Bifrost Features

- A more efficient architecture
  - More performance overall, per mm^2 and per line of *real world* shader code

- Major shader core redesign
  - New scalar, clause-based ISA
  - New quad-based arithmetic units
  - New core fabric

- New geometry data flow
  - Reduces memory bandwidth and footprint

1.5x
Performance improvement

EMBARGOED UNTIL 11pm EDT on Sunday, May 29

ARM