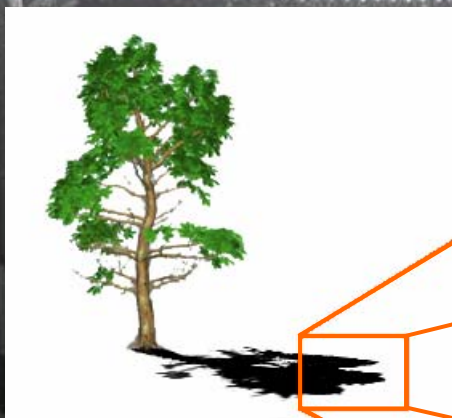


Thread Size and Dynamic Branching Efficiency

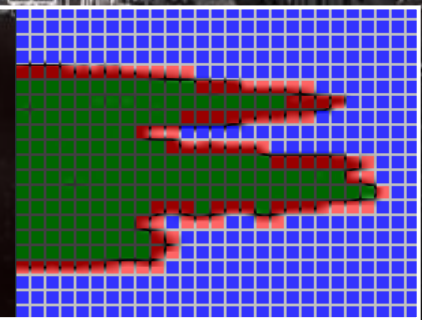


Shadow Mapping



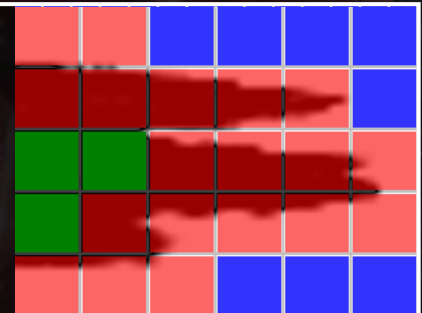
Thread Size
4x4
(16 pixels)

Efficient



Thread Size
16x16
(256 pixels)

Less Efficient



Thread Size
64x64
(4096 pixels)

Inefficient



```
.  
// Sample Shader  
if (shadow)  
{  
  Process □, ■  
}  
else  
{  
  Process ■, ■  
}  
.
```

Does not take advantage of dynamic branching

