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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.

	Nouveau: GeForce 8500GT	Nouveau: GeForce 8600GTS	Nouveau: GeForce 8800GT	Nouveau: GeForce 9500GT	Nouveau: GeForce 9600GSO	Nouveau: GeForce 9800GT	Nouveau: GeForce 9800GTX	Nouveau: GeForce GT 220	Nouveau: GeForce GTX 460	Nouveau: GeForce GTX 550 Ti	NVIDIA: GeForce 8500GT	NVIDIA: GeForce 8600GTS	NVIDIA: GeForce 8800GT	NVIDIA: GeForce 9500GT	NVIDIA: GeForce 9600GSO	NVIDIA: GeForce 9800GT	NVIDIA: GeForce 9800GTX	NVIDIA: GeForce GT 220	NVIDIA: GeForce GTX 460	NVIDIA: GeForce GTX 550 Ti
Xonotic - 1920 x 1080 - Low (FPS)	120.36	104.62	98.89	76.98	117.92	126.31	104.93	**32.76**	88.79	67.26	117.21	267.36	95.13	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%
Xonotic - 1920 x 1080 - High	**6.20**	35.83	29.94	54.16	91.19	41.85	14.64	38.49	24.17	44.22	100.70	38.78	49.71	147.88	165.55	43.33	**197.10**	188.48	
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%	

Nouveau Linux 3.4 Mesa 8.1-devel

Xonotic - 1280 x 1024 - Low (FPS)	129.21	133.55	130.26	105.71	132.18	134.60	132.73	**47.91**	123.90	107.00	250.91	288.90	154.43	186.79	**293.70**	293.58	150.22	292.30	293.63
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 Deviation	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%
Xonotic - 1024 x 768 - Low (FPS)	123.91	134.68	132.59	133.41	130.53	132.13	134.23	**72.93**	132.85	152.56	284.19	292.35	218.31	252.24	293.65	**295.05**	217.50	291.25	292.51
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 Deviation	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%
VDrift - 1920 x 1080 (FPS)	98.15	89.13	55.79	43.54	82.08	**133.40**	56.41	17.35	46.27	**3.41**	6.22	10.74	8.83	11.15	33.99	38.19	10.63	53.27	44.51
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 Deviation	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%
Urban Terror - 1920 x 1080 (FPS)	74.67	75.07	72.60	69.17	76.63	78.90	74.57	**30.60**	69.10	52.13	117.47	144.93	103.40	129.07	**186.73**	185.60	104.93	184.87	186.33
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 Deviation	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%
Smokin Guns - 1920 x 1080 (FPS)	84.50	85.73	82.47	77.97	88.77	**89.60**	84.20	**32.27**	76.97										
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)	58.37	**13.17**	35.53	30.23	50.27	90.63	36.80	13.60	35.07	18.73	20.63	33.97	48.90	55.17	147.77	166.90	47.03	**248.07**	220.30
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%

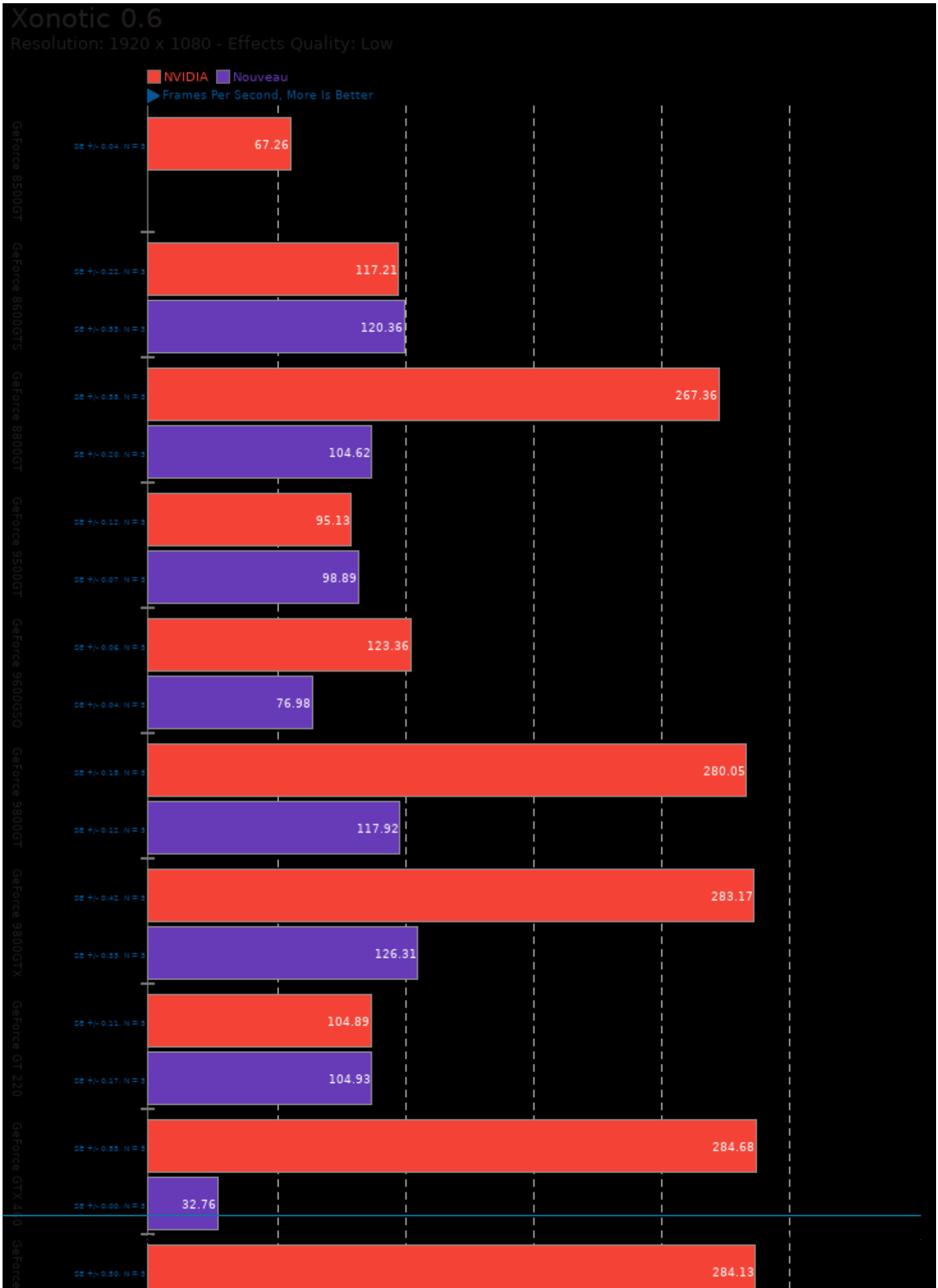
Nouveau Linux 3.4 Mesa 8.1-devel

World of Padman - 1920 x 1080 (FPS)		112.43	99.33	100.73	79.10	112.53	120.00	102.20	**35.80**	86.70	52.90	113.30	148.47	102.13	129.07	359.67	375.77	101.77	**413.37**	410.97
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 Deviation		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%
OpenArena - 1920 x 1080 (FPS)	69.33	131.73	108.13	101.20	75.07	119.47	142.87	104.20	**29.93**	80.70	48.07	176.93	305.37	95.50	119.17	363.07	402.03	99.27	**465.80**	432.17
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%
Lightsmark - 1920 x 1080 (FPS)	**15.91**	41.58	32.29	27.95	24.06	43.75	80.10	37.36	20.03	45.61	28.74	84.47	166.85	60.16	78.84	223.15	257.02	62.06	**397.75**	333.84
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%
Cairo Performance Demos - Fish (FPS)	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	0.90
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%	92.78%
Standard Deviation	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%	0.6%
Cairo Performance Demos - Gears (FPS)	35.93	41.35	28.66	38.48	**28.17**	38.38	41.65	38.55	30.50	39.16	40.89	66.02	65.50	49.58	34.77	71.19	73.65	115.01	209.84	**211.19**
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 Deviation	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%
Cairo Performance Demos - Charts (FPS)	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	10.45	8.61	**10.69**
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%	100%
Standard Deviation	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%	0.4%

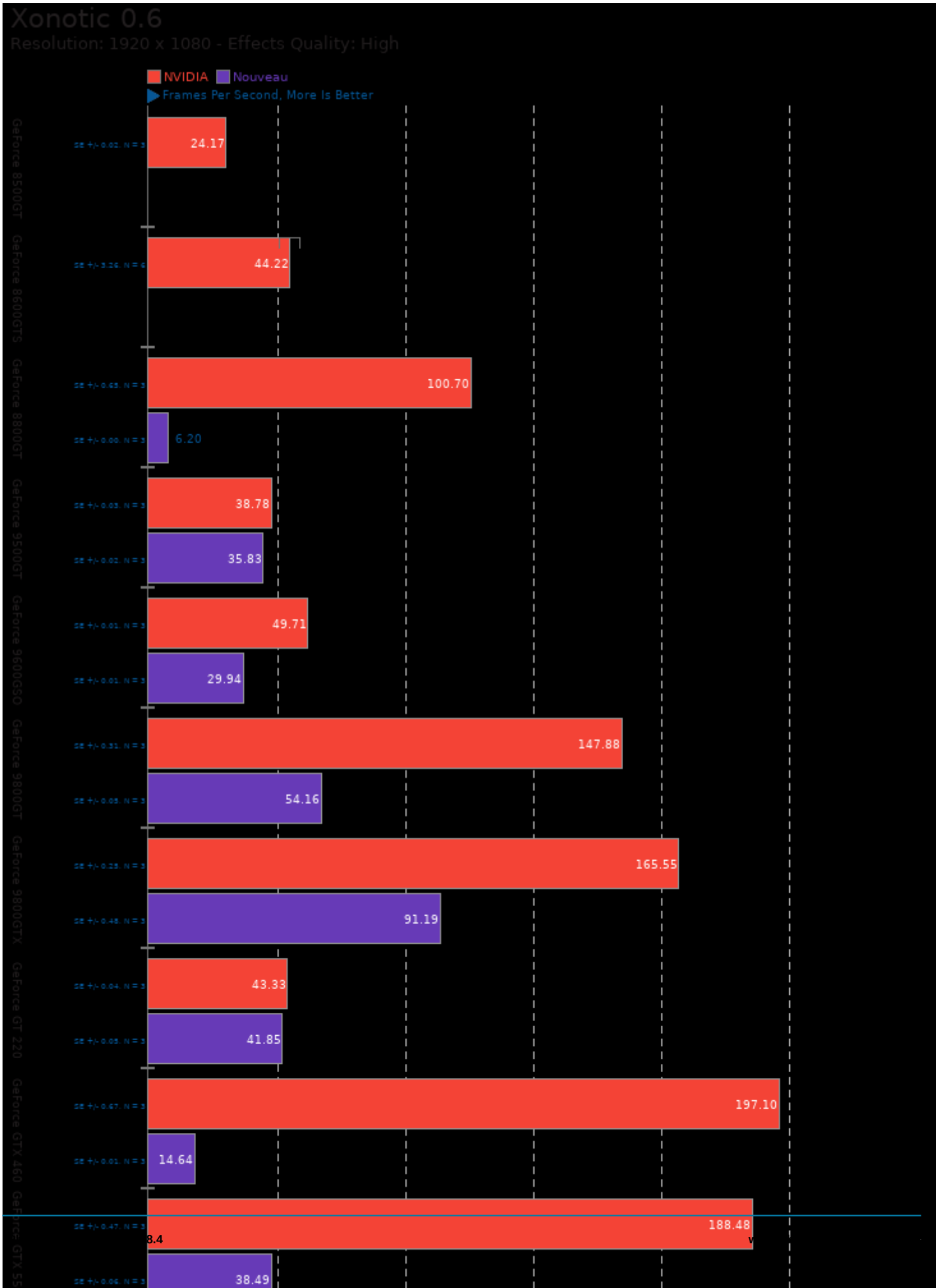
Nouveau Linux 3.4 Mesa 8.1-devel

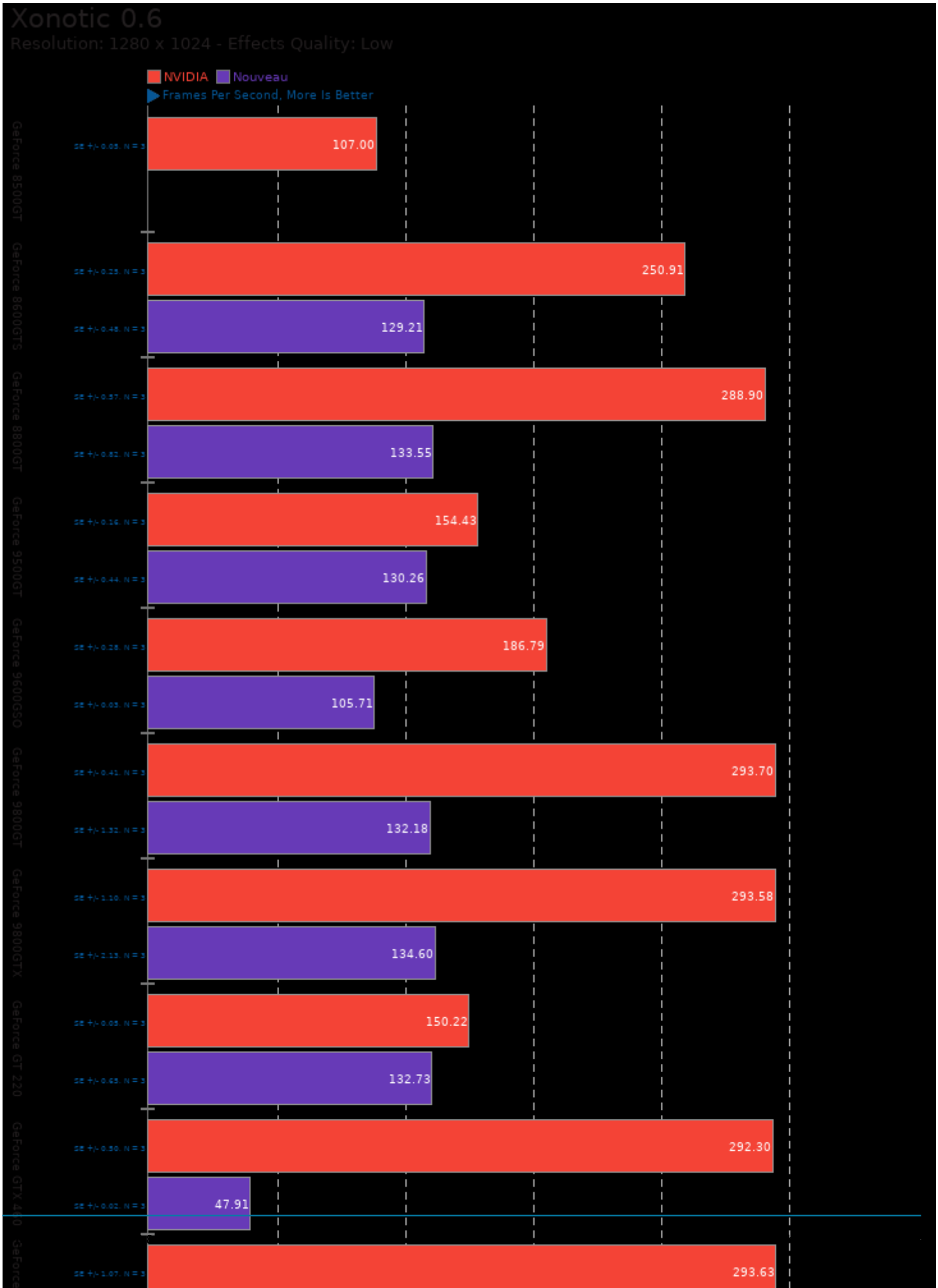
Doom 3 - 1024 x 768 - Low (FPS)	30.90	54.63	37.47	43.90	29.53	51.17	**55.93**	45.73	**28.43**	49.67
Normalized	55.25%	97.68%	66.99%	78.49%	52.8%	91.49%	100%	81.76%	50.83%	88.81%
Standard Deviation	0%	0.2%	0.2%	0.4%	0.2%	0.5%	1.2%	0.3%	0.2%	0.4%
Doom 3 - 1280 x 1024 - Low (FPS)	21.90	47.80	30.70	31.77	22.70	44.07	**55.37**	35.50	**17.80**	36.53
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%
Doom 3 - 1920 x 1080 - Low (FPS)	14.80	36.50	23.40	23.10	16.60	33.73	**54.00**	26.53	**10.90**	24.27
Normalized	27.41%	67.59%	43.33%	42.78%	30.74%	62.46%	100%	49.13%	20.19%	44.94%
Standard Deviation	6.6%	0.3%	0%	0%	0%	0.2%	1.1%	3.2%	0%	0.2%

Nouveau Linux 3.4 Mesa 8.1-devel

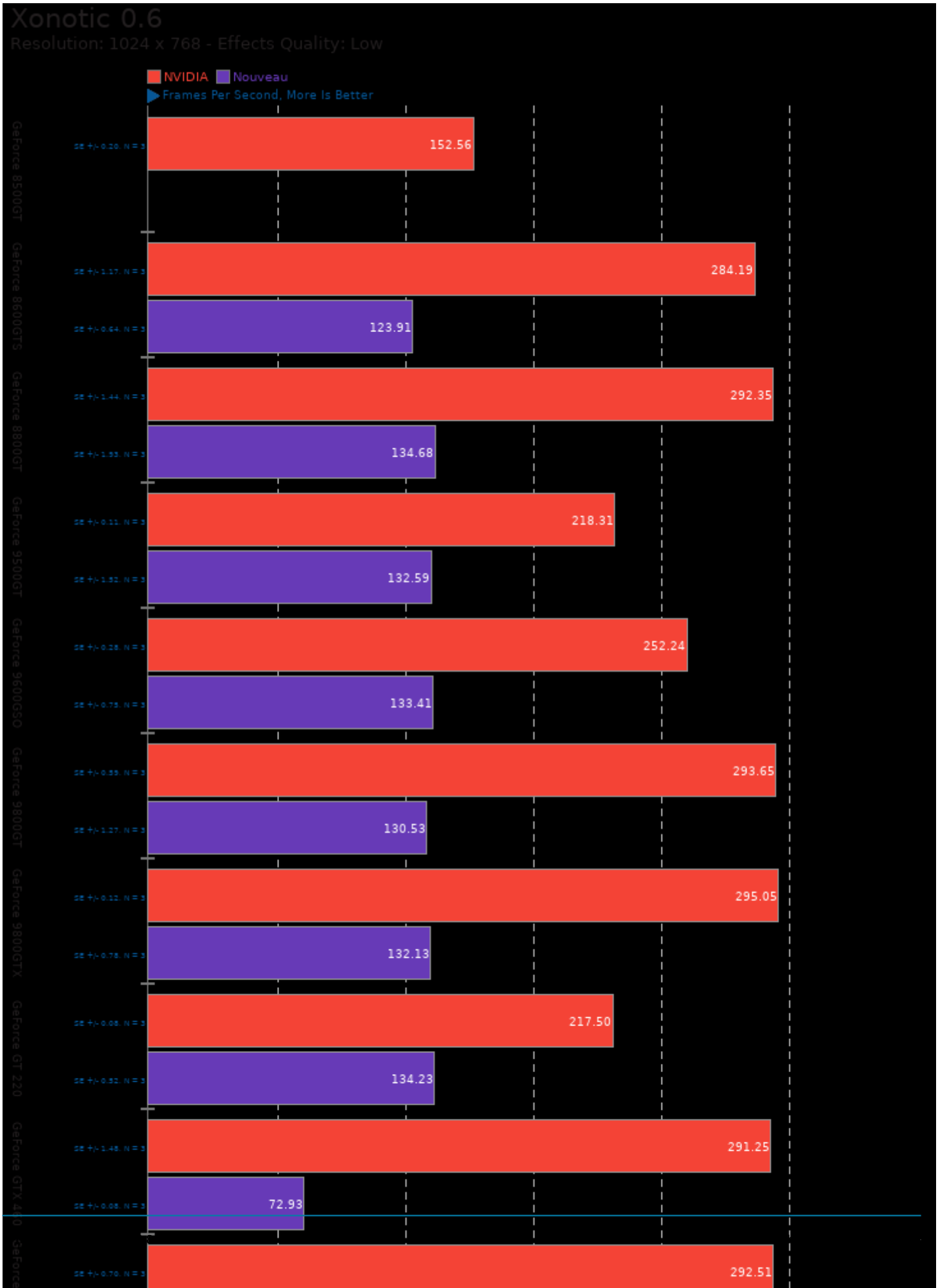

Xonotic 0.6
Resolution: 1920 x 1080 - Effects Quality: Low
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 470
67.26
117.21
120.36
267.36
104.62
95.13
98.89
123.36
76.98
280.05
117.92
283.17
126.31
104.89
104.93
284.68
32.76
284.13

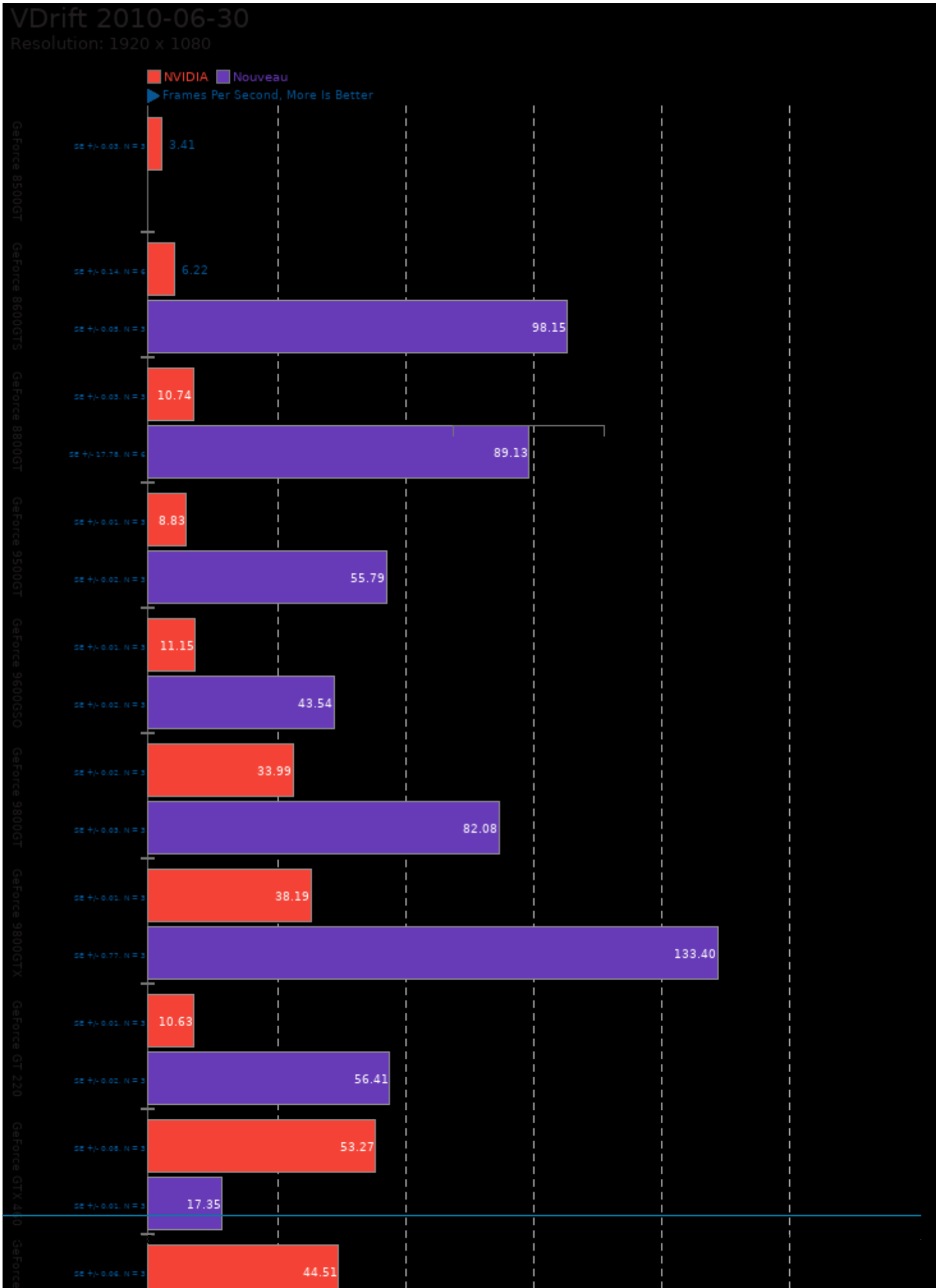
Nouveau Linux 3.4 Mesa 8.1-devel

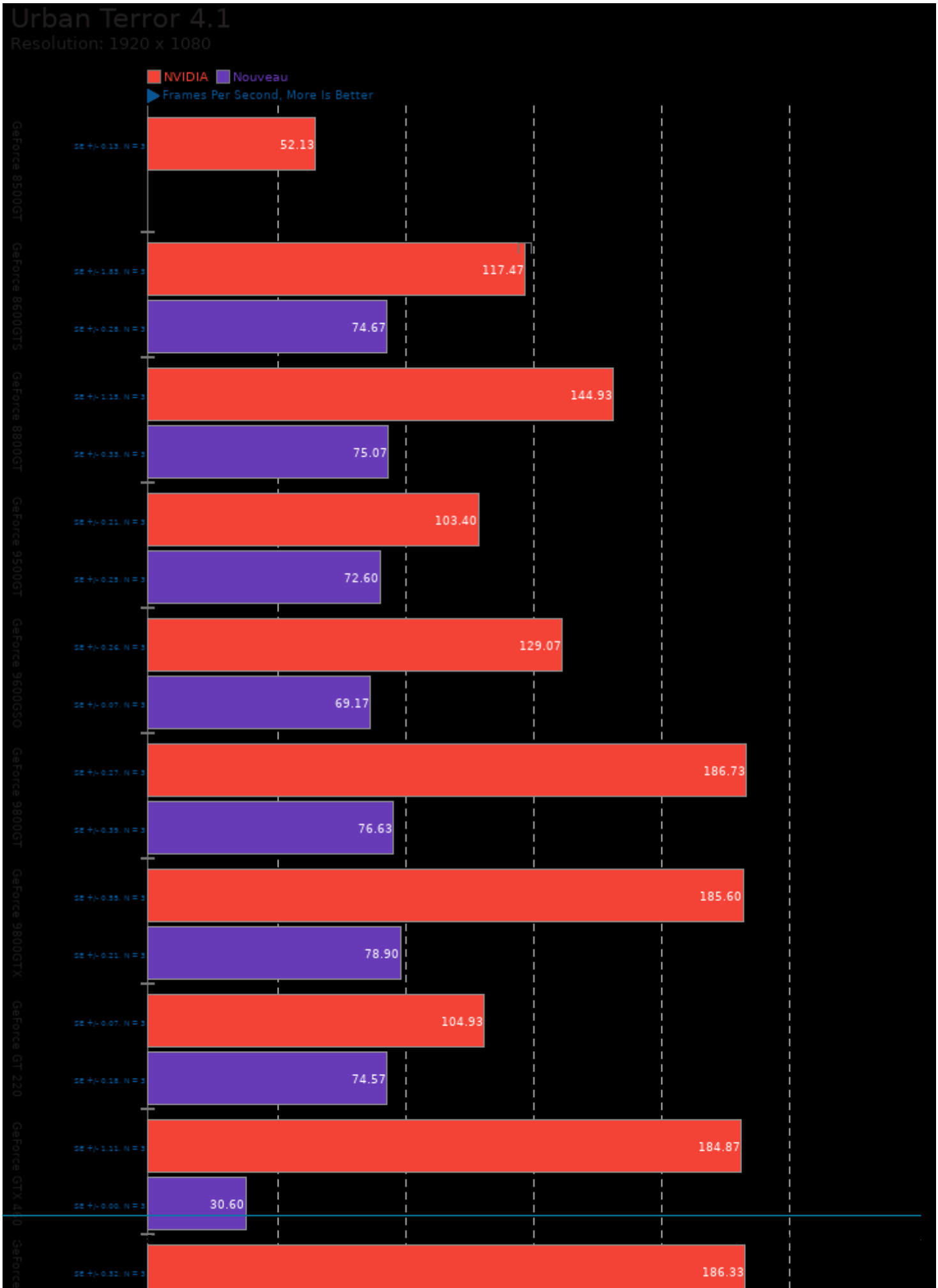



Xonotic 0.6
Resolution: 1280 x 1024 - Effects Quality: Low
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
107.00
250.91
129.21
288.90
133.55
154.43
130.26
186.79
105.71
293.70
132.18
293.58
134.60
150.22
132.73
292.30
47.91
293.63

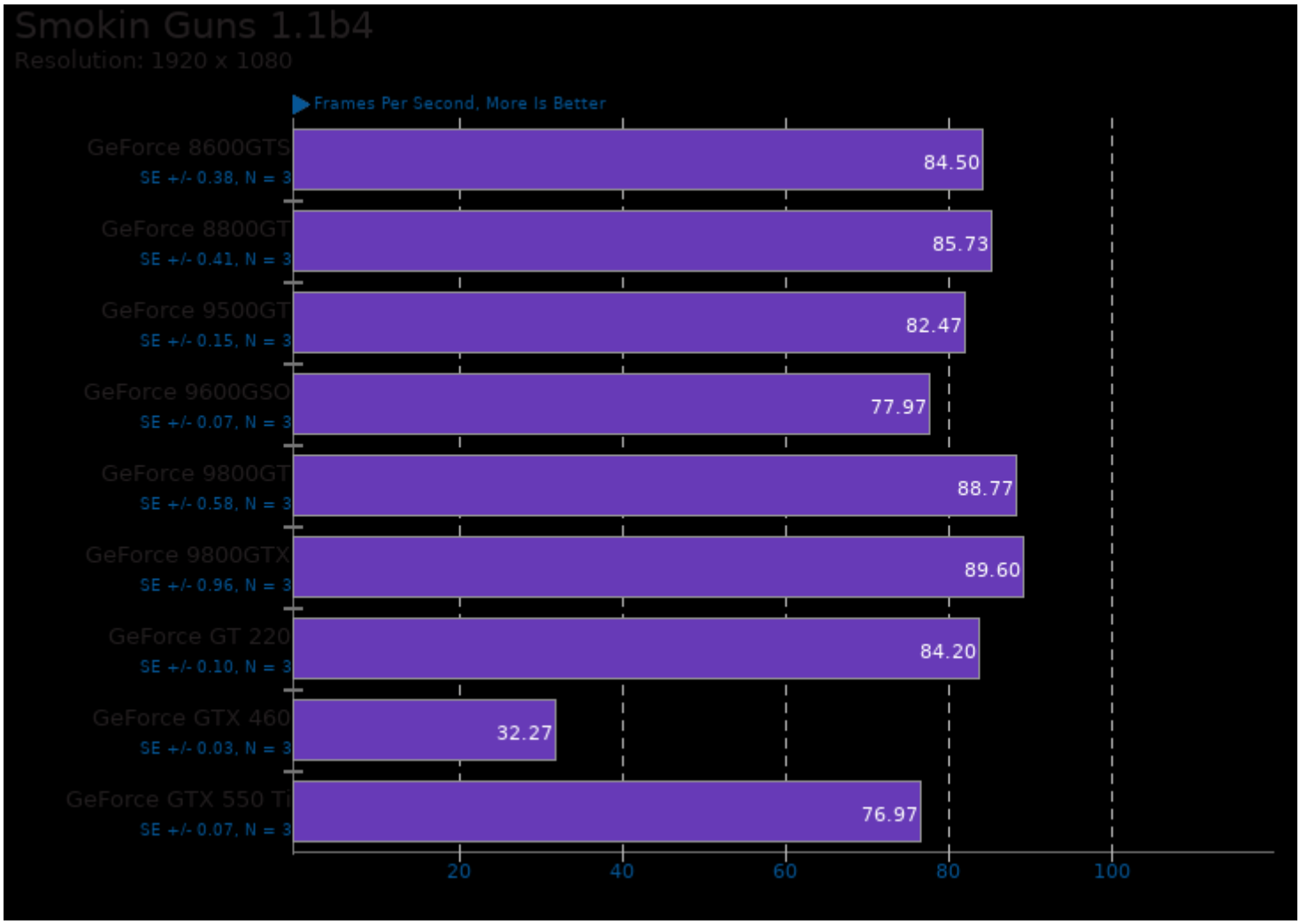
Nouveau Linux 3.4 Mesa 8.1-devel

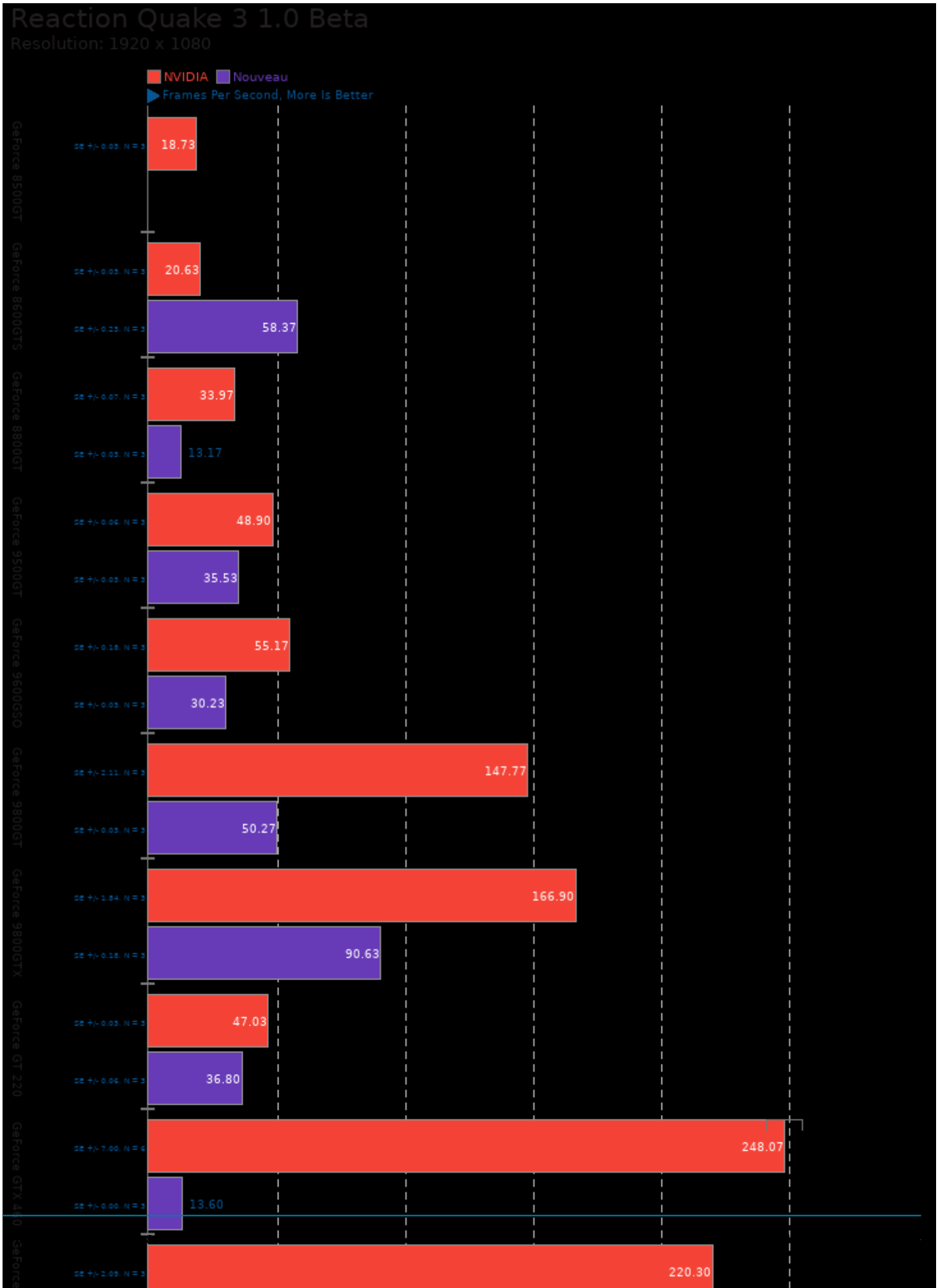


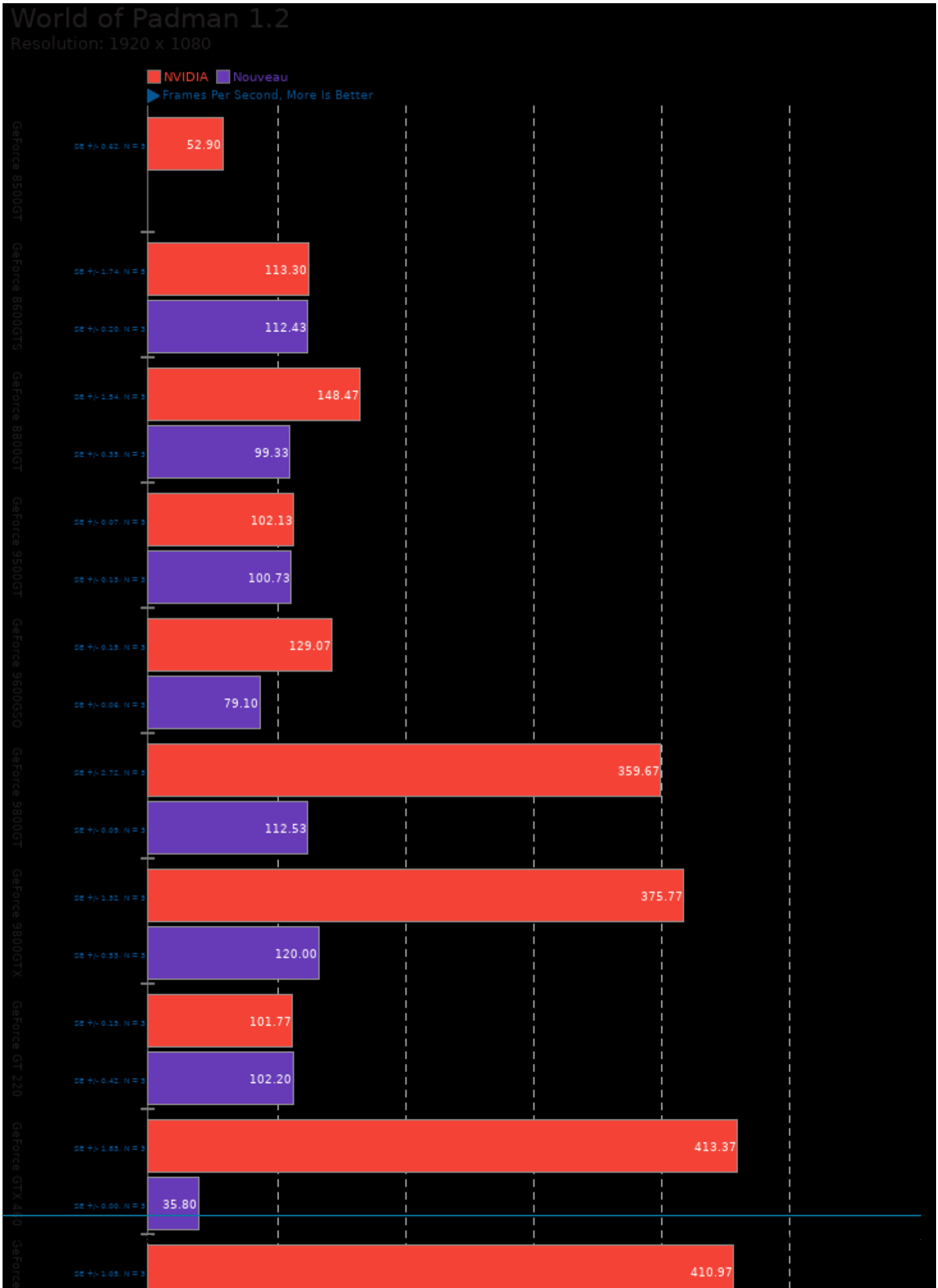

VDrift 2010-06-30
Resolution: 1920 x 1080
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
3.41
6.22
98.15
10.74
89.13
8.83
55.79
11.15
43.54
33.99
82.08
38.19
133.40
10.63
56.41
53.27
17.35
44.51

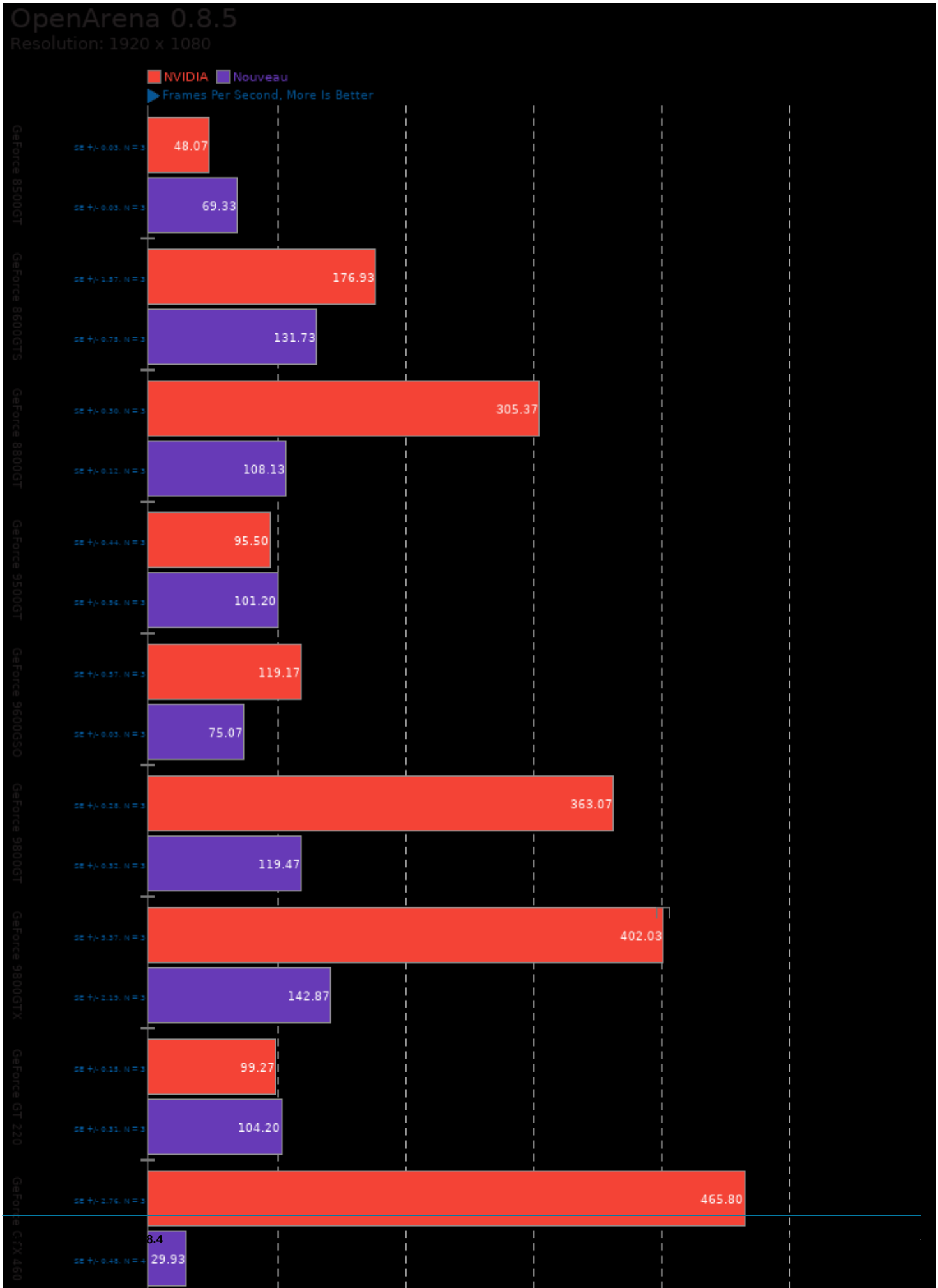

Urban Terror 4.1
Resolution: 1920 x 1080
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
52.13
117.47
74.67
144.93
75.07
103.40
72.60
129.07
69.17
186.73
76.63
185.60
78.90
104.93
74.57
184.87
30.60
186.33

Nouveau Linux 3.4 Mesa 8.1-devel

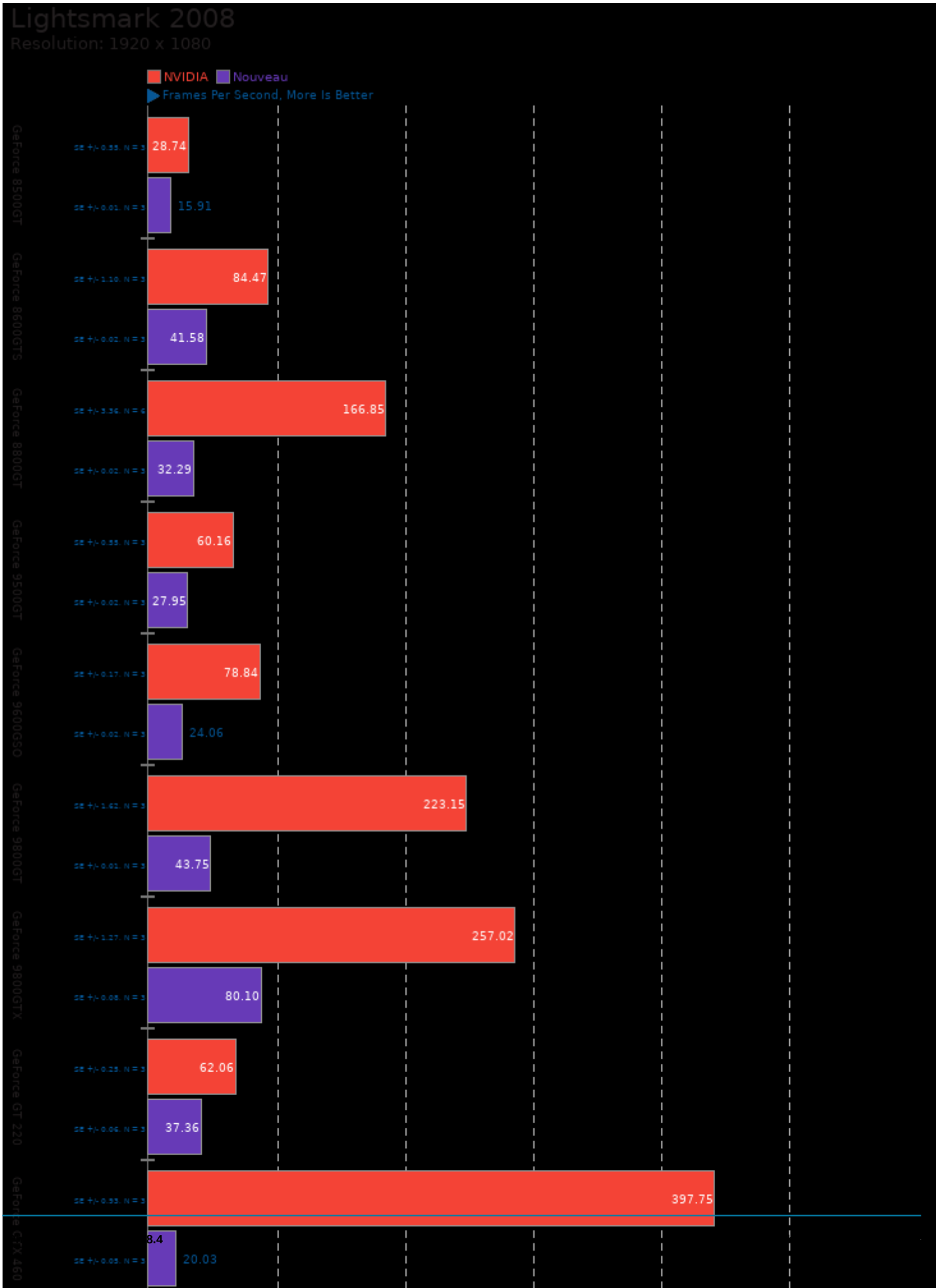


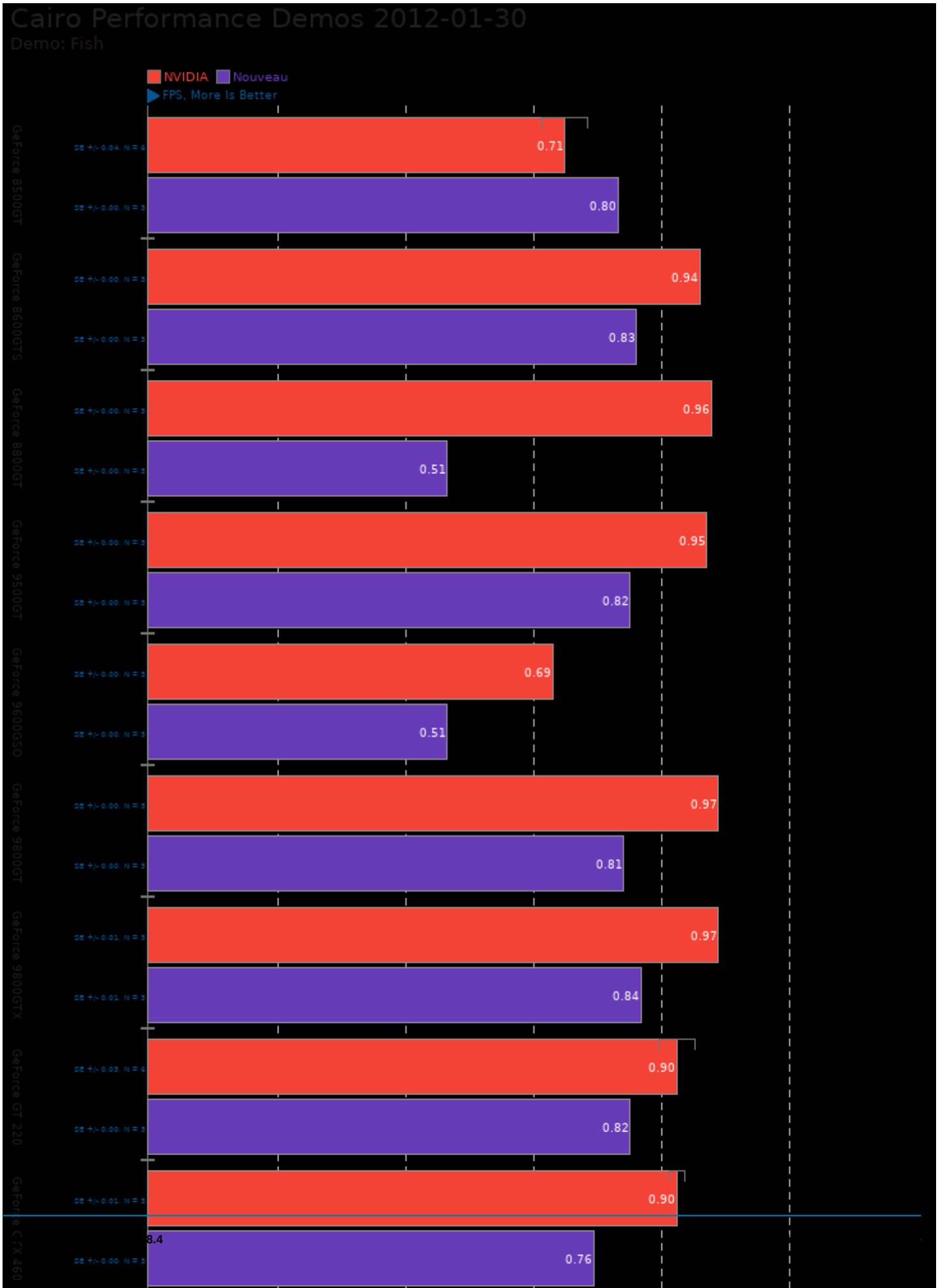

Reaction Quake 3 1.0 Beta
Resolution: 1920 x 1080
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
18.73
20.63
58.37
33.97
13.17
48.90
35.53
55.17
30.23
147.77
50.27
166.90
90.63
47.03
36.80
248.07
13.60
220.30

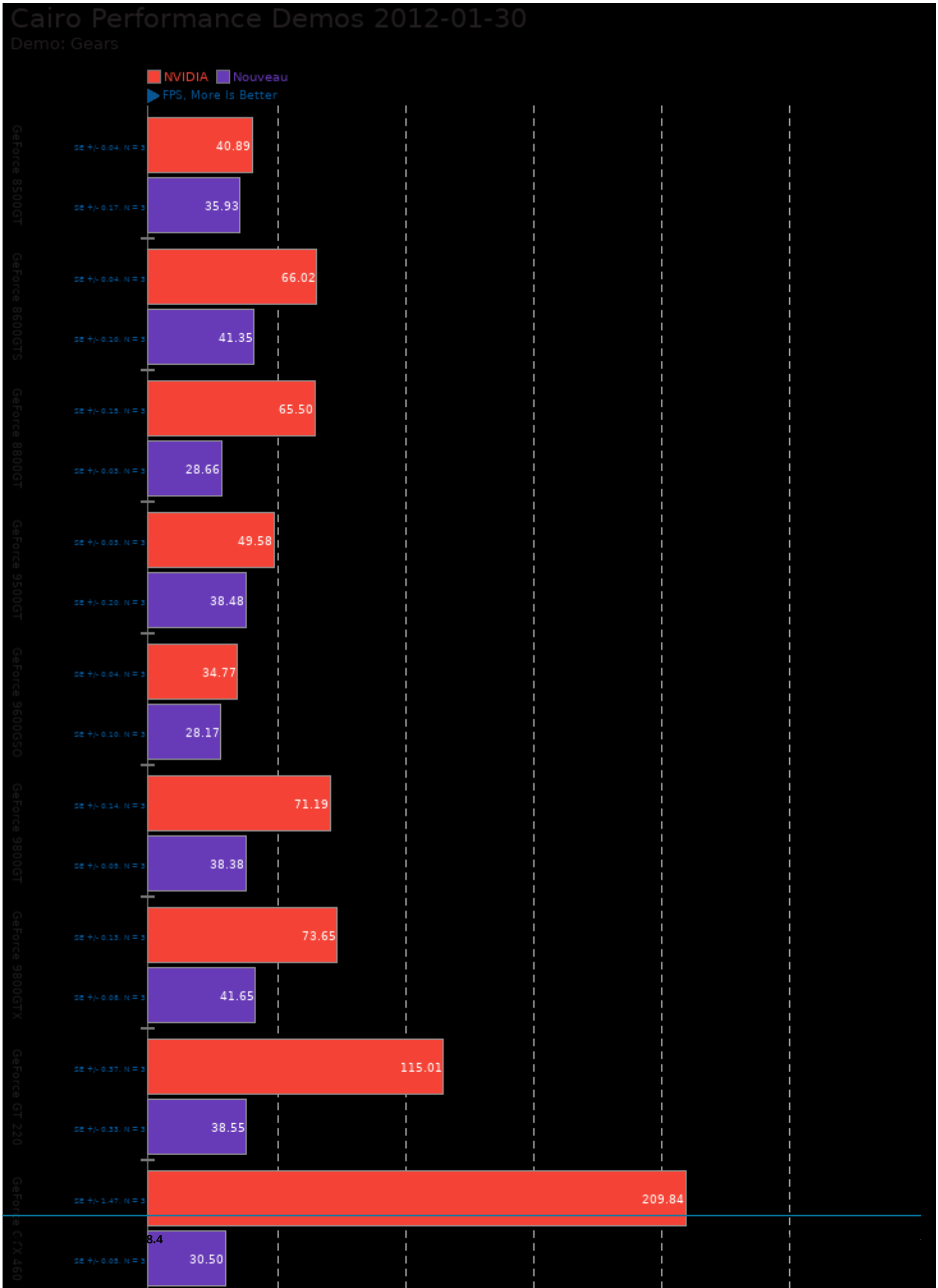

World of Padman 1.2
Resolution: 1920 x 1080
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 470
52.90
113.30
112.43
148.47
99.33
102.13
100.73
129.07
79.10
359.67
112.53
375.77
120.00
101.77
102.20
413.37
35.80
410.97


OpenArena 0.8.5
Resolution: 1920 x 1080
NVIDIA
Nouveau
Frames Per Second, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
48.07
69.33
176.93
131.73
305.37
108.13
95.50
101.20
119.17
75.07
363.07
119.47
402.03
142.87
99.27
104.20
465.80
29.93

Nouveau Linux 3.4 Mesa 8.1-devel




Cairo Performance Demos 2012-01-30
Demo: Fish
NVIDIA
Nouveau
FPS, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
0.71
0.80
0.94
0.83
0.96
0.51
0.95
0.82
0.69
0.51
0.97
0.81
0.97
0.84
0.90
0.82
0.90
0.76


Cairo Performance Demos 2012-01-30
Demo: Gears
NVIDIA
Nouveau
FPS, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
GeForce GTX 460
40.89
35.93
66.02
41.35
65.50
28.66
49.58
38.48
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71.19
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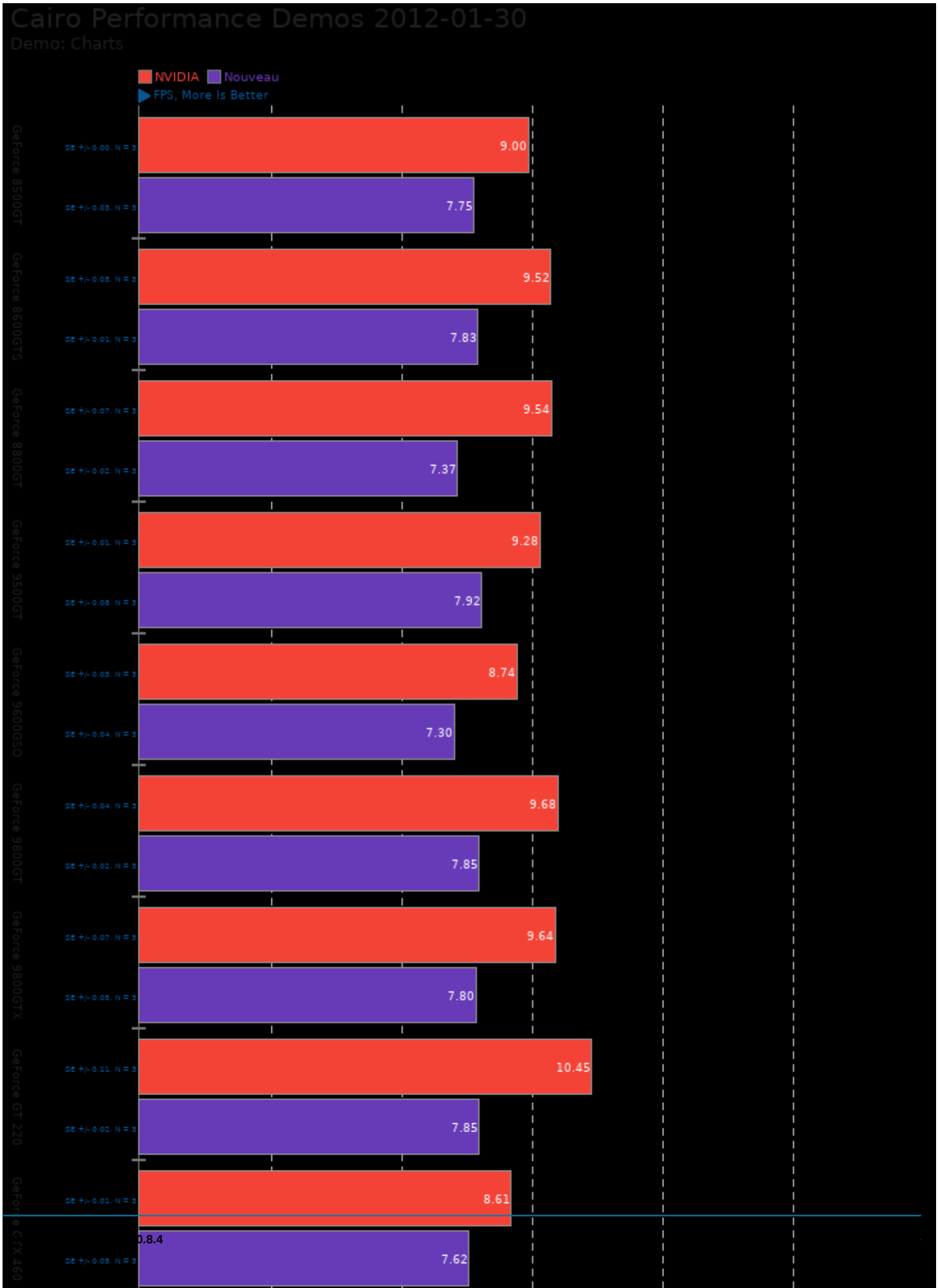
73.65
41.65
115.01
38.55
209.84
30.50
8.4


Cairo Performance Demos 2012-01-30
Demo: Charts
NVIDIA
Nouveau
FPS, More Is Better
GeForce 8500GT
GeForce 8600GTS
GeForce 8800GT
GeForce 9500GT
GeForce 9600GSO
GeForce 9800GT
GeForce 9800GTX
GeForce GT 220
9.00
7.75
9.52
7.83
9.54
7.37
9.28
7.92
8.74
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9.68
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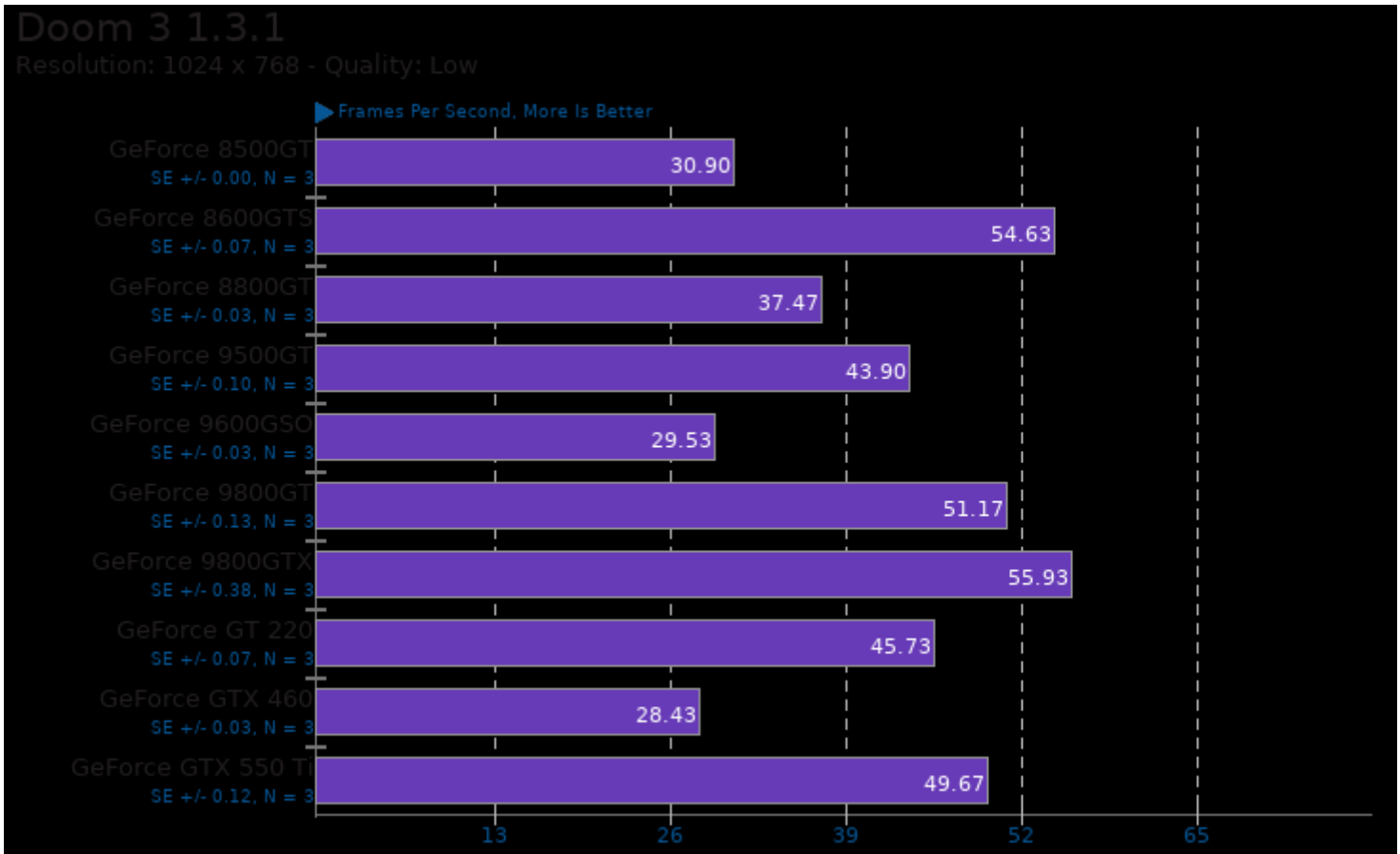
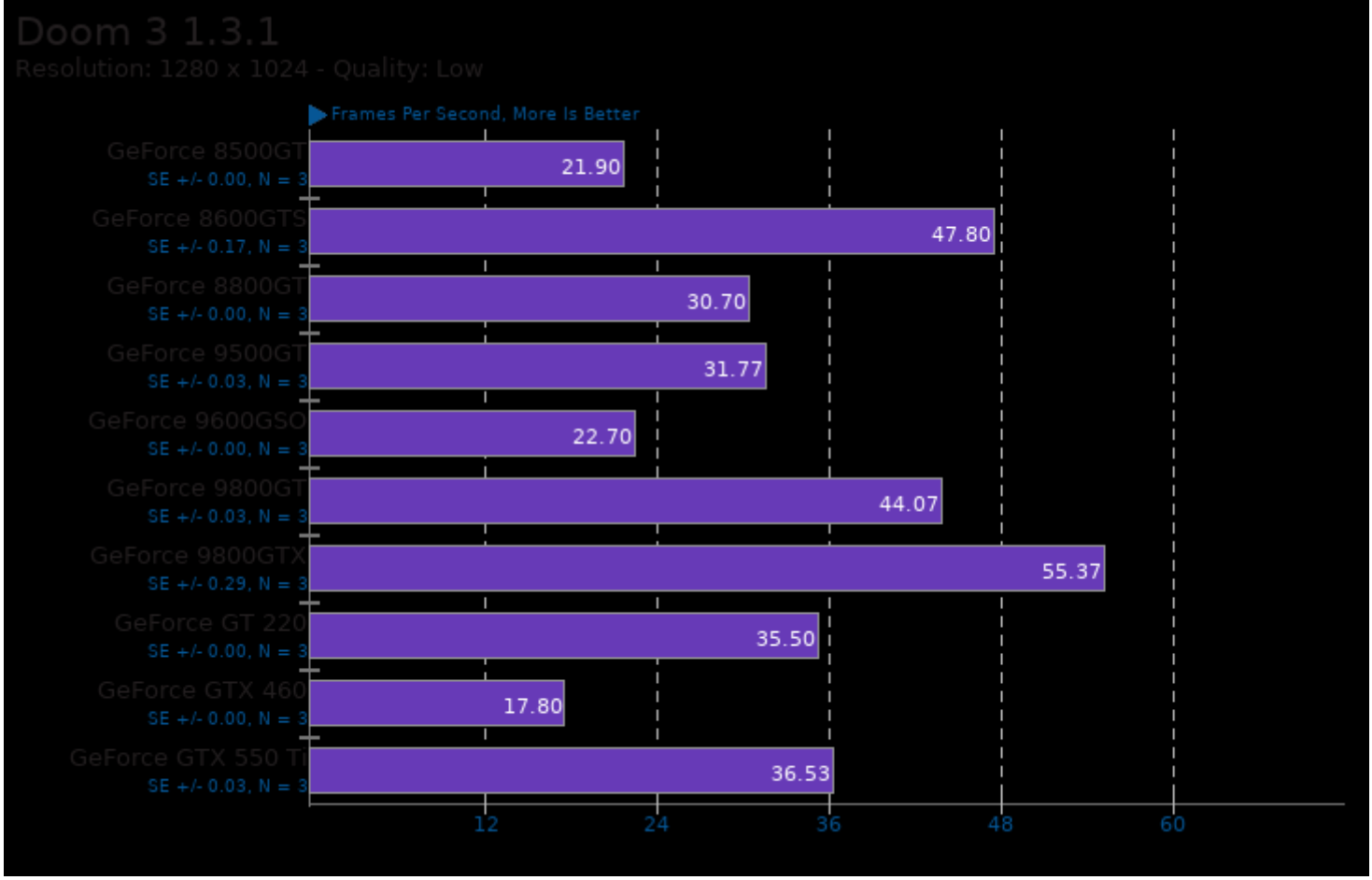
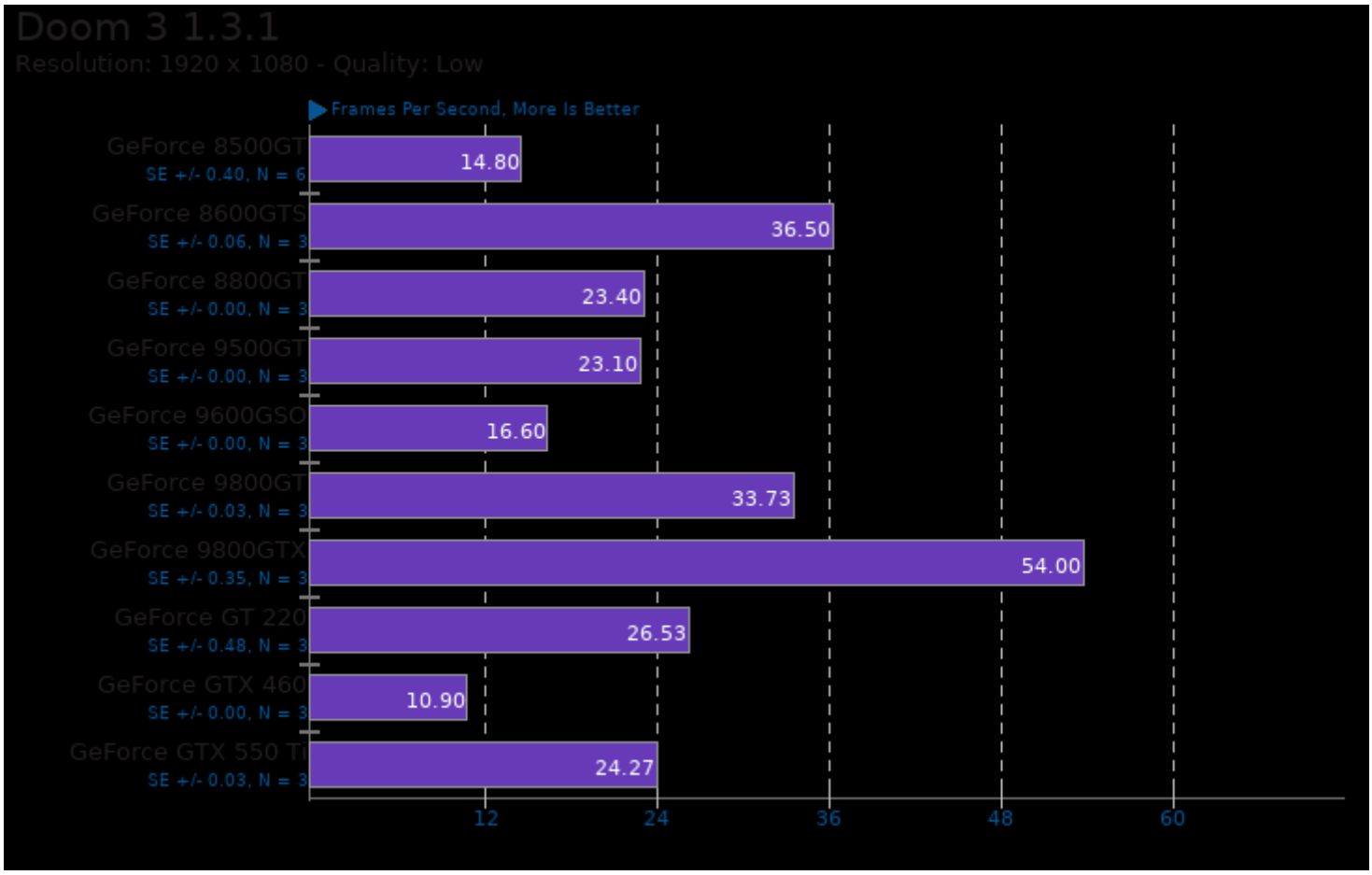
7.85
8.61
7.62
0.8.4


Doom 3 1.3.1
Resolution: 1024 x 768 - Quality: Low
Frames Per Second, More Is Better
GeForce 8500GT
SE +/- 0.00, N = 3
30.90
GeForce 8600GTS
SE +/- 0.07, N = 3
54.63
GeForce 8800GT
SE +/- 0.03, N = 3
37.47
GeForce 9500GT
SE +/- 0.10, N = 3
43.90
GeForce 9600GSO
SE +/- 0.03, N = 3
29.53
GeForce 9800GT
SE +/- 0.13, N = 3
51.17
GeForce 9800GTX
SE +/- 0.38, N = 3
55.93
GeForce GT 220
SE +/- 0.07, N = 3
45.73
GeForce GTX 460
SE +/- 0.03, N = 3
28.43
GeForce GTX 550 Ti
SE +/- 0.12, N = 3
49.67
13
26
39
52
65


Doom 3 1.3.1
Resolution: 1280 x 1024 - Quality: Low
Frames Per Second, More Is Better
GeForce 8500GT
SE +/- 0.00, N = 3
21.90
GeForce 8600GTS
SE +/- 0.17, N = 3
47.80
GeForce 8800GT
SE +/- 0.00, N = 3
30.70
GeForce 9500GT
SE +/- 0.03, N = 3
31.77
GeForce 9600GSO
SE +/- 0.00, N = 3
22.70
GeForce 9800GT
SE +/- 0.03, N = 3
44.07
GeForce 9800GTX
SE +/- 0.29, N = 3
55.37
GeForce GT 220
SE +/- 0.00, N = 3
35.50
GeForce GTX 460
SE +/- 0.00, N = 3
17.80
GeForce GTX 550 Ti
SE +/- 0.03, N = 3
36.53
12
24
36
48
60

Nouveau Linux 3.4 Mesa 8.1-devel



This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 20:24.