



Nouveau Linux 3.4 Mesa 8.1-devel

NVIDIA GeForce Linux graphics card benchmarking with the GeForce 8500GT, 8600GTS, 8800GT, 9500GT, 9600GSO, 9800GT, 9800GTX, GT 220, GT 240, GTX 460, and GTX 550 Ti graphics cards. Benchmarking under Ubuntu 12.04 LTS x86_64 with the proprietary NVIDIA 295.33 Linux driver and compared to the open-source Nouveau Gallium3D Linux graphics driver. Nouveau testing was with the latest Linux 3.4 kernel and Mesa 8.1-devel from Git as of early April 2012. This benchmarking is by Michael Larabel for a future article on Phoronix.com.

Automated Executive Summary

NVIDIA: GeForce GTX 460 had the most wins, coming in first place for 37% of the tests.

Based on the geometric mean of all complete results, the fastest (NVIDIA: GeForce GTX 460) was 4.907x the speed of the slowest (Nouveau: GeForce GTX 460).

The results with the greatest spread from best to worst included:

VDrift (Resolution: 1920 x 1080) at 39.12x

Xonotic (Resolution: 1920 x 1080 - Effects Quality: High) at 31.79x

Lightsmark (Resolution: 1920 x 1080) at 25x

Reaction Quake 3 (Resolution: 1920 x 1080) at 18.836x

OpenArena (Resolution: 1920 x 1080) at 15.563x

World of Padman (Resolution: 1920 x 1080) at 11.547x

Xonotic (Resolution: 1920 x 1080 - Effects Quality: Low) at 8.69x
Cairo Performance Demos (Demo: Gears) at 7.497x
Xonotic (Resolution: 1280 x 1024 - Effects Quality: Low) at 6.13x
Urban Terror (Resolution: 1920 x 1080) at 6.102x.

Test Systems:

Nouveau: GeForce 8500GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8500 GT 256MB (499/399MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Nouveau: GeForce 8600GTS

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8600 GTS 256MB (675/1008MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Nouveau: GeForce 8800GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8800 GT 256MB (399/399MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

Nouveau: GeForce 9500GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9500 GT 1024MB (550/399MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

Nouveau: GeForce 9600GSO

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9600 GSO 512MB (399/399MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

Nouveau: GeForce 9800GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9800 GT 512MB (399/399MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

Nouveau: GeForce 9800GTX

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9800 GTX 512MB (675/1101MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Nouveau: GeForce GT 220

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GT 220 1024MB (625/405MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 2.1 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

Nouveau: GeForce GTX 460

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GTX 460 768MB (675/135MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 3.0 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Nouveau: GeForce GTX 550 Ti

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GTX 550 Ti 1024MB (951/324MHz), Audio: Realtek ALC889, Monitor: DELL P2210H, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.4.0-999-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: nouveau 0.0.16, OpenGL: 3.0 Mesa 8.1-devel (git-c653287) Gallium 0.4, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
Graphics Notes: EXA
System Notes: Compiz was running on this system.

NVIDIA: GeForce 8500GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8500 GT 512MB (500/400MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v

System Notes: Compiz was running on this system.

NVIDIA: GeForce 8600GTS

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8600 GTS 256MB (675/1008MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce 8800GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 8800 GT 256MB (600/700MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce 9500GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9500 GT 1024MB (550/400MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce 9600GSO

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9600 GSO 1024MB (500/900MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution:

1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce 9800GT

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9800 GT 512MB (660/950MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce 9800GTX

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce 9800 GTX/9800 GTX+ 512MB (675/1100MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce GT 220

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GT 220 1024MB (625/400MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 3.3.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce GTX 460

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GTX 460 768MB (675/1800MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 4.2.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

NVIDIA: GeForce GTX 550 Ti

Processor: AMD FX-8150 Eight-Core @ 3.60GHz (8 Cores), Motherboard: ASUS Crosshair V Formula, Chipset: AMD ATI RD890, Memory: 16384MB, Disk: 240GB OCZ VERTEX3, Graphics: NVIDIA GeForce GTX 550 Ti 1024MB (951/2178MHz), Audio: Realtek ALC889, Network: Intel 82583V Gigabit Connection

OS: Ubuntu 12.04, Kernel: 3.2.0-22-generic (x86_64), Desktop: Unity 5.8.0, Display Server: X Server 1.11.3, Display Driver: NVIDIA 295.33, OpenGL: 4.2.0 NVIDIA 295.33, Compiler: GCC 4.6, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-languages=c,c++,fortran,objc,obj-c++ --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-arch-32=i686 --with-tune=generic -v
System Notes: Compiz was running on this system.

	Nou vea u: GeF orce 850 0GT	Nou vea u: GeF orce 860 0GT	Nou vea u: GeF orce 880 0GT	Nou vea u: GeF orce 950 0GT	Nou vea u: GeF orce 960 0GS	Nou vea u: GeF orce 980 0GT	Nou vea u: GeF orce 980 0GT	Nou vea u: GeF orce GT 220	Nou vea u: GeF orce GTX 460	Nou vea u: GeF orce GTX 550	NVI DIA: GeF orce 850 0GT	NVI DIA: GeF orce 860 0GT	NVI DIA: GeF orce 880 0GT	NVI DIA: GeF orce 950 0GT	NVI DIA: GeF orce 960 0GS	NVI DIA: GeF orce 980 0GT	NVI DIA: GeF orce 980 0GT	NVI DIA: GeF orce GT 220	NVI DIA: GeF orce GTX 460	NVI DIA: GeF orce GTX 550
	S				O			X		Ti		S			O		X			Ti
	Xonotic - 1920 x 1080 - Low (FPS)	120. 36	104. 62	98.8 9	76.9 8	117. 92	126. 31	104. 93	32.7 6	88.7 9	67.2 6	117. 21	267. 36	95.1 3	123. 36	280. 05	283. 17	104. 89	284. 68	284. 13
	Normalized	42.28	36.75	34.74	27.04	41.42	44.37	36.86	11.51	31.19	23.63	41.17	93.92	33.42	43.33	98.37	99.47	36.84	100%	99.81
	Standard Deviation	0.8%	0.3%	0.1%	0.1%	0.2%	0.4%	0.3%	0%	0.1%	0.1%	0.3%	0.4%	0.2%	0.1%	0.1%	0.3%	0.2%	0.3%	0.3%

Nouveau Linux 3.4 Mesa 8.1-devel

Cairo	35.9	41.3	28.6	38.4	28.1	38.3	41.6	38.5	30.5	39.1	40.8	66.0	65.5	49.5	34.7	71.1	73.6	115.	209.	211.
Performance Demos	3	5	6	8	7	8	5	5	0	6	9	2	0	8	7	9	5	01	84	19
- Gears (FPS)																				
Normalized	17.01	19.58	13.57	18.22	13.34	18.17	19.72	18.25	14.44	18.54	19.36	31.26	31.01	23.48	16.46	33.71	34.87	54.46	99.36	100%
Standard	0.8%	0.4%	0.2%	0.9%	0.6%	0.4%	0.3%	1.5%	0.3%	0.7%	0.2%	0.1%	0.4%	0.1%	0.2%	0.3%	0.3%	0.6%	1.2%	0.8%
Deviation																				
Xonotic - 1280 x 1024 - Low (FPS)		129.	133.	130.	105.	132.	134.	132.	47.9	123.	107.	250.	288.	154.	186.	293.	293.	150.	292.	293.
		21	55	26	71	18	60	73	1	90	00	91	90	43	79	70	58	22	30	63
Normalized		43.99	45.47	44.35	35.99	45.01	45.83	45.19	16.31	42.19	36.43	85.43	98.37	52.58	63.6	100%	99.96	51.15	99.52	99.98
Standard		0.6%	1.1%	0.6%	0%	1.7%	2.7%	0.8%	0.1%	0.4%	0.1%	0.2%	0.3%	0.2%	0.3%	0.2%	0.6%	0.1%	0.3%	0.6%
Deviation																				
Urban Terror - 1920 x 1080 (FPS)		74.6	75.0	72.6	69.1	76.6	78.9	74.5	30.6	69.1	52.1	117.	144.	103.	129.	186.	185.	104.	184.	186.
		7	7	0	7	3	0	7	0	0	3	47	93	40	07	73	60	93	87	33
Normalized		39.99	40.2	38.88	37.04	41.04	42.25	39.93	16.39	37.01	27.92	62.91	77.61	55.37	69.12	100%	99.39	56.19	99%	99.79
Standard		0.7%	0.8%	0.6%	0.2%	0.9%	0.5%	0.4%	0%	0.1%	0.4%	2.7%	1.4%	0.3%	0.3%	0.3%	0.5%	0.1%	1%	0.3%
Deviation																				
Doom 3 - 1920 x 1080 - Low (FPS)	14.8	36.5	23.4	23.1	16.6	33.7	54.0	26.5	10.9	24.2										
	0	0	0	0	0	3	0	3	0	7										
Normalized	27.41	67.59	43.33	42.78	30.74	62.46	100%	49.13	20.19	44.94										
Standard	6.6%	0.3%	0%	0%	0%	0.2%	1.1%	3.2%	0%	0.2%										
Deviation																				
Xonotic - 1024 x 768 - Low (FPS)		123.	134.	132.	133.	130.	132.	134.	72.9	132.	152.	284.	292.	218.	252.	293.	295.	217.	291.	292.
		91	68	59	41	53	13	23	3	85	56	19	35	31	24	65	05	50	25	51
Normalized		42%	45.65	44.94	45.22	44.24	44.78	45.49	24.72	45.03	51.71	96.32	99.08	73.99	85.49	99.53	100%	73.72	98.71	99.14
Standard		0.9%	2.5%	2%	1%	1.7%	1%	0.7%	0.2%	0.8%	0.2%	0.7%	0.9%	0.1%	0.2%	0.3%	0.1%	0.1%	0.9%	0.4%
Deviation																				
VDrift - 1920 x 1080 (FPS)		98.1	89.1	55.7	43.5	82.0	133.	56.4	17.3	46.2	3.41	6.22	10.7	8.83	11.1	33.9	38.1	10.6	53.2	44.5
		5	3	9	4	8	40	1	5	7			4		5	9	9	3	7	1
Normalized		73.58	66.81	41.82	32.64	61.53	100%	42.29	13.01	34.69	2.56	4.66	8.05	6.62	8.36	25.48	28.63	7.97	39.93	33.37
Standard		0.1%	48.9	0.1%	0.1%	0.1%	1%	0.1%	0.1%	0.1%	1.7%	5.5%	0.5%	0.1%	0.1%	0.1%	0.1%	0.1%	0.3%	0.2%
Deviation																				

Nouveau Linux 3.4 Mesa 8.1-devel

Xonotic - 1920 x 1080 - High			6.20	35.8	29.9	54.1	91.1	41.8	14.6	38.4	24.1	44.2	100.	38.7	49.7	147.	165.	43.3	197.	188.		
				3	4	6	9	5	4	9	7	2	70	8	1	88	55	3	10	48		
	Normalized		3.15	18.18	15.19	27.48	46.27	21.23	7.43	19.53	12.26	22.44	51.09	19.68	25.22	75.03	83.99	21.98	100%	95.63		
Standard Deviation			%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%		
			0.1%	0.1%	0.1%	0.1%	0.9%	0.2%	0.1%	0.3%	0.2%	18.1	1.1%	0.1%	0%	0.4%	0.3%	0.2%	0.6%	0.4%		
Doom 3 - 1280 x 1024 - Low (FPS)	21.9	47.8	30.7	31.7	22.7	44.0	55.3	35.5	17.8	36.5												
	0	0	0	7	0	7	7	0	0	3												
	Normalized		39.55	86.33	55.45	57.38	41%	79.59	100%	64.11	32.15	65.97										
Standard Deviation			%	%	%	%	%	%	%	%												
			0%	0.6%	0%	0.2%	0%	0.1%	0.9%	0%	0%	0.2%										
Lightsmar k - 1920 x 1080 (FPS)	15.9	41.5	32.2	27.9	24.0	43.7	80.1	37.3	20.0	45.6	28.7	84.4	166.	60.1	78.8	223.	257.	62.0	397.	333.		
	1	8	9	5	6	5	0	6	3	1	4	7	85	6	4	15	02	6	75	84		
	Normalized		4%	10.45	8.12	7.03	6.05	11%	20.14	9.39	5.04	11.47	7.23	21.24	41.95	15.13	19.82	56.1	64.62	15.6	100%	83.93
Standard Deviation			%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%		
			0.1%	0.1%	0.1%	0.1%	0.1%	0.1%	0.2%	0.3%	0.4%	0.2%	3.3%	2.3%	4.9%	1.6%	0.4%	1.3%	0.9%	0.7%	0.4%	0.8%
Smokin Guns - 1920 x 1080 (FPS)	84.5	85.7	82.4	77.9	88.7	89.6	84.2	32.2	76.9													
	0	3	7	7	7	0	0	7	7													
	Normalized		94.31	95.68	92.04	87.02	99.07	100%	93.97	36.02	85.9											
Standard Deviation			%	%	%	%	%	%	%	%												
			0.8%	0.8%	0.3%	0.1%	1.1%	1.9%	0.2%	0.2%	0.2%											
Reaction Quake 3 - 1920 x 1080 (FPS)	58.3	13.1	35.5	30.2	50.2	90.6	36.8	13.6	35.0	18.7	20.6	33.9	48.9	55.1	147.	166.	47.0	248.	220.			
	7	7	3	3	7	3	0	0	7	3	3	7	0	7	77	90	3	07	30			
	Normalized		23.53	5.31	14.32	12.19	20.26	36.53	14.83	5.48	14.14	7.55	8.32	13.69	19.71	22.24	59.57	67.28	18.96	100%	88.81	
Standard Deviation			%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%		
			0.7%	0.4%	0.2%	0.2%	0.1%	0.3%	0.3%	0%	0.2%	0.3%	0.3%	0.3%	0.2%	0.6%	2.5%	1.9%	0.1%	6.9%	1.6%	
OpenAren a - 1920 x 1080 (FPS)	69.3	131.	108.	101.	75.0	119.	142.	104.	29.9	80.7	48.0	176.	305.	95.5	119.	363.	402.	99.2	465.	432.		
	3	73	13	20	7	47	87	20	3	0	7	93	37	0	17	07	03	7	80	17		
	Normalized		14.88	28.28	23.21	21.73	16.12	25.65	30.67	22.37	6.43	17.33	10.32	37.98	65.56	20.5	25.58	77.95	86.31	21.31	100%	92.78
Standard Deviation			%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%	%		
			0.1%	1%	0.2%	1.6%	0.1%	0.5%	2.7%	0.5%	3.2%	0%	0.1%	1.5%	0.2%	0.8%	0.8%	0.1%	2.3%	0.3%	1%	2.6%

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World of	112.	99.3	100.	79.1	112.	120.	102.	35.8	86.7	52.9	113.	148.	102.	129.	359.	375.	101.	413.	410.
Padman -	43	3	73	0	53	00	20	0	0	0	30	47	13	07	67	77	77	37	97
1920 x																			
1080																			
(FPS)																			
Normalized	27.2	24.03	24.37	19.14	27.22	29.03	24.72	8.66	20.97	12.8	27.41	35.92	24.71	31.22	87.01	90.9	24.62	100%	99.42
Standard	0.3%	0.6%	0.2%	0.1%	0.1%	0.8%	0.7%	0%	0%	2%	3.4%	1.8%	0.1%	0.2%	1.3%	0.6%	0.2%	0.8%	0.4%
Deviation																			
Doom 3 -	30.9	54.6	37.4	43.9	29.5	51.1	55.9	45.7	28.4	49.6									
1024 x 768	0	3	7	0	3	7	3	3	3	7									
- Low																			
(FPS)																			
Normalized	55.25	97.68	66.99	78.49	52.8	91.49	100%	81.76	50.83	88.81									
Standard	0%	0.2%	0.2%	0.4%	0.2%	0.5%	1.2%	0.3%	0.2%	0.4%									
Deviation																			
Cairo	0.80	0.83	0.51	0.82	0.51	0.81	0.84	0.82	0.76	0.82	0.71	0.94	0.96	0.95	0.69	0.97	0.97	0.90	0.90
Performan																			
ce Demos																			
- Fish																			
(FPS)																			
Normalized	82.47	85.57	52.58	84.54	52.58	83.51	86.6	84.54	78.35	84.54	73.2	96.91	98.97	97.94	71.13	100%	100%	92.78	92.78
Standard	0.7%	0.7%	0%	0.7%	1.1%	0%	1.2%	0.7%	0.8%	0%	13.8	0.6%	0%	0%	0%	0.6%	1%	8%	2.6%
Deviation																			
Cairo	7.75	7.83	7.37	7.92	7.30	7.85	7.80	7.85	7.62	7.93	9.00	9.52	9.54	9.28	8.74	9.68	9.64	10.4	8.61
Performan																		5	10.6
ce Demos																			9
- Charts																			
(FPS)																			
Normalized	72.5	73.25	68.94	74.09	68.29	73.43	72.97	73.43	71.28	74.18	84.19	89.06	89.24	86.81	81.76	90.55	90.18	97.75	80.54
Standard	0.8%	0.2%	0.5%	1.8%	1%	0.3%	1%	0.5%	1.1%	0.4%	0.1%	0.8%	1.3%	0.2%	0.6%	0.7%	1.2%	1.7%	0.1%
Deviation																			

Xonotic 0.6

Resolution: 1920 x 1080 - Effects Quality: Low



Cairo Performance Demos 2012-01-30

Demo: Gears



Xonotic 0.6

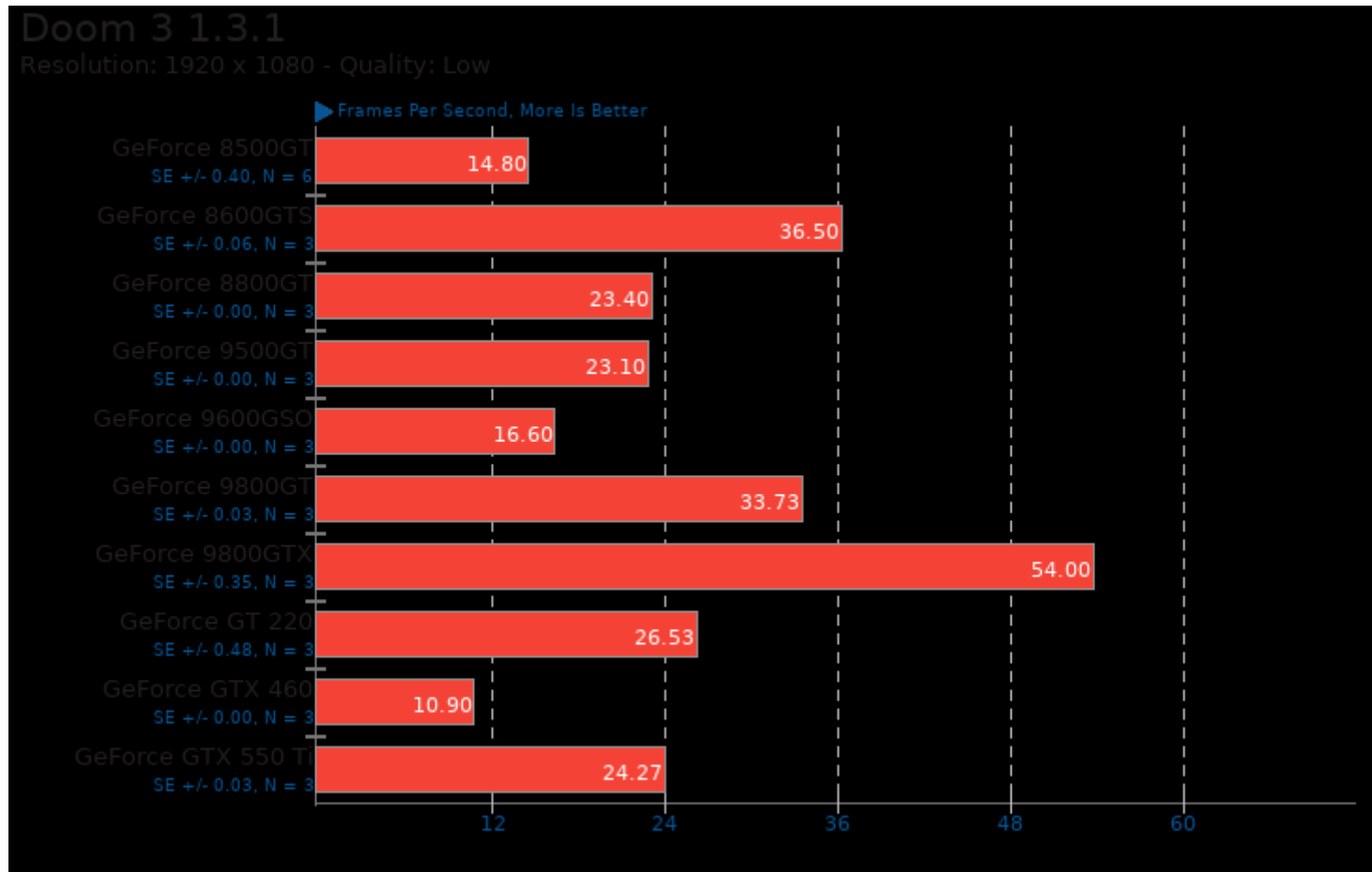
Resolution: 1280 x 1024 - Effects Quality: Low



Urban Terror 4.1

Resolution: 1920 x 1080





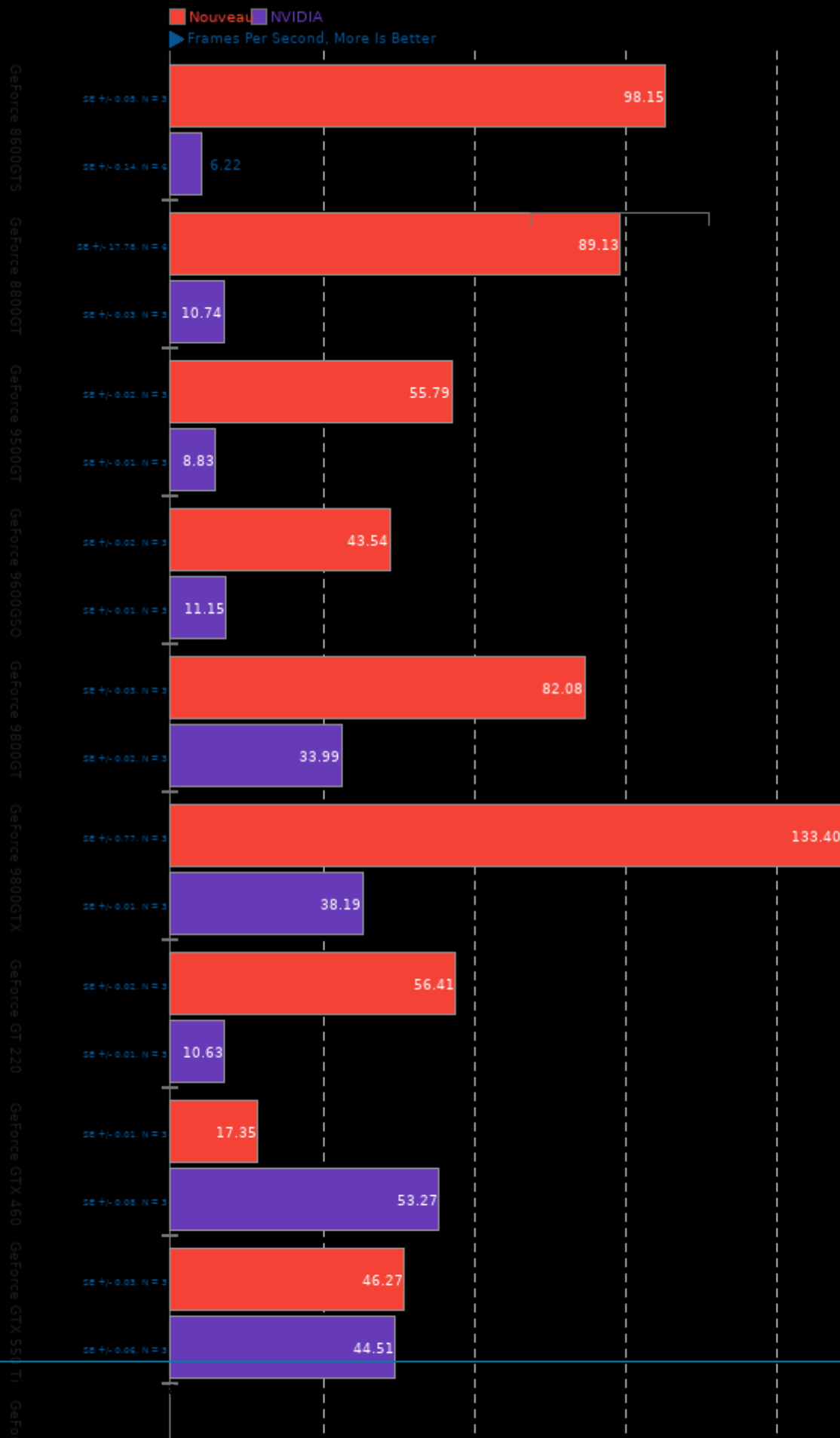
Xonotic 0.6

Resolution: 1024 x 768 - Effects Quality: Low



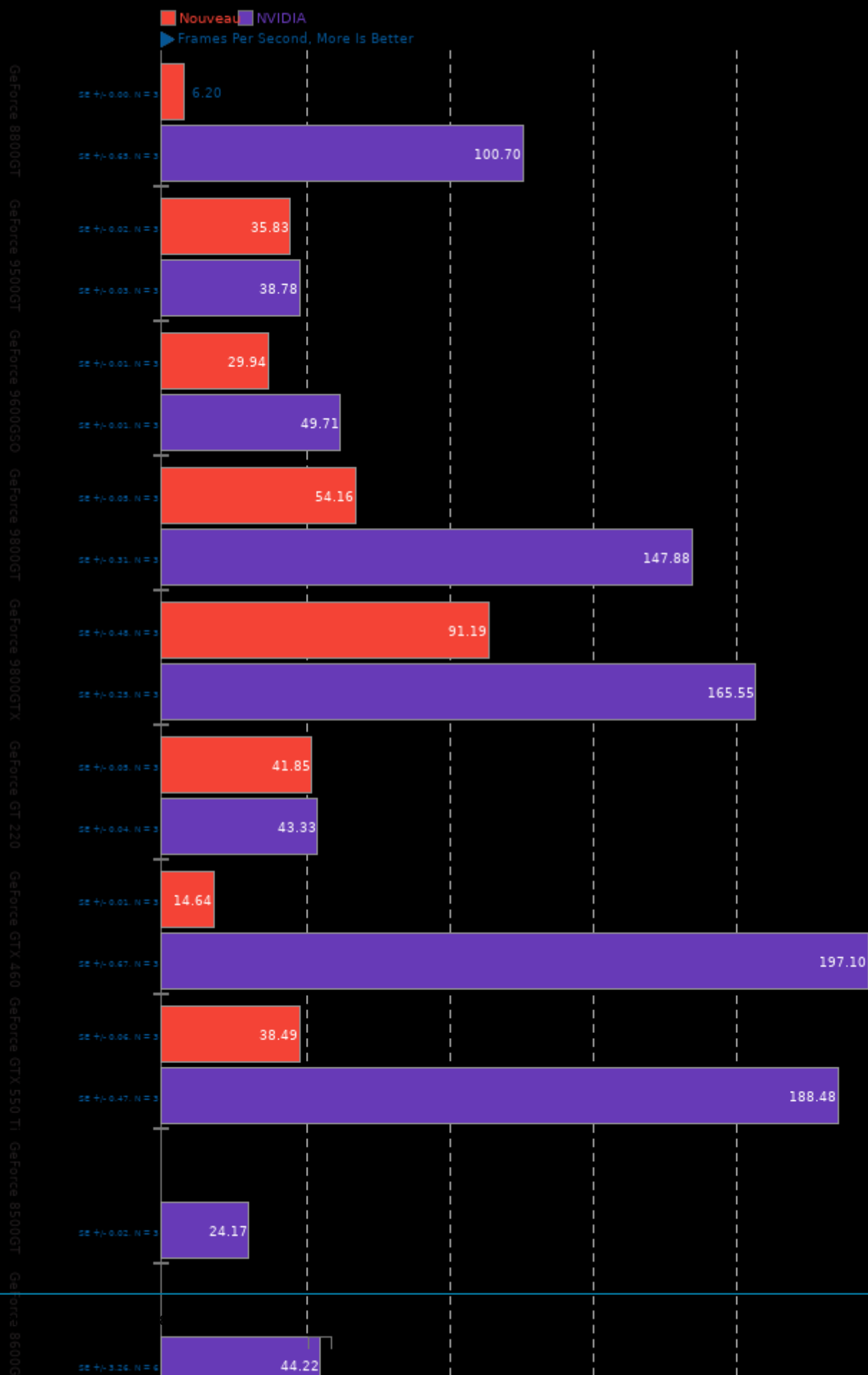
VDrift 2010-06-30

Resolution: 1920 x 1080



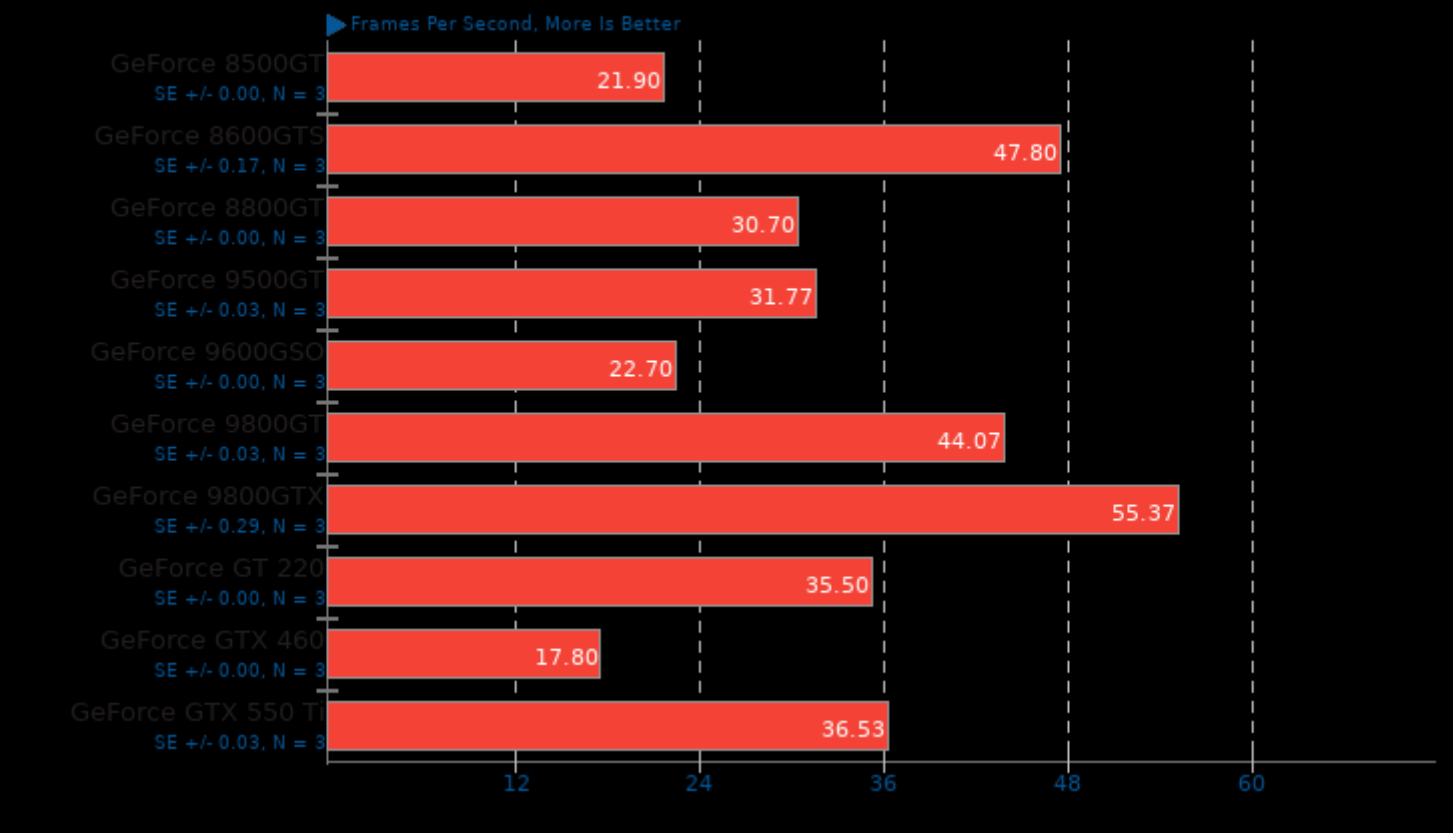
Xonotic 0.6

Resolution: 1920 x 1080 - Effects Quality: High



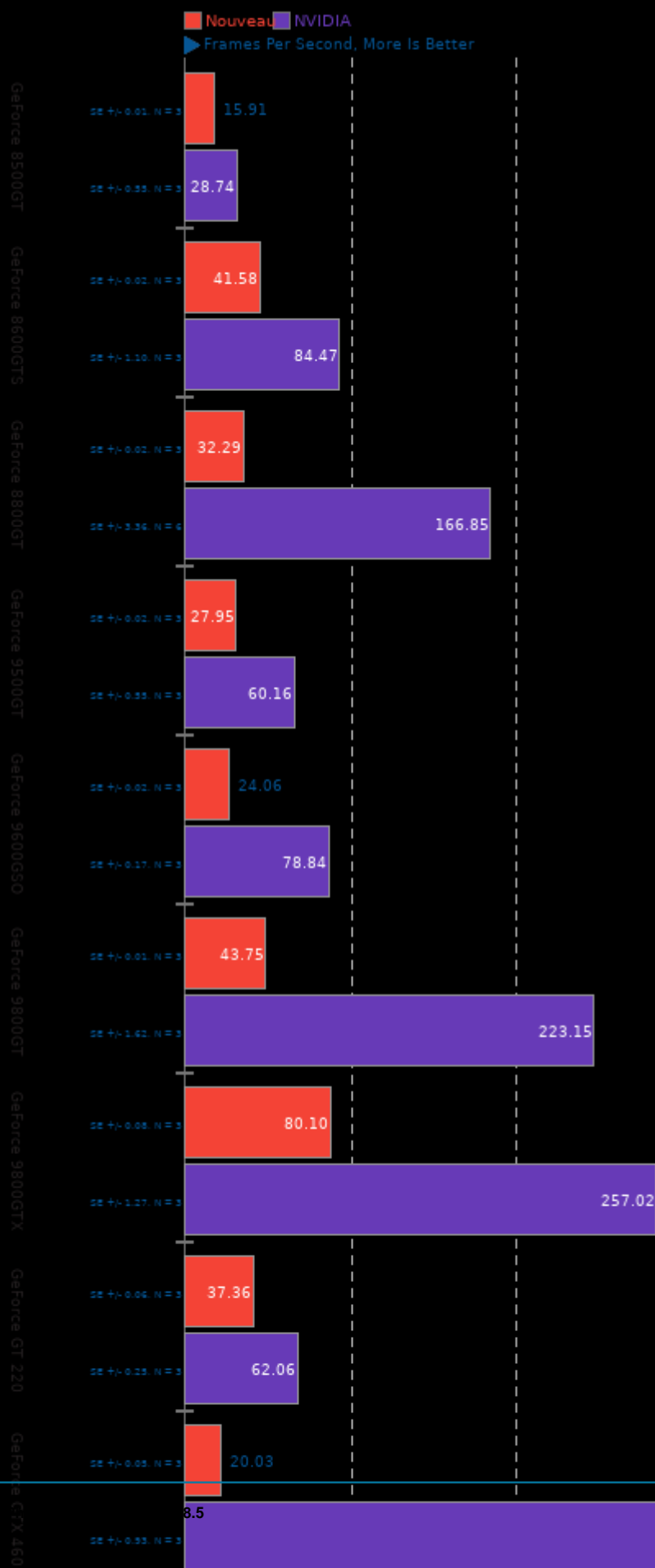
Doom 3 1.3.1

Resolution: 1280 x 1024 - Quality: Low



Lightmark 2008

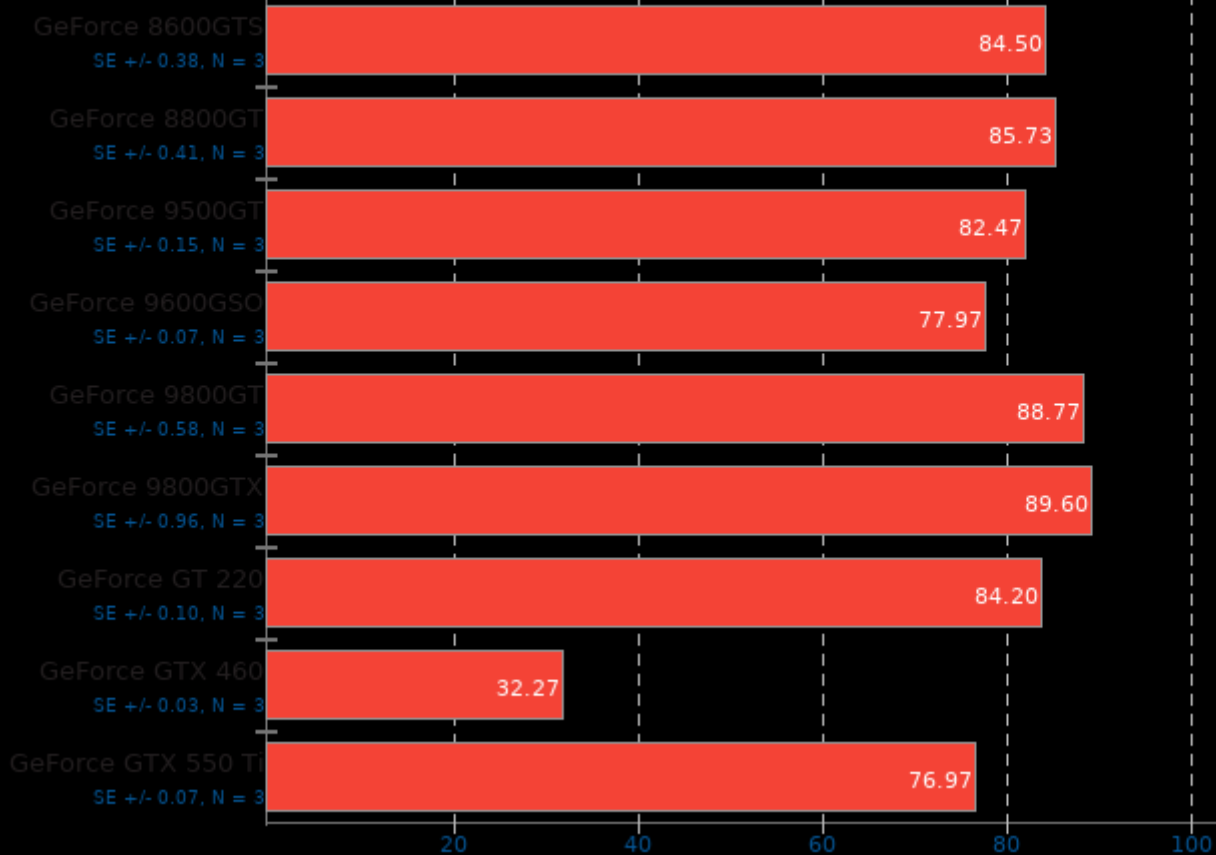
Resolution: 1920 x 1080



Smokin Guns 1.1b4

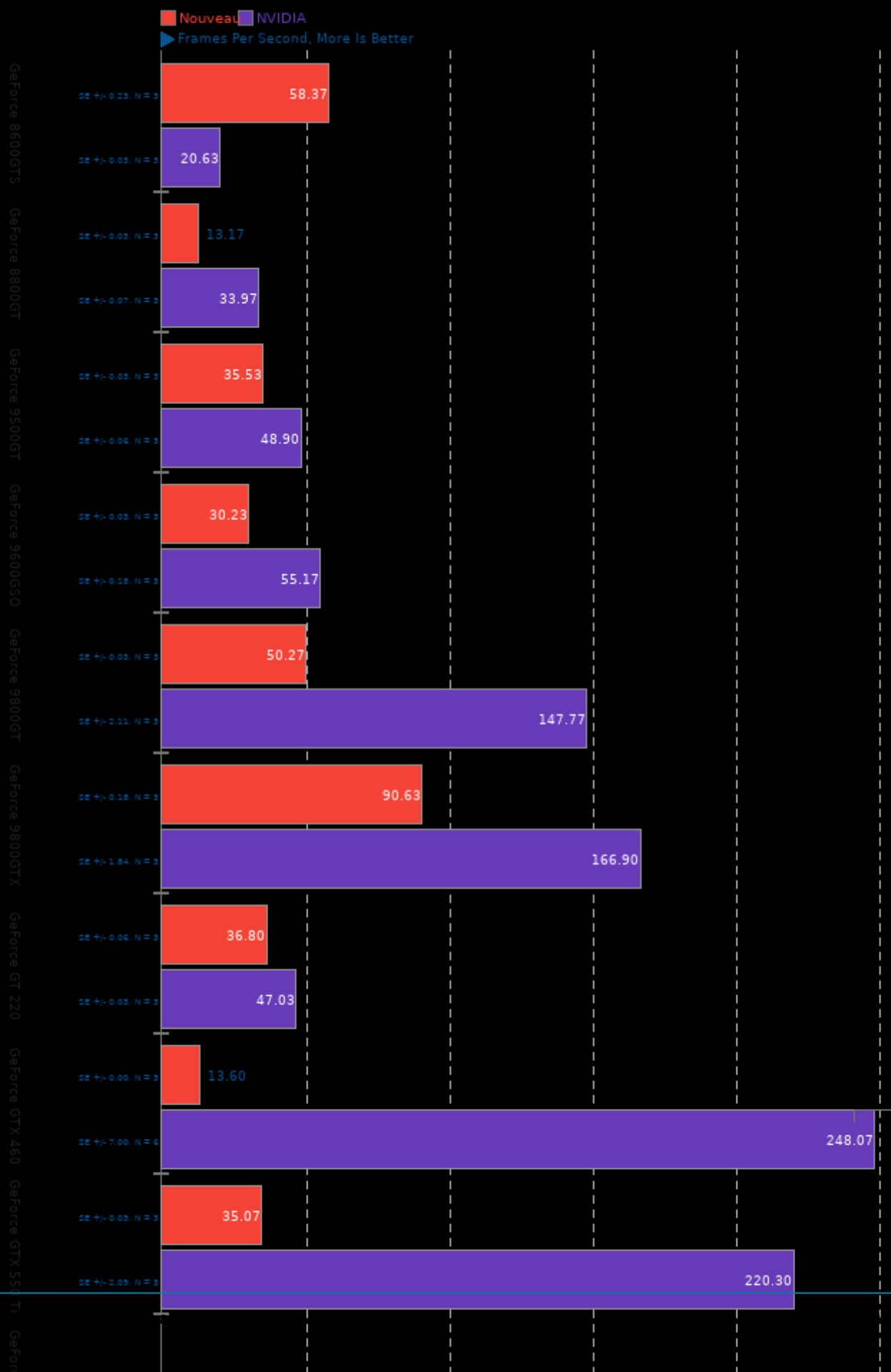
Resolution: 1920 x 1080

► Frames Per Second, More Is Better



Reaction Quake 3 1.0 Beta

Resolution: 1920 x 1080



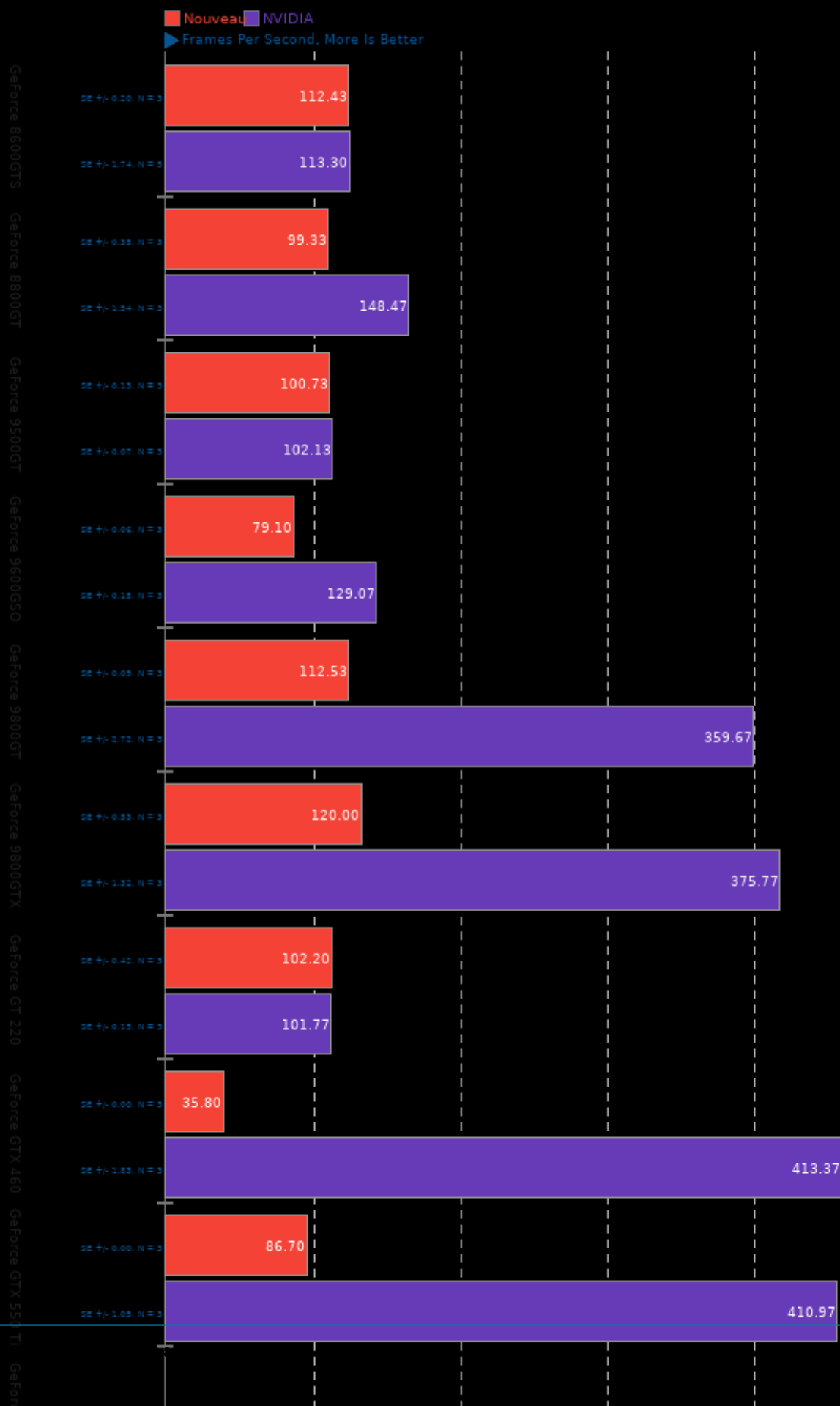
OpenArena 0.8.5

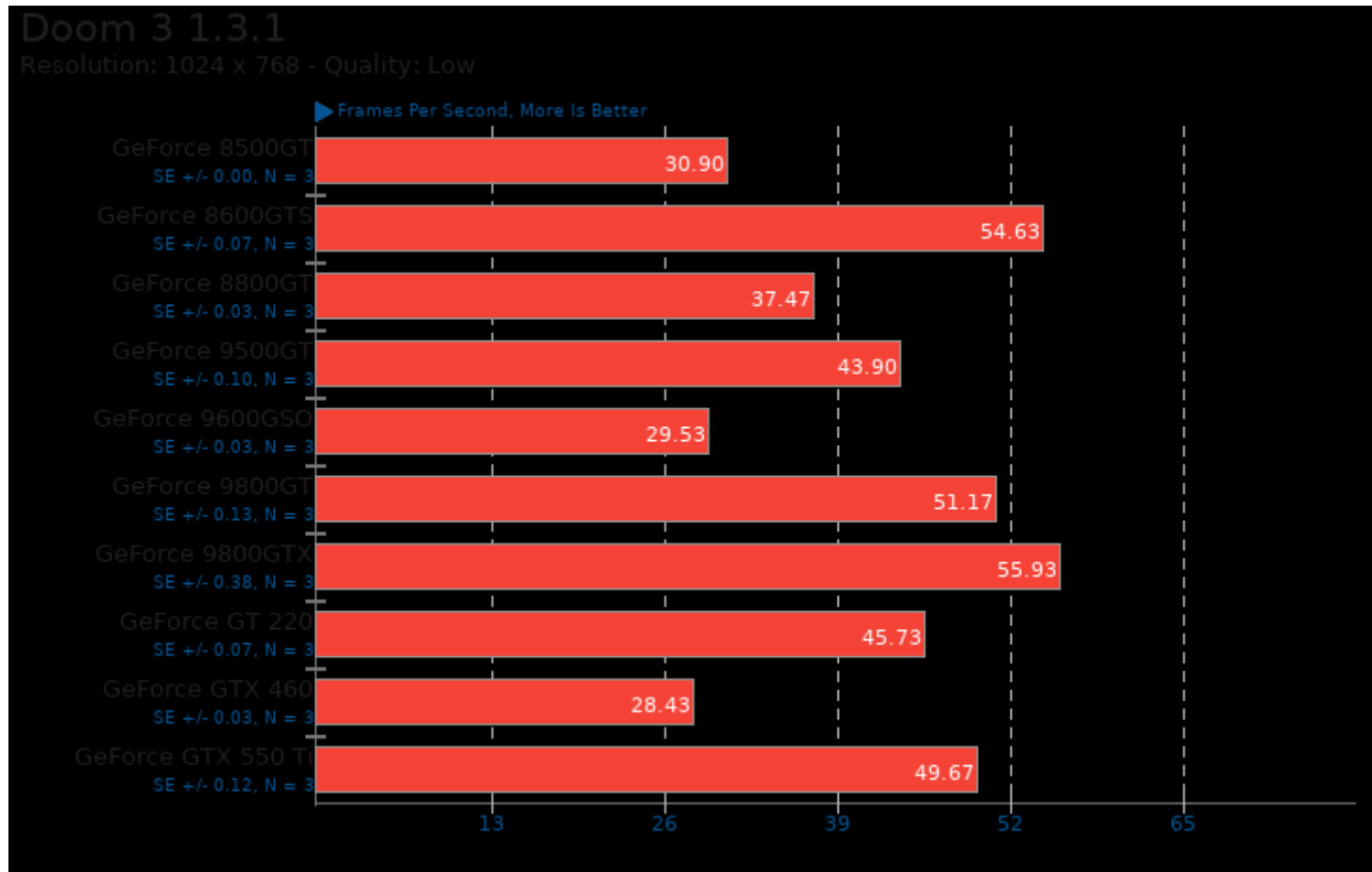
Resolution: 1920 x 1080



World of Padman 1.2

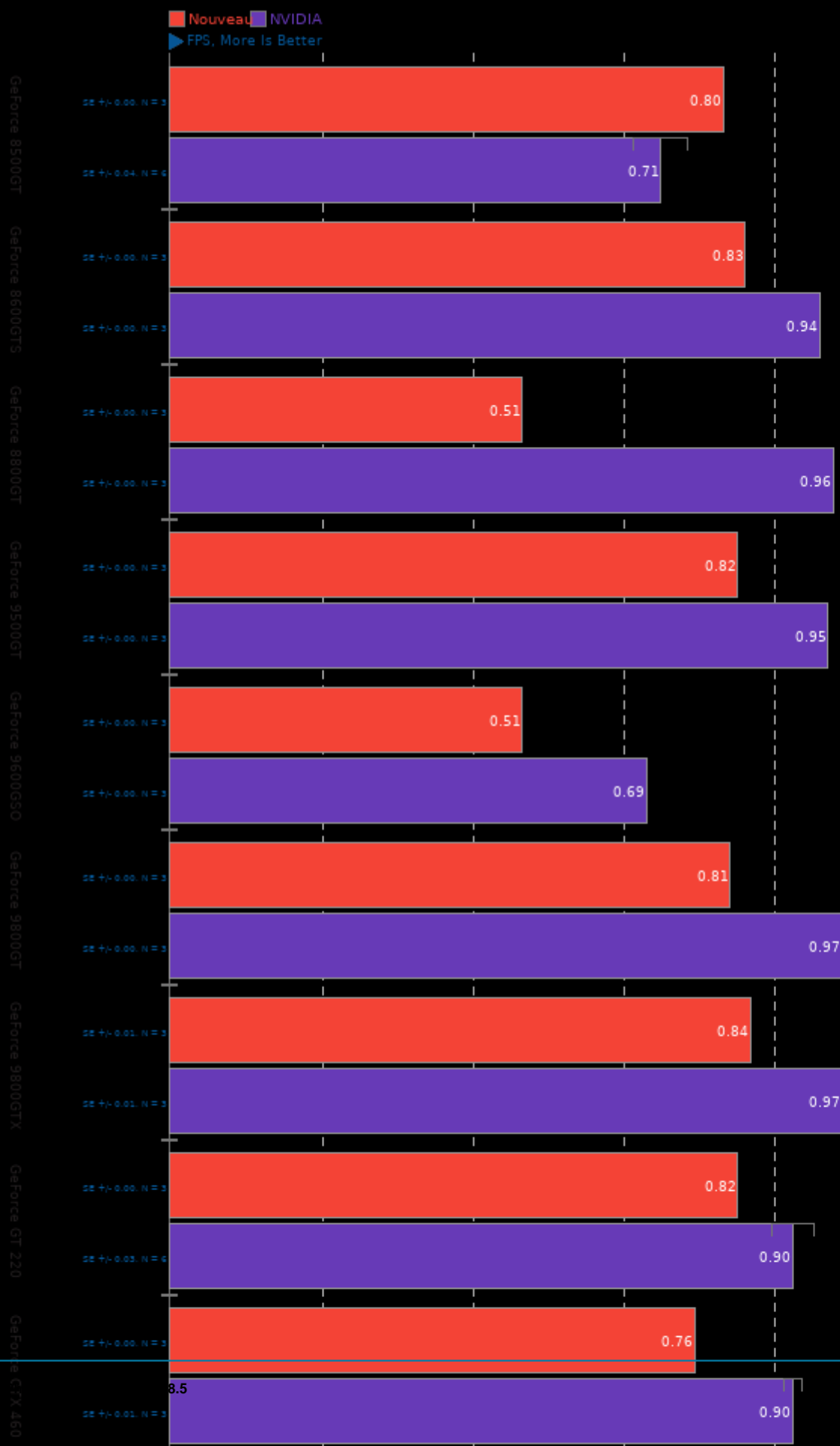
Resolution: 1920 x 1080





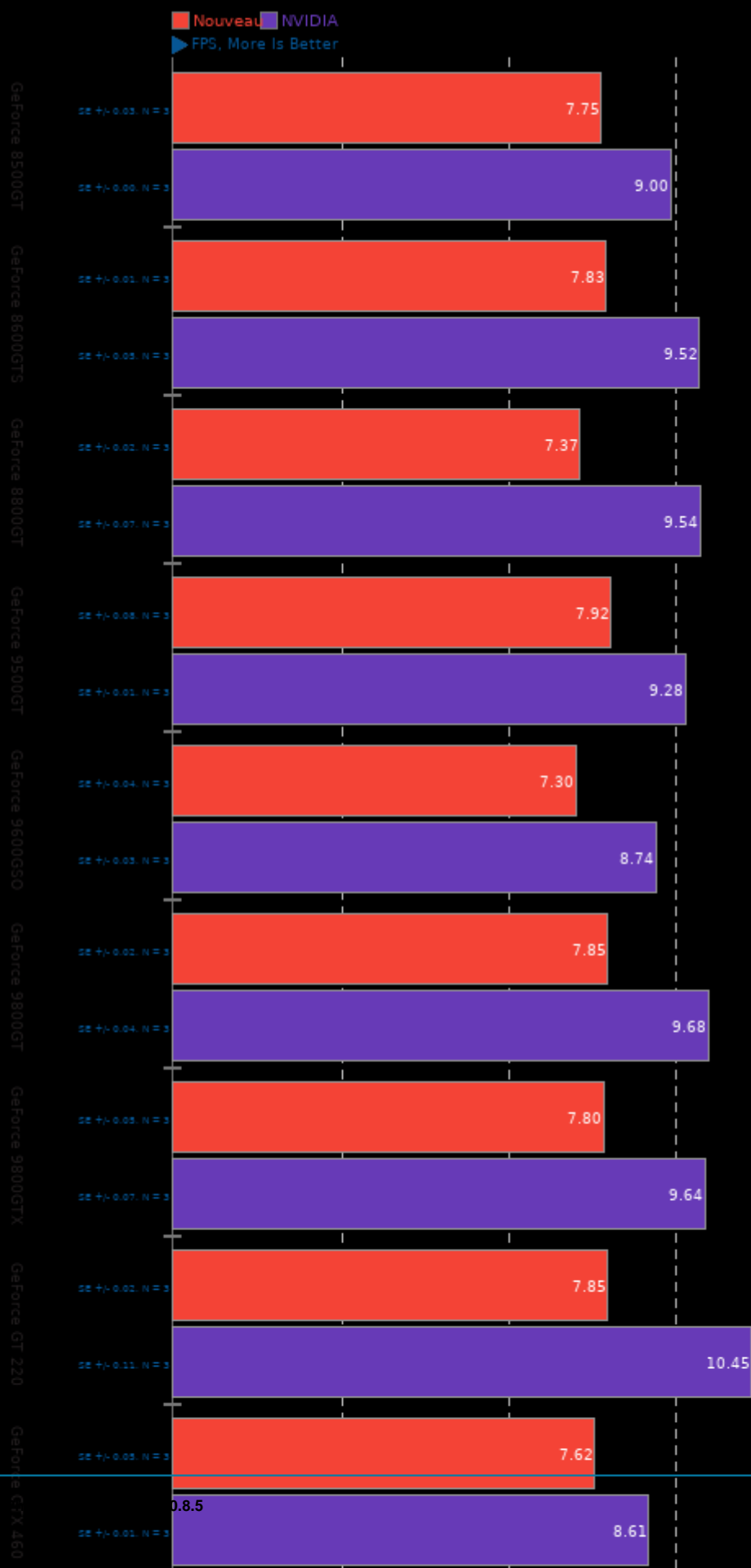
Cairo Performance Demos 2012-01-30

Demo: Fish



Cairo Performance Demos 2012-01-30

Demo: Charts



This file was automatically generated via the Phoronix Test Suite benchmarking software on Sunday, 24 November 2024 09:52.