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gl_thread

Intel Core i7-4770 testing with a Gigabyte B85M-D3H and MSI AMD Radeon R9 285/380 4096MB on Ubuntu 16.04 via the Phoronix Test Suite.

Automated Executive Summary

mesa 17.1-git gl_thread=false had the most wins, coming in first place for 66% of the tests.

Based on the geometric mean of all complete results, the fastest (mesa 17.1-git gl_thread=false) was 1.049x the speed of the slowest (mesa 17.0.1). mesa 17.1-git gl_thread=true was 0.992x the speed of mesa 17.1-git gl_thread=false and mesa 17.0.1 was 0.961x the speed of mesa 17.1-git gl_thread=true.

Test Systems:

mesa 17.0.1

Processor: Intel Core i7-4770 @ 3.90GHz (8 Cores), Motherboard: Gigabyte B85M-D3H, Chipset: Intel 4th Gen Core DRAM, Memory: 16384MB, Disk: 120GB KINGSTON SV300S3 + 2 x 2000GB Samsung SSD 850 + 4001GB Western

Digital WD40EZRX-00S, Graphics: MSI AMD Radeon R9 285/380 4096MB, Audio: Realtek ALC892, Monitor: LG IPS FULLHD, Network: Realtek RTL8111/8168/8411

OS: Ubuntu 16.04, Kernel: 4.4.0-66-generic (x86_64), Desktop: Unity 7.4.0, Display Server: X Server 1.18.4, OpenGL: 4.5 Mesa 17.0.1- padoka PPA Gallium 0.4 (LLVM 4.0.0), Vulkan: 1.0.21, Compiler: GCC 5.4.0 20160609, File-System: ext4, Screen Resolution: 1920x1080

Processor Notes: Scaling Governor: intel_pstate powersave
Graphics Notes: GLAMOR

mesa 17.1-git gl_thread=false

mesa 17.1-git gl_thread=true

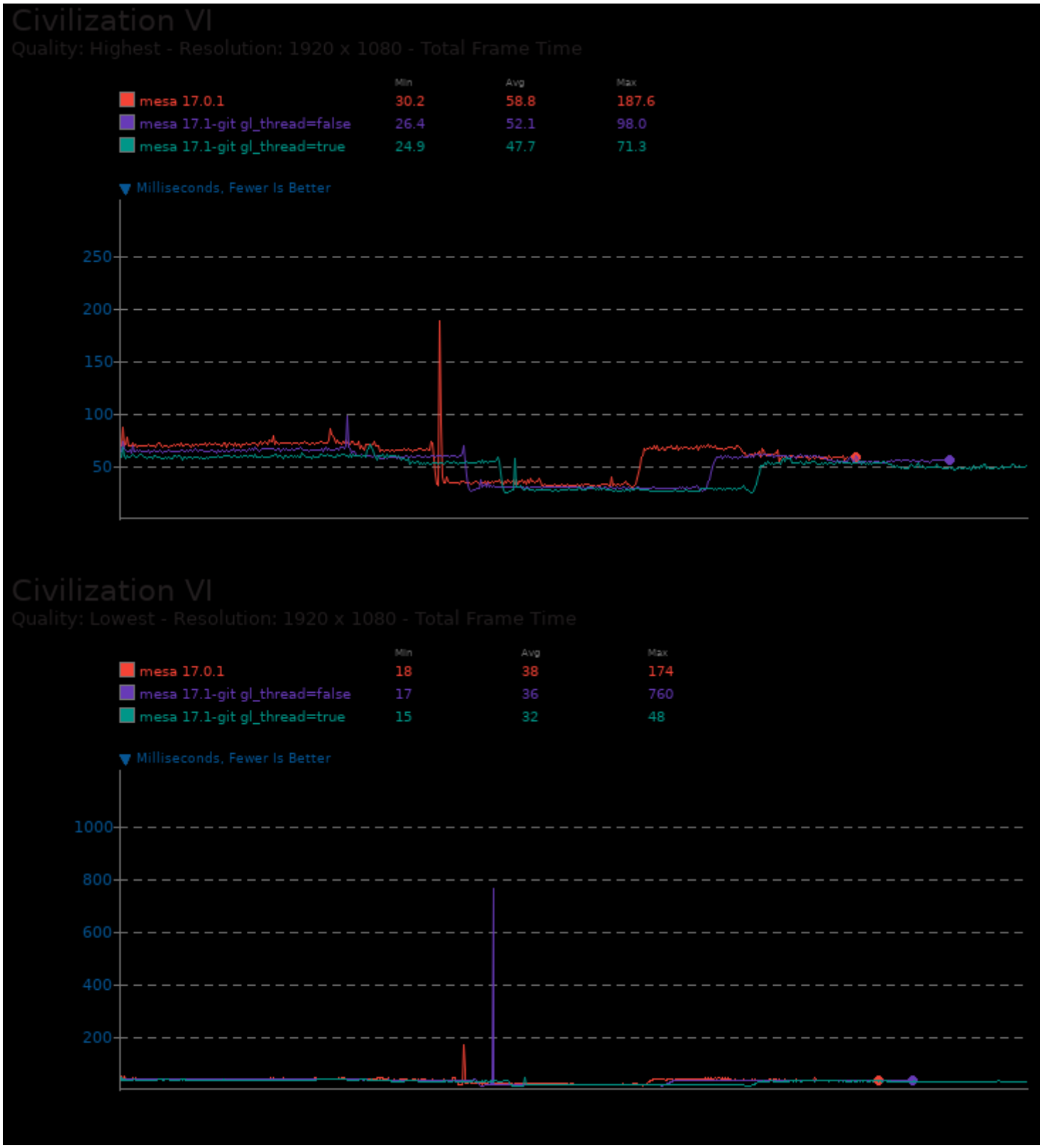
Processor: Intel Core i7-4770 @ 3.90GHz (8 Cores), Motherboard: Gigabyte B85M-D3H, Chipset: Intel 4th Gen Core DRAM, Memory: 16384MB, Disk: 120GB KINGSTON SV300S3 + 2 x 2000GB Samsung SSD 850 + 4001GB Western Digital WD40EZRX-00S, Graphics: MSI AMD Radeon R9 285/380 4096MB, Audio: Realtek ALC892, Monitor: LG IPS FULLHD, Network: Realtek RTL8111/8168/8411

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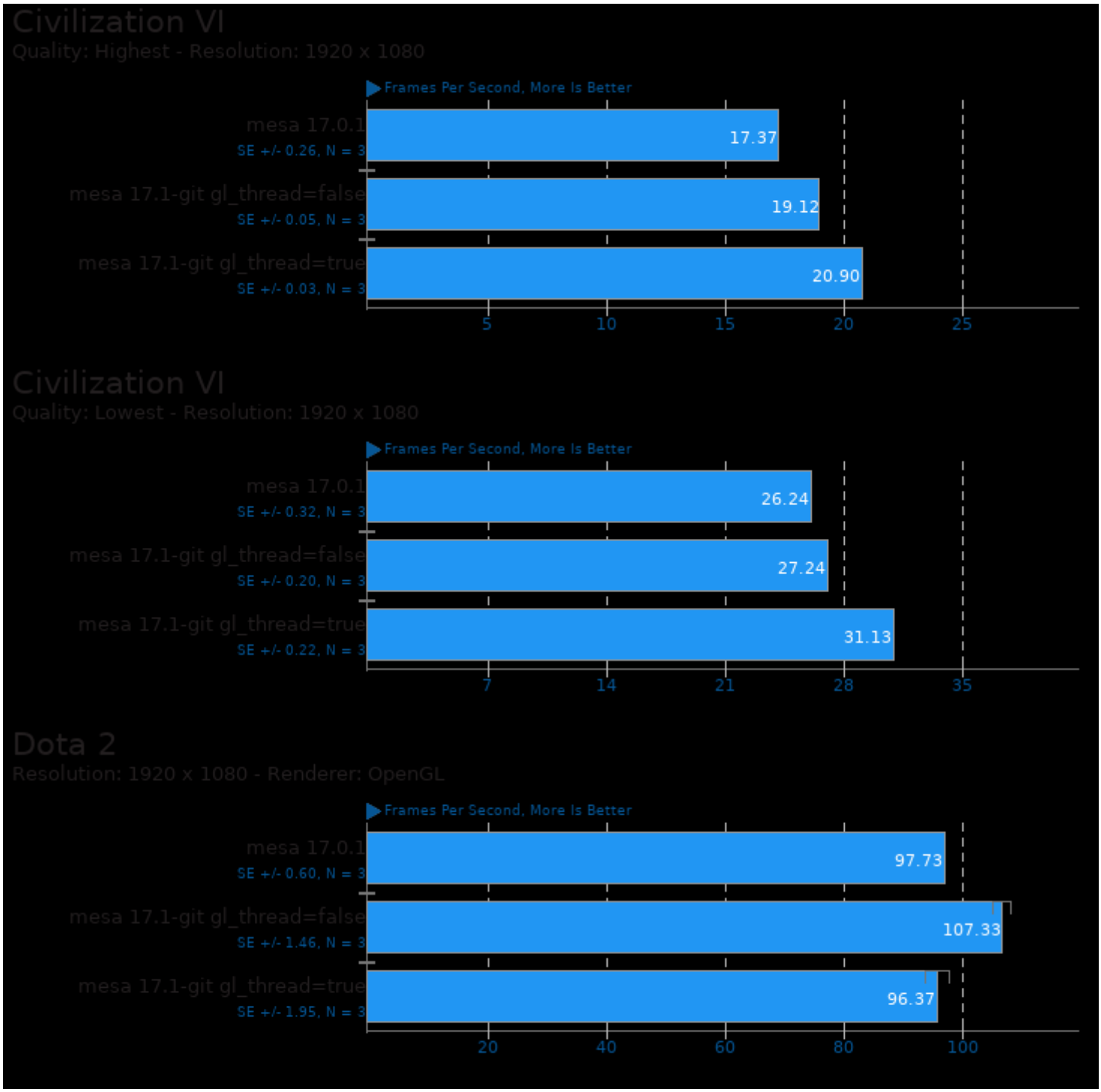
Processor Notes: Scaling Governor: intel_pstate powersave
Graphics Notes: GLAMOR

	mesa 17.0.1	mesa 17.1-git gl_thread=false	mesa 17.1-git gl_thread=true
Civilization VI - Highest - 1920 x 1080 (FPS)	**17.37**	19.12	**20.90**
Normalized	83.11%	91.48%	100%
Standard Deviation	2.6%	0.5%	0.3%
Civilization VI - Lowest - 1920 x 1080 (FPS)	**26.24**	27.24	**31.13**
Normalized	84.29%	87.5%	100%
Standard Deviation	2.1%	1.3%	1.2%
Dota 2 - 1920 x 1080 - OpenGL (FPS)	97.73	**107.33**	**96.37**
Normalized	91.06%	100%	89.79%
Standard Deviation	1.1%	2.4%	3.5%
Deus Ex: Mankind Divided - 1920 x 1080 - Low Quality (FPS)	43.72	**45.50**	**41.40**
Normalized	96.09%	100%	90.99%
Standard Deviation	3.5%	2.3%	1.5%
Deus Ex: Mankind Divided - 1920 x 1080 - High Quality (FPS)	31.77	**32.27**	**30.93**
Normalized	98.45%	100%	95.85%
Standard Deviation	2.5%	2.9%	2.2%
Deus Ex: Mankind Divided - 1920 x 1080 - Ultra Quality (FPS)	22.17	**22.27**	**21.67**
Normalized	99.55%	100%	97.31%
Standard Deviation	1.4%	3.4%	1.4%

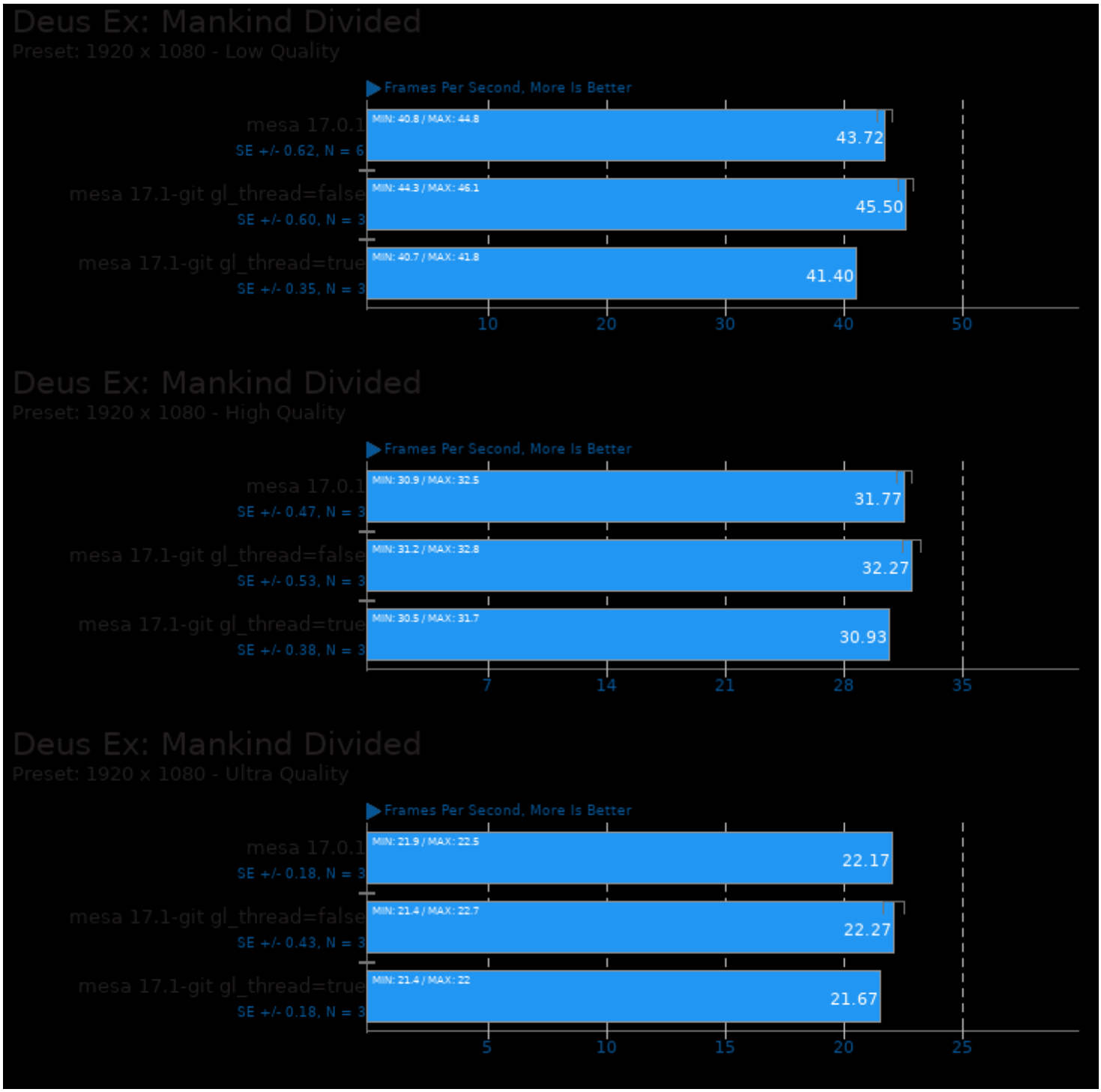
gl_thread


Civilization VI
Quality: Highest - Resolution: 1920 x 1080 - Total Frame Time
Min
Avg
Max
mesa 17.0.1
30.2
58.8
187.6
mesa 17.1-git gl_thread=false
26.4
52.1
98.0
mesa 17.1-git gl_thread=true
24.9
47.7
71.3
Milliseconds, Fewer Is Better
250
200
150
100
50
Civilization VI
Quality: Lowest - Resolution: 1920 x 1080 - Total Frame Time
Min
Avg
Max
mesa 17.0.1
18
38
174
mesa 17.1-git gl_thread=false
17
36
760
mesa 17.1-git gl_thread=true
15
32
48
Milliseconds, Fewer Is Better
1000
800
600
400
200

gl_thread

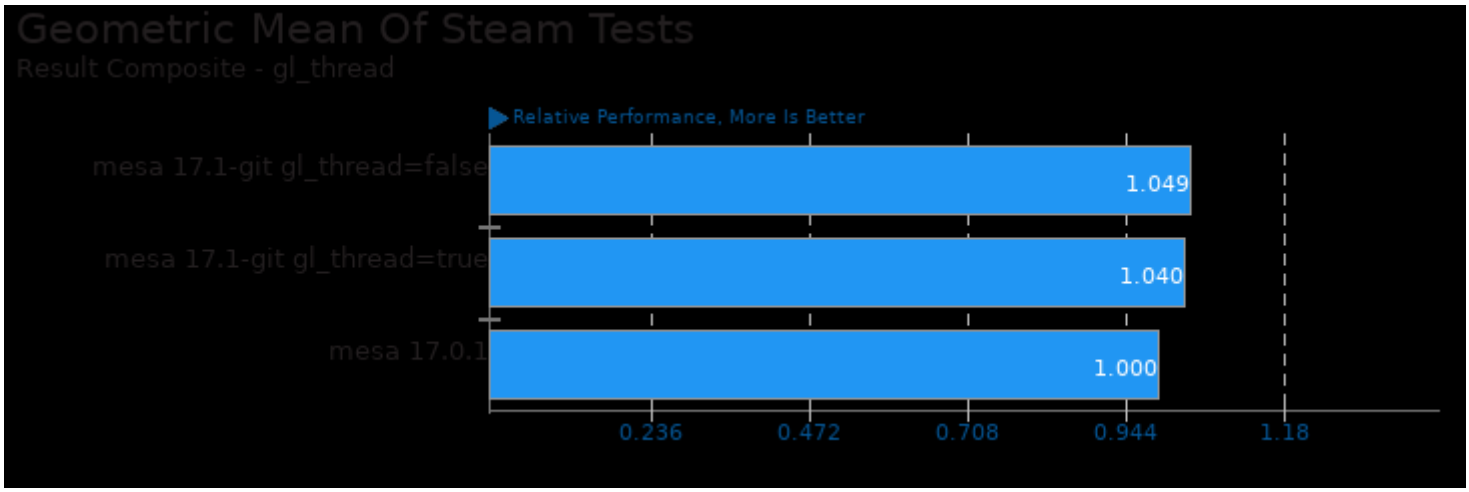

Civilization VI
Quality: Highest - Resolution: 1920 x 1080
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.26, N = 3
17.37
mesa 17.1-git gl_thread=false
SE +/- 0.05, N = 3
19.12
mesa 17.1-git gl_thread=true
SE +/- 0.03, N = 3
20.90
5
10
15
20
25
Civilization VI
Quality: Lowest - Resolution: 1920 x 1080
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.32, N = 3
26.24
mesa 17.1-git gl_thread=false
SE +/- 0.20, N = 3
27.24
mesa 17.1-git gl_thread=true
SE +/- 0.22, N = 3
31.13
7
14
21
28
35
Dota 2
Resolution: 1920 x 1080 - Renderer: OpenGL
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.60, N = 3
97.73
mesa 17.1-git gl_thread=false
SE +/- 1.46, N = 3
107.33
mesa 17.1-git gl_thread=true
SE +/- 1.95, N = 3
96.37
20
40
60
80
100

gl_thread


Deus Ex: Mankind Divided
Preset: 1920 x 1080 - Low Quality
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.62, N = 6
MIN: 40.8 / MAX: 44.8
43.72
mesa 17.1-git gl_thread=false
SE +/- 0.60, N = 3
MIN: 44.3 / MAX: 46.1
45.50
mesa 17.1-git gl_thread=true
SE +/- 0.35, N = 3
MIN: 40.7 / MAX: 41.8
41.40
10
20
30
40
50
Deus Ex: Mankind Divided
Preset: 1920 x 1080 - High Quality
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.47, N = 3
MIN: 30.9 / MAX: 32.5
31.77
mesa 17.1-git gl_thread=false
SE +/- 0.53, N = 3
MIN: 31.2 / MAX: 32.8
32.27
mesa 17.1-git gl_thread=true
SE +/- 0.38, N = 3
MIN: 30.5 / MAX: 31.7
30.93
7
14
21
28
35
Deus Ex: Mankind Divided
Preset: 1920 x 1080 - Ultra Quality
Frames Per Second, More Is Better
mesa 17.0.1
SE +/- 0.18, N = 3
MIN: 21.9 / MAX: 22.5
22.17
mesa 17.1-git gl_thread=false
SE +/- 0.43, N = 3
MIN: 21.4 / MAX: 22.7
22.27
mesa 17.1-git gl_thread=true
SE +/- 0.18, N = 3
MIN: 21.4 / MAX: 22
21.67
5
10
15
20
25

gl_thread

These geometric means are based upon test groupings / test suites for this result file.



Geometric mean based upon tests: pts/civilization-vi, pts/dota2 and pts/deus-exmd

This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 21:50.