HIPRT: A Ray Tracing Framework in HIP (Supplementary Document)

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1 ADDITIONAL RESULTS
In this document, we provide additional results that did not fit into the main paper.

1.1 Trace speed
Ray tracing performance of individual bounces for all scenes. The 0-th bounce corresponds to primary rays and the other bounces to secondary rays.

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1.2 Time-to-Image

Time-to-image of different samples counts for all scenes. The offset in the origin corresponds to the build time.