CLAIMS:

1. An apparatus comprising:

at least one processing unit; and

a graphics 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, create triangle lists for tiles, accumulate a representation of geometry, input data, and state for the tiles when the triangle list is created, determine whether the representation for the current tile for the current frame matches the representation for the previous tile for the previous frame before per tile rasterization, and then reuse the previous tile's pixels as the current tile's pixels when rendering the current tile if the representations for the tiles for the previous and current frames match.

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 refrain from sending data for display when the representations are the same.

4. The apparatus of claim 1 including depth buffer.

5. The apparatus of claim 1 including a frame buffer.

6. The apparatus of claim 1 including a rasterizer.

7. The apparatus of claim 1 including a shader.

8. The apparatus of claim 1 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.

9. The apparatus of claim 2 said graphics processor including at least two bloom filters to compare said tiles.

10. An apparatus comprising:

a graphics 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, create triangle lists for tiles, accumulate a representation of geometry, input data, and state for the tiles when the triangle list is created, determine whether the representation for the current tile for the current frame matches the representation for the previous tile for the previous frame before per tile rasterization, and then reuse the previous tile's pixels as the current tile's pixels when rendering the current tile if the representations for the tiles for the previous and current frames match;

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 10 said graphics processor including at least two bloom filters to compare said tiles.