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OpenGL Testing

Intel Xeon E3-1280 v5 testing with a MSI C236A WORKSTATION (MS-7998) v1.0 and Sapphire AMD POLARIS10 (DRM 3.9.0 / 4.10.0-24-generic LLVM 5.0.0) 4096MB on Ubuntu 17.04 via the Phoronix Test Suite.

Automated Executive Summary

MESA_NO_ERROR=1 had the most wins, coming in first place for 72% of the tests.

Based on the geometric mean of all complete results, the fastest (MESA_NO_ERROR=1) was 1.01x the speed of the slowest (OpenGL Default).

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

Deus Ex: Mankind Divided (CPU Usage (Summary) Monitor) at 316.48x
Mad Max (CPU Usage (Summary) Monitor) at 240.6x
DiRT Rally (CPU Usage (Summary) Monitor) at 175.12x
Dawn of War III (CPU Usage (Summary) Monitor) at 171.44x
DiRT Rally (CPU Usage (Summary) Monitor) at 162.12x
Dawn of War III (CPU Usage (Summary) Monitor) at 160.8x
Mad Max (CPU Usage (Summary) Monitor) at 114.06x
Unigine Superposition (CPU Usage (Summary) Monitor) at 96.6x
Portal (CPU Usage (Summary) Monitor) at 79.7x

ET: Legacy (CPU Usage (Summary) Monitor) at 73.08x.

Test Systems:

OpenGL Default

MESA_NO_ERROR=1

Processor: Intel Xeon E3-1280 v5 @ 4.00GHz (8 Cores), Motherboard: MSI C236A WORKSTATION (MS-7998) v1.0, Chipset: Intel Skylake, Memory: 16384MB, Disk: 256GB TOSHIBA-RD400, Graphics: Sapphire AMD POLARIS10 (DRM 3.9.0 / 4.10.0-24-generic LLVM 5.0.0) 4096MB, Audio: Realtek ALC1150, Monitor: ASUS PB278, Network: Intel Connection

OS: Ubuntu 17.04, Kernel: 4.10.0-24-generic (x86_64), Desktop: Unity 7.5.0, Display Server: X Server 1.19.3, Display Driver: modesetting 1.19.3, OpenGL: 4.5 Mesa 17.2.0-devel- padoka PPA (LLVM 5.0.0), Vulkan: 1.0.42, Compiler: GCC 6.3.0 20170406, File-System: ext4, Screen Resolution: 2560x1440

Environment Notes: MESA_NO_ERROR=1
Processor Notes: Scaling Governor: intel_pstate powersave
Graphics Notes: GLAMOR

	OpenGL Default	MESA_NO_ERROR=1
Unigine Superposition - 1920 x 1080 - Fullscreen - Low (FPS)	**72.80**	**72.70**
Normalized	100%	99.86%
Unigine Superposition - 1920 x 1080 - Fullscreen - Ultra (FPS)	**12.90**	**12**
Normalized	100%	93.02%
Xonotic - 2560 x 1440 - Ultimate (FPS)	**178.67**	**181.00**
Normalized	98.71%	100%
Standard Deviation	1.2%	0.6%
Tesseract - 2560 x 1440 (FPS)	**295.05**	**296.93**
Normalized	99.37%	100%
Standard Deviation	1.6%	1.3%
ET: Legacy - Renderer2 - 2560 x 1440 (FPS)	**200.37**	**209.23**
Normalized	95.77%	100%
Standard Deviation	4.1%	0.2%
Deus Ex: Mankind Divided - 1920 x 1080 - Low Quality (FPS)	**67.00**	**67.33**
Normalized	99.51%	100%
Standard Deviation	1.4%	1.3%

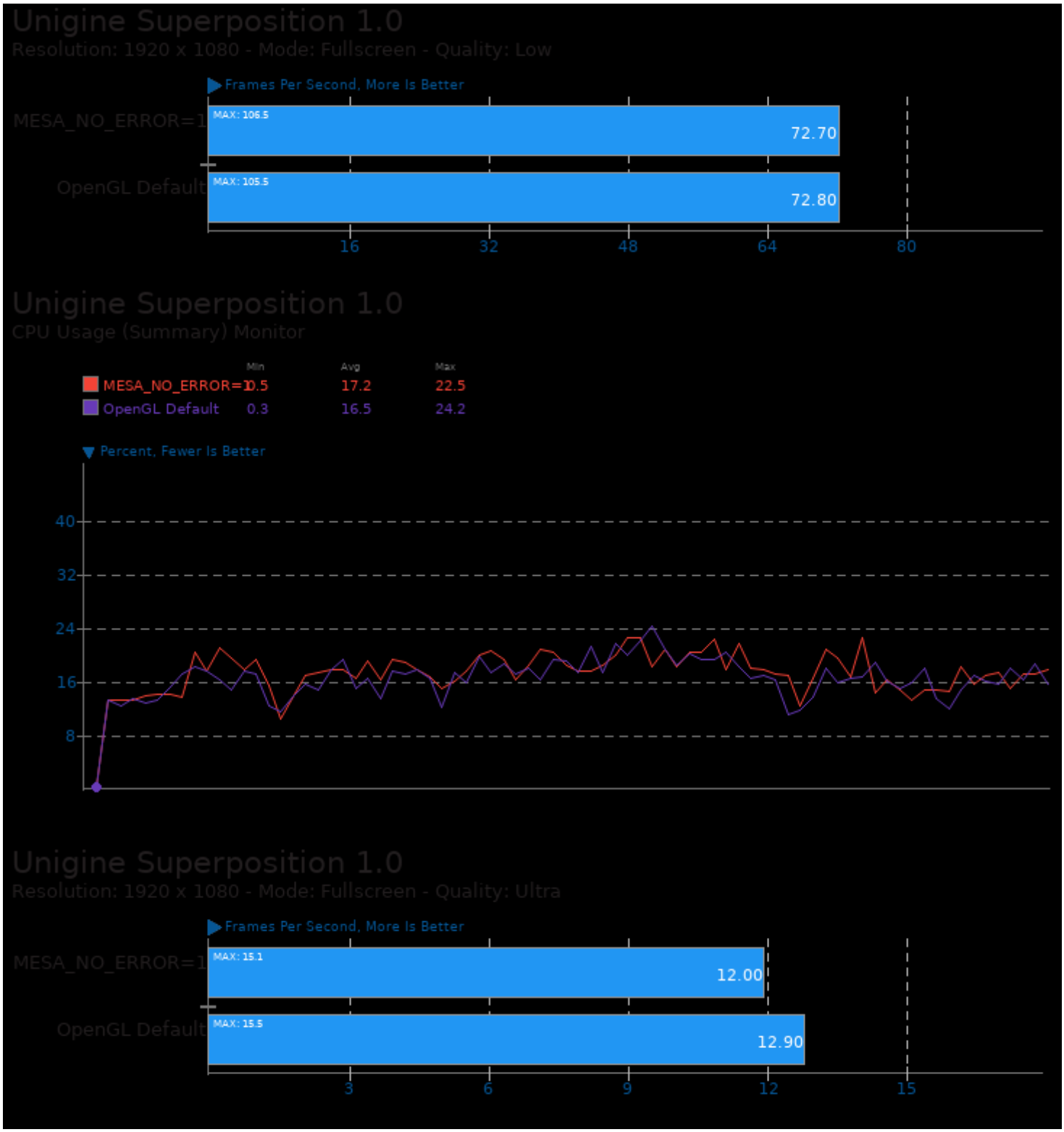
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Deus Ex: Mankind Divided - 2560 x 1440 - High Quality (FPS)	**28.53**	**30.27**
Normalized	94.25%	100%
Standard Deviation	8.4%	4.5%
DiRT Rally - 2560 x 1440 - Ultra Low (FPS)	**307.74**	**308.21**
Normalized	99.85%	100%
Standard Deviation	0.9%	0.3%
DiRT Rally - 2560 x 1440 - Ultra (FPS)	**72.62**	**85.65**
Normalized	84.79%	100%
Standard Deviation	8.4%	4.2%
Mad Max - 2560 x 1440 - Low - OpenGL - Camp Hollow Point (FPS)	**114.42**	**110.15**
Normalized	100%	96.27%
Mad Max - 2560 x 1440 - Low - OpenGL - Stronghold (FPS)	**71.23**	**81.18**
Normalized	87.74%	100%
Mad Max - 2560 x 1440 - Low - OpenGL - H.G.a.D.i.D (FPS)	**96.86**	**102.06**
Normalized	94.9%	100%
Mad Max - 2560 x 1440 - Low - OpenGL - Landmover (FPS)	**119.66**	**122.22**
Normalized	97.91%	100%
Mad Max - 2560 x 1440 - High - OpenGL - Camp Hollow Point (FPS)	**114.91**	**106.58**
Normalized	100%	92.75%
Mad Max - 2560 x 1440 - High - OpenGL - Stronghold (FPS)	**81.40**	**80.20**
Normalized	100%	98.53%
Mad Max - 2560 x 1440 - High - OpenGL - H.G.a.D.i.D (FPS)	**102.34**	**103.08**
Normalized	99.28%	100%
Mad Max - 2560 x 1440 - High - OpenGL - Landmover (FPS)	**124.62**	**123.33**
Normalized	100%	98.96%
Metro: Last Light Redux - 2560 x 1440 (FPS)	**105.79**	**105.82**
Normalized	99.97%	100%
Standard Deviation	0.1%	0.2%
Portal - 2560 x 1440 (FPS)	**446.27**	**453.14**
Normalized	98.48%	100%
Standard Deviation	6.7%	0.4%
Serious Sam Fusion 2017 - 2560 x 1440 - Low - OpenGL (FPS)	**200.67**	**226.20**
Normalized	88.71%	100%
Standard Deviation	23.7%	3.7%
Serious Sam Fusion 2017 - 2560 x 1440 - Ultra - OpenGL (FPS)	**73.00**	**76.90**
Normalized	94.93%	100%
Standard Deviation	0.4%	1.7%
The Talos Principle - OpenGL - 2560 x 1440 (FPS)	**66.63**	**58.33**
Normalized	100%	87.54%
Standard Deviation	24%	0.4%
Dawn of War III - 2560 x 1440 - Low - OpenGL (FPS)	**45.45**	**46.09**
Normalized	98.61%	100%

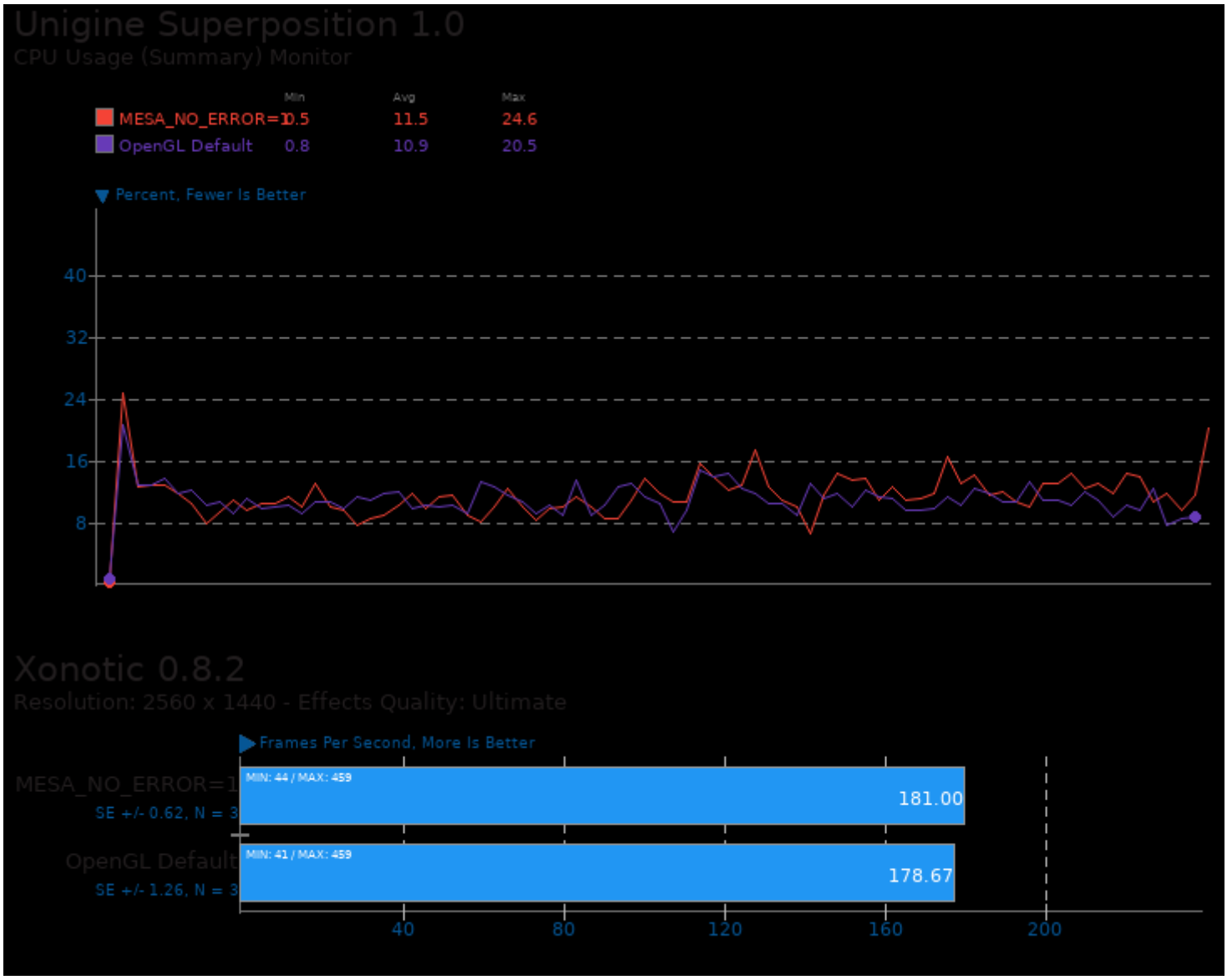
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Standard Deviation	2.6%	0.5%
Dawn of War III - 2560 x 1440 - Ultra - OpenGL (FPS)	**35.88**	**36.27**
Normalized	98.92%	100%
Standard Deviation	1.7%	0.4%

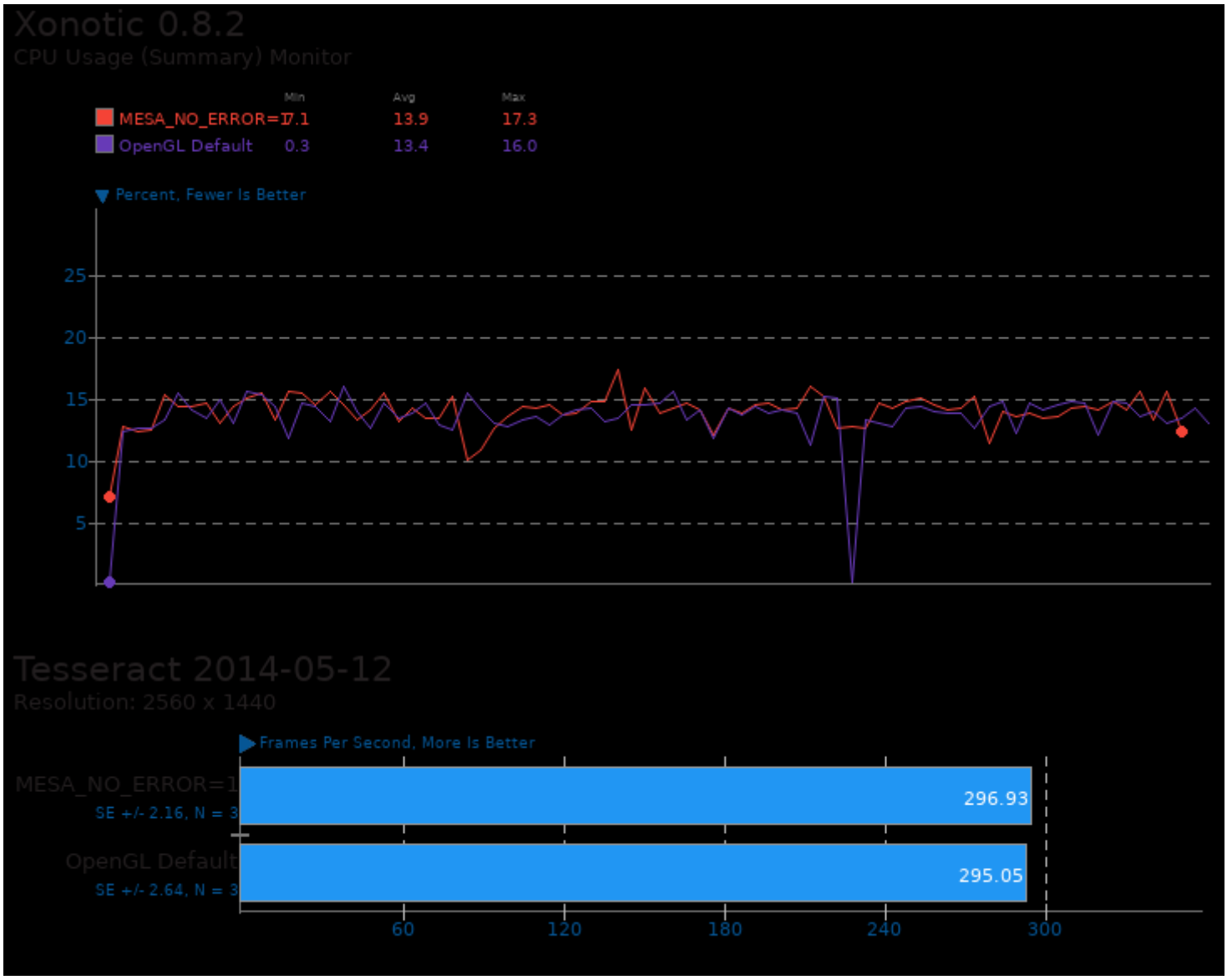
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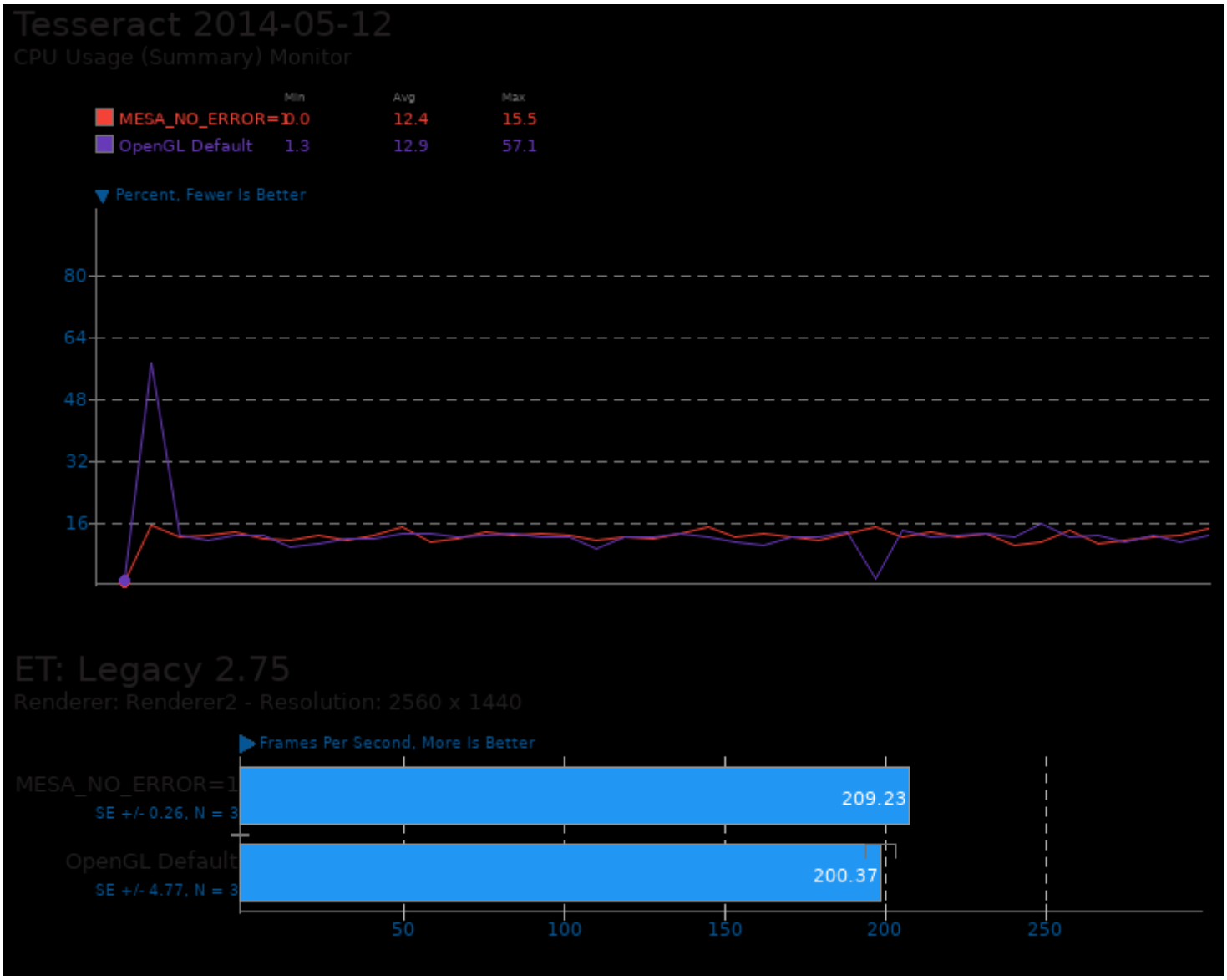
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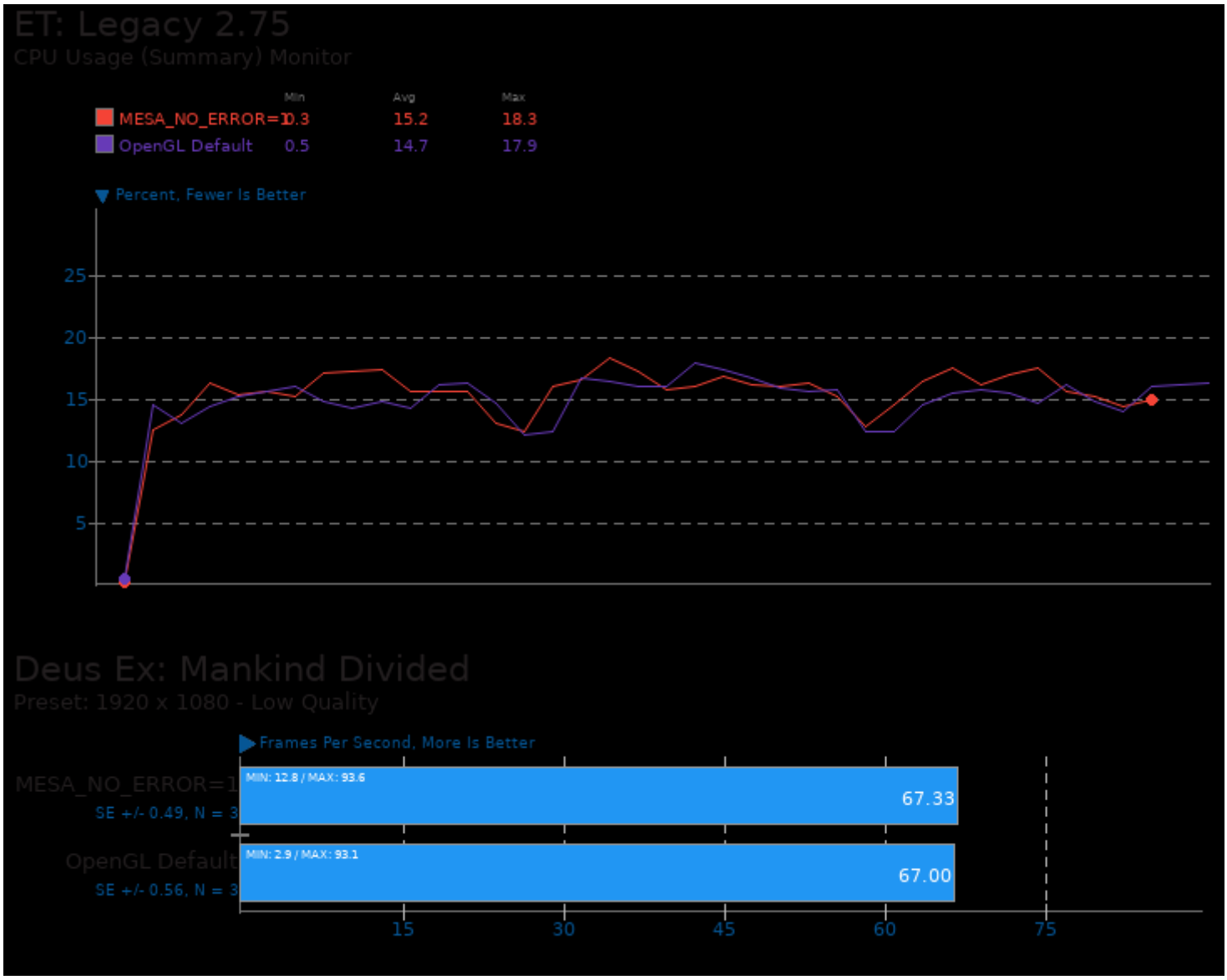
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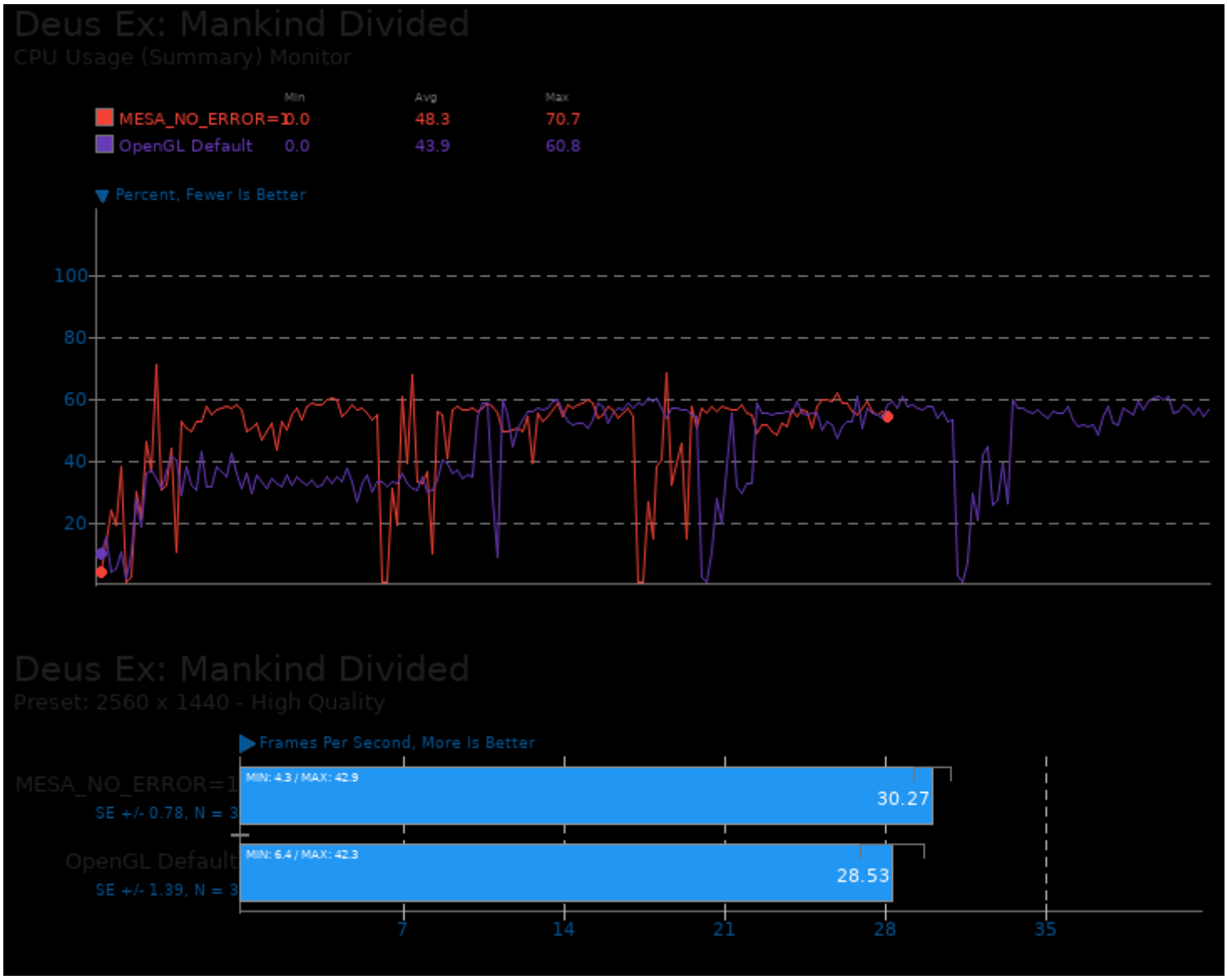
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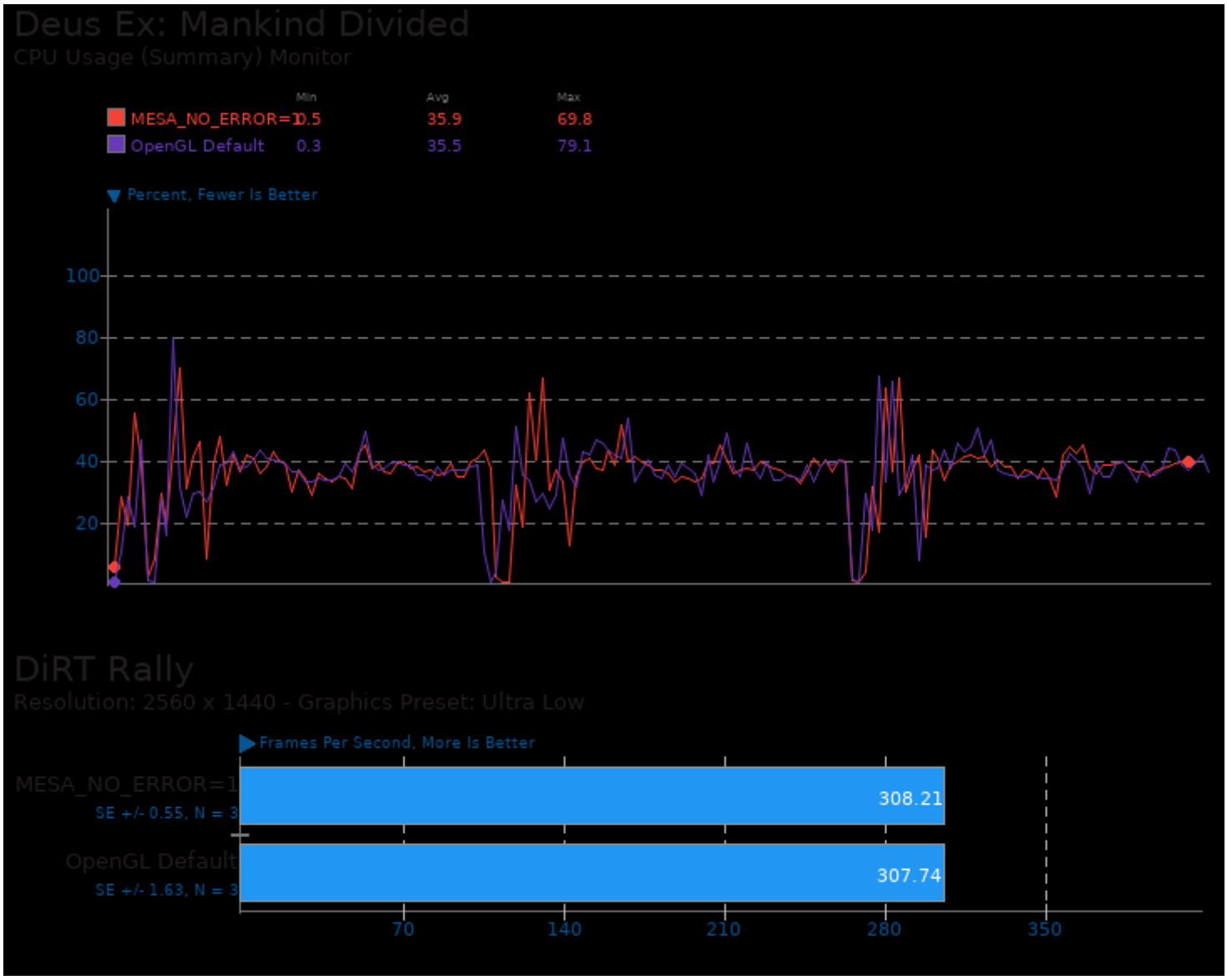
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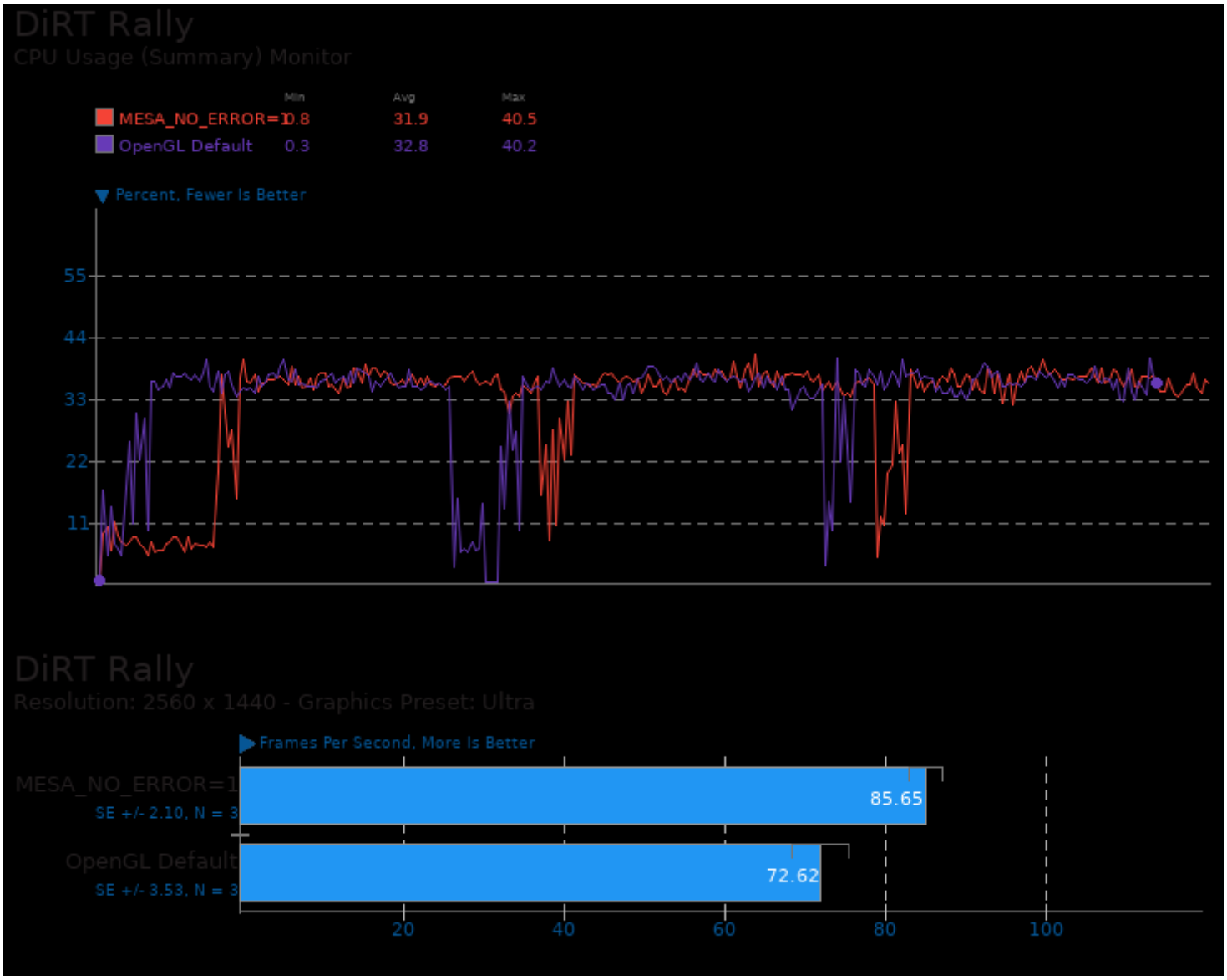
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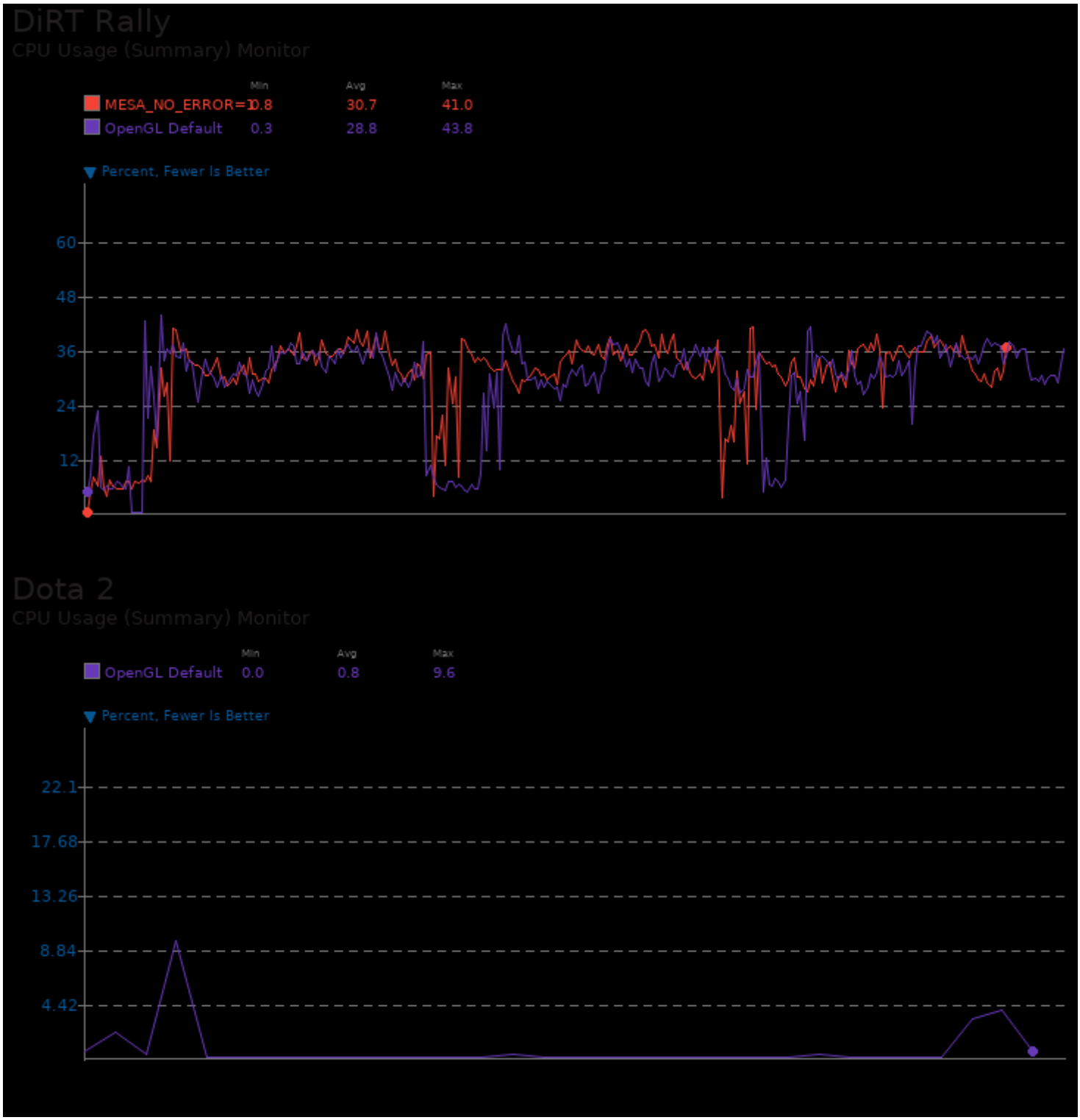
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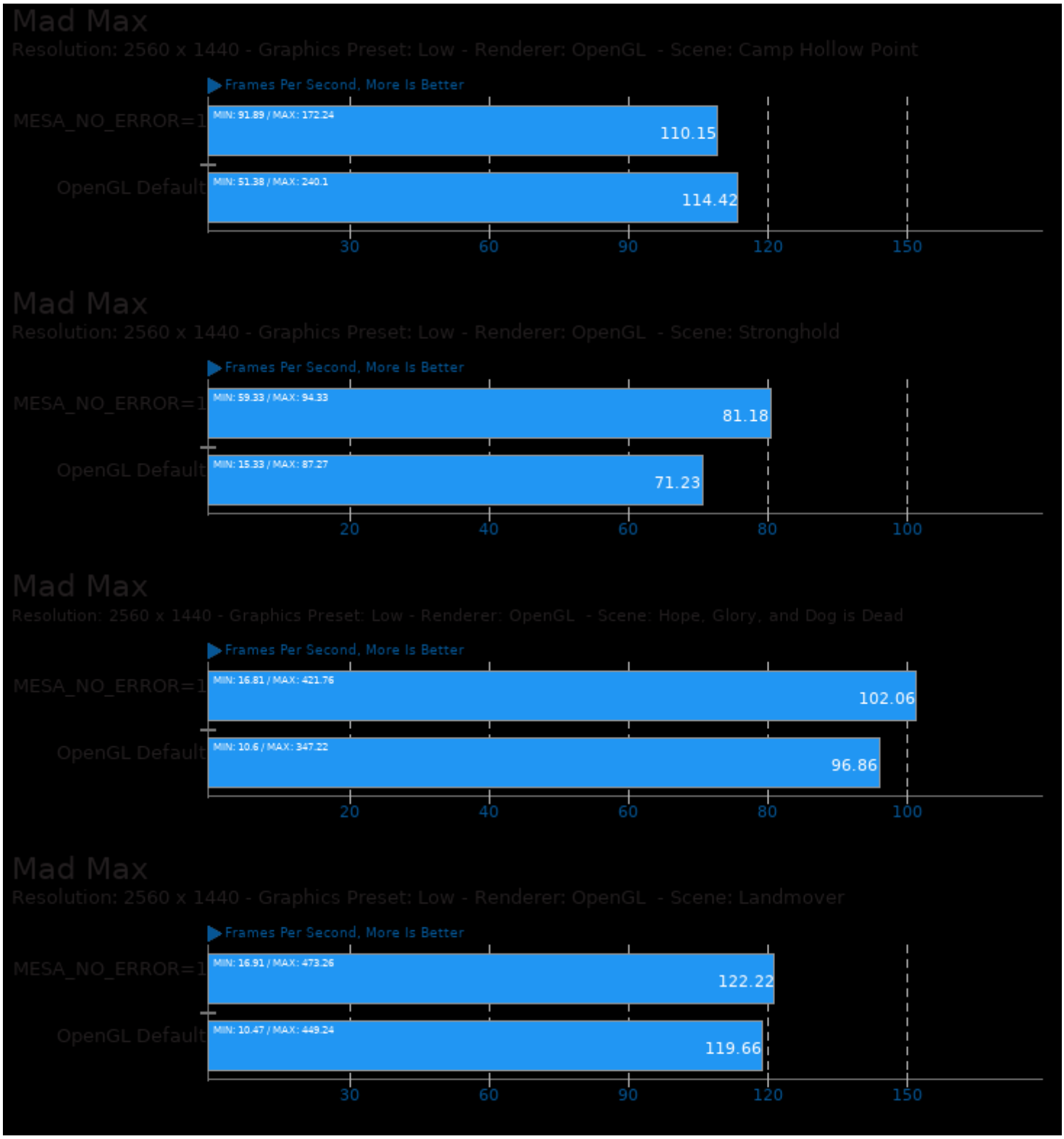
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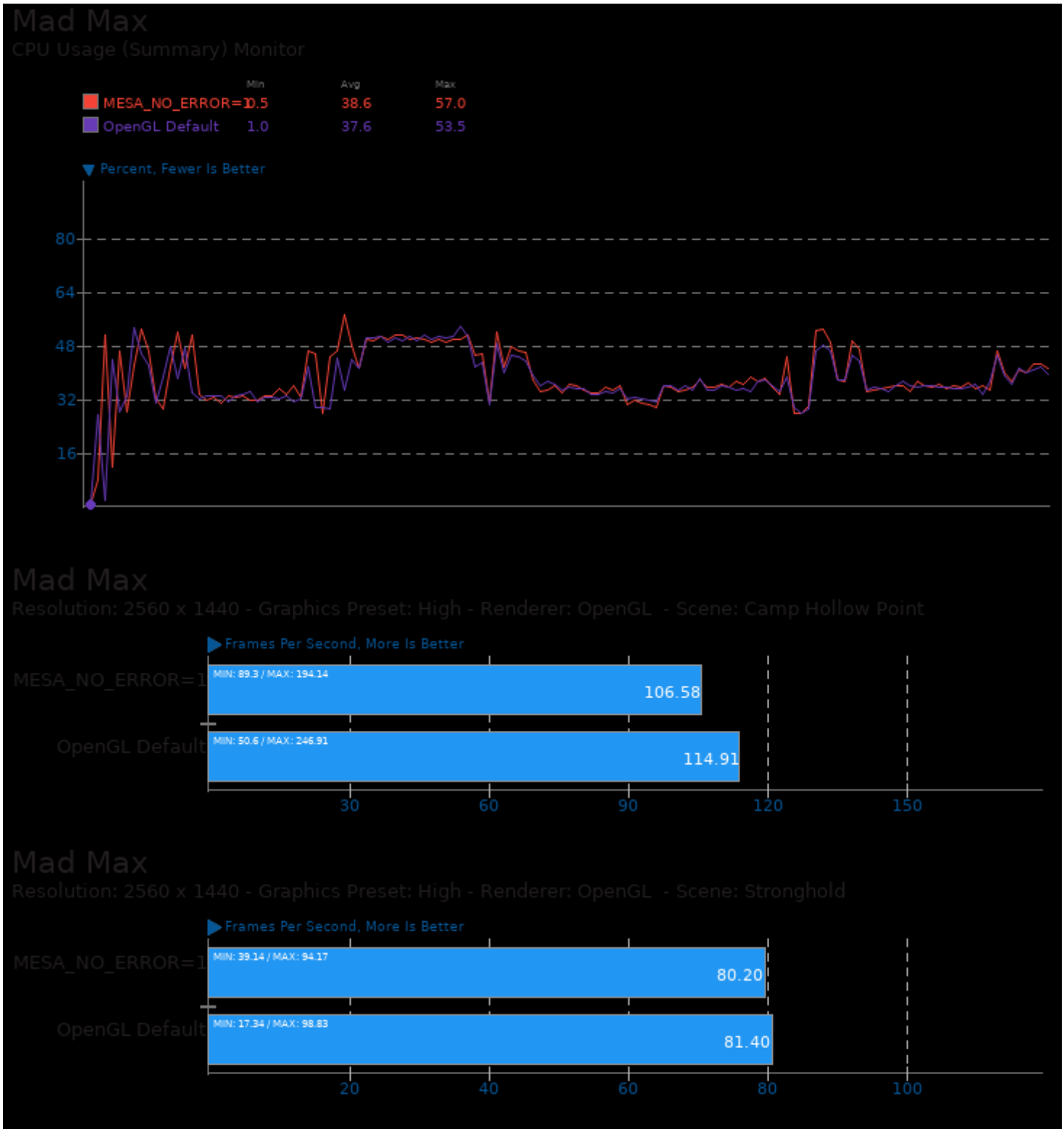
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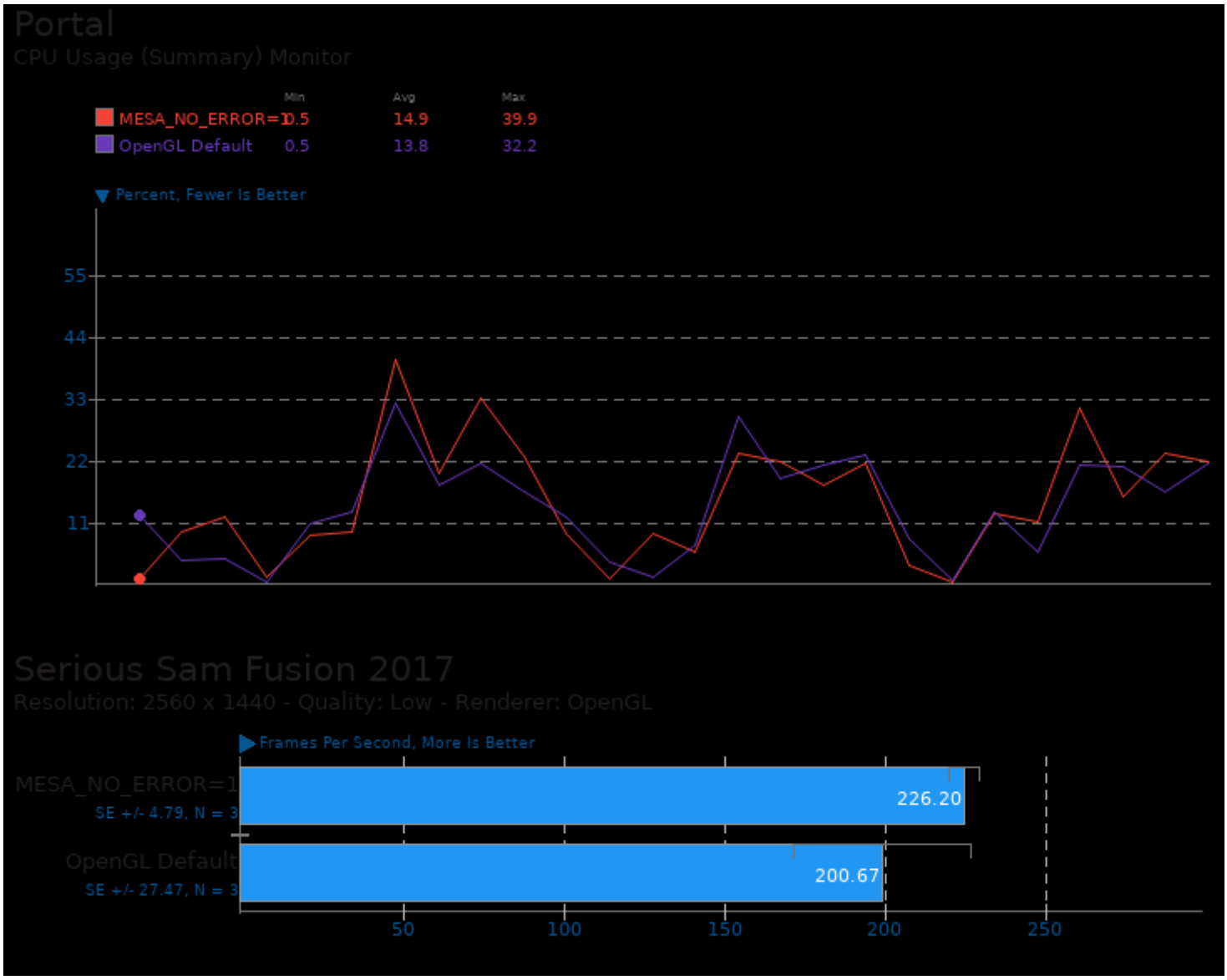
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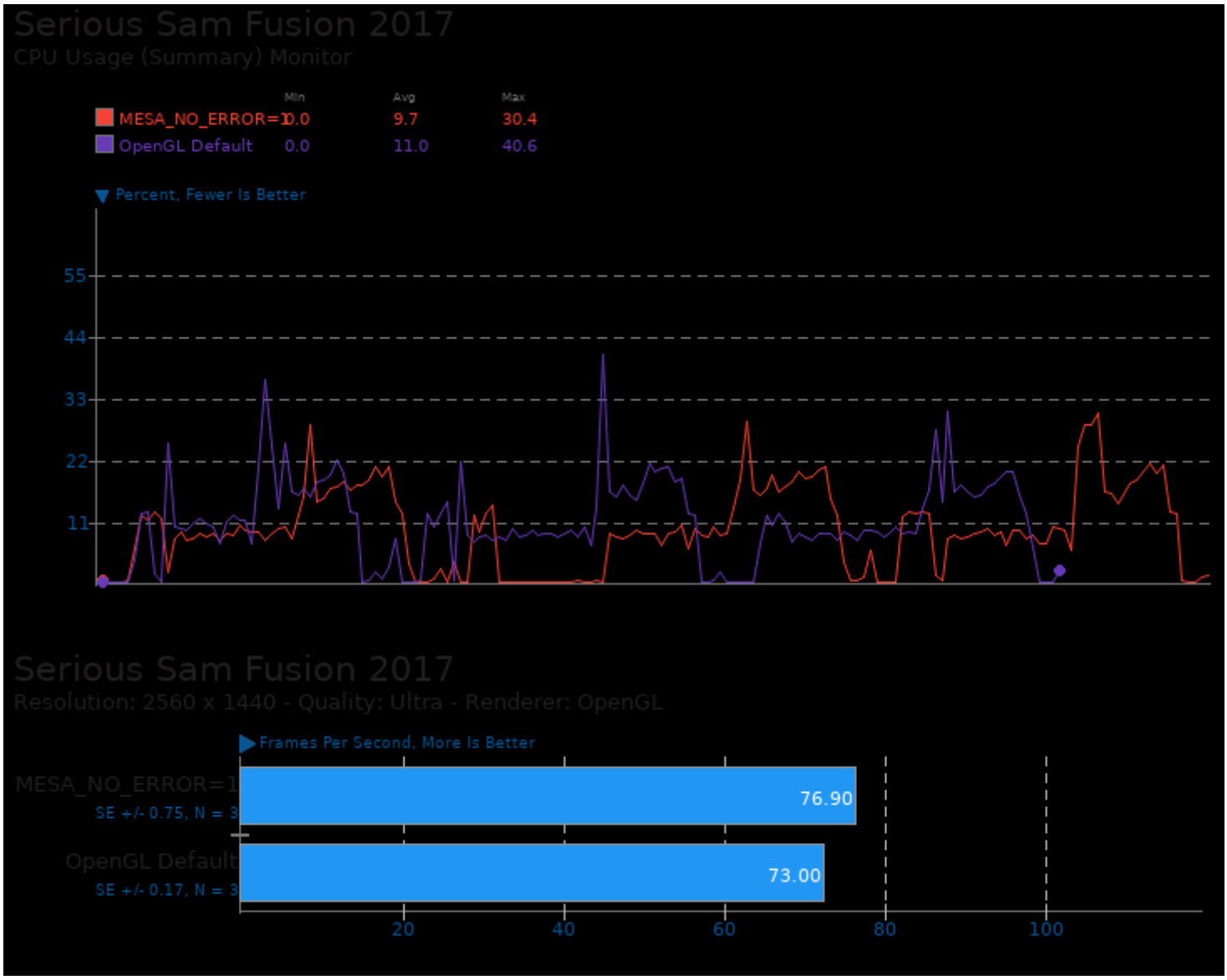
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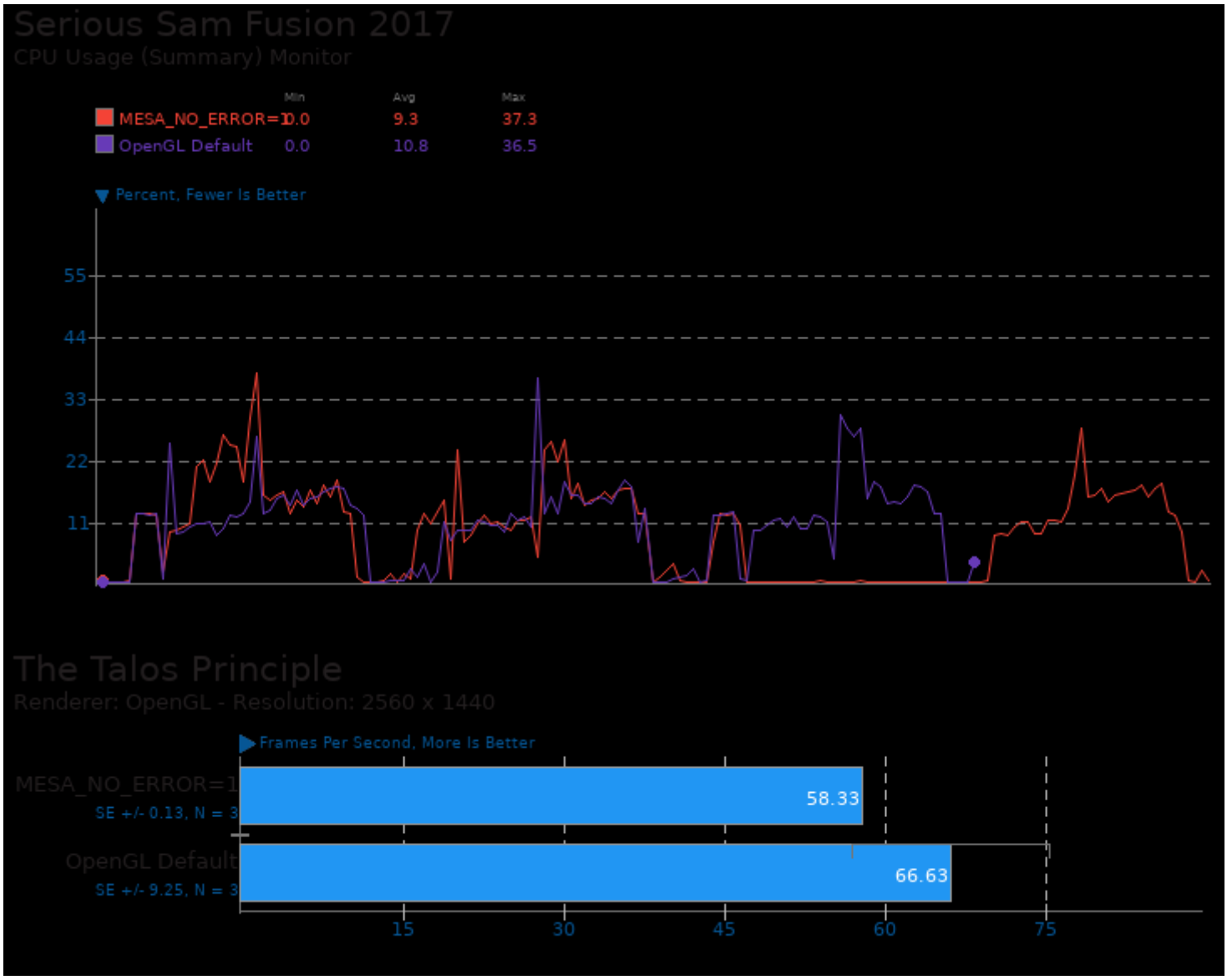
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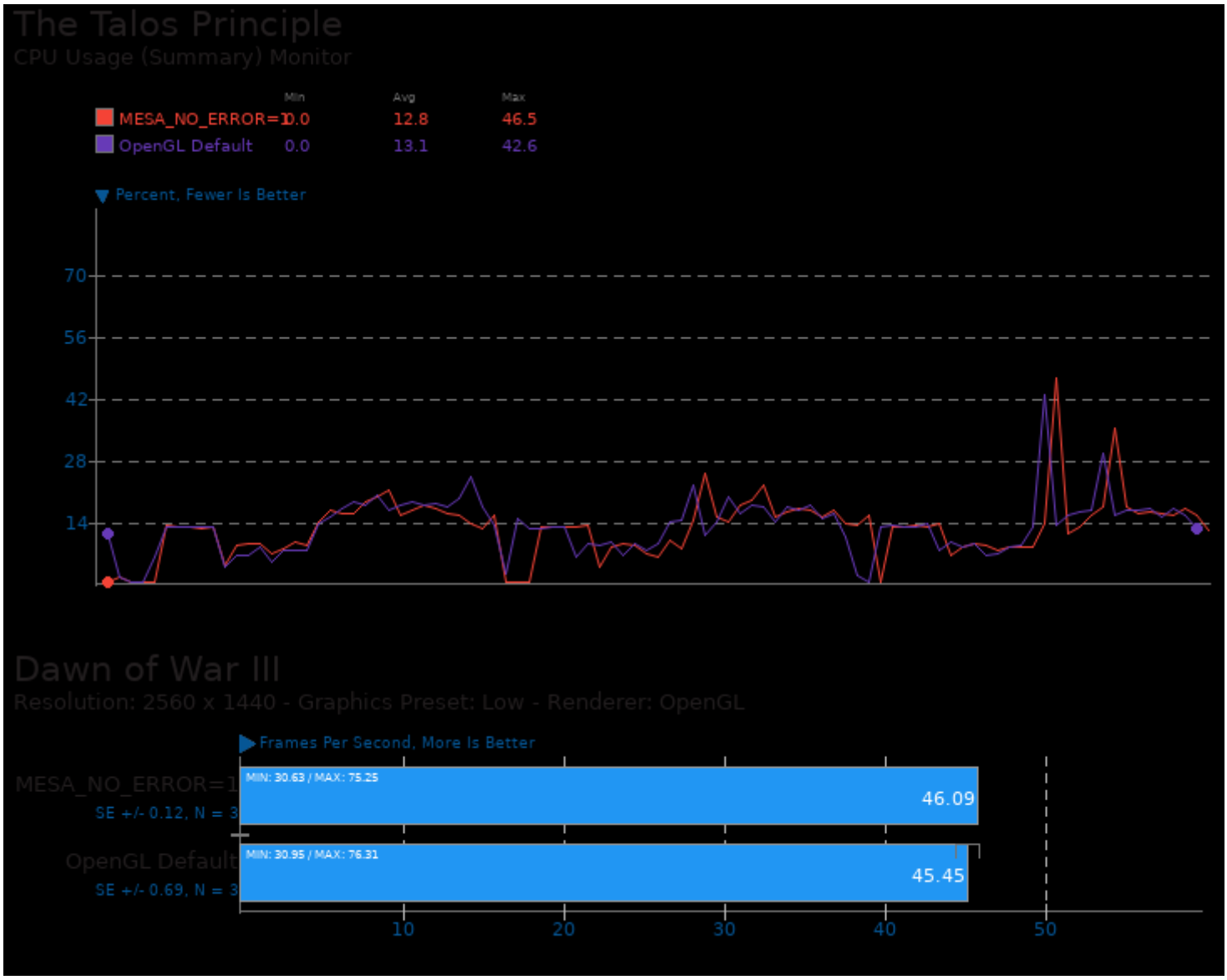
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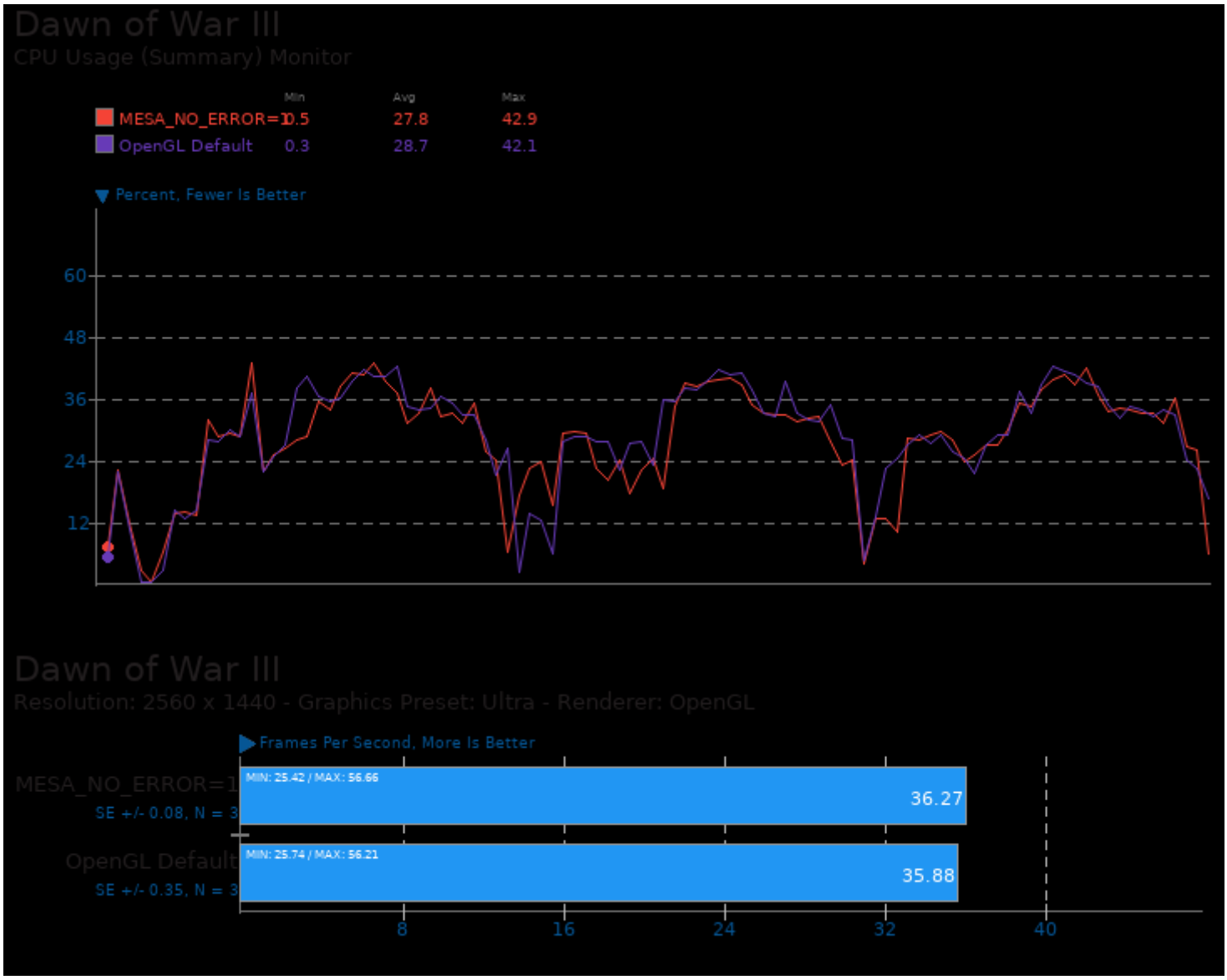
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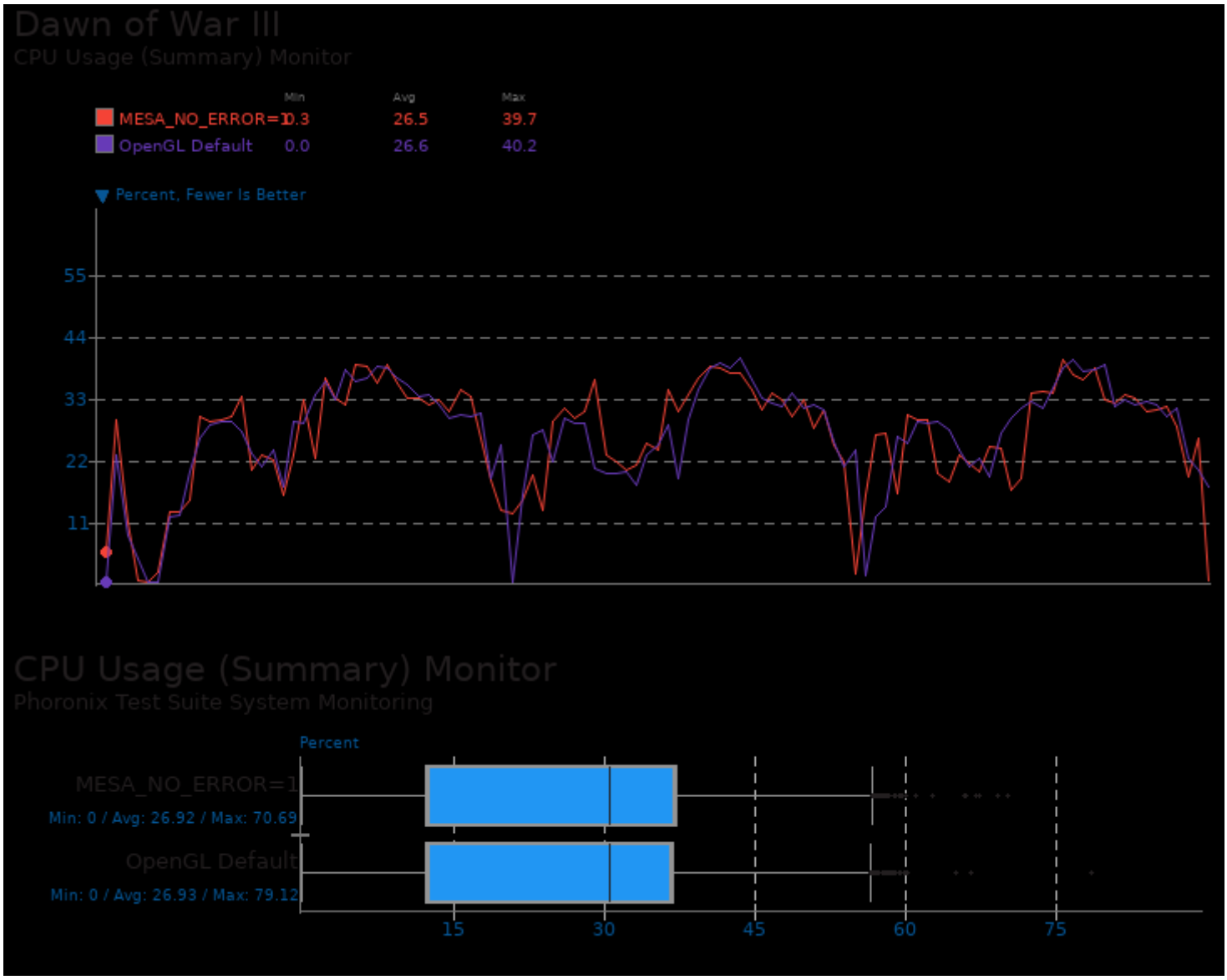
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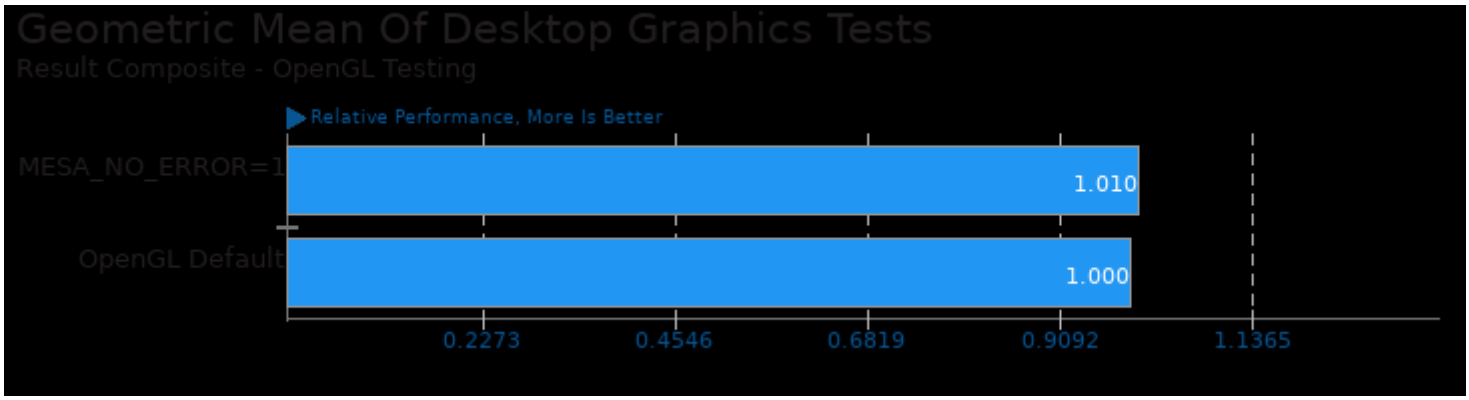


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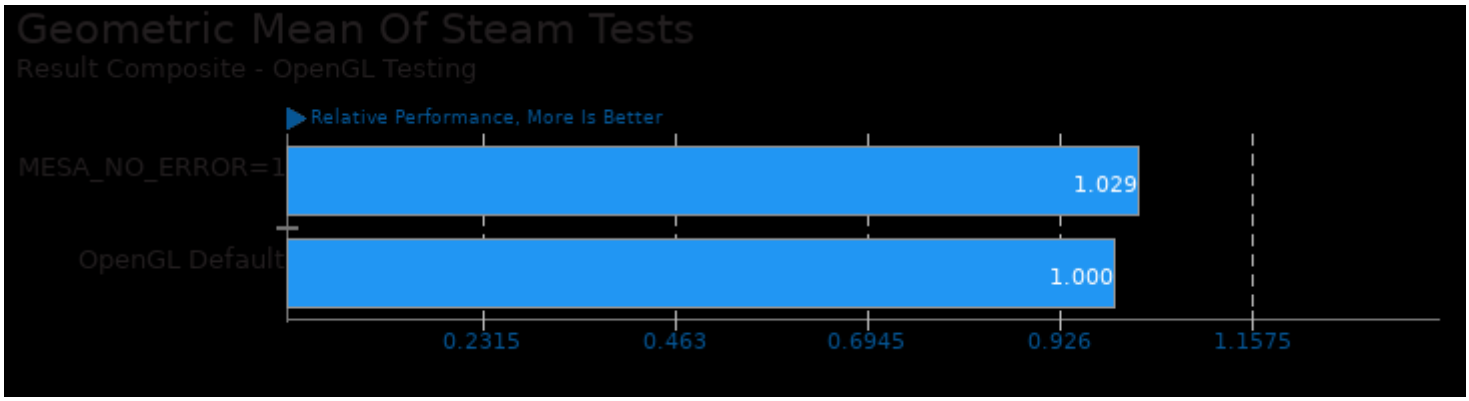


OpenGL Testing

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



Geometric mean based upon tests: pts/xonotic and pts/tesseract



Geometric mean based upon tests: pts/dirt-rally, pts/dow3, pts/metroll-redux, pts/portal, pts/sam2017, pts/talos-principle and pts/deus-exmd

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