CLAIMS:

1. An apparatus comprising:

a processor to sort primitives into tiles including a current tile of pixels for a current frame and a previous tile of pixels for a previous frame, accumulate a reduced representation of geometry, input data, and state for the tiles when a primitive list is created, before per tile rasterization, determine whether there is one primitive that overlays said current tile completely and whether all other primitives in the primitive list are occluded by the one primitive in the primitive list, and if so, then reuse pixels from said tile in the previous frame as pixels for the tile in the current frame when rendering the current tile; and

a storage coupled to said processor.

2. The apparatus of claim 1, said graphics processor to accumulate in a sort middle architecture.

3. The apparatus of claim 1, said processor to use a hash function to produce the reduced representation.

4. The apparatus of claim 1 including a bloom filter to produce the reduced representation.

5. The apparatus of claim 1 including two bloom filters, one for the current tile and one for a previous tile.

6. The apparatus of claim 1 including a battery.

7. The apparatus of claim 1 said graphics processor to determine if the same draw call is used for the same tile in successive frames to determine if the representations are the same.

8. The apparatus of claim 2 including one pair of bloom filters for each of geometry, texture addresses, and shaders.

9. The apparatus of claim 1, said processor to refrain from sending data for display when the representations are the same.

10. An apparatus comprising:

a processor to sort primitives into tiles including a current tile of pixels for a current frame and a previous tile of pixels for a previous frame, accumulate a reduced representation of geometry, input data, and state for the tiles when a primitive list is created, before per tile rasterization, determine whether there is one primitive that overlays said current tile completely and whether all other primitives in the primitive list are occluded by the one primitive in the primitive list, and if so, then reuse pixels from said tile in the previous frame as pixels for the tile in the current frame when rendering the current tile;

a rasterizer;

a frame buffer; and

a depth buffer.

11. The apparatus of claim 10 including a shader.

12. The apparatus of claim 10 said graphics processor including a bloom filter to determine whether the representation for the current tile for the current frame matches the representation for the previous tile for the previous frame.

13. The apparatus of claim 12 said graphics processor including at least two bloom filters to compare said tiles.