



Blocks of work in parallel...

- Let's look at this in DX10 (in contrast with DX9...)
- Handling units of work in parallel
 - “some number” in our future hardware
- What do I mean by handling 16 pixels in parallel in an X1800?
 - Consider “If (a) then b else c”
 - If ‘a’ is always true, or always false then our life is easy, so we do the job the quick way
 - If ‘a’ is sometimes true then our life is hard
- This has implications for VS, GS and PS in USA SM4 hardware
 - Lets pretend that R600 has work blocks of 17 shaders and look at the consequences...
 - [XXX - Ramble on here for a while because they **really** need to get this bit...]