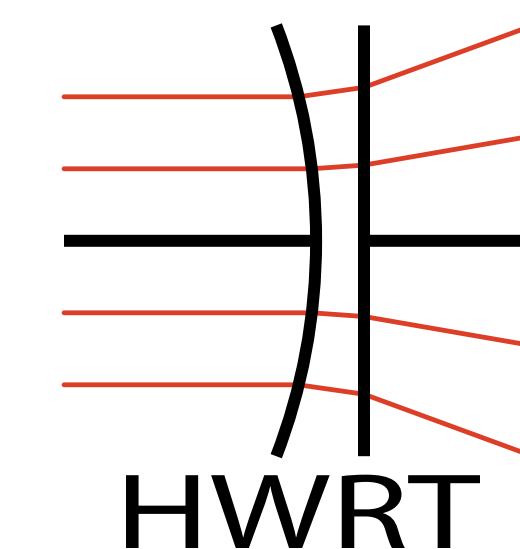


# Comparing Incoherent Ray Performance of TRaX vs. Manta

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Conference Scene: 128x128 with 10 samples per pixel

Manta MRPS	4.42	<b>0.81</b> (100%)	<b>0.52</b> (65%)	<b>0.44</b> (54%)	<b>0.40</b> (49%)
TRaX MRPS	2.29	<b>0.52</b> (100%)	<b>0.46</b> (89%)	<b>0.44</b> (85%)	<b>0.43</b> (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	<b>0.79</b> (100%)	<b>0.45</b> (60%)	<b>0.40</b> (51%)	<b>0.39</b> (49%)
TRaX MRPS	2.34	<b>0.42</b> (100%)	<b>0.37</b> (87%)	<b>0.37</b> (87%)	<b>0.37</b> (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.