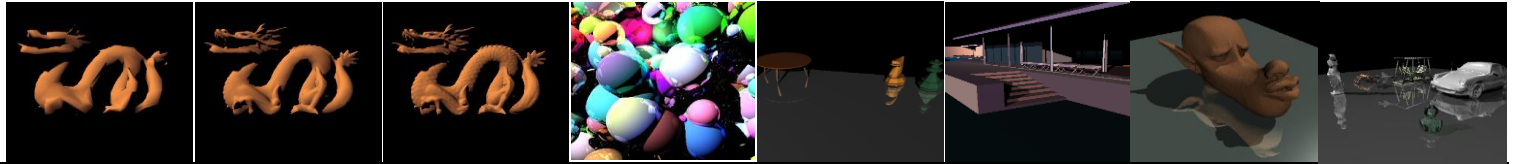


Scenes (D=5)



Team	Method	Avg rank	Dragon 1K			Dragon 10K			Dragon 100k			Balls			Trimesh1			Trimesh2			Trimesh3			Trimesh_14au		
			Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank	Time	Ratio	Rank
1066390 / 1227186	BVH	2.0	1.4	1.4	3	1.7	1.1	3	2.9	0.5	2	7.5	3.2	3	1.6	0.9	2	8.0	0.2	1	6.9	0.6	2	4.4	0.1	2
1523317 / 1425043	BVH	2.0	1.3	1.2	2	1.7	1.1	2	2.7	0.4	1	8.6	3.6	4	1.4	0.8	1	11.3	0.2	2	7.6	0.7	3	3.6	0.1	1
1423085 / 1424940	BVH	3.5	2.0	2.0	4	2.4	1.5	4	3.5	0.6	3	13.5	5.7	5	2.0	1.2	5	16.1	0.3	4	6.4	0.6	1	4.6	0.1	3
<b>Solution</b>	<b>k-d Tree</b>	4.3	1.0	1.0	1	1.6	1.0	1	6.2	1.0	5	2.4	1.0	1	1.7	1.0	3	49.7	1.0	6	10.9	1.0	4	38.3	1.0	7
1227608 / 0612015	BVH	4.7	2.5	2.4	6	3.1	2.0	5	4.8	0.8	4	22.3	9.4	6	1.8	1.0	4	30.2	0.6	5	11.0	1.0	5	5.4	0.1	4
1425014 / 1363579	k-d Tree	5.7	2.2	2.2	5	4.9	3.1	6	17.9	2.9	8	4.4	1.9	2	8.6	4.9	8	14.8	0.3	3	32.3	3.0	7	38.1	1.0	6
1525391 / 1525215	BVH	7.0	4.3	4.2	7	5.7	3.7	7	9.5	1.5	7	246.3	103.8	10	2.9	1.6	6	216.1	4.3	8	31.5	2.9	6	16.7	0.4	5
1525236 / 1424973	k-d Tree	7.8	6.0	5.8	8	7.2	4.6	8	8.4	1.3	6	24.4	10.3	7	3.6	2.1	7	58.4	1.2	7	52.5	4.8	8	#####	#####	12
<b>Solution</b>	<b>none</b>	9.8	40.0	39.0	10	392.1	250.5	11	4226.2	681.6	12	34.6	14.6	8	298.5	170.7	9	718.4	14.4	9	1149.9	105.9	11	4776.0	124.8	10
1441486 / 1222877	BVH	10.2	51.5	50.2	12	337.8	215.8	10	3330.3	537.1	10	499.6	210.5	11	474.9	271.7	10	4868.2	97.9	10	4649.9	428.2	12	2965.2	77.5	8
1525317 / 1425059	k-d Tree	10.3	44.0	42.9	11	392.2	250.5	12	4029.1	649.8	11	43.4	18.3	9	#####	#####	12	#####	#####	11	1075.4	99.0	10	4743.9	123.9	9
1222531 / 1424984	BVH	10.5	36.3	35.4	9	44.4	28.4	9	37.3	6.0	9	2362.3	995.5	12	4406.4	2520.7	11	#####	#####	11	692.3	63.7	9	6366.2	166.3	11

Notes

- "Avg rank" is the average of rankings, excluding the rankings for 1K and 10K Dragons
- "Time" is rendering time reported in seconds
- "Ratio" is the ratio of render time to the accelerated sample solution's time (smaller is better)
- "#####" means the rendering was incorrect or did not finish
- Color code represents a heat-map of relative performance (green is better)