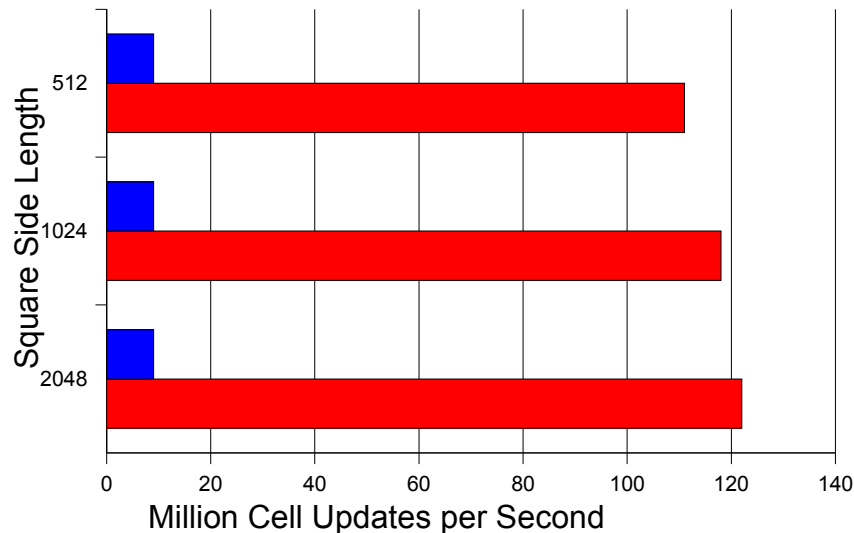
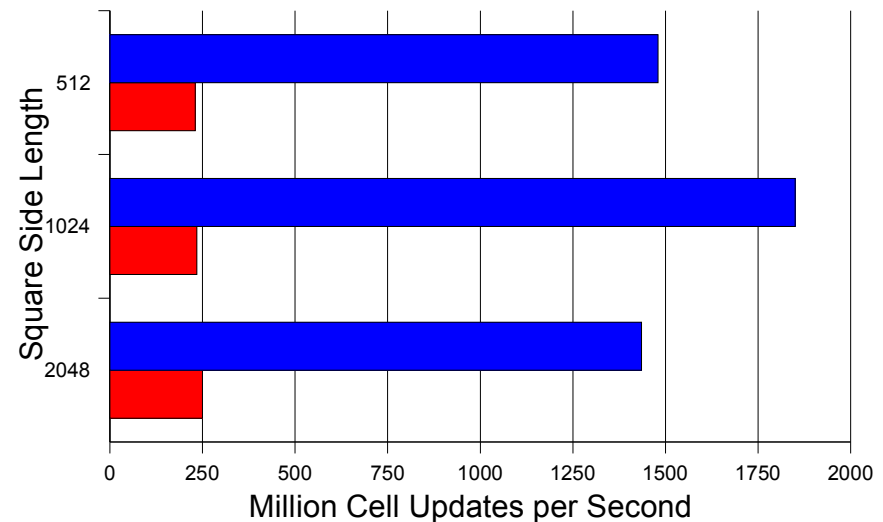


# Benchmark Results

Fitz-Hugh-Nagumo Reaction Diffusion Model



Game of Life



The used platform is a Pentium-4-PC running Windows XP. A graphics card based on the ATI 9700 chipset equipped with 128 MB graphics memory serves as the GPU (red). The program utilizes the DirectX 9 API and is constrained to the operations specified by the Pixel Shader 2.0 model.

The CPU (blue) programs are written in C++ and built using the Intel Compiler with vectorization switched on. The Fitz-Hugh-Nagumo implementation actually works best using integer arithmetic.