


Backprojection Peak Performance

Architecture	Clock	Cores, Workers, Threads	Perspective Backprojection	Parallel Backprojection
CBE (Mercury)	3.2 GHz	8	4.7 GUPS	21 GUPS
Dual CBE (Mercury)	3.2 GHz	16	9.4 GUPS	42 GUPS
CBE (PS3, Sony)	3.2 GHz	6	3.5 GUPS	16 GUPS
Two socket Quad Core PC 45 nm (Intel)	3.0 GHz	8	6.6 GUPS	35 GUPS 
Two socket Quad Core PC 65 nm (Intel)	3.0 GHz	8	6.6 GUPS	32 GUPS
Four socket Quad Core PC 65 nm (Intel)	2.9 GHz	16	13 GUPS	58 GUPS
GeForce 8800 GTX (NVidia)	1.35 GHz	128	8.4 GUPS	-

For example 64 GU are required to backproject 512 slices of size 512^2 from 512 projections, and 1 TU is required to backproject 1024 slices of size 1024^2 from 1024 projections. The performance was found to be consistent for both the 64 GU and the 1 TU problem.