

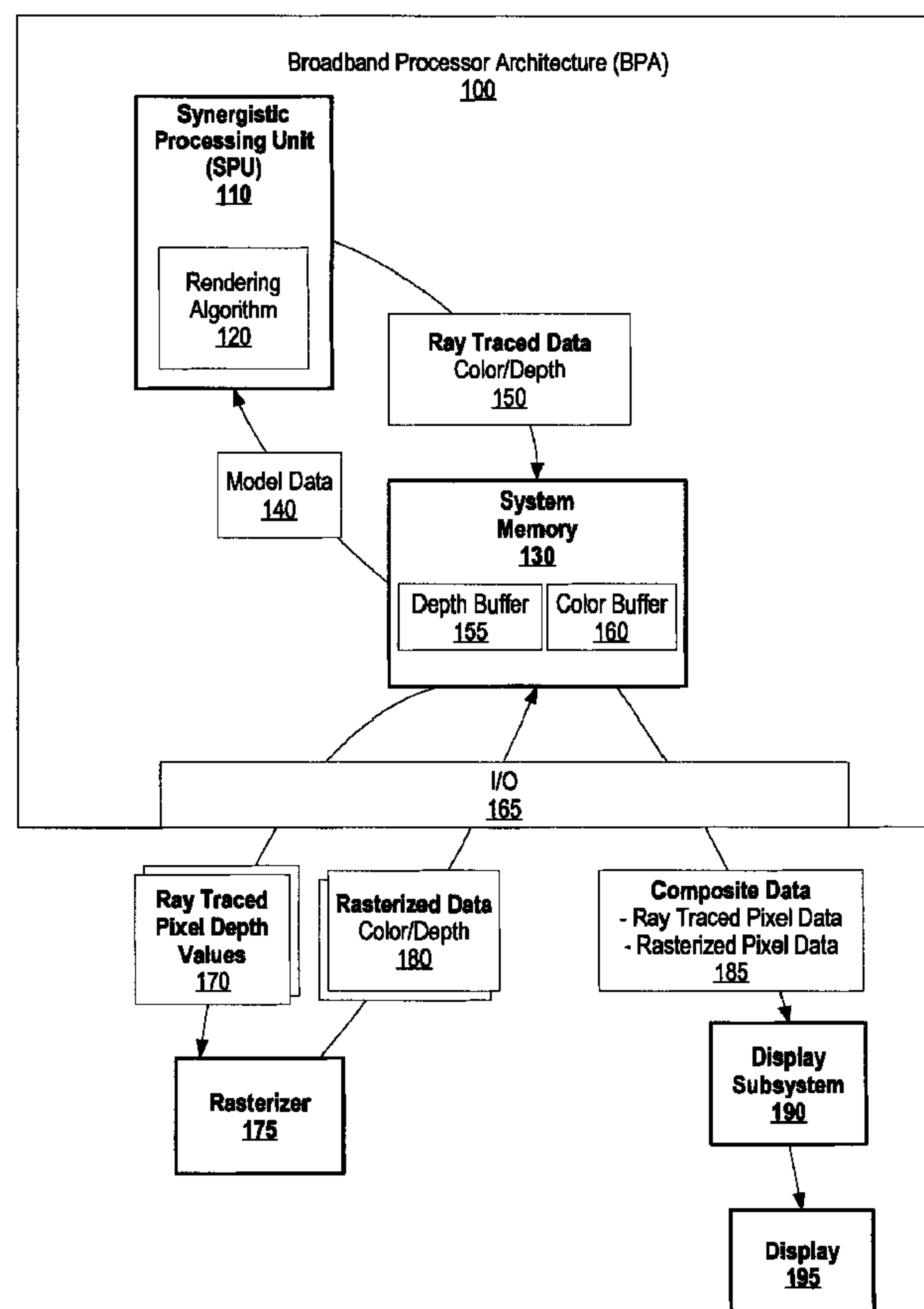


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(71) Demandeur/Applicant:
INTERNATIONAL BUSINESS MACHINES
CORPORATION, US
(72) Inventeurs/Inventors:
MINOR, BARRY, US;
FOSSUM, GORDON CLYDE, US;
TO, VANDUNG DANG, US
(74) Agent: WANG, PETER

(54) Titre : SYSTÈME ET PROCÉDE POUR LE LANCER DE RAYONS AVEC AFFICHAGE A TAMPON DE PROFONDEUR

(54) Title: SYSTEM AND METHOD FOR RAY TRACING WITH DEPTH BUFFERED DISPLAY



(57) Abrégé/Abstract:

A system and method for generating an image that includes ray traced pixel data and rasterized pixel data is presented. A synergistic processing unit (SPU) uses a rendering algorithm to generate ray traced data for objects that require high-quality image

(57) **Abrégé(suite)/Abstract(continued):**

rendering. The ray traced data is fragmented, whereby each fragment includes a ray traced pixel depth value and a ray traced pixel color value. A rasterizer compares ray traced pixel depth values to corresponding rasterized pixel depth values, and overwrites ray traced pixel data with rasterized pixel data when the corresponding rasterized fragment is "closer" to a viewing point, which results in composite data. A display subsystem uses the resultant composite data to generate an image on a user's display.

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11/201,651 11 August 2005 (11.08.2005) US(71) Applicant (for all designated States except US): **INTERNATIONAL BUSINESS MACHINES CORPORATION** [US/US]; New Orchard Road, Armonk, New York 10504 (US).(71) Applicant (for MG only): **IBM UNITED KINGDOM LIMITED** [GB/GB]; P.O. Box 41, Portsmouth Hampshire PO6 3AU (GB).

(72) Inventors; and

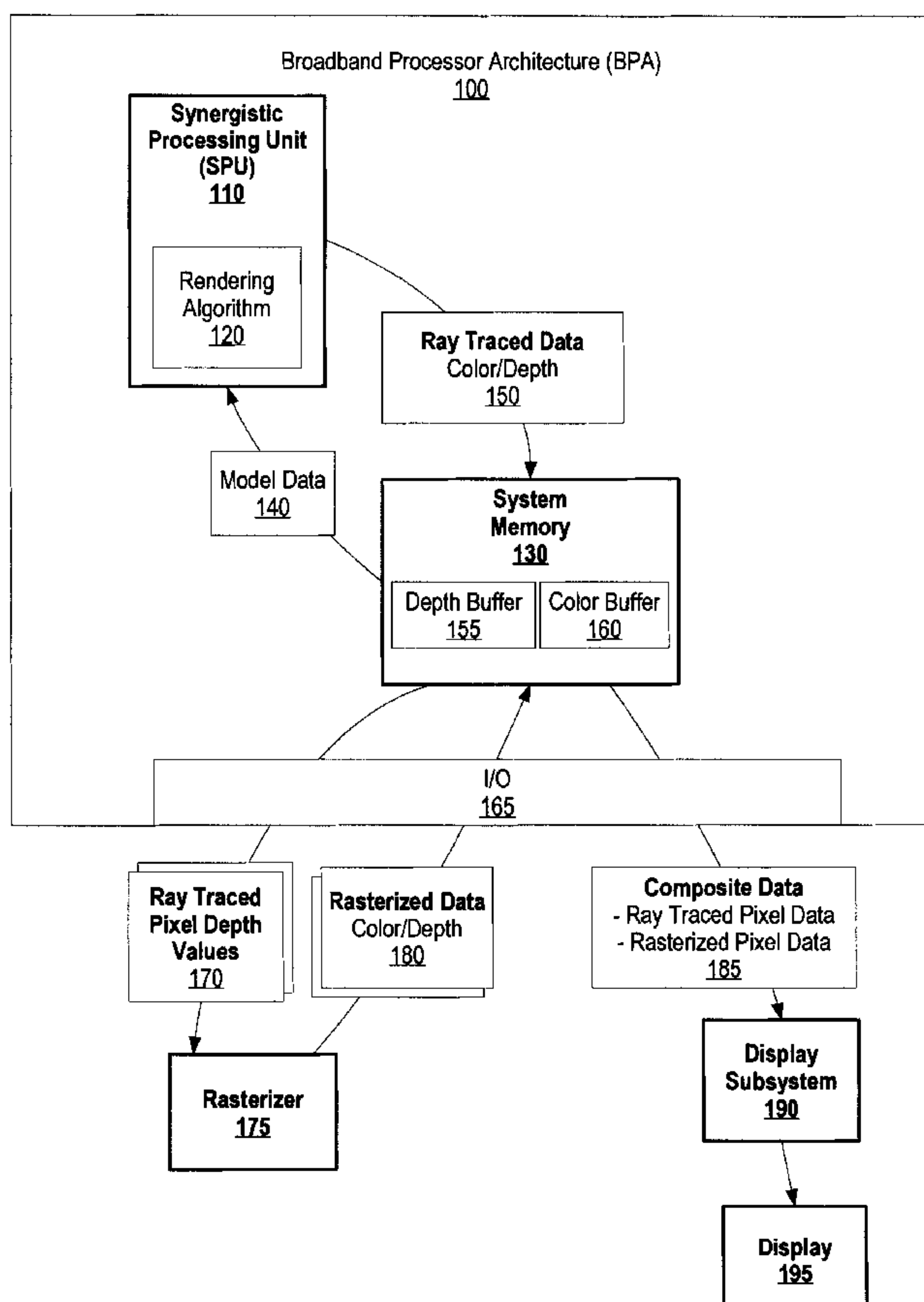
(75) Inventors/Applicants (for US only): **MINOR, Barry**[US/US]; 5501 Merrywing Circle, Austin, Texas 78730 (US). **FOSSUM, Gordon, Clyde** [US/US]; 12315 Willow Wild Drive, B, Austin, Texas 78758-2725 (US). **TO, Van-Dung, Dang** [US/US]; 12608 Uvalde Creek Dr., Austin, Texas 78732 (US).(74) Agent: **SEKAR, Anita**; IBM United Kingdom Limited, Intellectual Property Law, Winchester Hampshire SO21 2JN (GB).

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(54) Title: SYSTEM AND METHOD FOR RAY TRACING WITH DEPTH BUFFERED DISPLAY



(57) Abstract: A system and method for generating an image that includes ray traced pixel data and rasterized pixel data is presented. A synergistic processing unit (SPU) uses a rendering algorithm to generate ray traced data for objects that require high-quality image rendering. The ray traced data is fragmented, whereby each fragment includes a ray traced pixel depth value and a ray traced pixel color value. A rasterizer compares ray traced pixel depth values to corresponding rasterized pixel depth values, and overwrites ray traced pixel data with rasterized pixel data when the corresponding rasterized fragment is "closer" to a viewing point, which results in composite data. A display subsystem uses the resultant composite data to generate an image on a user's display.

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SYSTEM AND METHOD FOR RAY TRACING
WITH DEPTH BUFFERED DISPLAY

FIELD OF THE INVENTION

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The present invention relates in general to a system and method for ray tracing with depth buffered display. More particularly, the present invention relates to a system and method for compositing a ray traced image with a rasterized image using a shared depth buffer.

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BACKGROUND OF THE INVENTION

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Today's computer image generation technologies produce realistic images in applications such as computer games and flight simulations. The increase of computer system processing speeds is one of the main enablers to generate realistic computer images. A computer image, especially in gaming applications, typically includes many objects that are rendered to generate the image. For example, a gaming application may include objects such as landscaping, mountains, sky, clouds, vehicles and people. Many approaches are available for generating computer images. Ray tracing is a popular approach to render objects. Ray tracing may be optimized to render an image based upon a specific type of primitive, such as a height field, thereby producing views of a virtual 3-dimensional scene in the form of 2-dimensional images from any view point. As one skilled in the art can appreciate, ray tracing as discussed herein includes other similar rendering techniques, such as ray casting. Ray tracing provides a high-quality image rendering solution but, however, a challenge found is that ray tracing may not meet a user's performance requirements because of its high floating point computation requirements and its irregular and high-bandwidth memory access patterns.

Another popular approach for generating computer images is polygon rendering. With this approach, a rasterizer decomposes polygons into fragments and determines which fragments are visible to a viewer using a depth buffer that stores depth values corresponding to the distance from the viewer to a "fragment" in screen space. For example, some rasterized fragments may correspond to a vehicle and other rasterized fragments may correspond to a pedestrian standing in front of the vehicle. In this example, the rasterizer determines, based upon the depth buffer's values, which rasterized fragments to use at particular screen locations that show the pedestrian standing in front of the vehicle. Polygon rendering

provides a high-performance image rendering solution but, however, a challenge found is that polygon rendering produces images that may not meet a user's image quality requirements.

5 What is needed, therefore, is a system and method that incorporates the high-quality benefits of ray tracing rendering with the high-performance benefits of polygon rendering to efficiently produce realistic computer generated images.

10 **DISCLOSURE OF THE INVENTION**

15 There is provided a method, a computer program product and a system for compositing a ray traced image with a rasterized image using a shared depth buffer. A synergistic processing unit (SPU) uses a rendering algorithm to generate ray traced data that includes ray traced color data and ray traced depth data. A rasterizer generates, for other objects, rasterized data that includes rasterized color data and rasterized depth data. At each segmented location, such as each pixel, the rasterizer compares the ray traced depth data with the rasterized depth data, and, at 20 particular locations, replaces the ray traced data with rasterized data based upon the comparison. The result is composite data that includes ray traced data and rasterized data. In turn, a display subsystem uses the composite data to generate an image for a user to view.

25 An SPU retrieves 3-dimensional model data from system memory that corresponds to particular objects that require high-quality image rendering. A rendering algorithm, such as ray casting or ray tracing, uses the model data to generate ray traced data, which is stored in ray traced pixel data "fragments." As one skilled in the art can appreciate, 30 these pixel fragments may correspond to screen pixel locations or locations based upon other image-partitioning techniques.

35 Each ray traced pixel data fragment includes a ray traced pixel depth value and a ray traced pixel color value. The ray traced pixel depth value is stored in a depth buffer and corresponds to the distance from a viewer to the fragment in screen space. For example, a ray traced pixel depth value may be "80" which corresponds to the fragment appearing 80 units away from the user relative to the overall image that is displayed. The ray traced pixel color value is stored in a color buffer 40 and includes color information corresponding to the fragment.

A rasterizer renders polygons for particular objects, and decomposes one of the polygons into screen space fragments, which is stored as "rasterized pixel data." Each rasterized pixel data fragment includes a rasterized pixel depth value and a rasterized pixel color value. The rasterized pixel depth value is the distance from a viewer to the fragment in screen space. For example, a rasterized pixel depth value may be "20" which corresponds to the rasterized fragment appearing 20 units away from the user relative to the overall image that is displayed. The rasterized pixel color value includes color information corresponding to the fragment.

The rasterizer points to system memory and retrieves one of the ray traced pixel depth values from the depth buffer. The rasterizer compares the ray traced pixel depth value to a rasterized pixel depth value that corresponds to the same screen space in order to determine whether the rasterized pixel data should be displayed instead of the corresponding ray traced pixel data. For example, for a particular screen location, a rasterized pixel depth value may be 20 and the corresponding ray traced pixel depth value may be 40, such as with a vehicle in front of a mountain. In this example, the rasterized fragment is "closer" to the viewer than the ray traced fragment and thus, the rasterized pixel data should be displayed instead of the ray traced pixel data at the particular screen location.

When the rasterizer determines that rasterized pixel data should be displayed in front of its corresponding ray traced pixel data, the rasterizer overwrites the ray traced pixel depth value in the depth buffer with the rasterized pixel depth value, and overwrites the ray traced pixel color value in the color buffer with the rasterized pixel color value. For each rasterized fragment, the rasterizer compares its rasterized pixel depth value to a corresponding ray traced pixel depth value, and overwrites the existing data in system memory with rasterized data accordingly.

The rasterizer proceeds to decompose other polygons into screen space fragments and compare their rasterized pixel depth values with depth values that reside in the depth buffer. At particular screen locations, the rasterizer may overwrite existing data multiple times. For example, for a particular screen location, the rasterizer may overwrite ray traced pixel data with rasterized pixel data that corresponds to a vehicle, and

then overwrite the rasterized pixel data with other rasterized pixel data that corresponds to a person standing in front of the vehicle.

Once the rasterizer finishes with fragment comparison for each fragment of each polygon, the depth buffer and color buffer include "composite" data that represents an image to display on a screen that includes ray traced pixel data and rasterized pixel data. A display subsystem scans out the composite data and generates an image on a user's display.

The foregoing is a summary and thus contains, by necessity, simplifications, generalizations, and omissions of detail; consequently, those skilled in the art will appreciate that the summary is illustrative only and is not intended to be in any way limiting. Other aspects, inventive features, and advantages of the present invention, as defined solely by the claims, will become apparent in the non-limiting detailed description set forth below.

BRIEF DESCRIPTION OF THE DRAWINGS

The present invention will now be described, by way of example only, with reference to preferred embodiments thereof, as illustrated in the following drawings:

Figure 1 is a diagram showing a rasterizer overwriting ray traced pixel data with rasterized pixel data based upon corresponding depth values;

Figure 2 is a high-level flowchart showing steps taken in generating ray traced data from model data and overwriting portions of the ray traced data with rasterized data based upon particular depth values;

Figure 3 is a flowchart showing steps taken in comparing ray traced pixel depth values to corresponding rasterized pixel depth values and overwriting ray traced pixel data with rasterized pixel data based upon the comparison; and

Figure 4 is a diagram showing a broadband processor architecture (BPA), which is a simplified example of a computer system capable of performing the computing operations described herein.

DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

The following is intended to provide a detailed description of an example of the invention and should not be taken to be limiting of the invention itself. Rather, any number of variations may fall within the scope of the invention, which is defined in the claims following the description.

Figure 1 is a diagram showing a rasterizer overwriting ray traced pixel data with rasterized pixel data based upon corresponding depth values. Broadband processor architecture **100** includes synergistic processing unit (SPU) **110** and system memory **130**. SPU **110** is a processing core, such as a digital signal processor, a microcontroller, a microprocessor, or a combination of these cores. In a preferred embodiment, SPU **110** includes a local memory, registers, four floating point units, and four integer units. As one skilled in the art can appreciate, depending upon the processing power required, SPU **110** may include a greater or lesser number of floating points units and integer units.

SPU **110** includes rendering algorithm **120** that renders color values and depth values for particular objects, such as with ray casting or ray tracing. For example, rendering algorithm **120** is capable of 1) generating rays from a view point through pixels of a screen, 2) tracing the rays through a scene and delivering triangle hit points, and 3) shading the ray based upon the hit point. As one skilled in the art can appreciate, SPU **110** may also be an off-the-shelf device that is capable of supporting rendering algorithm **120**.

SPU **110** retrieves model data **140** from system memory **130**. Model data **140** is 3-dimensional data that corresponds to high-quality image rendering objects. For example, a user may wish to render a building as a high-quality image in order to produce a realistic image for a user to view. Rendering algorithm **120** uses model data **140** to generate ray traced data **150** that includes color values and depth values representing the objects. Once generated, SPU **110** stores ray traced data **150** as ray traced pixel data "fragments" in system memory **130**. Each ray traced pixel data includes a ray traced pixel depth value and a ray traced pixel color value. The ray traced pixel depth value is stored in depth buffer **155** (a memory area in system memory **130**) and corresponds to the distance from a

viewer to the fragment in screen space. For example, a ray traced pixel depth value may be "80" which corresponds to the fragment appearing 80 units away from the user relative to the overall image that is displayed. The ray traced pixel color value is stored in color buffer **160** and includes color information corresponding to the fragment. System memory **130** may be stored on a volatile or nonvolatile storage area, such as computer memory or a computer hard drive.

Rasterizer **175** may be an off the shelf rasterizer device or software/firmware that is capable of polygon rendering. Rasterizer **175** renders polygons for particular objects and decomposes one of the polygons into screen space fragments, which is stored as "rasterized pixel data" fragments. Each rasterized pixel data fragment includes a rasterized pixel depth value and a rasterized pixel color value. The rasterized pixel depth value corresponding to the distance from a viewer to the fragment in screen space. For example, a rasterized pixel depth value may be "20" which corresponds to the rasterized fragment appearing 20 units away from the user relative to the overall image that is displayed. The rasterized pixel color value includes color information and may also include ancillary information that corresponds to the rasterized fragment.

Rasterizer **175** points to system memory **130** and retrieves a first ray traced pixel data (ray traced pixel depth value **170**), which corresponds to a screen space location, from depth buffer **155** through input/output **165**. Rasterizer **175** compares ray traced pixel depth value **170** to a rasterized pixel depth value corresponding to the same screen space location in order to determine whether rasterized pixel data should be displayed instead of ray traced pixel data at the particular screen location. For example, for a particular screen location, a rasterized pixel depth value may be 20 and the corresponding ray traced pixel depth value may be 40, such as with a vehicle in front of a mountain. In this example, the rasterized fragment is "closer" to the viewer than the ray traced fragment and thus, the rasterized pixel data should be displayed instead of the ray traced pixel data at the particular screen location.

When rasterizer **175** determines that rasterized pixel data should be displayed instead of ray traced pixel data at a screen location, rasterizer **175** overwrites ray traced data with rasterized pixel data **180**, which entails overwriting rasterized pixel depth value **170** in depth buffer **155** with a rasterized pixel depth value, and overwriting the ray traced

pixel color value in color buffer **160** with a rasterized pixel color value. For each rasterized fragment, rasterizer **175** compares its rasterized pixel depth value to a corresponding ray traced pixel depth value and overwrites ray traced pixel data in system memory **130** with rasterized pixel data accordingly.

Rasterizer **175** proceeds to decompose other polygons into screen space fragments and compare their rasterized pixel depth values with depth values located in depth buffer **185**. At particular screen locations, rasterizer **175** may overwrite existing data multiple times with rasterized data. For example, for a particular screen location, rasterizer **175** may overwrite ray traced pixel data with rasterized pixel data that corresponds to a vehicle, and then overwrite the rasterized pixel data with other rasterized pixel data that corresponds to a person standing in front of the vehicle.

Once rasterizer **175** finishes with fragment comparison for each fragment of each polygon, system memory **130** now includes "composite" data **185** that represents an image to display on a screen that includes ray traced pixel data and rasterized pixel data. Display subsystem **190** scans out composite data **185** from system memory **130** and generates an image on a display **195**.

Figure 2 is a high-level flowchart showing steps taken in generating ray traced data from model data and overwriting portions of the ray traced data with rasterized data based upon particular depth values. A synergistic processing unit (SPU) uses a rendering algorithm, such as ray tracing or ray casting, to generate ray traced data from model data and a rasterizer overwrites portions of the ray traced data with rasterized data based upon whether the rasterized data is "closer" to a viewing point than the ray traced data.

Processing commences at **200**, whereupon processing retrieves model data **140** from system memory **130** (step **210**). Model data **140** is data that corresponds to a particular objects, such as grass and mountains. At step **220**, processing uses a rendering algorithm to generate ray traced data from model data **140**. System memory **130** and model data **140** are the same as that shown in **Figure 1**.

At step **225**, processing stores ray traced data **150** in system memory **130**. Ray traced data **150** is stored in ray traced pixel data fragments, whereby each fragment includes a ray traced pixel depth value and a ray traced pixel color value. The ray traced pixel depth value corresponds to the depth of the particular fragment. The ray traced pixel color value includes a color value and may include ancillary information. Ray traced data **150** is the same as that shown in **Figure 1**.

A rasterizer retrieves ray traced pixel depth value **170** from system memory **130**, and, on a fragment-by-fragment basis, compares ray traced pixel data with rasterized pixel data. For rasterized fragments that "overlay" ray traced fragments, processing overwrites the corresponding ray traced pixel data with rasterized pixel data **180** (pre-defined process block **230**, see **Figure 3** and corresponding text for further details). Once the rasterizer is finished processing rasterized fragments, system memory **130** includes ray traced data and rasterized data, which results in composite data **185**. Composite data **185** is the same as that shown in **Figure 1**.

At step **240**, a display subsystem retrieves composite data **185** from system memory **130** and displays an image on display **195**, which is the same as that shown in **Figure 1**. Processing ends at **260**.

Figure 3 is a flowchart showing steps taken in comparing ray traced pixel depth values to corresponding rasterized pixel depth values and overwriting ray traced pixel data with rasterized pixel data based upon the comparison.

Processing commences at **300**, whereupon the rasterizer renders polygons corresponding to objects (e.g., vehicles, persons, etc.) and stores the polygons in polygon store **308** (step **305**). Polygon store **308** may be stored on a volatile storage area, such as computer memory. At step **310**, processing selects a first polygon from polygon store **308** and, at step **320**, processing fragments the selected polygon into screen space fragments, or "rasterized pixel data" fragments.

Each rasterized pixel data fragment includes a rasterized pixel depth value and a rasterized pixel color value. The rasterized pixel depth value corresponding to the distance from a viewer to the fragment in screen space. For example, a rasterized pixel depth value may be "20"

which corresponds to the fragment appearing 20 units away from the user relative to the overall image that is displayed. The rasterized pixel color value includes color information and may also include ancillary information that corresponds to the polygon fragment.

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At step **330**, processing selects a rasterized pixel data fragment corresponding to a screen location and, at step **340**, retrieves a ray traced pixel depth value from depth buffer **180** that corresponds to the same screen location. Depth buffer **180** is the same as that shown in **Figure 1**. Processing compares the selected rasterized pixel data's depth value to the ray traced pixel depth value at step **350**.

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A determination is made as to whether the rasterized pixel data should appear in front of ray-traced pixel data based upon the depth value comparison (decision **360**). For example, for a particular screen location, a rasterized pixel depth value may be 20 and the corresponding ray traced pixel depth value may be 40, such as with a vehicle in front of a mountain. In this example, the rasterized fragment is "closer" to the viewer than the ray traced fragment and thus, the rasterized pixel data should appear instead of the ray traced pixel data.

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If the rasterized pixel data should appear instead of the ray traced pixel data, decision **360** branches to "Yes" branch **368** whereupon processing overwrites the ray traced pixel depth value in depth buffer **180** with the rasterized pixel depth value, and overwrites the corresponding ray traced pixel color value in color buffer **160** with a corresponding rasterized pixel color value (step **370**). Color buffer **160** is the same as that shown in **Figure 1**.

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On the other hand, if the rasterized fragment is "behind" the ray traced fragment, decision **360** branches to "No" branch **362** whereupon processing disregards the rasterized pixel data (step **365**), which preserves the ray traced pixel data in system memory **130**.

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A determination is made as to whether there are more fragments to process corresponding to the selected polygon (decision **380**). If there are more fragments to process, decision **380** branches to "Yes" branch **382**, which loops back to select (step **385**) and process the next rasterized pixel data. This looping continues until each of the rasterized fragments

corresponding to the selected polygon are processed, at which point decision **380** branches to "No" branch **388**.

5 A determination is made as to whether there are more polygons in polygon store **308** to break into fragments and process (decision **390**). If there are more polygons to process, decision **390** branches to "Yes" branch **392**, which loops back to select (step **395**) and process the next polygon. This looping continues until there are no more polygons to process, at which point decision **390** branches to "No" branch **397** whereupon processing
10 returns at **399**.

Figure 4 is a diagram showing a block diagram of a broadband processor architecture, which is a computing device capable of implementing the present invention. BPA **100** includes a plurality of
15 heterogeneous processors, a common memory, and a common bus. The heterogeneous processors are processors with different instruction sets that share the common memory and the common bus. For example, one of the heterogeneous processors may be a digital signal processor and the other heterogeneous processor may be a microprocessor, both sharing the same
20 memory space.

BPA **100** is the same as that shown in **Figure 1**, and includes heterogeneous processors that share a common memory and a common bus. BPA **100** sends and receives information to/from external devices through input
25 output **165**, and distributes the information to control plane **410** and data plane **440** using processor element bus **460**. Control plane **410** manages BPA **100** and distributes work to data plane **440**. Input/output **165** is the same as that shown in **Figure 1**.

30 Control plane **410** includes processing unit **420** which runs operating system (OS) **425**. For example, processing unit **420** may be a Power PC core that is embedded in BPA **100** and OS **425** may be a Linux operating system. Processing unit **420** manages a common memory map table for BPA **100**. The memory map table corresponds to memory locations included in BPA **100**, such
35 as L2 memory **430** as well as non-private memory included in data plane **440**. L2 memory may correspond to system memory **130** that is shown in **Figure 1**.

Data plane **440** includes synergistic processing complex's (SPC) **445**, **450**, and **455**. Each SPC is used to process data information and each SPC

may have different instruction sets. For example, BPA **100** may be used in a wireless communications system and each SPC may be responsible for separate processing tasks, such as modulation, chip rate processing, encoding, and network interfacing. In another example, each SPC may have identical instruction sets and may be used in parallel to perform operations benefiting from parallel processes. Each SPC includes a synergistic processing unit (SPU), which is a processing core, such as a digital signal processor, a microcontroller, a microprocessor, or a combination of these cores, such as SPU **110** shown in **Figure 1**.

SPC **445**, **450**, and **455** are connected to processor element bus **460** which passes information between control plane **410**, data plane **440**, and input/output **165**. Rasterizer **175** includes a polygon engine for rendering polygons, and receives data from and provides data to BPA **100** through input/output **165**. Rasterizer **175** is the same as that shown in **Figure 1**.

Bus **460** is an on-chip coherent multi-processor bus that passes information between I/O **165**, control plane **410**, and data plane **440**. Input/output **165** includes flexible input-output logic, which dynamically assigns interface pins to input output controllers based upon peripheral devices that are connected to BPA **100**.

While the computer system described in **Figure 4** is capable of executing the processes described herein, this computer system is simply one example of a computer system. Those skilled in the art will appreciate that many other computer system designs are capable of performing the processes described herein.

One of the preferred implementations of the invention is a client application, namely, a set of instructions (program code) in a code module that may, for example, be resident in the random access memory of the computer. Until required by the computer, the set of instructions may be stored in another computer memory, for example, in a hard disk drive, or in a removable memory such as an optical disk (for eventual use in a CD ROM) or floppy disk (for eventual use in a floppy disk drive), or downloaded via the Internet or other computer network. Thus, the present invention may be implemented as a computer program product for use in a computer. In addition, although the various methods described are conveniently implemented in a general purpose computer selectively activated or reconfigured by software, one of ordinary skill in the art

would also recognize that such methods may be carried out in hardware, in firmware, or in more specialized apparatus constructed to perform the required method steps.

5 While particular embodiments of the present invention have been shown and described, it will be obvious to those skilled in the art that, based upon the teachings herein, that changes and modifications may be made without departing from this invention and its broader aspects. Therefore, the appended claims are to encompass within their scope all
10 such changes and modifications as are within the scope of this invention. Furthermore, it is to be understood that the invention is solely defined by the appended claims. It will be understood by those with skill in the art that if a specific number of an introduced claim element is intended, such intent will be explicitly recited in the claim, and in the absence of
15 such recitation no such limitation is present. For non-limiting example, as an aid to understanding, the following appended claims contain usage of the introductory phrases "at least one" and "one or more" to introduce claim elements. However, the use of such phrases should not be construed to imply that the introduction of a claim element by the indefinite
20 articles "a" or "an" limits any particular claim containing such introduced claim element to inventions containing only one such element, even when the same claim includes the introductory phrases "one or more" or "at least one" and indefinite articles such as "a" or "an"; the same holds true for the use in the claims of definite articles.

CLAIMS

1. A computer-implemented method comprising:
selecting rasterized pixel data corresponding to a screen location;
retrieving a first ray traced pixel data corresponding to the screen
5 location, the first ray traced pixel data included in a plurality of ray
traced pixel data;
comparing the first ray traced pixel data with the rasterized pixel
data;
replacing the first ray traced pixel data with the rasterized pixel
10 data based upon the comparing; and
generating an image using the remaining plurality of ray traced
pixel data and the rasterized pixel data.
2. The method of claim 1 wherein the comparing further comprises:
15 retrieving a ray traced pixel depth value that is included in the first
ray traced pixel data;
retrieving a rasterized pixel depth value that is included in the
rasterized pixel data; and
determining whether the rasterized pixel depth value relative to the ray
20 traced pixel depth value positions the rasterized pixel data in
front of the ray traced pixel data at the screen location.
3. The method of claim 2 wherein the replacing further comprises:
overwriting the ray traced pixel depth value located in a depth buffer
25 with the rasterized pixel depth value; and
overwriting a ray traced pixel color value included in the first ray
traced pixel data with a rasterized pixel color value that is
included in the rasterized pixel data.
- 30 4. The method of claim 2 further comprising:
retrieving model data that corresponds to a high-quality image
rendering object;
using a rendering algorithm to render ray traced data from the model
data; and
35 segmenting the ray traced data into the plurality of ray traced
pixel data.
5. The method of any preceding claim further comprising:
using a rasterizer to render a polygon; and

segmenting the polygon into a plurality of rasterized pixel data, wherein the rasterized pixel data is included in the plurality of rasterized pixel data.

5 6. The method of any preceding claim wherein the plurality of ray traced pixel data is generated using a rendering algorithm that is selected from the group consisting of a ray casting algorithm and a ray tracing algorithm.

10 7. The method of any preceding claim further comprising:
 wherein the method is performed using a broadband processor architecture, the broadband processor architecture including a plurality of heterogeneous processors, a common memory, and a common bus; and
 wherein the plurality of heterogeneous processors use different
15 instruction sets and share the common memory and the common bus.

 8. A computer program product comprising:
 a computer operable medium having computer readable code, the computer readable code being effective to:
20 select rasterized pixel data corresponding to a screen location;
retrieve a first ray traced pixel data corresponding to the screen location, the first ray traced pixel data included in a plurality of ray traced pixel data;
 compare the first ray traced pixel data with the rasterized pixel
25 data;
 replace the first ray traced pixel data with the rasterized pixel data based upon the comparing; and
generate an image using the remaining plurality of ray traced pixel data and the rasterized pixel data.

30 9. The computer program product of claim 8 wherein the computer readable code is further effective to:
 retrieve a ray traced pixel depth value that is included in the first ray traced pixel data;
35 retrieve a rasterized pixel depth value that is included in the rasterized pixel data; and
 determine whether the rasterized pixel depth value relative to the ray traced pixel depth value positions the rasterized pixel data in front of the ray traced pixel data at the screen location.

10. The computer program product of claim 9 wherein the computer readable code is further effective to:

overwrite the ray traced pixel depth value located in a depth buffer with the rasterized pixel depth value; and

5 overwrite a ray traced pixel color value included in the first ray traced pixel data with a rasterized pixel color value that is included in the rasterized pixel data.

11. The computer program product of claim 9 wherein the computer readable code is further effective to:

10 retrieve model data that corresponds to a high-quality image rendering object;

use a rendering algorithm to render ray traced data from the model data; and

15 segment the ray traced data into the plurality of ray traced pixel data.

12. The computer program product of any of claims 8 to 11 wherein the computer readable code is further effective to:

20 use a rasterizer to render a polygon; and

segment the polygon into a plurality of rasterized pixel data, wherein the rasterized pixel data is included in the plurality of rasterized pixel data.

25 13. The computer program product of any of claims 8 to 12 wherein the plurality of ray traced pixel data is generated using a rendering algorithm that is selected from the group consisting of a ray casting algorithm and a ray tracing algorithm.

30 14. The computer program product of any of claims 8 to 13 wherein the computer readable code is executed using a broadband processor architecture, the broadband processor architecture including a plurality of heterogeneous processors, a common memory, and a common bus; and wherein the plurality of heterogeneous processors use different
35 instruction sets and share the common memory and the common bus.

15. An information handling system comprising:

one or more processors;

a memory accessible by the processors;

40 one or more nonvolatile storage devices accessible by the processors; and

an image generation tool for traversing a linked data structure, the image generation tool being effective to:

select rasterized pixel data corresponding to a screen location;

5 retrieve a first ray traced pixel data from one of the nonvolatile storage devices corresponding to the screen location, the first ray traced pixel data included in a plurality of ray traced pixel data;

10 compare the first ray traced pixel data with the rasterized pixel data;

replace the first ray traced pixel data in one of the nonvolatile storage devices with the rasterized pixel data based upon the comparing; and

15 generate an image on a display using the remaining plurality of ray traced pixel data and the rasterized pixel data.

16. The information handling system of claim 15 wherein the image generation tool is further effective to:

20 retrieve a ray traced pixel depth value from one of the nonvolatile storage devices that is included in the first ray traced pixel data;

retrieve a rasterized pixel depth value from one of the nonvolatile storage devices that is included in the rasterized pixel data; and

25 determine whether the rasterized pixel depth value relative to the ray traced pixel depth value positions the rasterized pixel data in front of the ray traced pixel data at the screen location.

17. The information handling system of claim 16 wherein the image generation tool is further effective to:

30 overwrite the ray traced pixel depth value located in a depth buffer with the rasterized pixel depth value, the depth buffer located in one of the nonvolatile storage devices; and

35 overwrite, in one of the nonvolatile storage devices, a ray traced pixel color value included in the first ray traced pixel data with a rasterized pixel color value that is included in the rasterized pixel data.

18. The information handling system of claim 16 wherein the image generation tool is further effective to:

40 retrieve model data from one of the nonvolatile storage devices that corresponds to a high-quality image rendering object;

use a rendering algorithm to render ray traced data from the model data; and

segment the ray traced data into the plurality of ray traced pixel data.

5

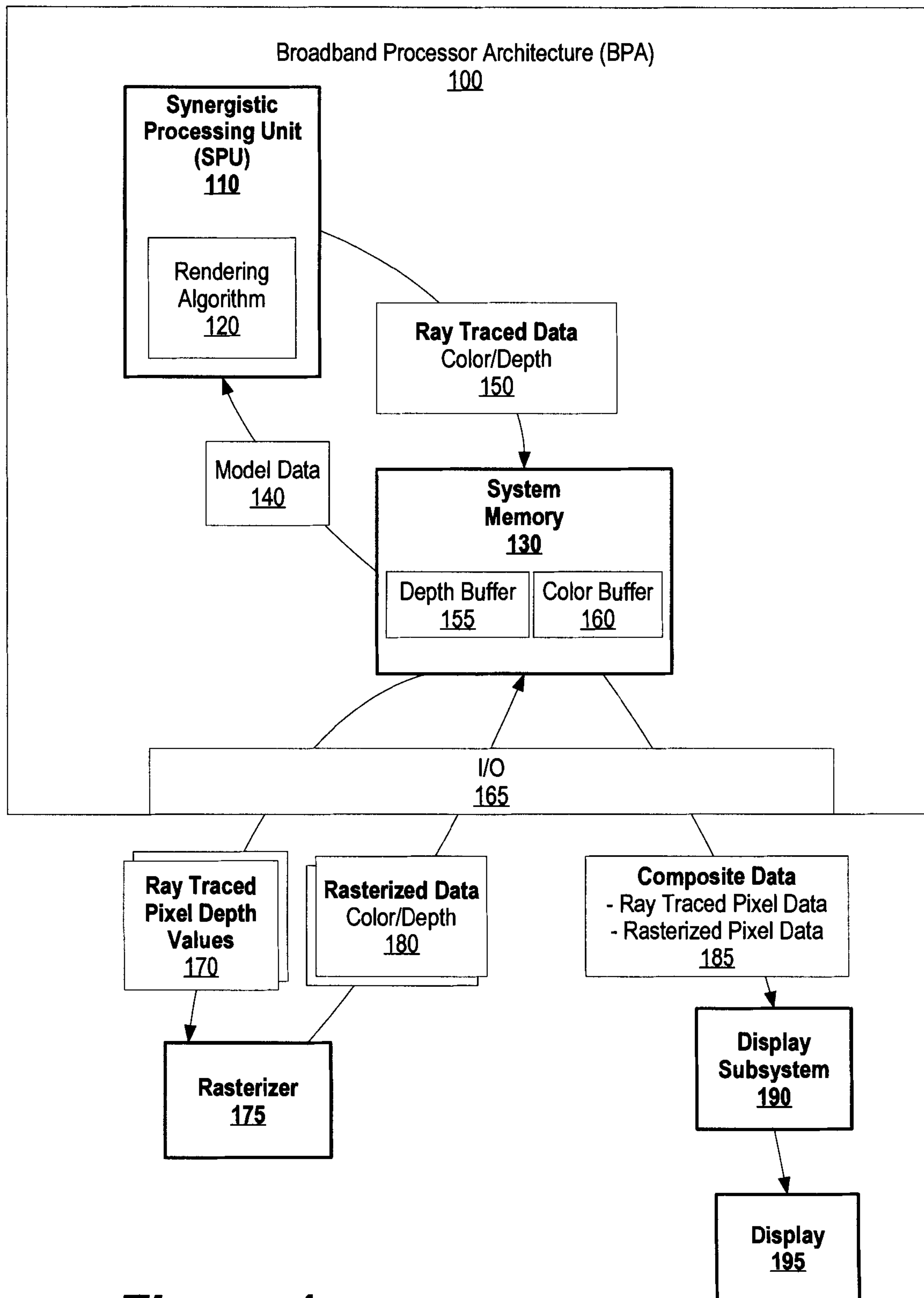
19. The information handling system of any of claims 15 to 18 wherein the image generation tool is further effective to:

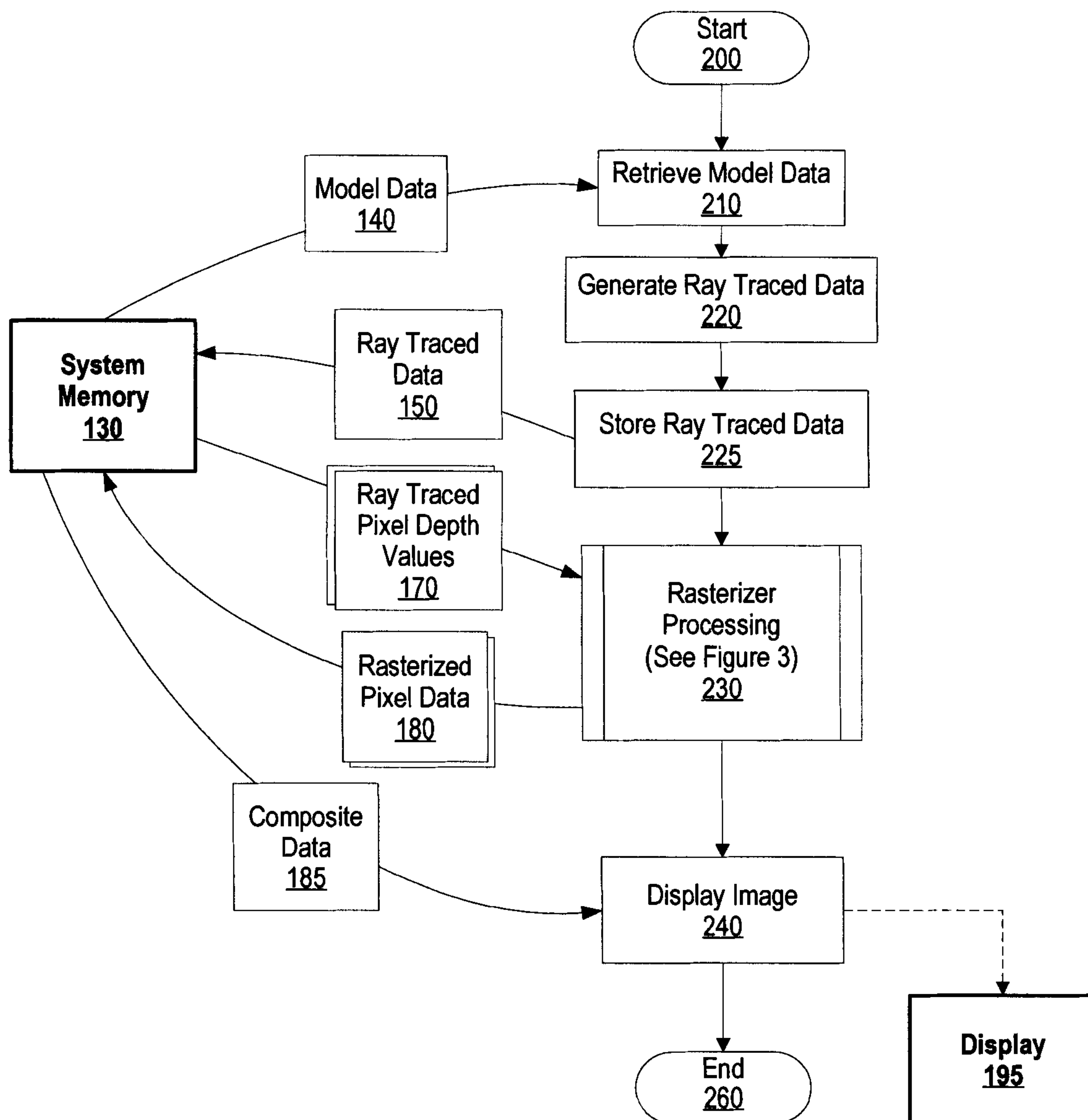
use a rasterizer to render a polygon; and

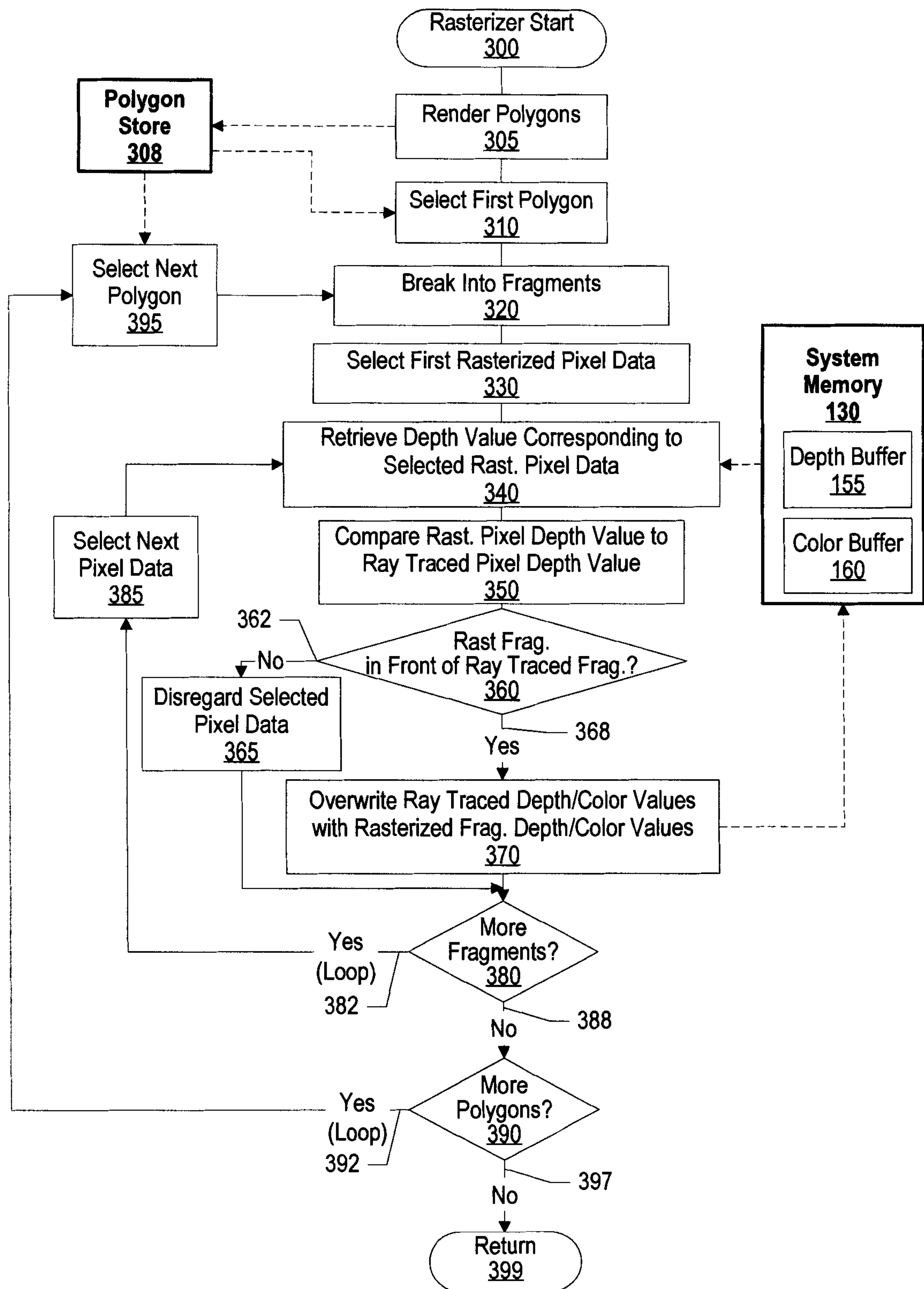
segment the polygon into a plurality of rasterized pixel data,

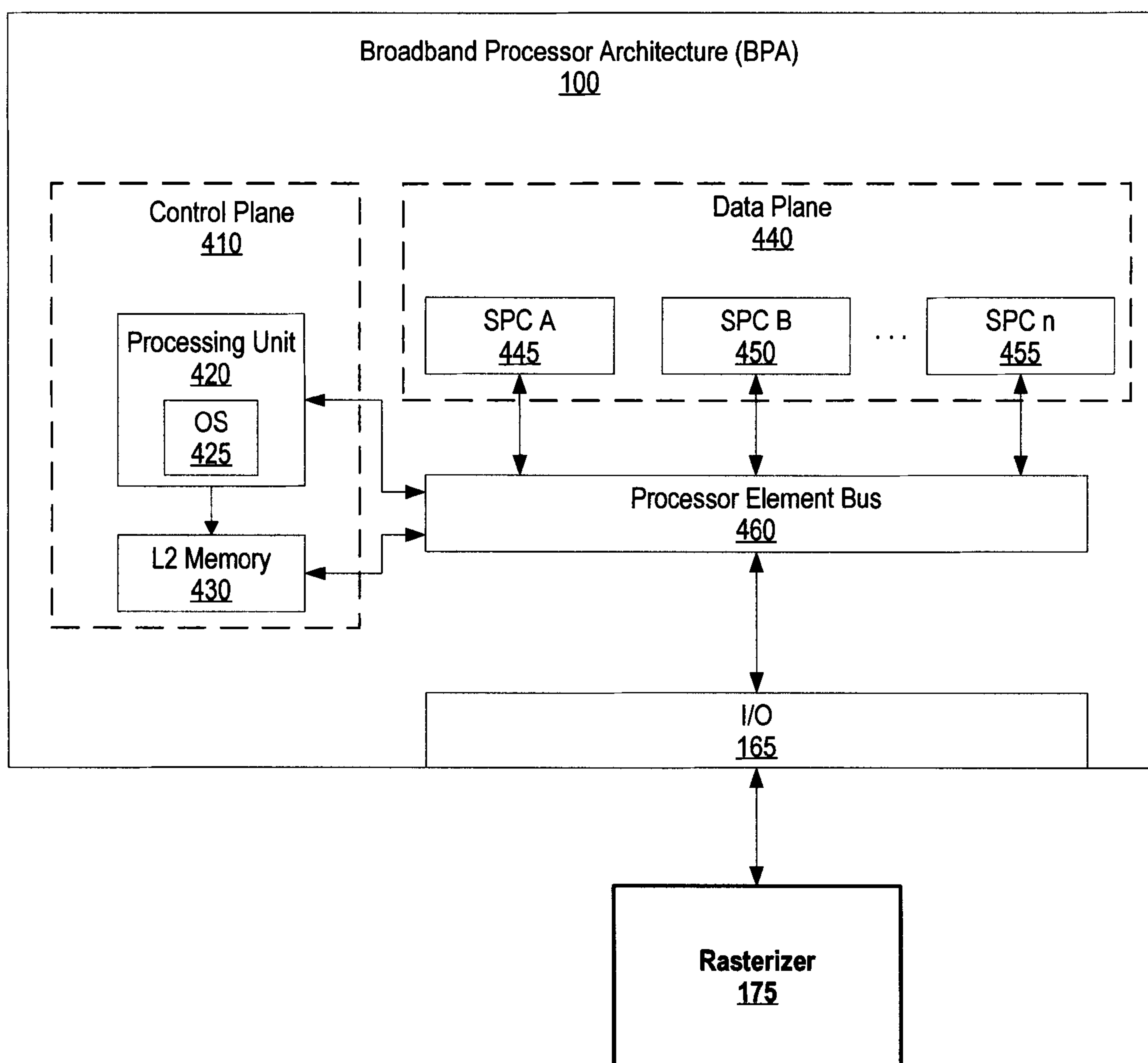
10 wherein the rasterized pixel data is included in the plurality of rasterized pixel data.

20. The information handling system of any of claims 15 to 19 wherein the plurality of ray traced pixel data is generated using a rendering
15 algorithm that is selected from the group consisting of a ray casting algorithm and a ray tracing algorithm.



**Figure 2**

**Figure 3**

**Figure 4**

Broadband Processor Architecture (BPA)
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