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Ubuntu18.04-BM-2400-Evo960

AMD Ryzen Threadripper 1950X 16-Core testing with a ASRock X399 Taichi (P2.00 BIOS) and eVGA AMD Radeon 8192MB on Ubuntu 18.04 via the Phoronix Test Suite. Motherboard at default settings, 8x16 GB RAM at 2400 Mhz, System installed on Evo 960 1 TB

Test Systems:

Ubuntu18.04-BM-2400-Evo960

Processor: AMD Ryzen Threadripper 1950X 16-Core @ 3.40GHz (16 Cores / 32 Threads), Motherboard: ASRock X399 Taichi (P2.00 BIOS), Chipset: AMD Family 17h, Memory: 129024MB, Disk: 2 x 8002GB HGST HUH728080AL + 2 x 120GB Samsung SSD 850 + 1000GB Samsung SSD 960 EVO 1TB, Graphics: eVGA AMD Radeon 8192MB, Audio: NVIDIA GP104 HD Audio, Monitor: DELL P2214H, Network: Intel I211 Gigabit Connection + Intel Device 24fb

OS: Ubuntu 18.04, Kernel: 4.15.0-23-generic (x86_64), Desktop: GNOME Shell 3.28.1, Display Server: X Server 1.19.6, Display Driver: modesetting 1.19.6, OpenGL: 4.5 Mesa 18.0.0-rc5 (LLVM 6.0.0), Compiler: GCC 7.3.0 + Clang 6.0.0-1ubuntu2 + CUDA 9.1, File-System: ext4, Screen Resolution: 1920x1080

Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++ --enable-libmpx --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --with-arch-32=i686 --with-as=/usr/bin/x86_64-linux-gnu-as --with-default-libstdcxx-abi=new --with-gcc-major-version-only --with-ld=/usr/bin/x86_64-linux-gnu-ld --with-multilib-list=m32,m64,mx32 --with-target-system-zlib --with-tune=generic --without-cuda-driver -v
 Disk Notes: NONE / data=ordered,errors=remount-ro,relatime,rw
 Processor Notes: Scaling Governor: acpi-cpufreq ondemand
 Graphics Notes: GLAMOR
 Python Notes: Python 2.7.15rc1 + Python 3.6.5
 Security Notes: __user pointer sanitization + Full AMD retrpoline + SSB disabled via prctl and seccomp Protection

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7-Zip Compression - C.S.T (MIPS) 68366

Standard Deviation 0.6%

AIO-Stress - Rand Write (MB/s) 3023

Standard Deviation 2.5%

Apache Benchmark - S.W.P.S (Req/s/sec) 22859

Standard Deviation 0.4%

APITest - 1920 x 1080 - U.G (FPS) 7.70

Standard Deviation 7.1%

APITest - 1920 x 1080 - U.G (FPS) 13.17

Standard Deviation 2.8%

APITest - 1920 x 1080 - U.G (FPS) 2.47

Standard Deviation 3%

APITest - 1920 x 1080 - U.G (FPS) 7.65

Standard Deviation 1%

APITest - 1920 x 1080 - D.G (FPS) 7.17

Standard Deviation 5.7%

APITest - 1920 x 1080 - D.G (FPS) 49.10

Standard Deviation 6.7%

APITest - 1920 x 1080 - U.G (FPS) 6.86

Standard Deviation 4.3%

APITest - 1920 x 1080 - U.G (FPS) 1.82

Standard Deviation 2%

APITest - 1920 x 1080 - U.G (FPS) 48.74

Standard Deviation 13.6%

APITest - 1920 x 1080 - D.G (FPS) 8.18

Standard Deviation 5.9%

APITest - 1920 x 1080 - U.G.S (FPS) 51.25

Standard Deviation 0%

APITest - 1920 x 1080 - U.G (FPS) 7.59

Standard Deviation 1.6%

APITest - 1920 x 1080 - U.G.N (FPS) 51.24

Standard Deviation 0%

APITest - 1920 x 1080 - U.G.S (FPS) 51.21

Standard Deviation 0%

APITest - 1920 x 1080 - U.G.N (FPS) 51.22

Standard Deviation 0%

Blender - BMW27 - OpenCL (sec) 514.81

Blender - BMW27 - CPU-Only (sec) 136.58

Blender - Classroom - OpenCL (sec) 317.59

Blender - Fishy Cat - OpenCL (sec)	1296
Blender - Barbershop - OpenCL (sec)	1019
Blender - Classroom - CPU-Only (sec)	283.95
Blender - Fishy Cat - CPU-Only (sec)	189.87
Blender - Barbershop - CPU-Only (sec)	723.41
Blender - Pabellon Barcelona - OpenCL (sec)	1105
Blender - Pabellon Barcelona - CPU-Only (sec)	372.08
C-Ray - Total Time (sec)	5.03
Standard Deviation	0.4%
CacheBench - Read (MB/s)	2860
Standard Deviation	1.3%
CacheBench - Write (MB/s)	28247
Standard Deviation	1.5%
CacheBench - R.M.W (MB/s)	29257
Standard Deviation	0.8%
Cyclictest - P.T.I.5.m.1.L (ms Average)	3
Cyclictest - P.T.I.1.m.1.L (ms Average)	4
Cyclictest - c.T.I.5.m.1.L (ms Average)	2
Cyclictest - c.T.I.1.m.1.L (ms Average)	4
Standard Deviation	15.6%
Cython benchmark (sec)	26.26
Standard Deviation	1.2%
Dbench - 1 (MB/s)	63.80
Standard Deviation	5%
Dbench - 3 (MB/s)	177.39
Standard Deviation	1.2%
eSpeak Speech Engine - T.T.S.S (sec)	32.03
Standard Deviation	0.7%
FFmpeg - H.2.H.T.N.D (sec)	7.96
Standard Deviation	1.2%
FFTE - N.2.1.C.F.R (MFLOPS)	8451
Standard Deviation	1.1%
FFTW - Stock - 1D FFT Size 32 (Mflops)	11645
Standard Deviation	0.6%
FFTW - Stock - 2D FFT Size 32 (Mflops)	11810
Standard Deviation	2.1%
FFTW - Stock - 1D FFT Size 128 (Mflops)	8358
Standard Deviation	1.6%
FFTW - Stock - 1D FFT Size 512 (Mflops)	9215
Standard Deviation	0.4%
FFTW - Stock - 2D FFT Size 128 (Mflops)	8901
Standard Deviation	1%
FFTW - Stock - 2D FFT Size 512 (Mflops)	8519
Standard Deviation	1.5%
FFTW - Stock - 1D FFT Size 2048 (Mflops)	8798
Standard Deviation	5.6%
FFTW - Stock - 2D FFT Size 2048 (Mflops)	6037
Standard Deviation	1.9%
FFTW - Stock - 2D FFT Size 4096 (Mflops)	6301
Standard Deviation	1.3%
FFTW - Float + SSE - 1D FFT Size 32 (Mflops)	13470
Standard Deviation	1.1%

FFTW - Float + SSE - 2D FFT Size 32 (Mflops)	33398
Standard Deviation	0.3%
FFTW - Float + SSE - 1D FFT Size 128 (Mflops)	20333
Standard Deviation	1.8%
FFTW - Float + SSE - 1D FFT Size 512 (Mflops)	32253
Standard Deviation	0.6%
FFTW - Float + SSE - 2D FFT Size 128 (Mflops)	32239
Standard Deviation	0.7%
FFTW - Float + SSE - 2D FFT Size 512 (Mflops)	29809
Standard Deviation	0.8%
FFTW - Float + SSE - 1D FFT Size 2048 (Mflops)	35178
Standard Deviation	0.7%
FFTW - Float + SSE - 2D FFT Size 2048 (Mflops)	16494
Standard Deviation	0.4%
FFTW - Float + SSE - 2D FFT Size 4096 (Mflops)	15856
Standard Deviation	3.2%
FinanceBench - Monte-Carlo OpenCL (ms)	1.23
Standard Deviation	0.1%
FinanceBench - B.S.O (ms)	0.50
Standard Deviation	0%
FS-Mark - 1.F.1.S (Files/s)	201.57
Standard Deviation	0.4%
FS-Mark - 5.F.1.S.4.T (Files/s)	243.20
Standard Deviation	20.7%
FS-Mark - 4.F.3.S.D.1.S (Files/s)	100.33
Standard Deviation	5.8%
FS-Mark - 1.F.1.S.N.S.F (Files/s)	2413
Standard Deviation	1.1%
GIMP - resize (sec)	3.34
glibc bench - cos (nanoseconds)	141720
Standard Deviation	0.8%
glibc bench - ffs (nanoseconds)	5.79
Standard Deviation	0.6%
glibc bench - sin (nanoseconds)	142820
Standard Deviation	0.6%
glibc bench - sqrt (nanoseconds)	5.58
Standard Deviation	1.2%
glibc bench - tanh (nanoseconds)	45.57
Standard Deviation	0.1%
glibc bench - ffsl (nanoseconds)	5.79
Standard Deviation	0.9%
glibc bench - pthread_once (nanoseconds)	5.74
Standard Deviation	0.6%
GNU GMP GMPbench - Total Time (GMPbench Score)	5027
GraphicsMagick - Blur (Iterations/min)	177
Standard Deviation	0.3%
GraphicsMagick - Sharpen (Iterations/min)	212
GraphicsMagick - Resizing (Iterations/min)	240
Standard Deviation	0.2%
GraphicsMagick - HWB Color Space (Iterations/min)	249
GraphicsMagick - L.A.T (Iterations/min)	137
Standard Deviation	1.5%

GtkPerf - Total Time (sec)	381.83
Standard Deviation	0.1%
GtkPerf - GtkComboBox (sec)	7.94
Standard Deviation	31.8%
GtkPerf - GtkCheckButton (sec)	0.15
Standard Deviation	3.3%
GtkPerf - GtkRadioButton (sec)	1.60
Standard Deviation	95.3%
GtkPerf - GtkToggleButton (sec)	4.73
Standard Deviation	11.8%
GtkPerf - GtkComboBoxEntry (sec)	6.35
Standard Deviation	23.4%
GtkPerf - GtkTextView - Scroll (sec)	0.03
Standard Deviation	15.5%
GtkPerf - GtkTextView - Add Text (sec)	297.40
Standard Deviation	6.2%
GtkPerf - GtkDrawingArea - Circles (sec)	18.28
Standard Deviation	0.6%
GtkPerf - GtkDrawingArea - Pixbufs (sec)	1.87
Standard Deviation	4.8%
Gzip Compression - L.S.T.A.T.t.g (sec)	35.98
Standard Deviation	0.9%
High Performance Conjugate Gradient (GFLOP/s)	0.66
Standard Deviation	0.3%
IOzone - 1MB - 4GB - Read Performance (MB/s)	9323
Standard Deviation	0.3%
IOzone - 4Kb - 4GB - Read Performance (MB/s)	7259
Standard Deviation	0.6%
IOzone - 1MB - 4GB - Write Performance (MB/s)	862.49
Standard Deviation	14%
IOzone - 4Kb - 4GB - Write Performance (MB/s)	850.30
Standard Deviation	13.1%
IOzone - 64Kb - 4GB - Read Performance (MB/s)	8993
Standard Deviation	0.4%
IOzone - 1MB - 512MB - Read Performance (MB/s)	6958
Standard Deviation	0.2%
IOzone - 4Kb - 512MB - Read Performance (MB/s)	5710
Standard Deviation	1.4%
IOzone - 64Kb - 4GB - Write Performance (MB/s)	901.44
Standard Deviation	15%
IOzone - 1MB - 512MB - Write Performance (MB/s)	1023
Standard Deviation	2.7%
IOzone - 4Kb - 512MB - Write Performance (MB/s)	992.16
Standard Deviation	3%
IOzone - 64Kb - 512MB - Read Performance (MB/s)	6924
Standard Deviation	1%
IOzone - 64Kb - 512MB - Write Performance (MB/s)	1059
Standard Deviation	1.6%
Java Gradle Build - Reactor (sec)	22.47
Standard Deviation	0.1%
Java SciMark - Composite (Mflops)	2811
Standard Deviation	0.9%
Java SciMark - Monte Carlo (Mflops)	1568

Java SciMark - F.F.T (Mflops)	1826	Standard Deviation 0.5%
Java SciMark - S.M.M (Mflops)	2510	Standard Deviation 2.9%
Java SciMark - D.L.M.F (Mflops)	6589	Standard Deviation 0.4%
Java SciMark - J.S.O.R (Mflops)	1561	Standard Deviation 1.2%
LAMMPS Molecular Dynamics Simulator - Rhodopsin Protein (Loop Time)	28.67	Standard Deviation 0.5%
LLVM Test Suite - Time To Run (sec)	212.35	Standard Deviation 0.6%
m-queens - Time To Solve (sec)	42.59	Standard Deviation 0.3%
NAS Parallel Benchmarks - BT.A (Mop/s)	3288	Standard Deviation 0.6%
Numpy Benchmark (Nanoseconds)	6812483	Standard Deviation 0.4%
Open FMM Nero2D - Total Time (sec)	29.76	Standard Deviation 1.1%
OpenCV Benchmark (sec)	76.60	Standard Deviation 0.2%
OpenSSL - R.4.b.P (Signs/sec)	3128	Standard Deviation 0.2%
Perl Benchmarks - Pod2html (sec)	0.15005340	Standard Deviation 2.3%
Perl Benchmarks - Interpreter (sec)	0.00148159	Standard Deviation 0.1%
PHPBench - P.B.S (Score)	497326	Standard Deviation 1%
PostgreSQL pgbench - On-Disk - Normal Load - Read Only (TPS)	525925	Standard Deviation 0.3%
PostgreSQL pgbench - On-Disk - Normal Load - Read Write (TPS)	400.11	Standard Deviation 0.1%
PostgreSQL pgbench - On-Disk - Single Thread - Read Only (TPS)	27096	Standard Deviation 0.7%
PostgreSQL pgbench - Mostly RAM - Normal Load - Read Only	189844	Standard Deviation 0.3%
PostgreSQL pgbench - On-Disk - Single Thread - Read Write (TPS)	24.18	Standard Deviation 0.4%
PostgreSQL pgbench - Buffer Test - Normal Load - Read Only (TPS)	284155	Standard Deviation 0.2%
PostgreSQL pgbench - Buffer Test - Normal Load - Read Write	5950	Standard Deviation 4.9%
PostgreSQL pgbench - Mostly RAM - Single Thread - Read Only	5401	Standard Deviation 0.3%
PostgreSQL pgbench - Buffer Test - Single Thread - Read Only	17901	Standard Deviation 1.6%
PostgreSQL pgbench - Mostly RAM - Single Thread - Read Write	281.44	Standard Deviation 22.3%
PostgreSQL pgbench - Buffer Test - Single Thread - Read Write	247.02	Standard Deviation 0%

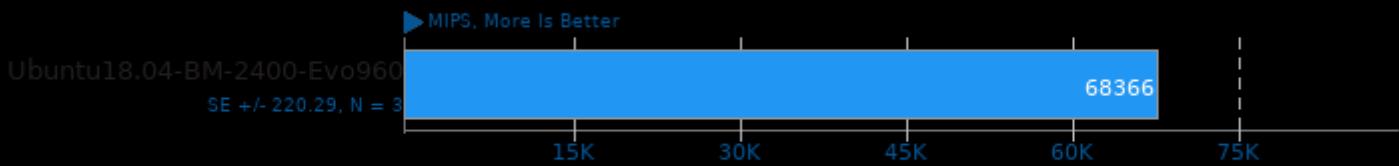
POV-Ray - Trace Time (sec)	29.34
Standard Deviation	0.3%
PyBench - T.F.A.T.T (Milliseconds)	1615
Standard Deviation	1.8%
QGears2 - OpenGL - Text (FPS)	43.72
Standard Deviation	0.9%
QGears2 - OpenGL - Gears (FPS)	1094
Standard Deviation	1.8%
QGears2 - OpenGL - Image Scaling (FPS)	8211
Standard Deviation	5.8%
QGears2 - CPU-based Raster - Text (FPS)	40.68
Standard Deviation	1.2%
QGears2 - CPU-based Raster - Gears (FPS)	288.15
Standard Deviation	0.4%
QGears2 - XRender Extension - Text (FPS)	79.46
Standard Deviation	1.4%
QGears2 - XRender Extension - Gears (FPS)	292.33
Standard Deviation	0%
QGears2 - CPU-based Raster - Image Scaling (FPS)	2173
Standard Deviation	4.8%
QGears2 - XRender Extension - Image Scaling (FPS)	2366
Standard Deviation	0.3%
R Benchmark (sec)	0.4384
Standard Deviation	1.4%
Redis - LPOP (Req/sec)	2054155
Standard Deviation	3.5%
Redis - SADD (Req/sec)	1664052
Standard Deviation	1.2%
Redis - LPUSH (Req/sec)	1247474
Standard Deviation	0.9%
Redis - GET (Req/sec)	1950587
Standard Deviation	0.1%
Redis - SET (Req/sec)	1409244
Standard Deviation	1.2%
Scikit-Learn (sec)	27.97
Standard Deviation	0.7%
SciMark - Composite (Mflops)	512.58
Standard Deviation	0.6%
SciMark - Monte Carlo (Mflops)	134.49
Standard Deviation	0.6%
SciMark - F.F.T (Mflops)	196.04
Standard Deviation	0.9%
SciMark - S.M.M (Mflops)	655.96
Standard Deviation	1.5%
SciMark - D.L.M.F (Mflops)	427.03
Standard Deviation	0.5%
SciMark - J.S.O.R (Mflops)	1149
Standard Deviation	0.4%
SQLite - T.S.I (sec)	42.20
Standard Deviation	0.2%
Sunflow Rendering System - G.I.I.S (sec)	1.27
Standard Deviation	2.1%
System Libxml2 Parsing - 1 MB (ms)	540

	Standard Deviation	1.2%
System Libxml2 Parsing - 3 MB (ms)	2539	Standard Deviation 0.9%
		System Libxml2 Parsing - 5 KB (ms) 11
	Standard Deviation	16.8%
System Libxml2 Parsing - 100 KB (ms)	101	Standard Deviation 3.1%
		System Libxml2 Parsing - 112 MB (ms) 76282
	Standard Deviation	1.6%
System Libxml2 Parsing - 200 KB (ms)	118	Standard Deviation 3.1%
		System Libxml2 Parsing - 300 KB (ms) 171
	Standard Deviation	1.5%
System Libxml2 Parsing - 400 KB (ms)	342	Standard Deviation 1.1%
System Libxml2 Parsing - 500 KB (ms)	424	Standard Deviation 1.7%
		System Libxml2 Parsing - 600 KB (ms) 502
	Standard Deviation	0.8%
System Libxml2 Parsing - 700 KB (ms)	362	Standard Deviation 0.3%
		System Libxml2 Parsing - 800 KB (ms) 420
	Standard Deviation	0.9%
System Libxml2 Parsing - 900 KB (ms)	485	Standard Deviation 0.1%
		Tensorflow - Cifar10 (sec) 52.49
	Standard Deviation	0%
Threaded I/O Tester - Read - 32MB - 8 (MB/s)	15842	Standard Deviation 7.6%
		Threaded I/O Tester - Read - 256MB - 8 (MB/s) 24798
	Standard Deviation	2.4%
Threaded I/O Tester - Read - 32MB - 16 (MB/s)	26626	Standard Deviation 3.3%
		Threaded I/O Tester - Write - 32MB - 8 (MB/s) 2.26
	Standard Deviation	0.1%
Threaded I/O Tester - Read - 256MB - 16 (MB/s)	30754	Standard Deviation 4.3%
		Threaded I/O Tester - Write - 256MB - 8 (MB/s) 2.13
	Standard Deviation	0.6%
Threaded I/O Tester - Write - 32MB - 16 (MB/s)	4.36	Standard Deviation 2.6%
		Threaded I/O Tester - Write - 256MB - 16 (MB/s) 4.11
	Standard Deviation	0.1%
Threaded I/O Tester - Rand Read - 32MB - 8 (MB/s)	26335	Standard Deviation 0.4%
		Threaded I/O Tester - Rand Read - 256MB - 8 (MB/s) 198655
	Standard Deviation	5.7%
Threaded I/O Tester - Rand Read - 32MB - 16 (MB/s)	46719	Standard Deviation 31%
		Threaded I/O Tester - Rand Write - 32MB - 8 (MB/s) 18.79
	Standard Deviation	0.1%
Threaded I/O Tester - Rand Read - 256MB - 16 (MB/s)	341628	Standard Deviation 17.2%
		Threaded I/O Tester - Rand Write - 256MB - 8 (MB/s) 139.51
	Standard Deviation	0.2%

Threaded I/O Tester - Rand Write - 32MB - 16 (MB/s)	38.25
Standard Deviation	13.4%
Threaded I/O Tester - Rand Write - 256MB - 16 (MB/s)	274.52
Standard Deviation	0.3%
Timed GCC Compilation - Time To Compile (sec)	749.04
Standard Deviation	0.1%
Timed HMMer Search - P.D.S (sec)	6.17
Standard Deviation	0.8%
Timed ImageMagick Compilation - Time To Compile (sec)	34.72
Standard Deviation	1.9%
Timed Linux Kernel Compilation - Time To Compile (sec)	49.12
Standard Deviation	3.1%
Timed LLVM Compilation - Time To Compile (sec)	264.43
Standard Deviation	1.4%
Timed MAFFT Alignment - M.S.A (sec)	2.56
Standard Deviation	0.8%
Timed MrBayes Analysis - P.P.A (sec)	77.03
Standard Deviation	0.3%
Timed PHP Compilation - Time To Compile (sec)	54.65
Standard Deviation	0.2%
Tinymembench - Standard Memcpy (MB/s)	11306
Tinymembench - Standard Memset (MB/s)	10503
Unigine Heaven - 1920 x 1080 - Fullscreen - D3D9 (FPS)	61.52
Standard Deviation	0.1%
Unigine Heaven - 1920 x 1080 - Fullscreen - D3D11 (FPS)	61.35
Standard Deviation	0.3%
Unigine Heaven - 1920 x 1080 - Fullscreen - OpenGL (FPS)	61.47
Standard Deviation	0.2%
Unigine Sanctuary - 1920 x 1080 - Fullscreen (FPS)	239.69
Standard Deviation	0.1%
Unigine Superposition - 1920 x 1080 - Fullscreen - High - D3D11	27.40
Unigine Superposition - 1920 x 1080 - Fullscreen - High - OpenGL (FPS)	27.40
(FPS)	
Unigine Superposition - 1920 x 1080 - Fullscreen - Ultra - D3D11	11.40
Unigine Superposition - 1920 x 1080 - Fullscreen - Ultra - OpenGL (FPS)	11.30
(FPS)	
Unigine Valley - 1920 x 1080 - Fullscreen - D3D9 (FPS)	61.70
Standard Deviation	0.2%
Unigine Valley - 1920 x 1080 - Fullscreen - D3D11 (FPS)	61.94
Standard Deviation	0.2%
Unigine Valley - 1920 x 1080 - Fullscreen - OpenGL (FPS)	61.64
Standard Deviation	0.1%
Y-Cruncher - C.5.P.D (sec)	22.69
Standard Deviation	0.1%

7-Zip Compression 16.02

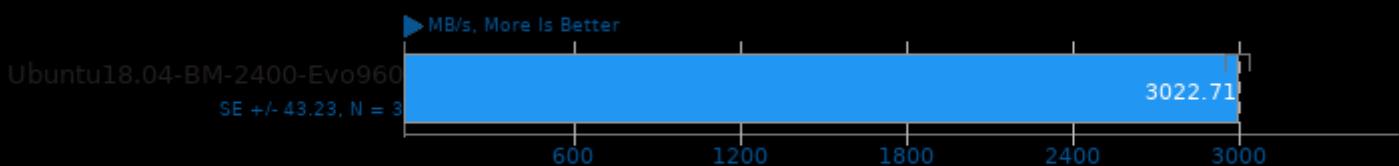
Compress Speed Test



1. (CXX) g++ options: -pipe -fthread

AIO-Stress 0.21

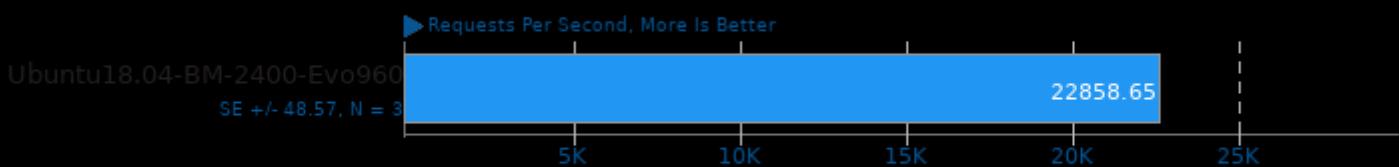
Test: Random Write



1. (CC) gcc options: -fthread -laio

Apache Benchmark 2.4.29

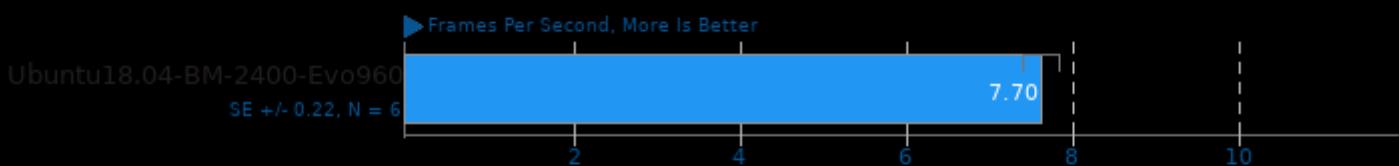
Static Web Page Serving



1. (CC) gcc options: -shared -fPIC -O2 -fthread

APITest 2014-07-26

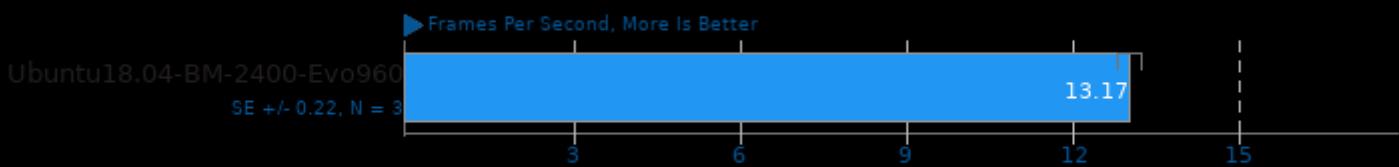
Resolution: 1920 x 1080 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

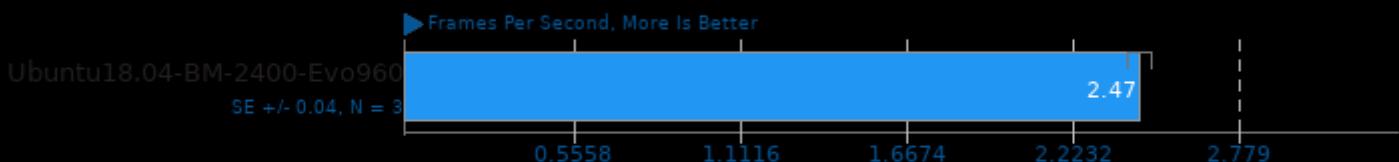
Resolution: 1920 x 1080 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

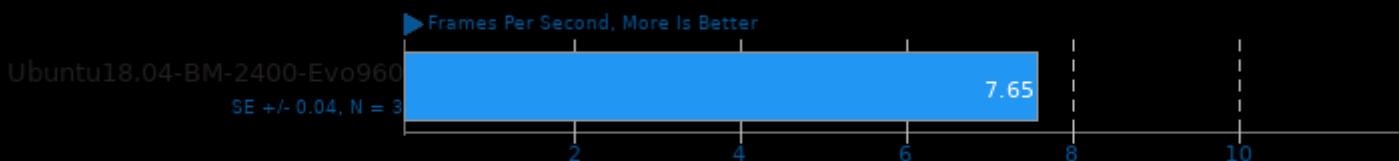
Resolution: 1920 x 1080 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

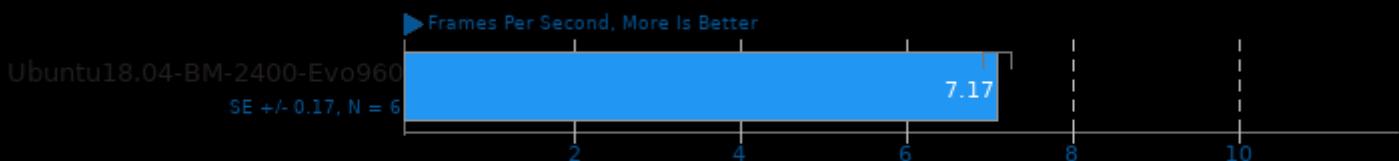
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

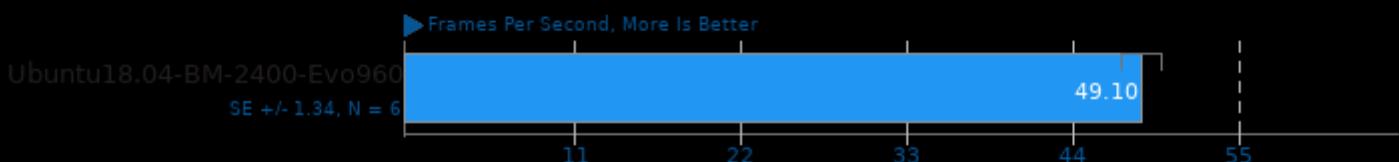
Resolution: 1920 x 1080 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

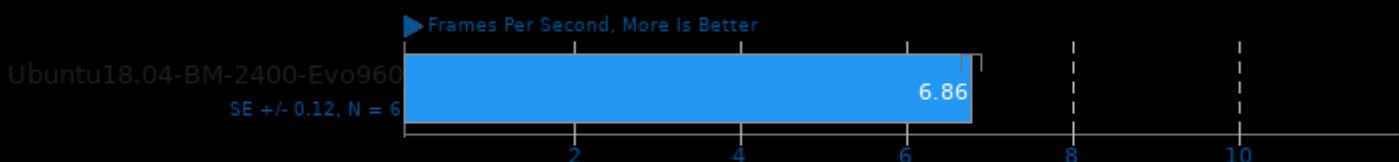
Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

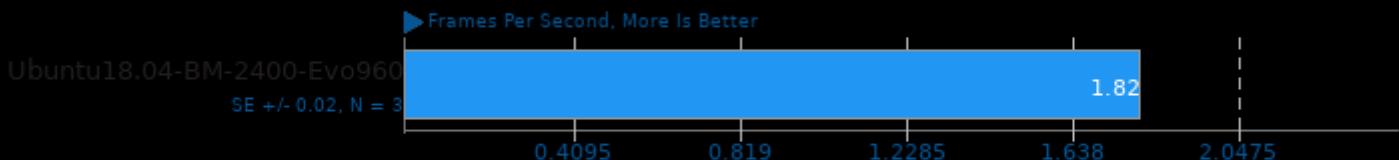
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

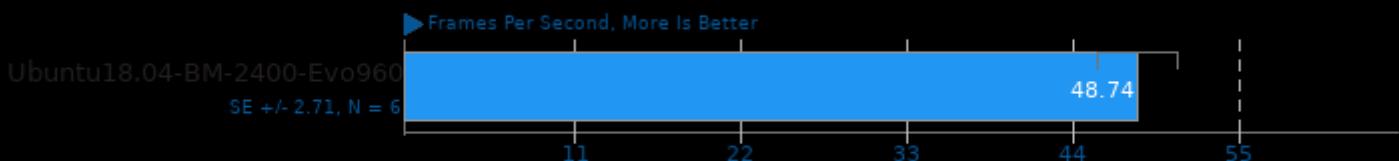
Resolution: 1920 x 1080 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

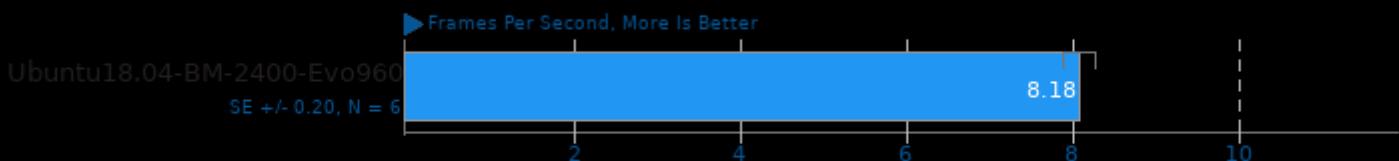
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

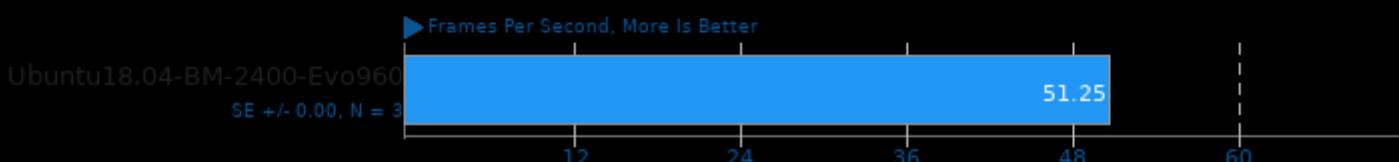
Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

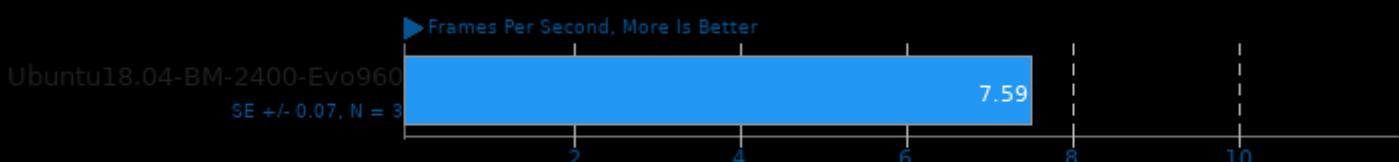
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

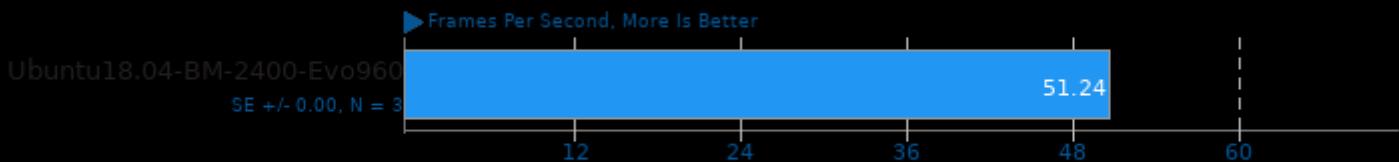
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

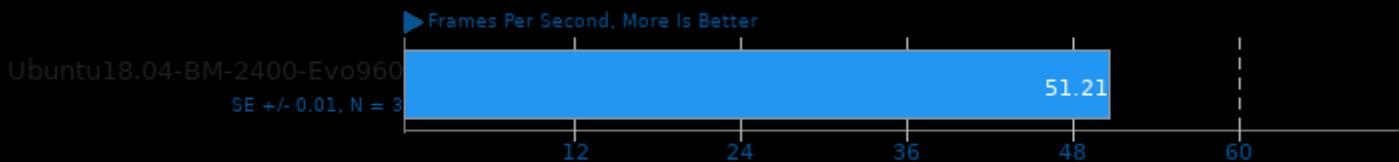
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

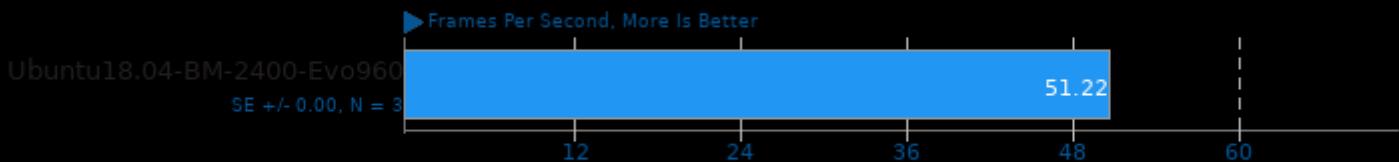
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3

APITest 2014-07-26

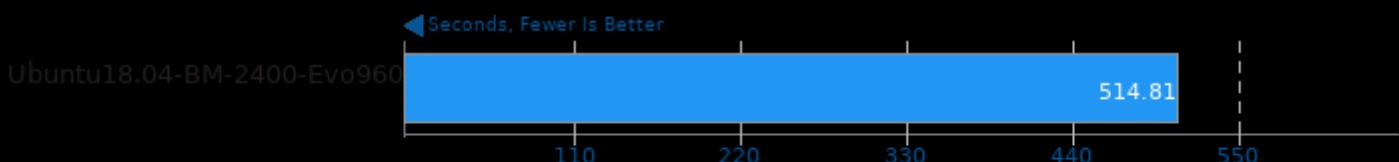
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



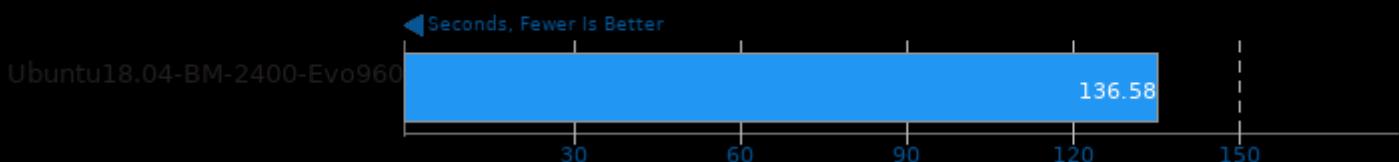
1. (CXX) g++ options: -rdynamic -std=c++11 -O3

Blender 2.79a

Blend File: BMW27 - Compute: OpenCL

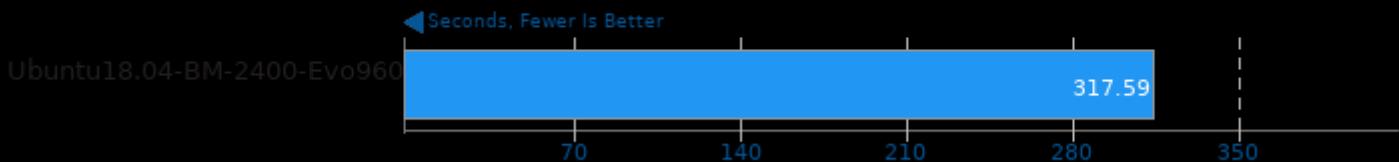
**Blender 2.79a**

Blend File: BMW27 - Compute: CPU-Only

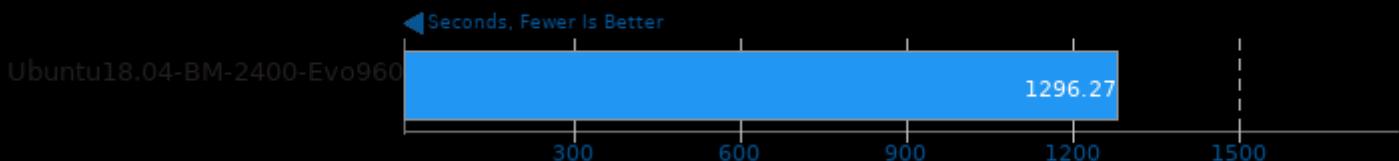


Blender 2.79a

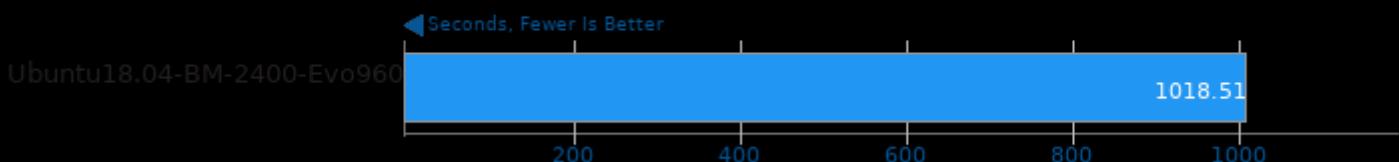
Blend File: Classroom - Compute: OpenCL

**Blender 2.79a**

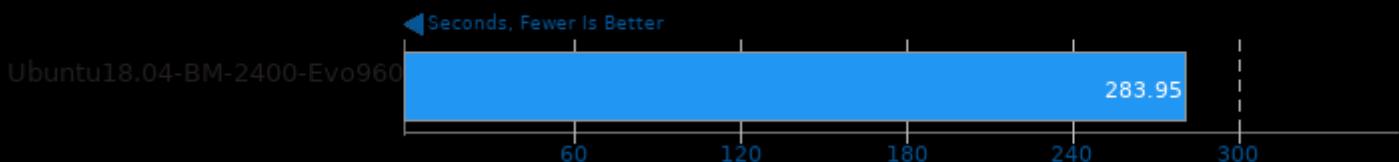
Blend File: Fishy Cat - Compute: OpenCL

**Blender 2.79a**

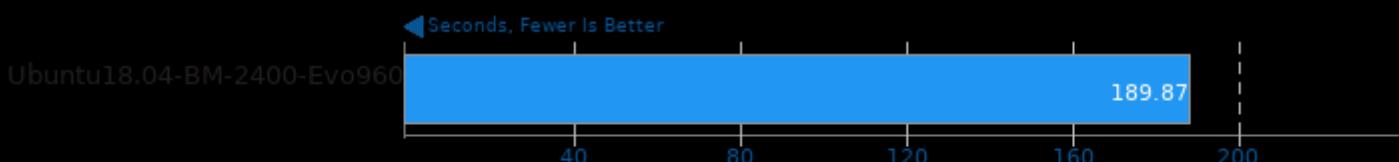
Blend File: Barbershop - Compute: OpenCL

**Blender 2.79a**

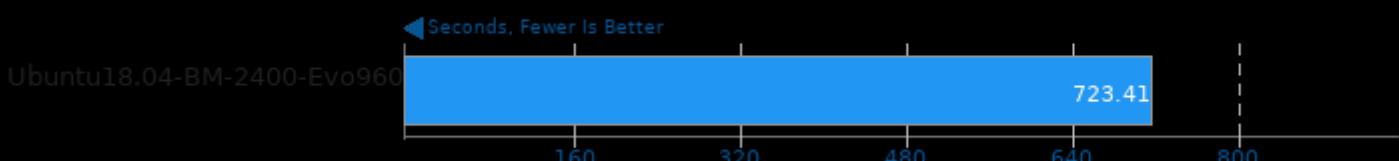
Blend File: Classroom - Compute: CPU-Only

**Blender 2.79a**

Blend File: Fishy Cat - Compute: CPU-Only

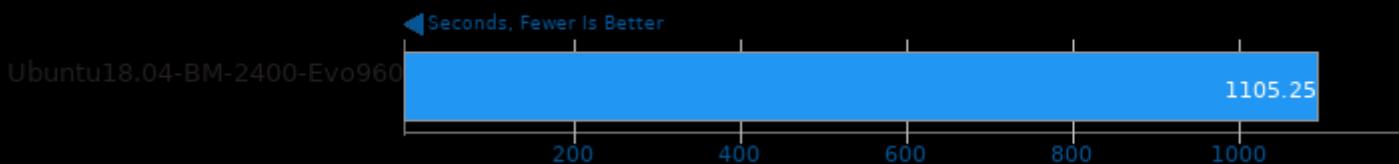
**Blender 2.79a**

Blend File: Barbershop - Compute: CPU-Only



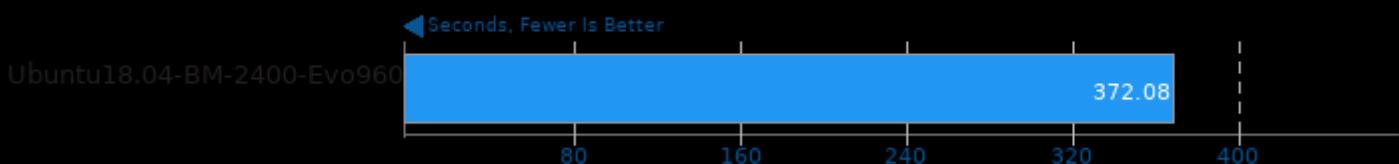
Blender 2.79a

Blend File: Pabellon Barcelona - Compute: OpenCL



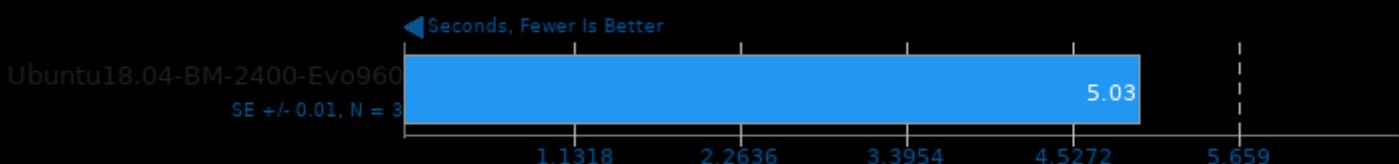
Blender 2.79a

Blend File: Pabellon Barcelona - Compute: CPU-Only



C-Ray 1.1

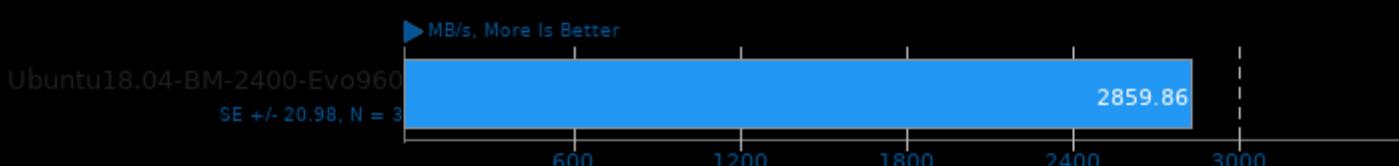
Total Time



1. (CC) gcc options: -lm -fthread -O3

CacheBench

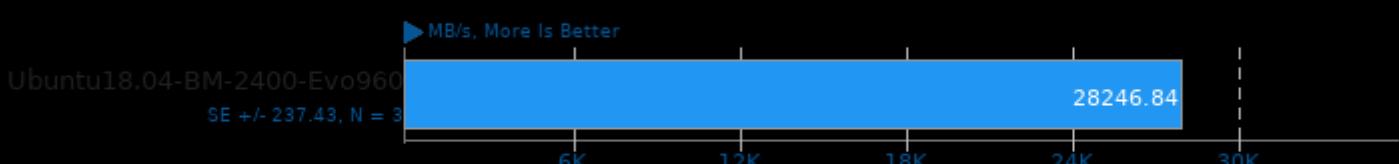
Test: Read



1. (CC) gcc options: -lrt

CacheBench

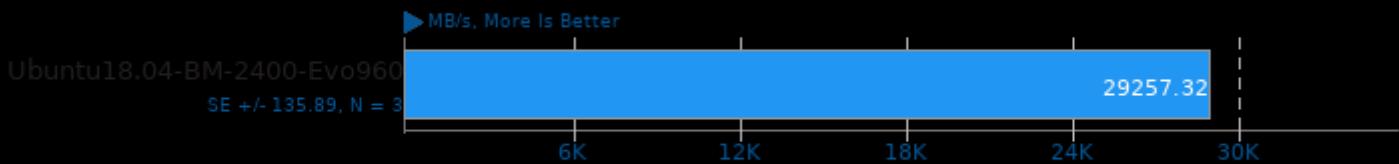
Test: Write



1. (CC) gcc options: -lrt

CacheBench

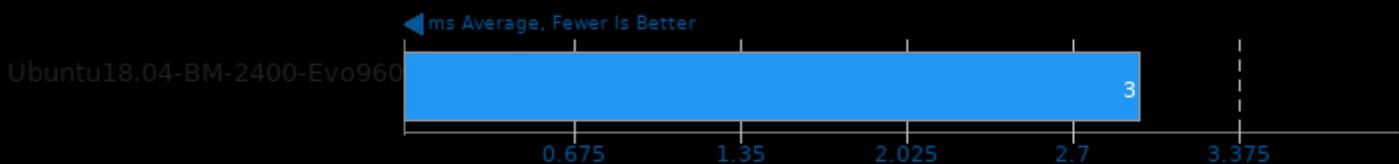
Test: Read / Modify / Write



1. (CC) gcc options: -lrt

Cyclictest 0.84

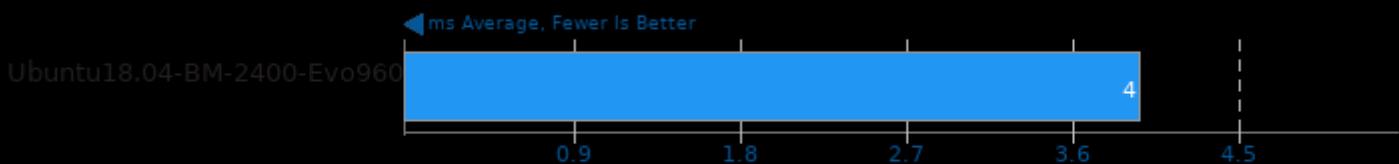
Test Case: POSIX Timer, Interval 500 ms, 100000 Loops



1. (CC) gcc options: -O2 -lrt -lpthread -lrttest

Cyclictest 0.84

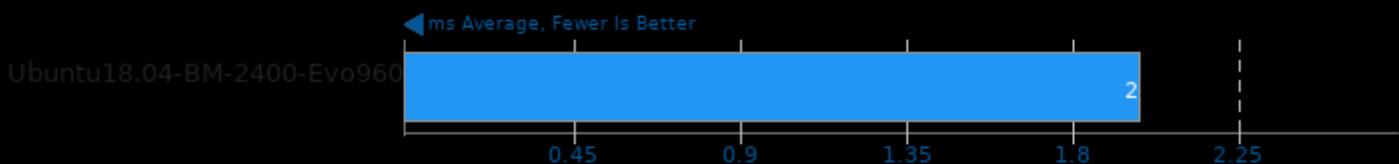
Test Case: POSIX Timer, Interval 10000 ms, 10000 Loops



1. (CC) gcc options: -O2 -lrt -lpthread -lrttest

Cyclictest 0.84

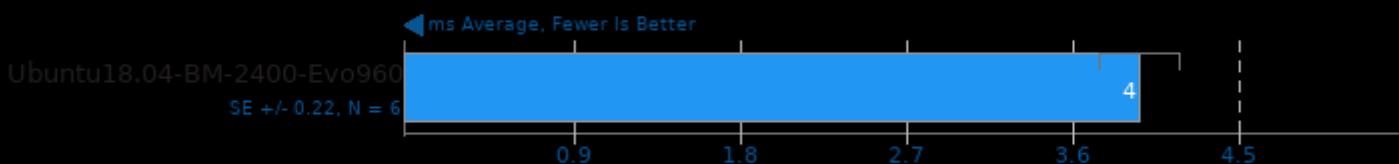
Test Case: clock_nanosleep TIME_ABSTIME, Interval 500 ms, 100000 Loops



1. (CC) gcc options: -O2 -lrt -lpthread -lrttest

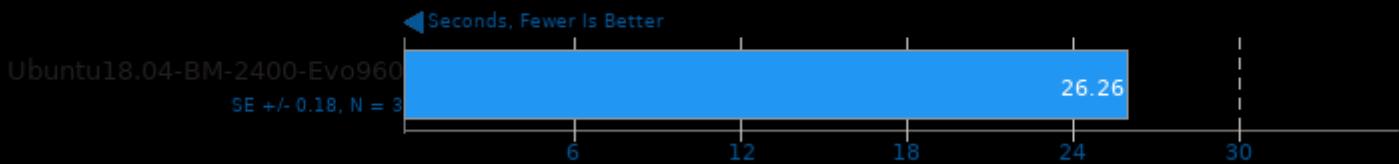
Cyclictest 0.84

Test Case: clock_nanosleep TIME_ABSTIME, Interval 10000 ms, 10000 Loops



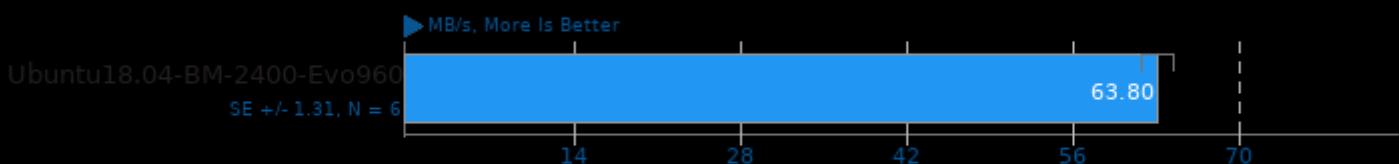
1. (CC) gcc options: -O2 -lrt -lpthread -lrttest

Cython benchmark 0.27



Dbench 4.0

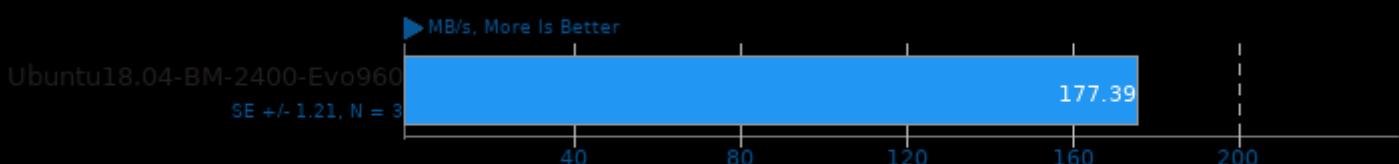
Client Count: 1



1. (CC) gcc options: -lpopt -O2

Dbench 4.0

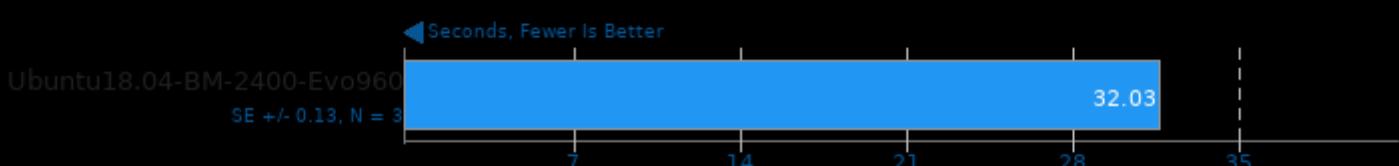
Client Count: 3



1. (CC) gcc options: -lpopt -O2

eSpeak Speech Engine 1.48.04

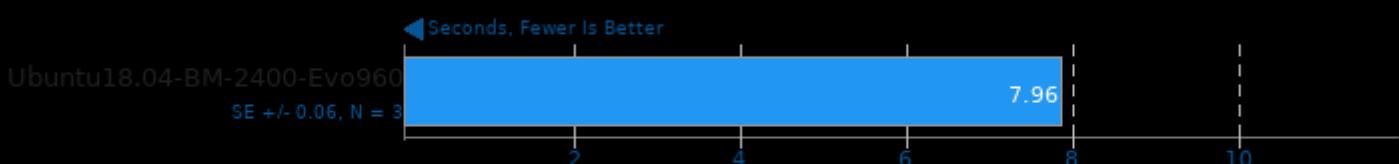
Text-To-Speech Synthesis



1. (CXX) g++ options: -stdc++ -lespeak -O2 -fPIC -fvisibility=hidden -pedantic -fno-exceptions

FFmpeg 3.4.1

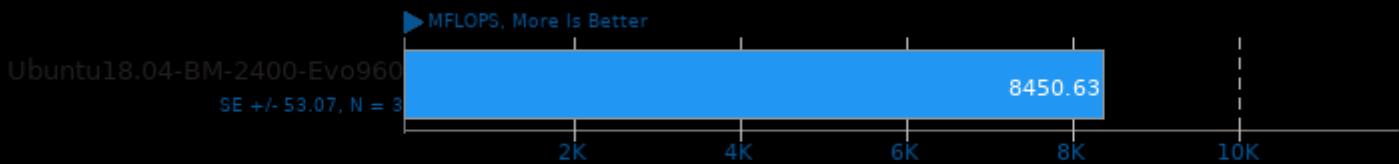
H.264 HD To NTSC DV



1. (CC) gcc options: -lavdevice -lavfilter -lavformat -lavcodec -lswresample -lswscale -lavutil -lxv -lx11 -lxext -lxcb -lxcb-shm -lxcb-xfixes -lxcb-shape -laso

FFTE 6.0

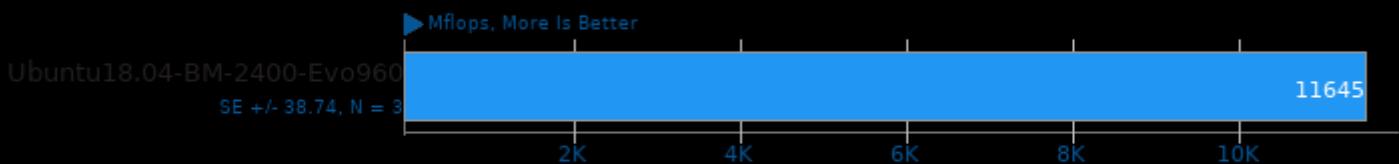
Test: N=256, 1D Complex FFT Routine



1. (F9X) gfortran options: -O3 -fomit-frame-pointer -fopenmp -pthread -lmpi_usempiif08 -lmpi_mpifh -lmpi

FFTW 3.3.6

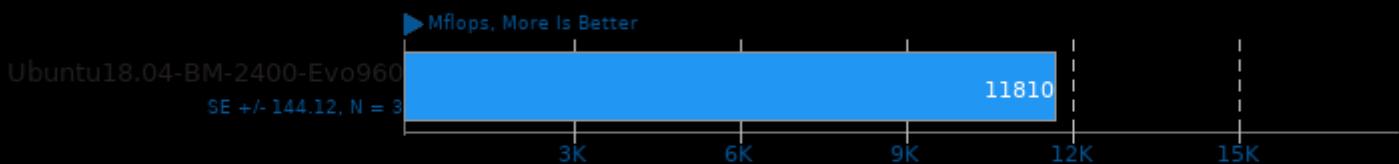
Build: Stock - Size: 1D FFT Size 32



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

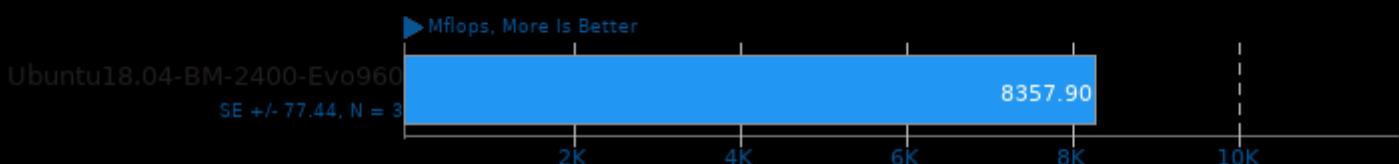
Build: Stock - Size: 2D FFT Size 32



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

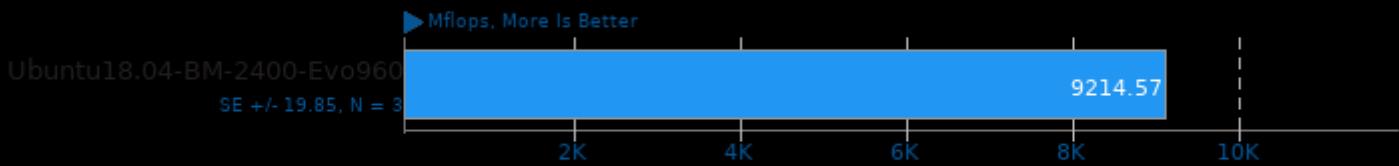
Build: Stock - Size: 1D FFT Size 128



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

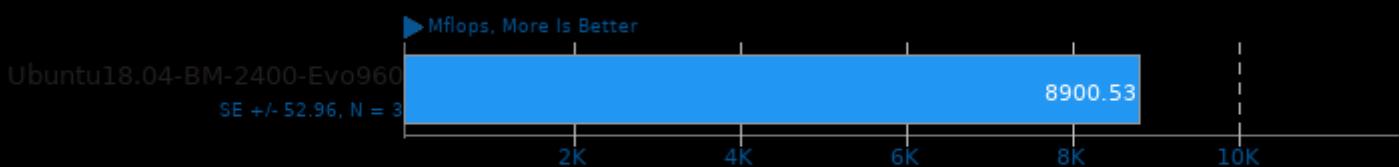
Build: Stock - Size: 1D FFT Size 512



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

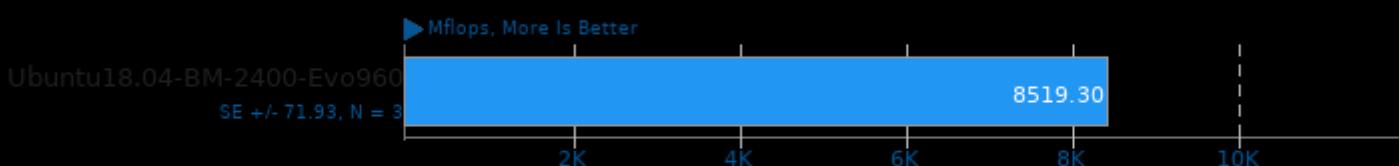
Build: Stock - Size: 2D FFT Size 128



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

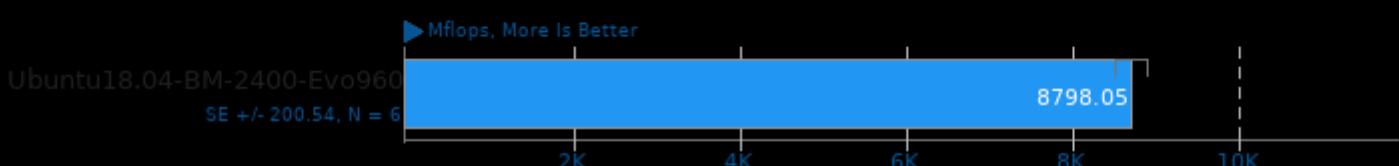
Build: Stock - Size: 2D FFT Size 512



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

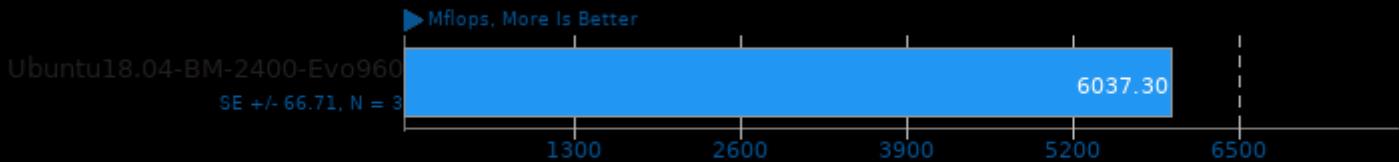
Build: Stock - Size: 1D FFT Size 2048



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

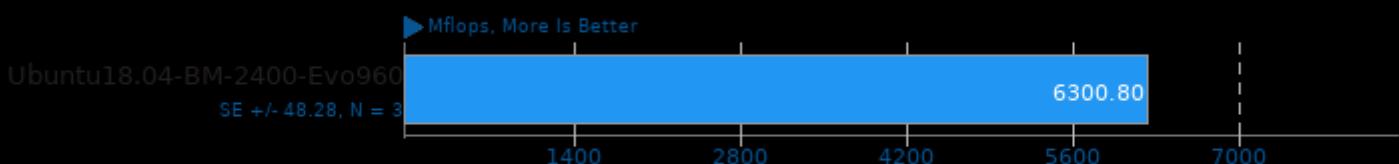
Build: Stock - Size: 2D FFT Size 2048



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

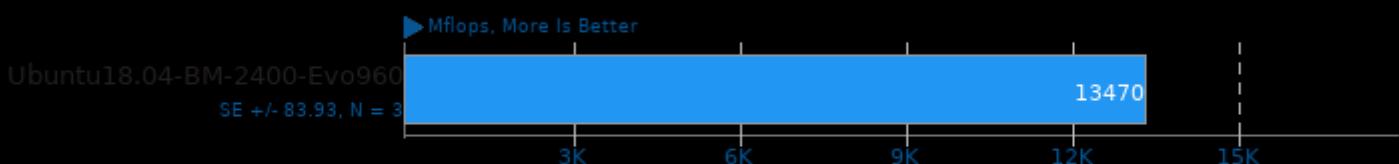
Build: Stock - Size: 2D FFT Size 4096



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

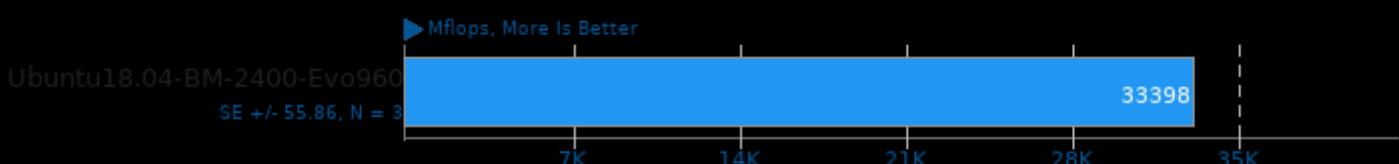
Build: Float + SSE - Size: 1D FFT Size 32



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

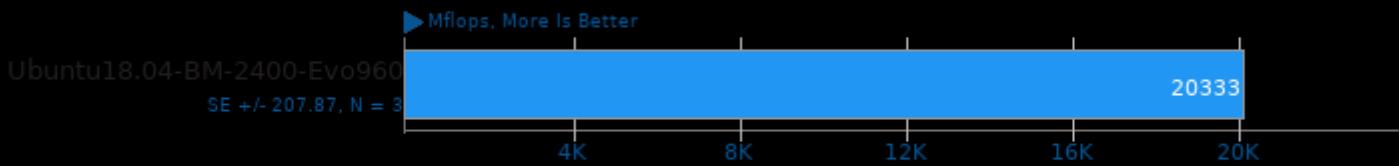
Build: Float + SSE - Size: 2D FFT Size 32



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

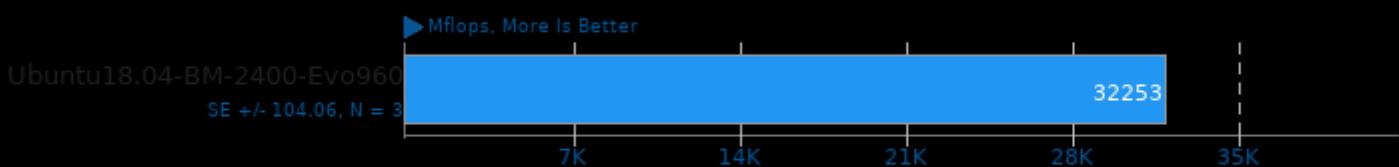
Build: Float + SSE - Size: 1D FFT Size 128



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

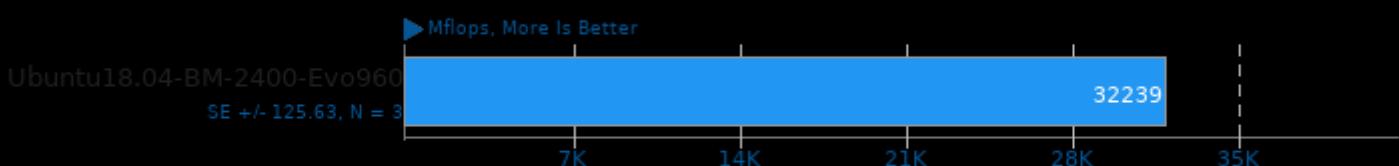
Build: Float + SSE - Size: 1D FFT Size 512



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

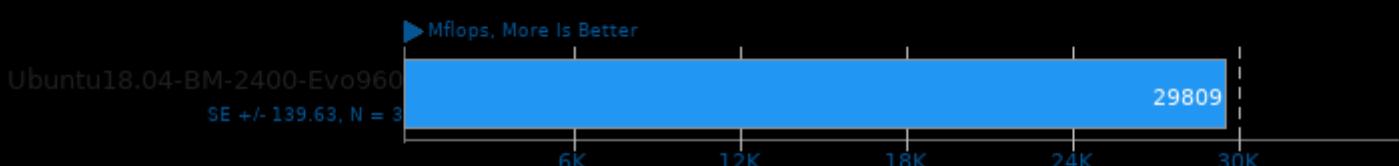
Build: Float + SSE - Size: 2D FFT Size 128



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

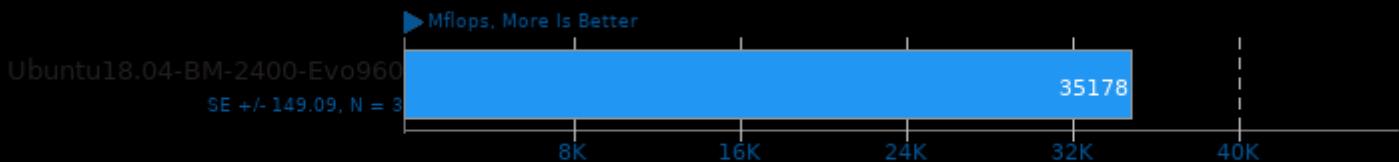
Build: Float + SSE - Size: 2D FFT Size 512



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

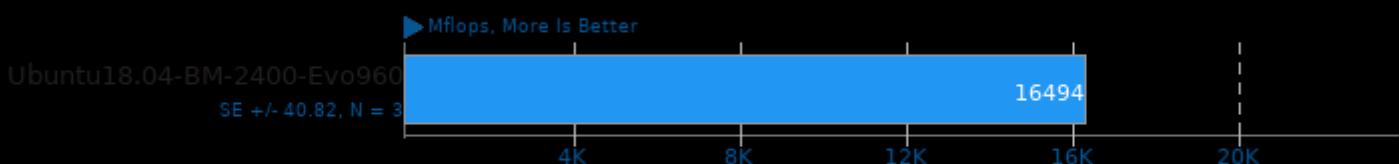
Build: Float + SSE - Size: 1D FFT Size 2048



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

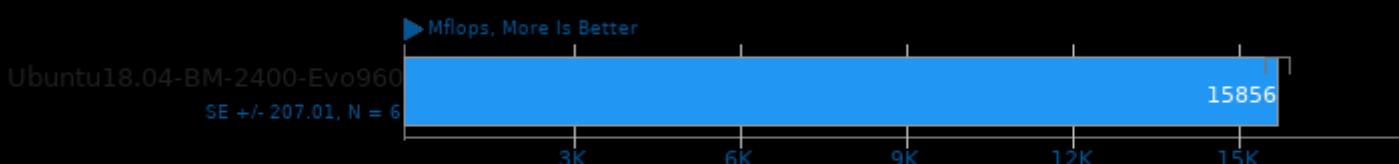
Build: Float + SSE - Size: 2D FFT Size 2048



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FFTW 3.3.6

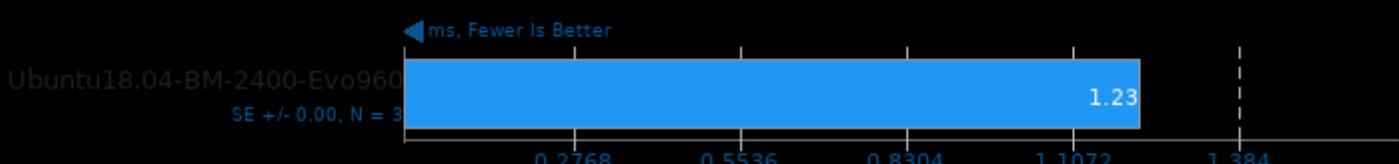
Build: Float + SSE - Size: 2D FFT Size 4096



1. (CC) gcc options: -pthread -O3 -fomit-frame-pointer -mtune=native -malign-double -fstrict-aliasing -fno-schedule-insns -ffast-math -lm

FinanceBench 2016-06-06

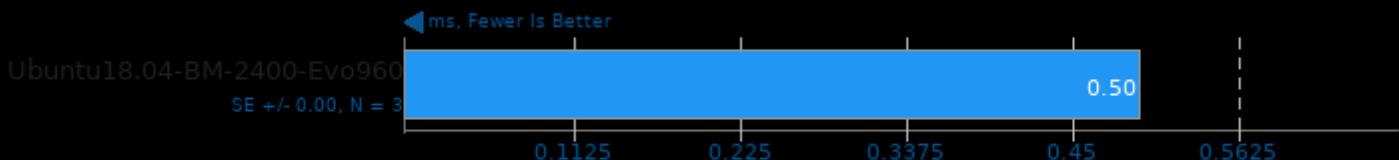
Benchmark: Monte-Carlo OpenCL



1. (CXX) g++ options: -O3 -fOpenCL

FinanceBench 2016-06-06

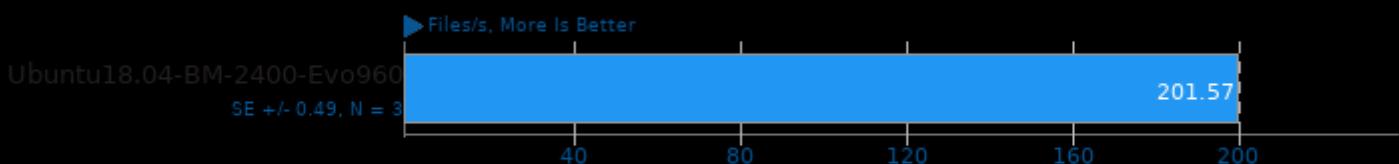
Benchmark: Black-Scholes OpenCL



1. (CXX) g++ options: -O3 -fOpenCL

FS-Mark 3.3

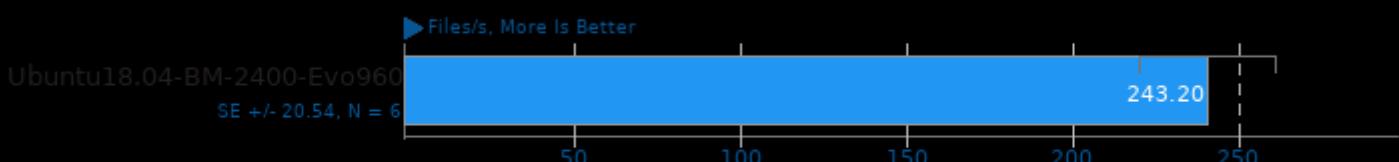
Test: 1000 Files, 1MB Size



1. (CC) gcc options: -static

FS-Mark 3.3

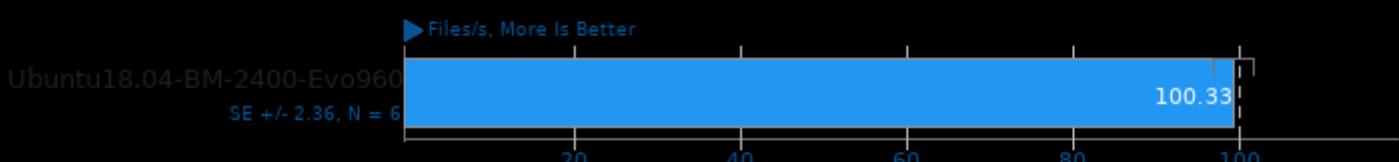
Test: 5000 Files, 1MB Size, 4 Threads



1. (CC) gcc options: -static

FS-Mark 3.3

Test: 4000 Files, 32 Sub Dirs, 1MB Size



1. (CC) gcc options: -static

FS-Mark 3.3

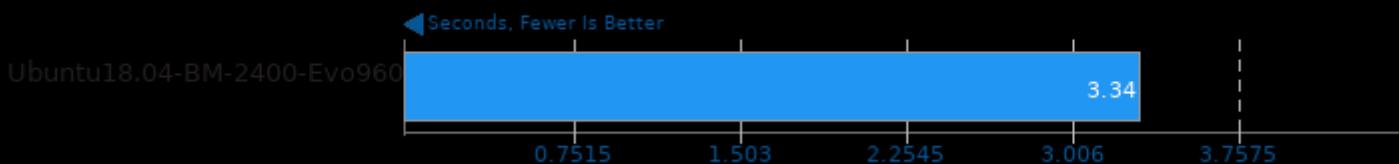
Test: 1000 Files, 1MB Size, No Sync/FSync



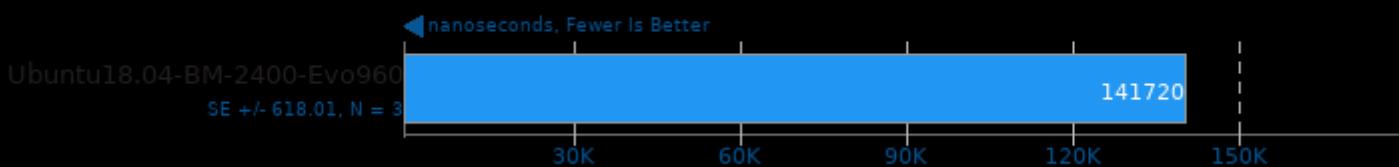
1. (CC) gcc options: -static

GIMP 2.8.22

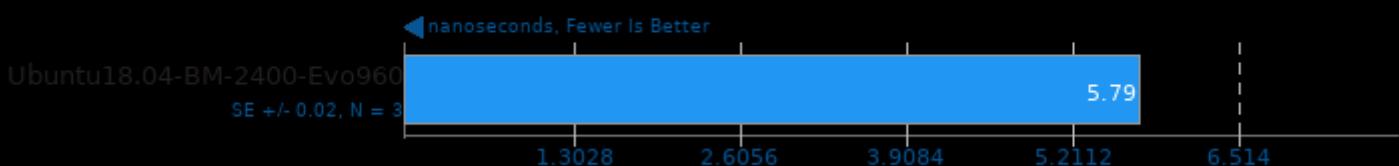
Test: resize

**glibc bench 1.0**

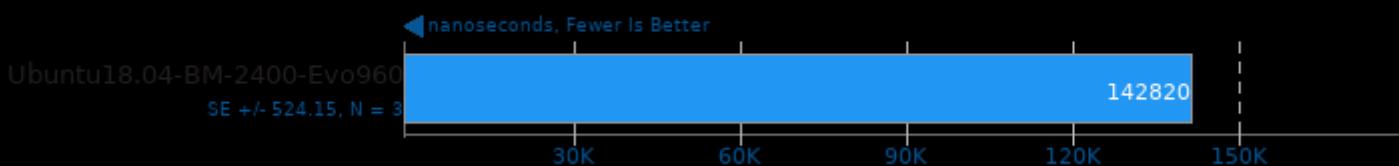
Benchmark: cos

**glibc bench 1.0**

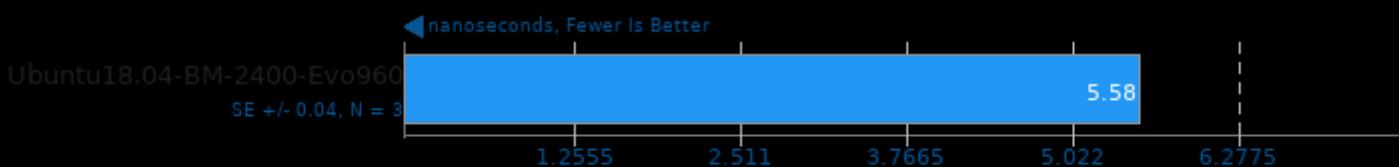
Benchmark: ffs

**glibc bench 1.0**

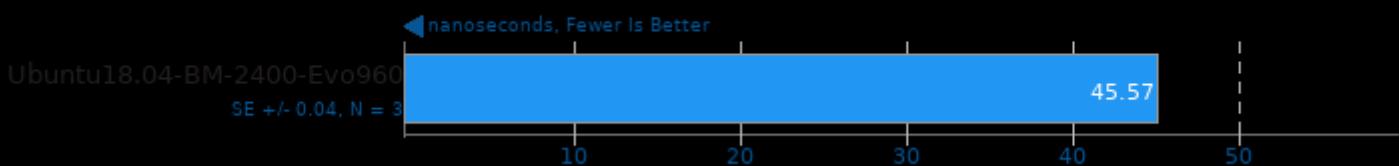
Benchmark: sin

**glibc bench 1.0**

Benchmark: sqrt

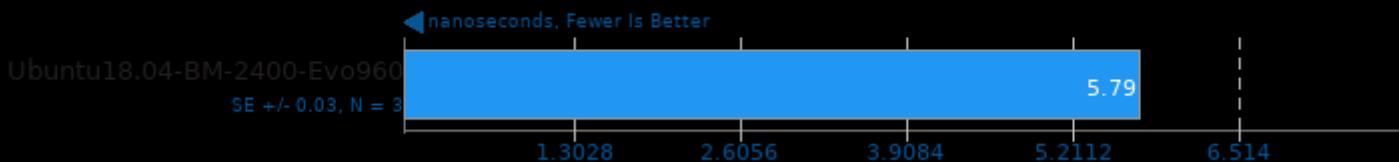
**glibc bench 1.0**

Benchmark: tanh

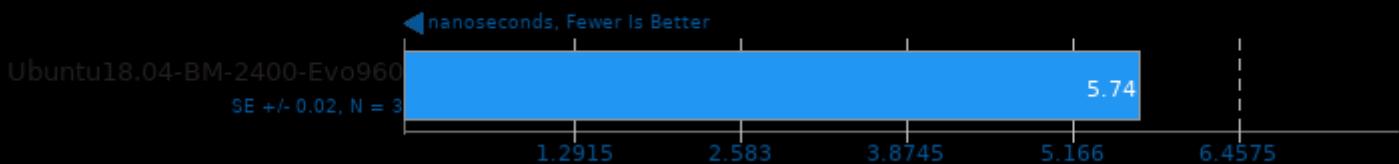


glibc bench 1.0

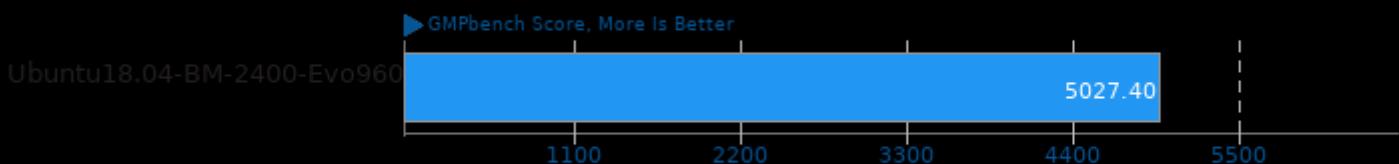
Benchmark: ffsll

**glibc bench 1.0**

Benchmark: pthread_once

**GNU GMP GMPbench 6.1.2**

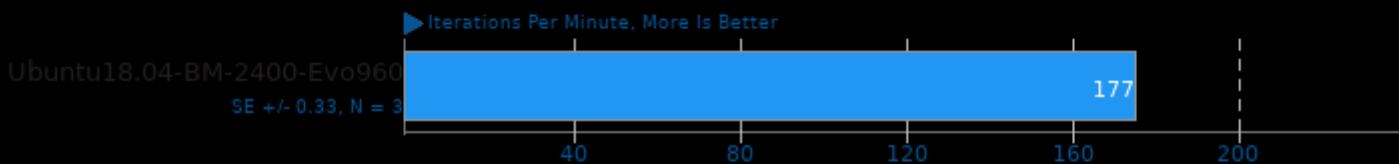
Total Time



1. (CC) gcc options: -O3 -fomit-frame-pointer -lm

GraphicsMagick 1.3.28

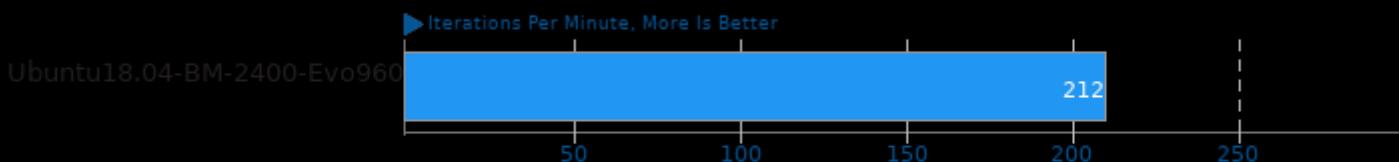
Operation: Blur



1. (CC) gcc options: -fopenmp -O2 -pthread -ljpeg -lwebp -lwebpmux -ltiff -ljpeg -lXext -lSM -lICE -lX11 -lzma -lbz2 -lz -lm -lgomp -lpthread

GraphicsMagick 1.3.28

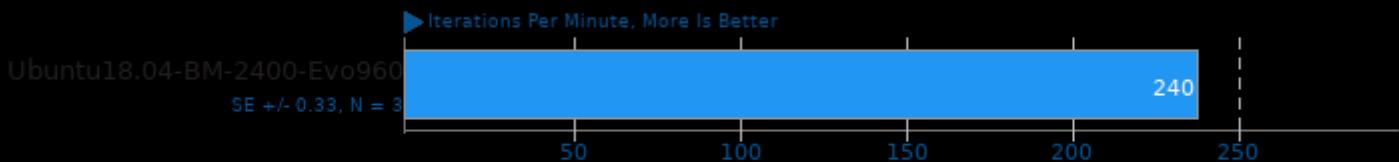
Operation: Sharpen



1. (CC) gcc options: -fopenmp -O2 -pthread -ljpeg -lwebp -lwebpmux -ltiff -ljpeg -lXext -lSM -lICE -lX11 -lzma -lbz2 -lz -lm -lgomp -lpthread

GraphicsMagick 1.3.28

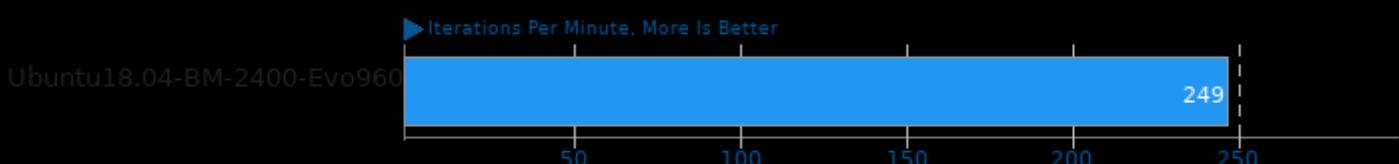
Operation: Resizing



1. (CC) gcc options: -fopenmp -O2 -pthread -ljbig -lwebp -lwebpmux -ltiff -jpeg -lXext -lSM -lICE -lX11 -lxml -lbz2 -lz -lm -lgomp -lpthread

GraphicsMagick 1.3.28

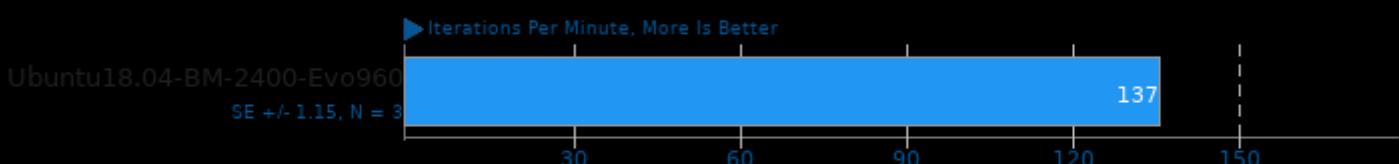
Operation: HWB Color Space



1. (CC) gcc options: -fopenmp -O2 -pthread -ljbig -lwebp -lwebpmux -ltiff -jpeg -lXext -lSM -lICE -lX11 -lxml -lbz2 -lz -lm -lgomp -lpthread

GraphicsMagick 1.3.28

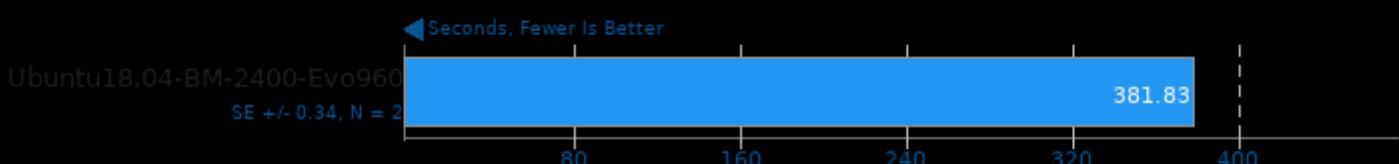
Operation: Local Adaptive Thresholding



1. (CC) gcc options: -fopenmp -O2 -pthread -ljbig -lwebp -lwebpmux -ltiff -jpeg -lXext -lSM -lICE -lX11 -lxml -lbz2 -lz -lm -lgomp -lpthread

GtkPerf 0.40

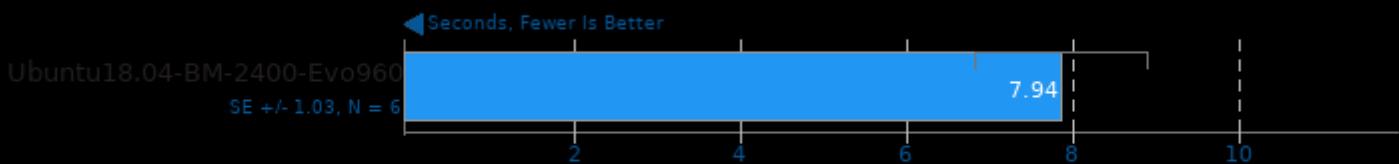
GTK Widget: Total Time



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfontconfig -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

GtkPerf 0.40

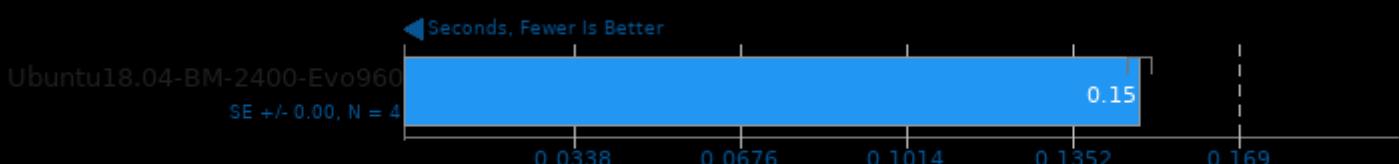
GTK Widget: GtkComboBox



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -fontconfig -lgdk-x11-2.0 -pangocairo-1.0 -pango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

GtkPerf 0.40

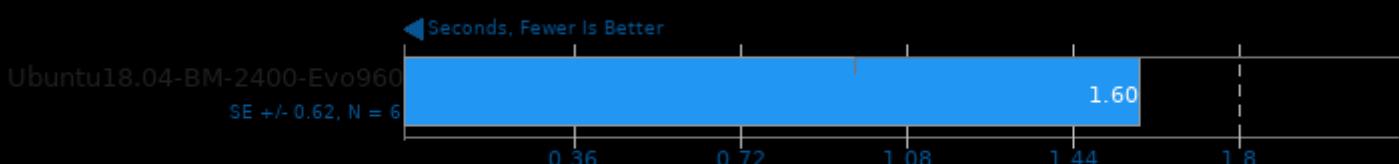
GTK Widget: GtkCheckButton



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -fontconfig -lgdk-x11-2.0 -pangocairo-1.0 -pango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

GtkPerf 0.40

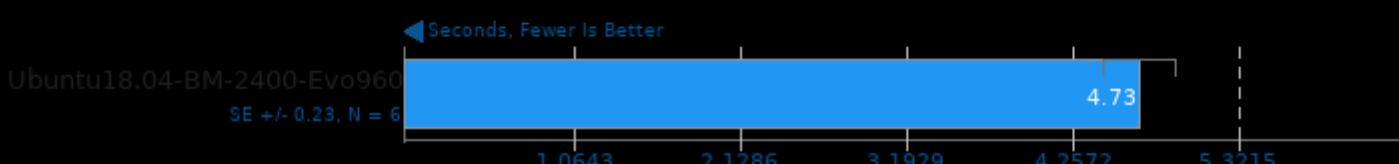
GTK Widget: GtkRadioButton



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -fontconfig -lgdk-x11-2.0 -pangocairo-1.0 -pango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

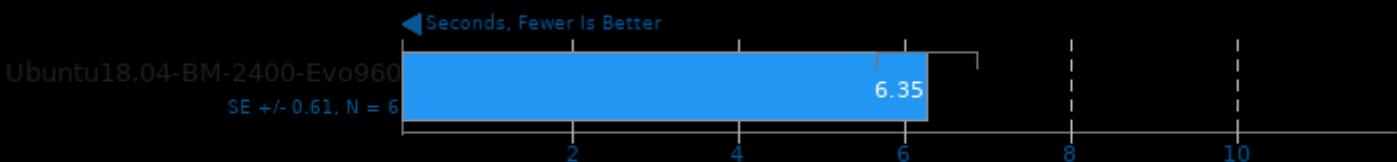
GtkPerf 0.40

GTK Widget: GtkToggleButton

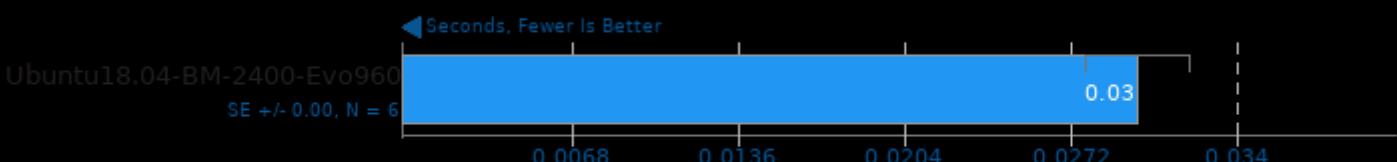


1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -fontconfig -lgdk-x11-2.0 -pangocairo-1.0 -pango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

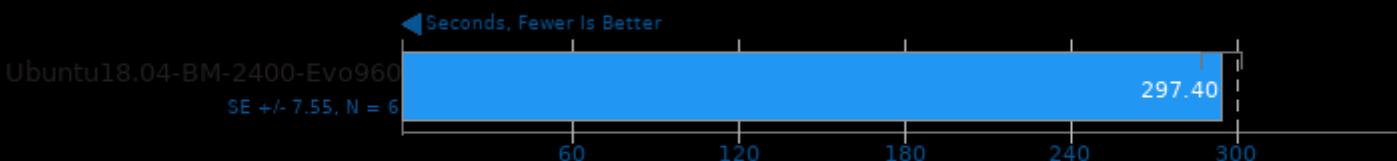
GtkPerf 0.40



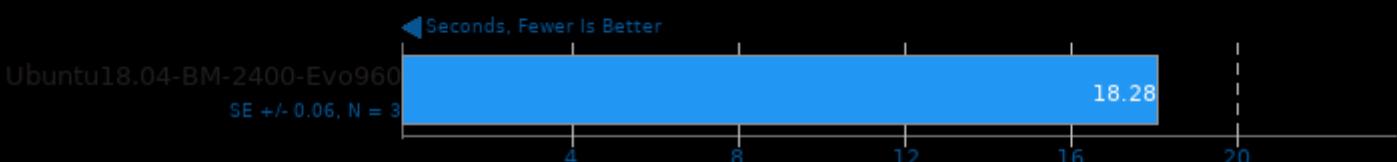
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lcairo -lgdk_pixbuf-2.0 -lgbobject



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lcairo -lgdk_pixbuf-2.0 -lgbobject



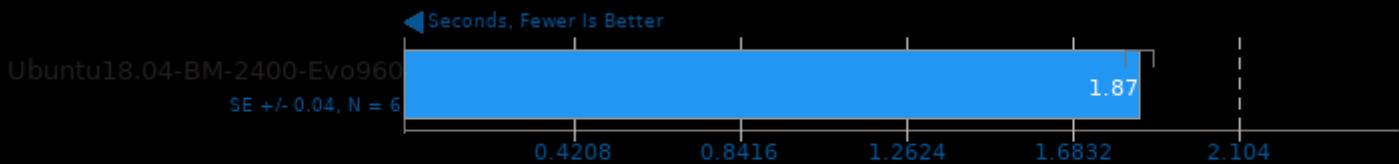
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lcairo -lgdk_pixbuf-2.0 -lgbobject



1. (CC) acc options: -latk-x11-2.0 -latk-1.0 -gio-2.0 -pangoft2-1.0 -fontconfig -l gdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lcairo -lgdk pixbuf-2.0 -lgiobject

GtkPerf 0.40

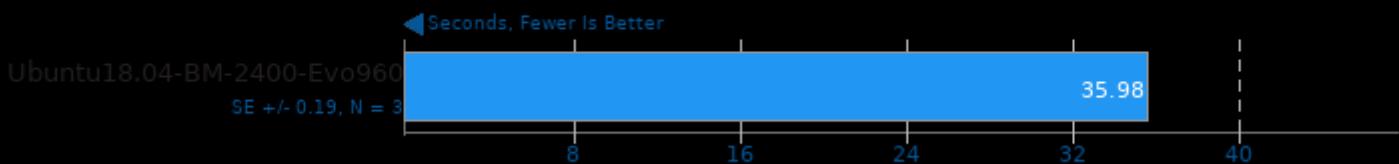
GTK Widget: GtkDrawingArea - Pixbufs



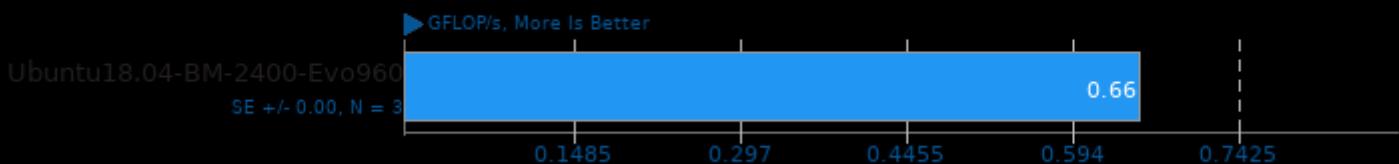
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -cairo -lgdk_pixbuf-2.0 -lgobject

Gzip Compression

Linux Source Tree Archiving To .tar.gz

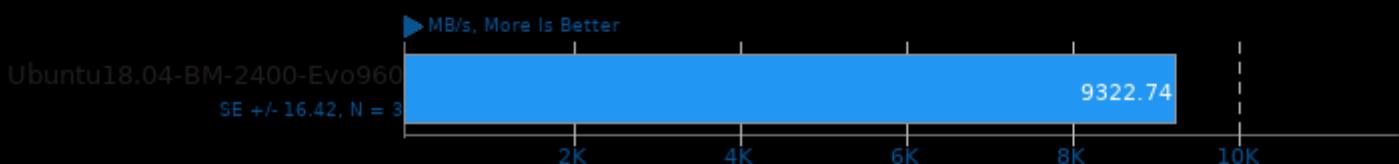


High Performance Conjugate Gradient 3.0



IOzone 3.465

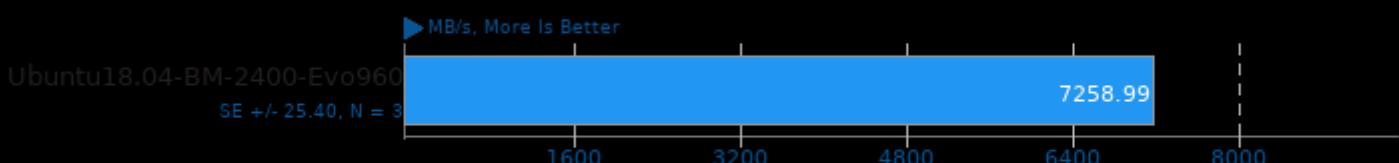
Record Size: 1MB - File Size: 4GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

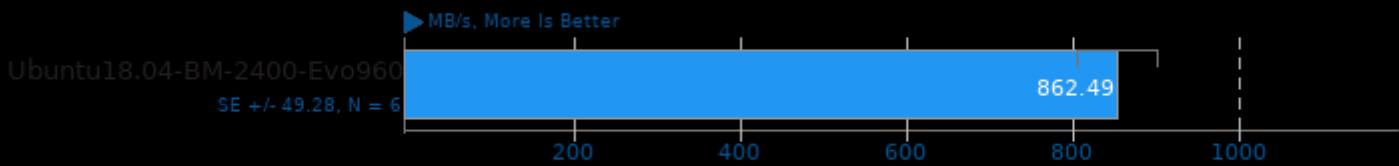
Record Size: 4Kb - File Size: 4GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

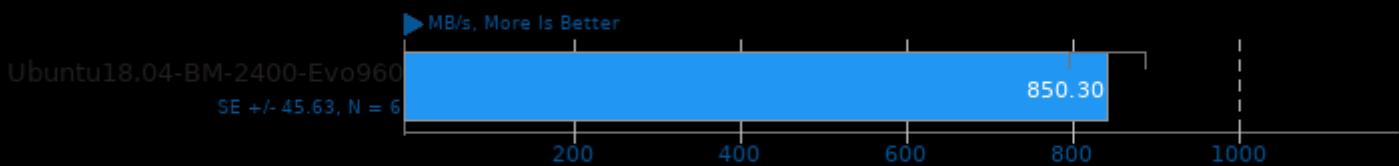
IOzone 3.465

Record Size: 1MB - File Size: 4GB - Disk Test: Write Performance



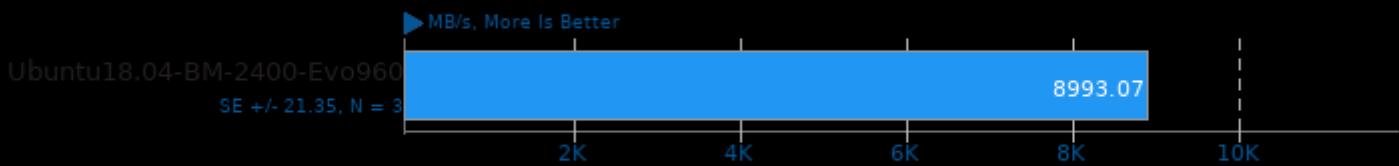
IOzone 3.465

Record Size: 4Kb - File Size: 4GB - Disk Test: Write Performance



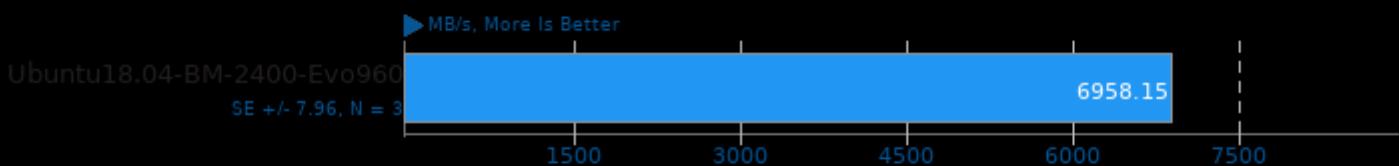
IOzone 3.465

Record Size: 64Kb - File Size: 4GB - Disk Test: Read Performance



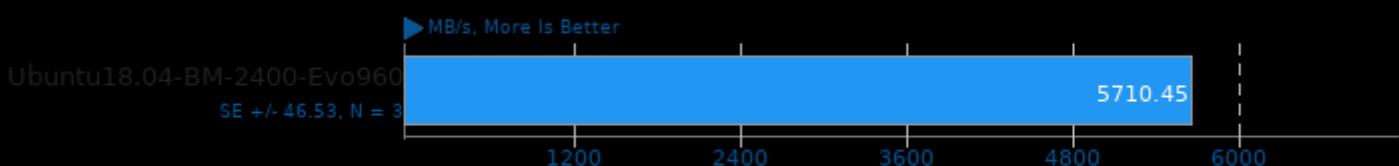
IOzone 3.465

Record Size: 1MB - File Size: 512MB - Disk Test: Read Performance



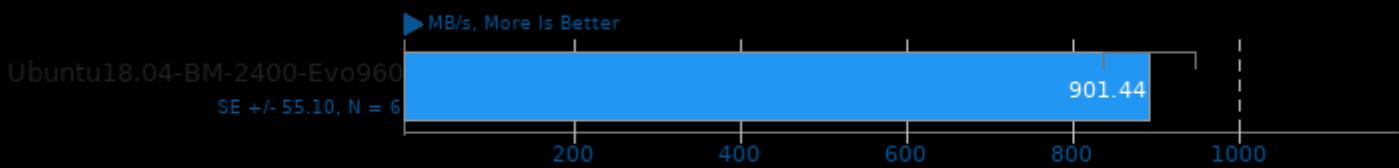
IOzone 3.465

Record Size: 4Kb - File Size: 512MB - Disk Test: Read Performance



IOzone 3.465

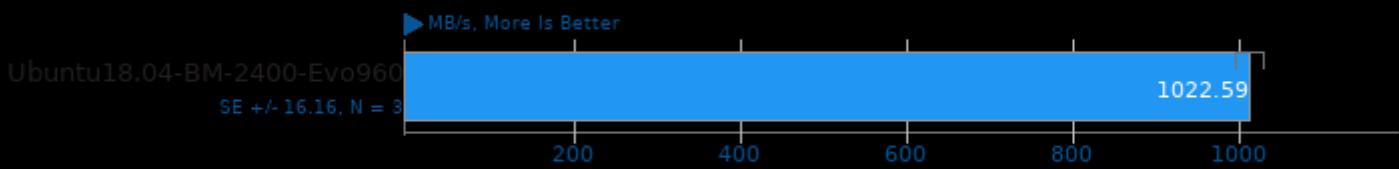
Record Size: 64Kb - File Size: 4GB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

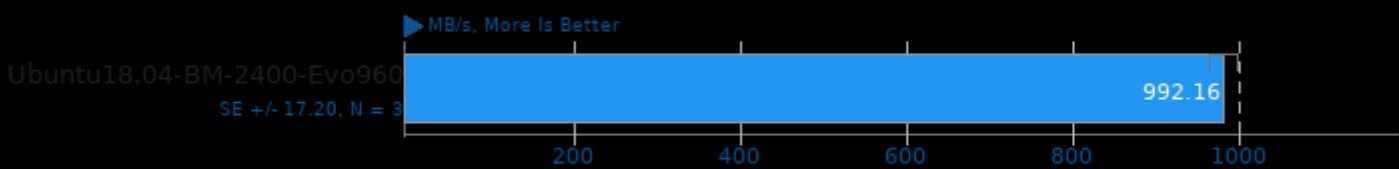
Record Size: 1MB - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

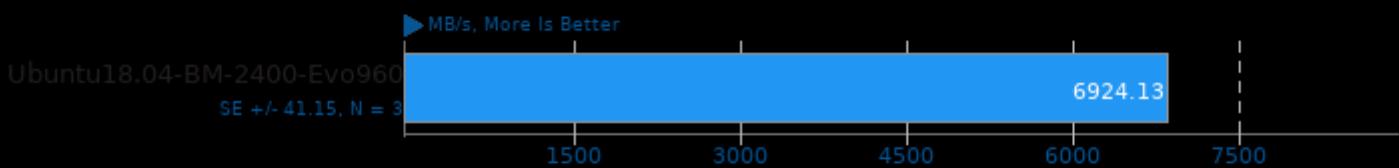
Record Size: 4Kb - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

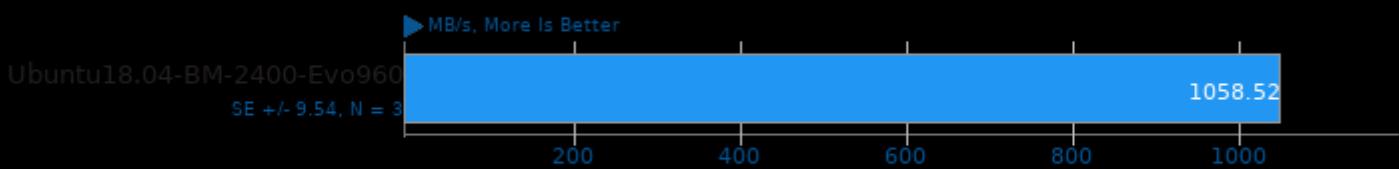
Record Size: 64Kb - File Size: 512MB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

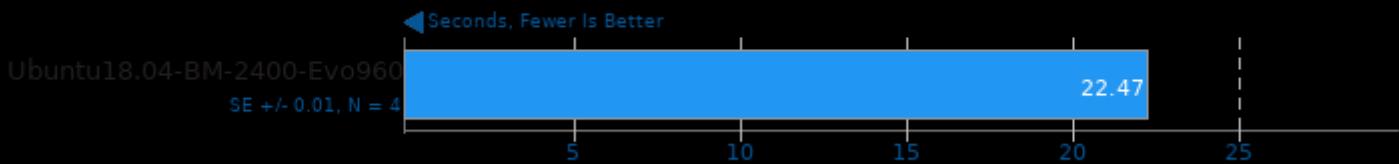
Record Size: 64Kb - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

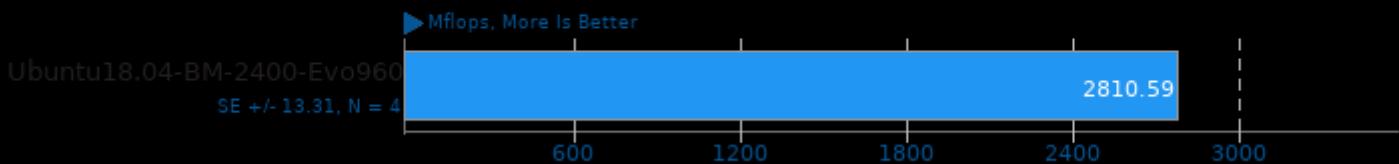
Java Gradle Build 1.0

Gradle Build: Reactor



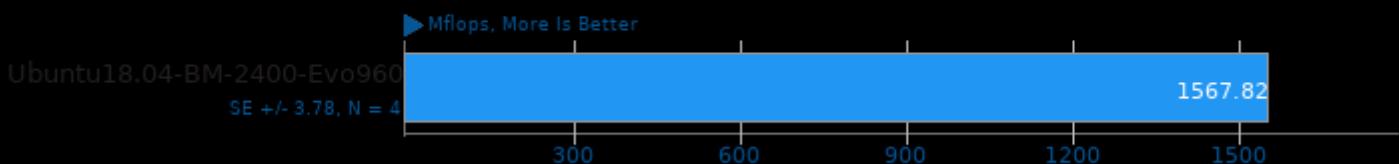
Java SciMark 2.0

Computational Test: Composite



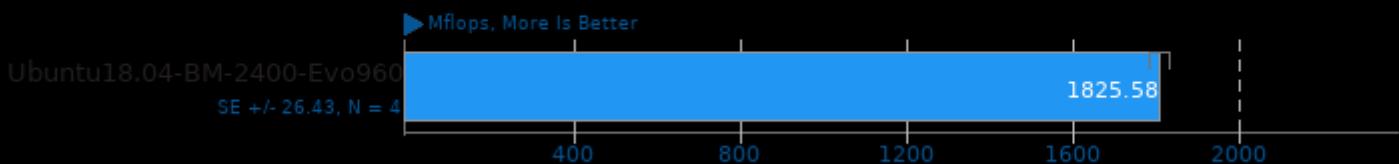
Java SciMark 2.0

Computational Test: Monte Carlo



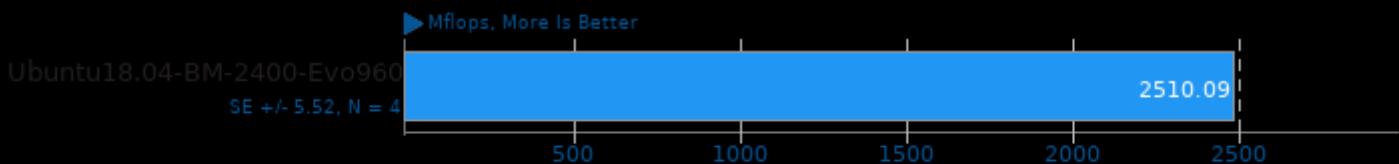
Java SciMark 2.0

Computational Test: Fast Fourier Transform



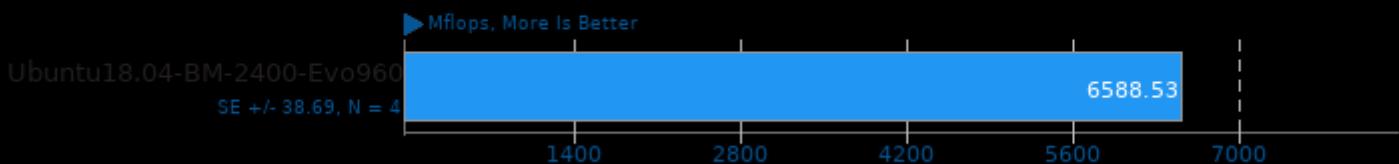
Java SciMark 2.0

Computational Test: Sparse Matrix Multiply



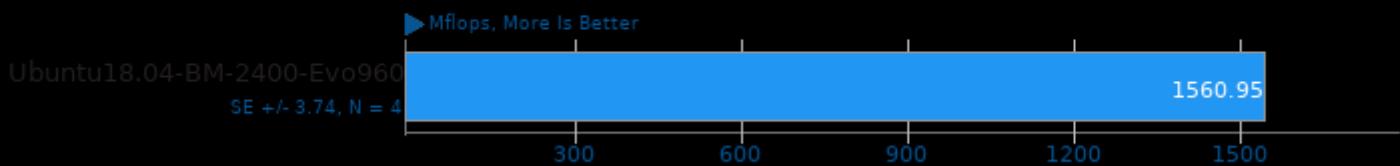
Java SciMark 2.0

Computational Test: Dense LU Matrix Factorization



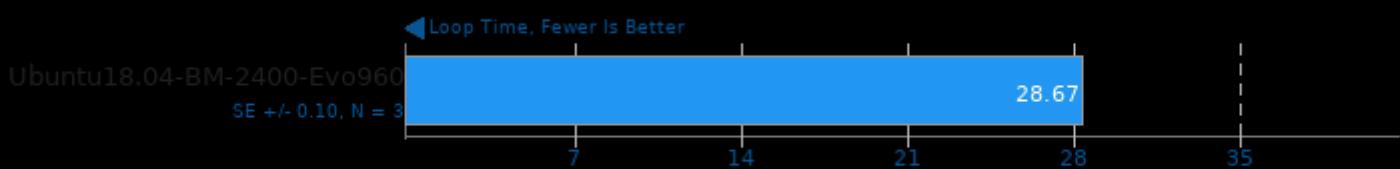
Java SciMark 2.0

Computational Test: Jacobi Successive Over-Relaxation



LAMMPS Molecular Dynamics Simulator 1.0

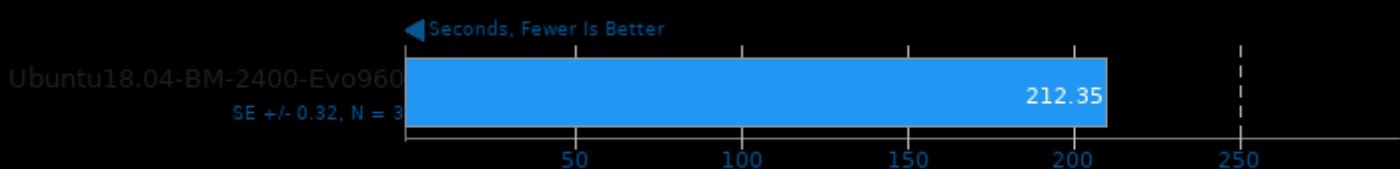
Test: Rhodopsin Protein



1. (CXX) g++ options: -fftw -lmpich

LLVM Test Suite 6.0.0

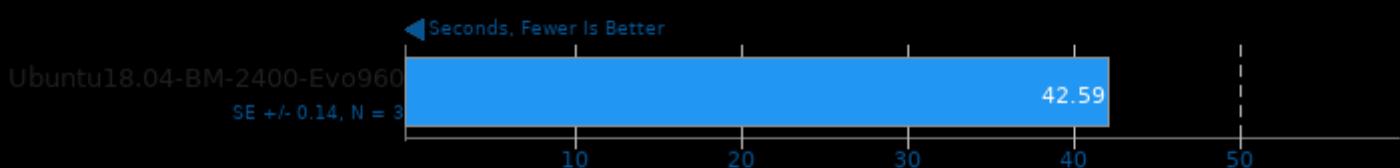
Time To Run



1. (CXX) g++ options: -O3 -stdc++

m-queens 1.1

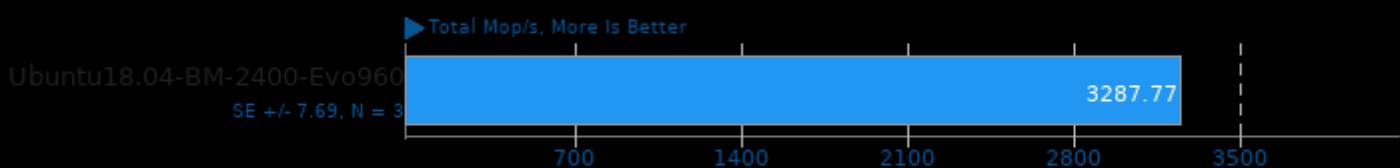
Time To Solve



1. (CXX) g++ options: -fopenmp -O2 -march=native

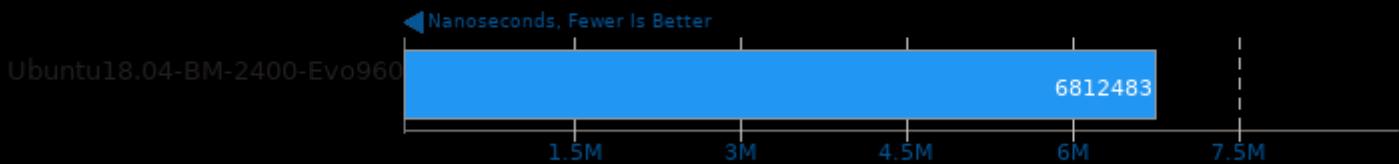
NAS Parallel Benchmarks 3.3

Test / Class: BT.A



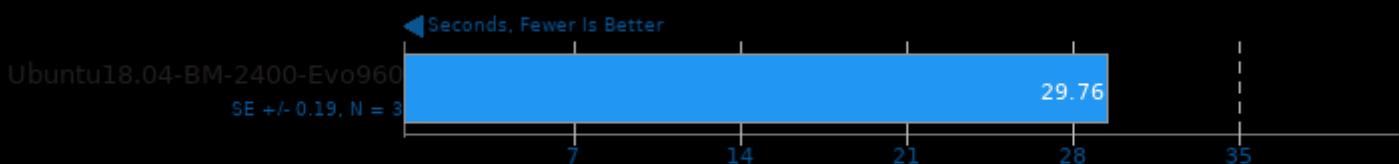
1. (F9X) gfortran options: -O3 -march=native -pthread -lmpi_usempif08 -lmpi_mpifh -lmpi
2. Open MPI 2.1.1

Numpy Benchmark



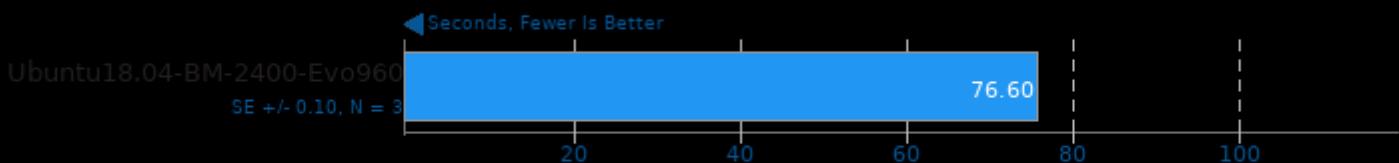
Open FMM Nero2D 2.0.2

Total Time



1. (CXX) g++ options: -O2 -Ifftw3 -llapack -lf77blas -latlas -lgfortran -lquadmath -lm -pthread -lmpi_cxx -lmpi

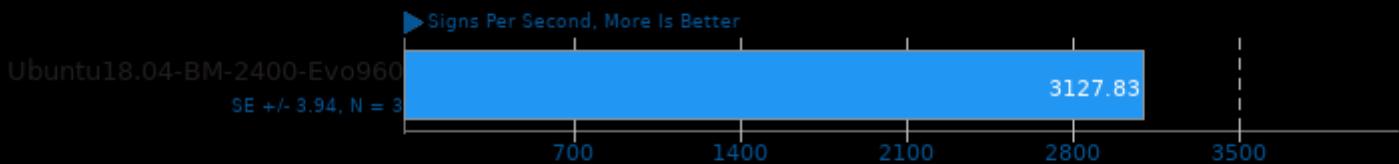
OpenCV Benchmark 3.3.0



1. (CXX) g++ options: -std=c++11 -rdynamic

OpenSSL 1.1.0f

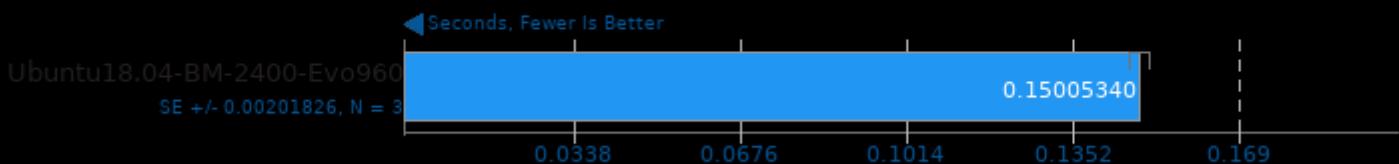
RSA 4096-bit Performance



1. (CC) gcc options: -O3 -pthread -m64 -lssl -lcrypto -ldl

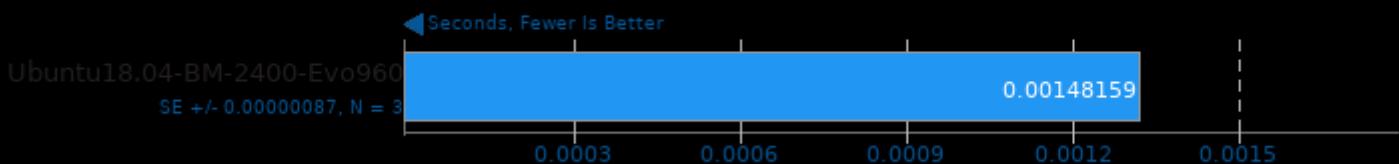
Perl Benchmarks

Test: Pod2html



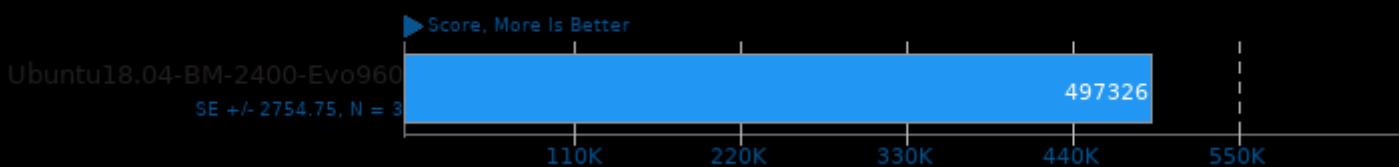
Perl Benchmarks

Test: Interpreter



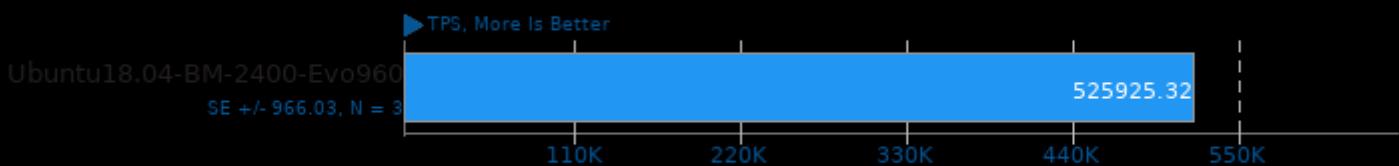
PHPBench 0.8.1

PHP Benchmark Suite



PostgreSQL pgbench 10.3

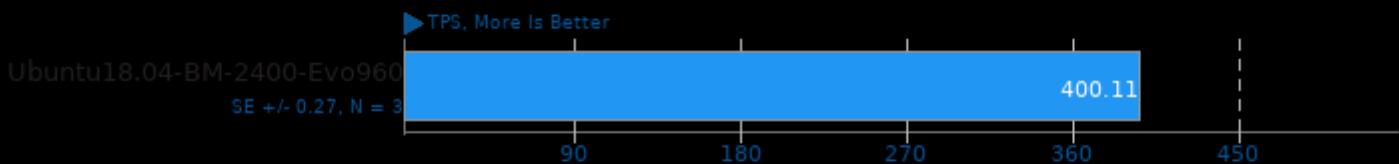
Scaling: On-Disk - Test: Normal Load - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -lpthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

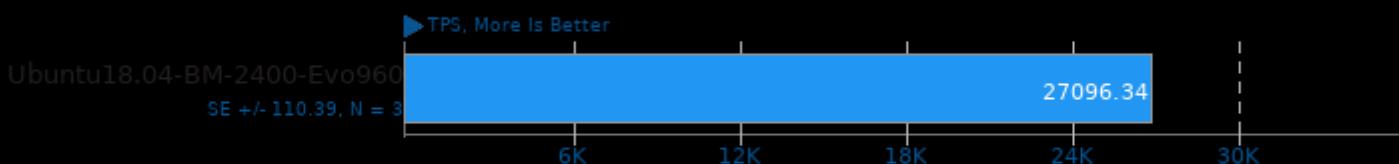
Scaling: On-Disk - Test: Normal Load - Mode: Read Write



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -lpthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

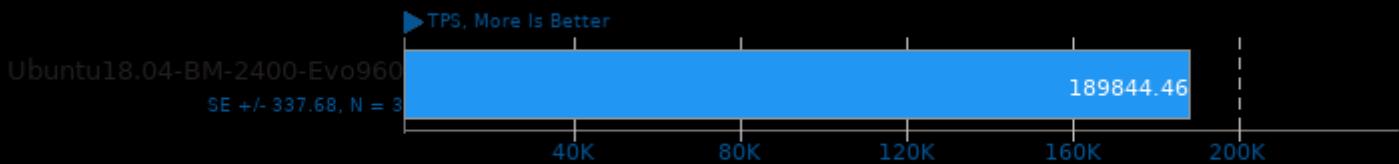
Scaling: On-Disk - Test: Single Thread - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -lpthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

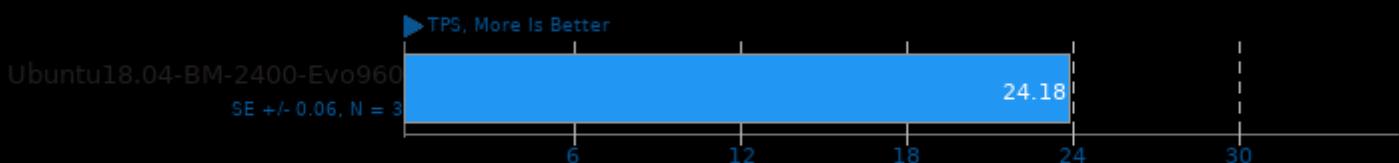
Scaling: Mostly RAM - Test: Normal Load - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

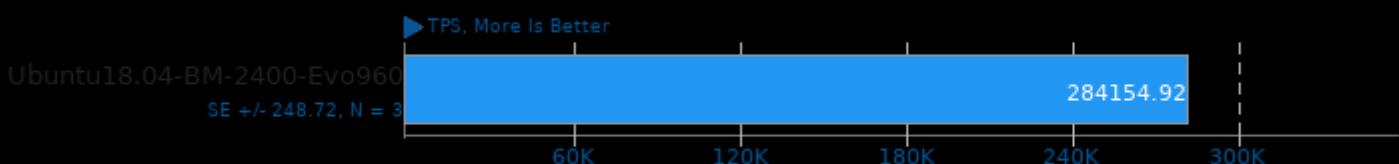
Scaling: On-Disk - Test: Single Thread - Mode: Read Write



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

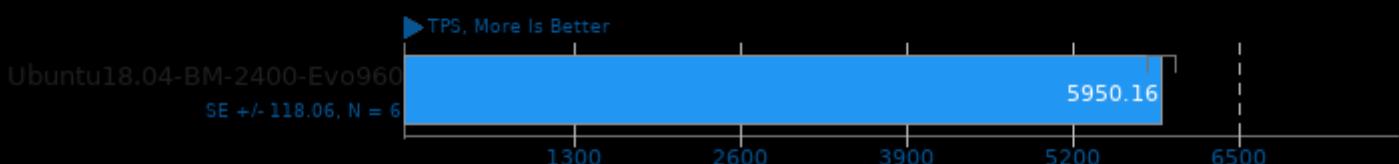
Scaling: Buffer Test - Test: Normal Load - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

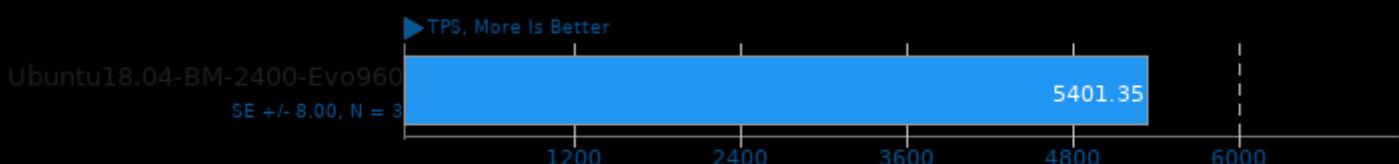
Scaling: Buffer Test - Test: Normal Load - Mode: Read Write



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

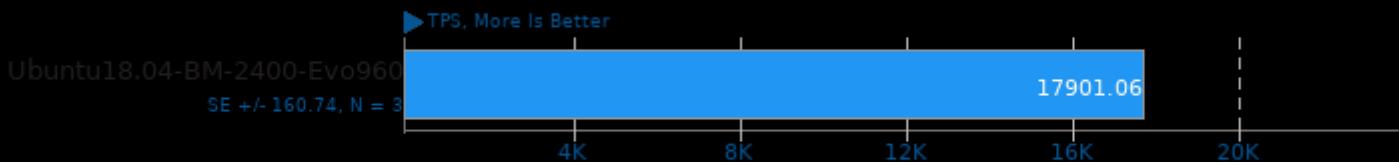
Scaling: Mostly RAM - Test: Single Thread - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

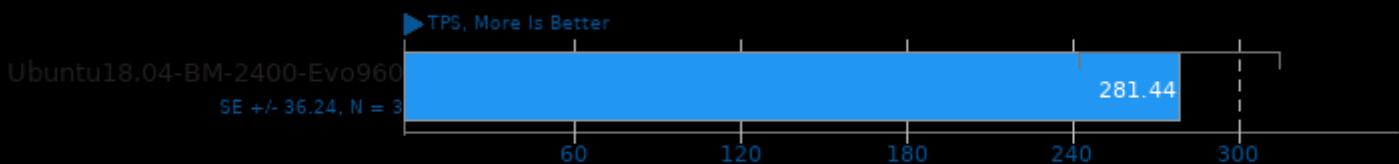
Scaling: Buffer Test - Test: Single Thread - Mode: Read Only



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

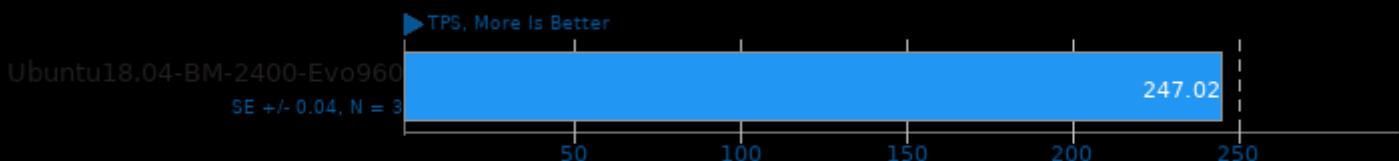
Scaling: Mostly RAM - Test: Single Thread - Mode: Read Write



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

PostgreSQL pgbench 10.3

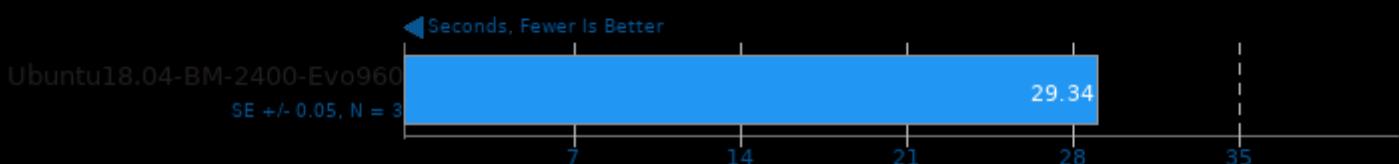
Scaling: Buffer Test - Test: Single Thread - Mode: Read Write



1. (CC) gcc options: -fno-strict-aliasing -fwrapv -O2 -lpgcommon -lpgport -lpq -pthread -lrt -lcrypt -ldl -lm

POV-Ray 3.7.0.7

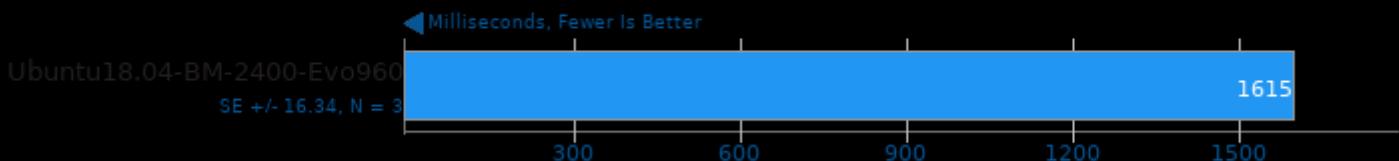
Trace Time



1. (CXX) g++ options: -pipe -O3 -ffast-math -march=native -pthread -lSDL -lSM -lICE -lX11 -ltiff -jpeg -lpng -lz -lrt -lm -lboost_thread -lboost_system

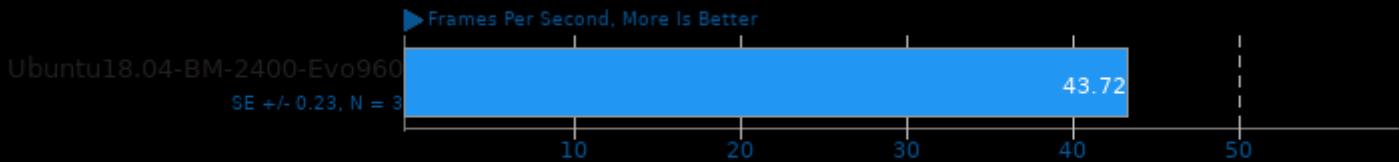
PyBench 2018-02-16

Total For Average Test Times



QGears2

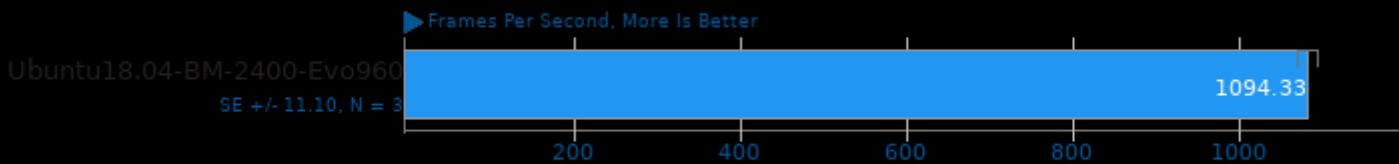
Rendering: OpenGL - Test: Text



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

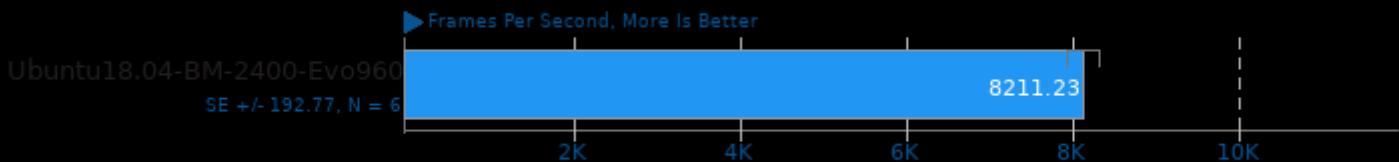
Rendering: OpenGL - Test: Gears



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

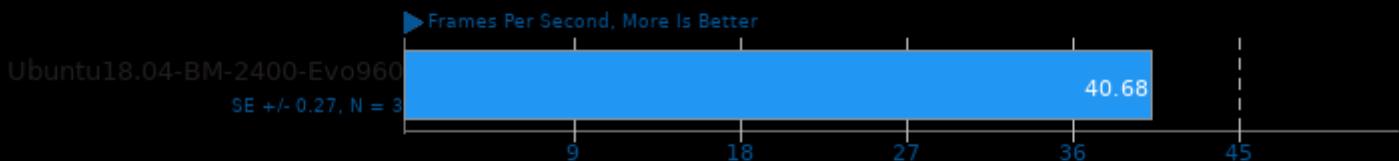
Rendering: OpenGL - Test: Image Scaling



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

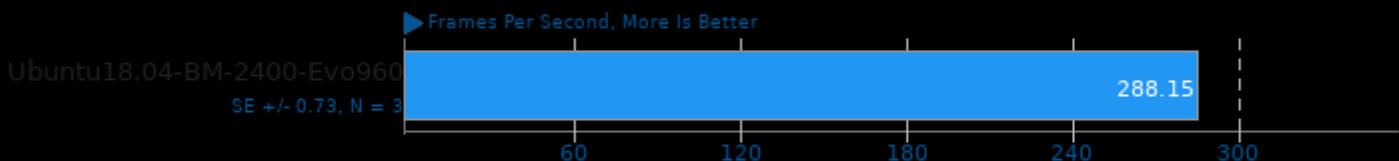
Rendering: CPU-based Raster - Test: Text



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

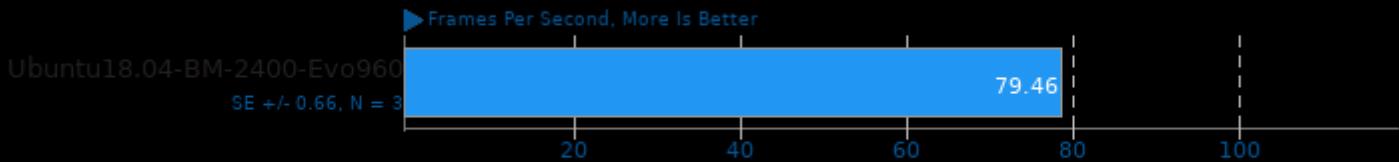
Rendering: CPU-based Raster - Test: Gears



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

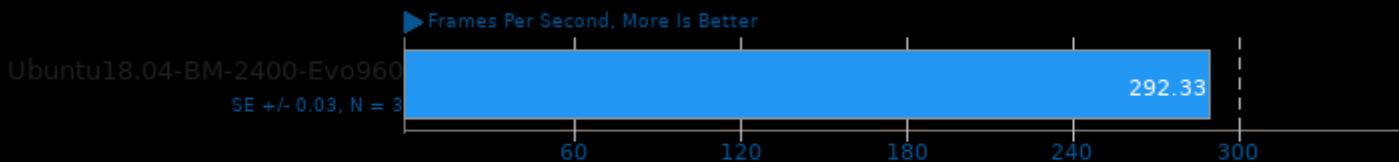
Rendering: XRender Extension - Test: Text



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

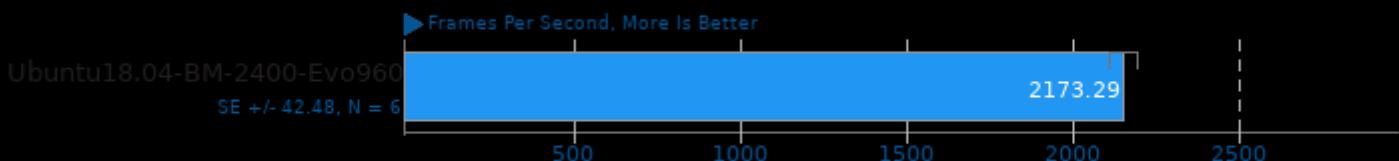
Rendering: XRender Extension - Test: Gears



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

QGears2

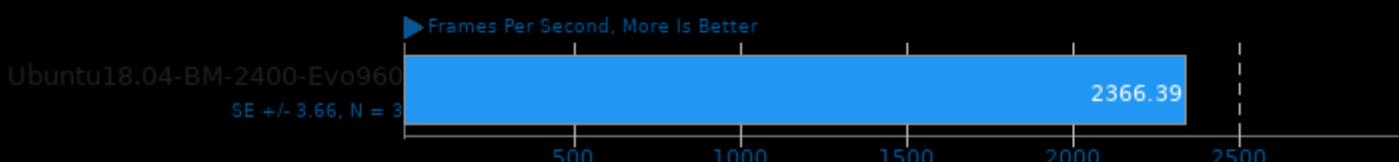
Rendering: CPU-based Raster - Test: Image Scaling



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

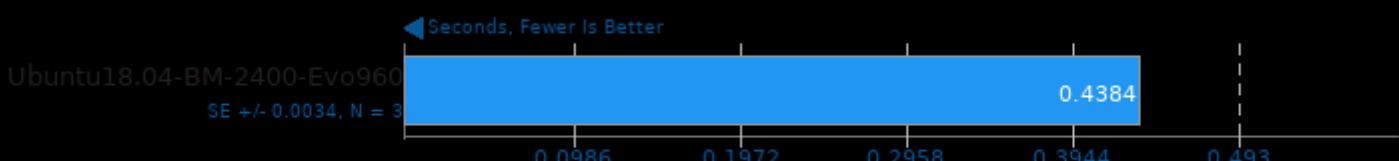
QGears2

Rendering: XRender Extension - Test: Image Scaling



1. (CXX) g++ options: -m64 -lQtOpenGL -lQtGui -lQtCore -lGL -lpthread

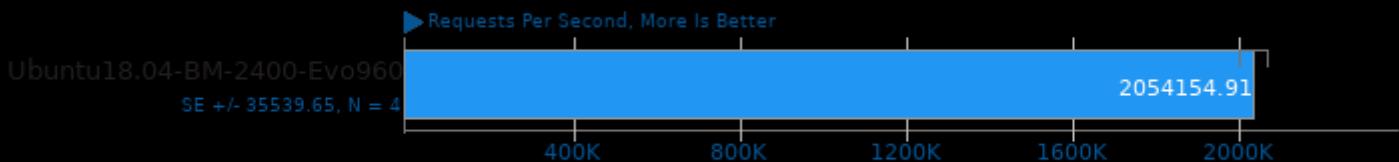
R Benchmark



1. R scripting front-end version 3.4.4 (2018-03-15)

Redis 4.0.8

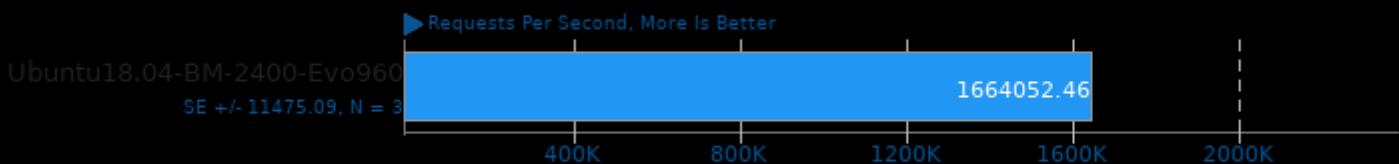
Test: LPOP



1. (CC) gcc options: -ggdb -rdynamic -lm -ldl -pthread

Redis 4.0.8

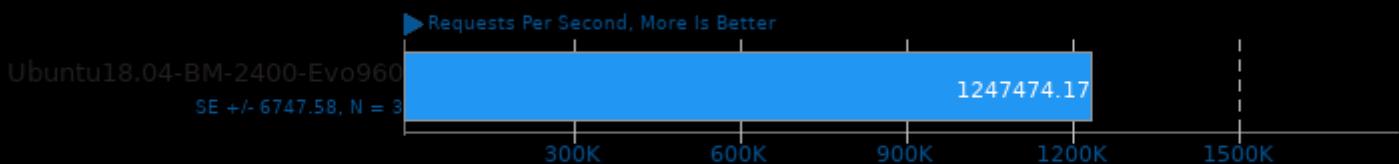
Test: SADD



1. (CC) gcc options: -ggdb -rdynamic -lm -ldl -pthread

Redis 4.0.8

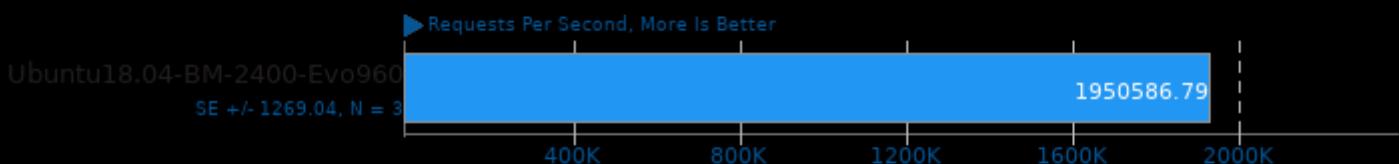
Test: LPUSH



1. (CC) gcc options: -ggdb -rdynamic -lm -ldl -pthread

Redis 4.0.8

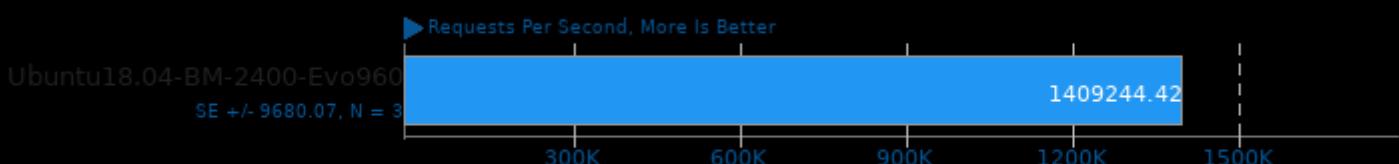
Test: GET



1. (CC) gcc options: -ggdb -rdynamic -lm -ldl -pthread

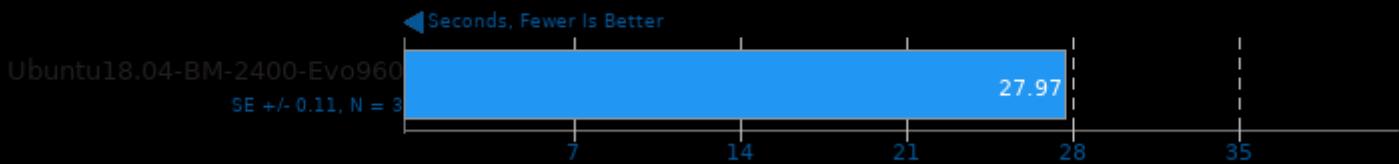
Redis 4.0.8

Test: SET



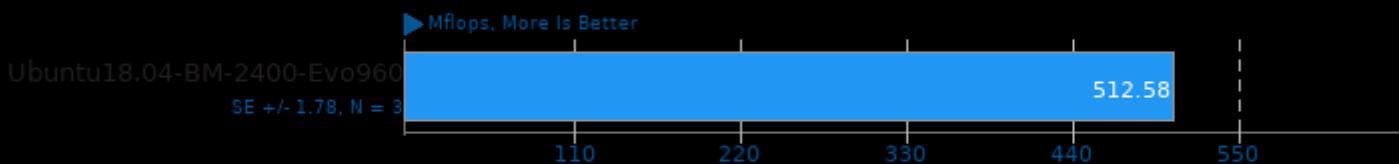
1. (CC) gcc options: -ggdb -rdynamic -lm -ldl -pthread

Scikit-Learn 0.17.1



SciMark 2.0

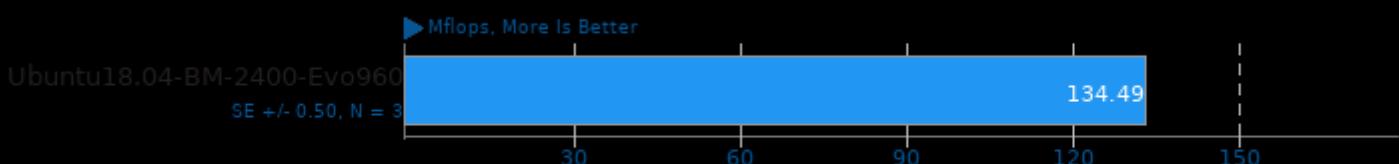
Computational Test: Composite



1. (CC) gcc options: -lm

SciMark 2.0

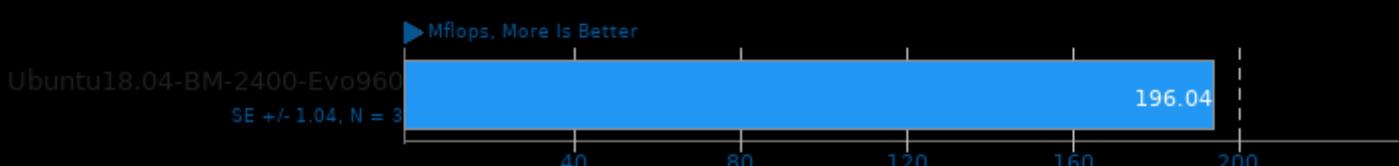
Computational Test: Monte Carlo



1. (CC) gcc options: -lm

SciMark 2.0

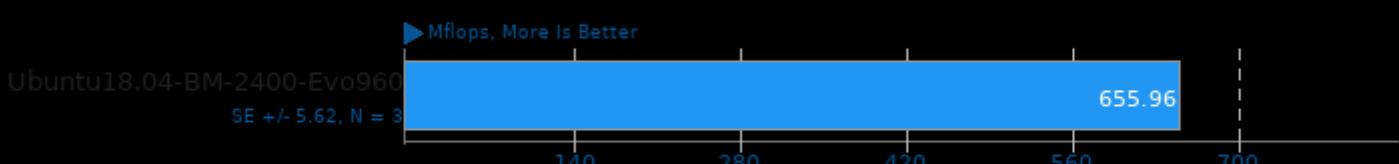
Computational Test: Fast Fourier Transform



1. (CC) gcc options: -lm

SciMark 2.0

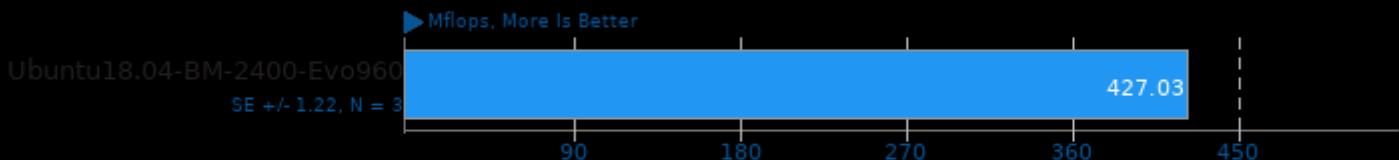
Computational Test: Sparse Matrix Multiply



1. (CC) gcc options: -lm

SciMark 2.0

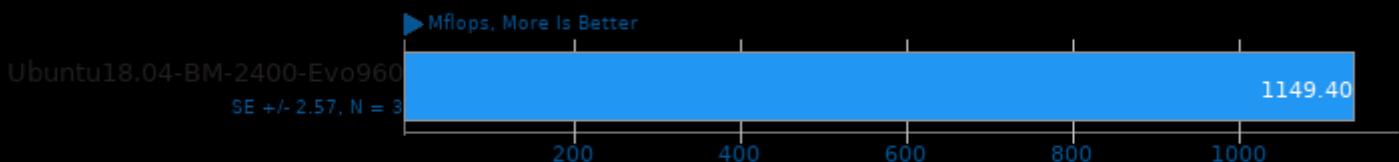
Computational Test: Dense LU Matrix Factorization



1. (CC) gcc options: -lm

SciMark 2.0

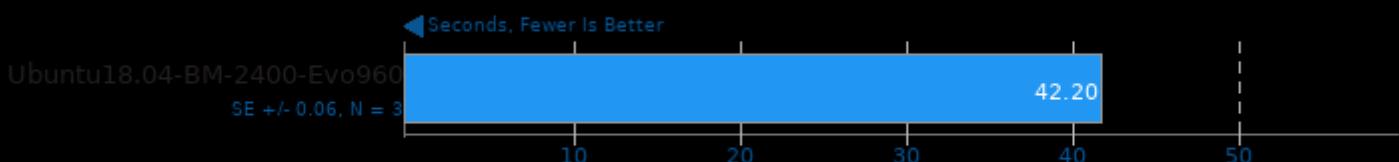
Computational Test: Jacobi Successive Over-Relaxation



1. (CC) gcc options: -lm

SQLite 3.22

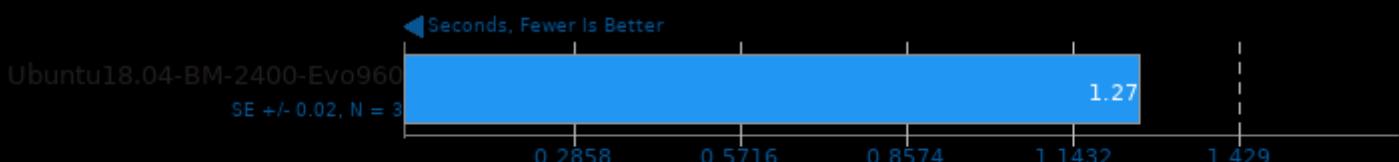
Timed SQLite Insertions



1. (CC) gcc options: -O2 -lreadline -ltermcap -lz -ldl -lpthread

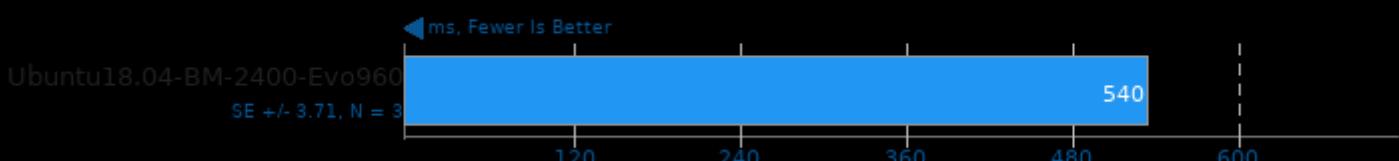
Sunflow Rendering System 0.07.2

Global Illumination + Image Synthesis



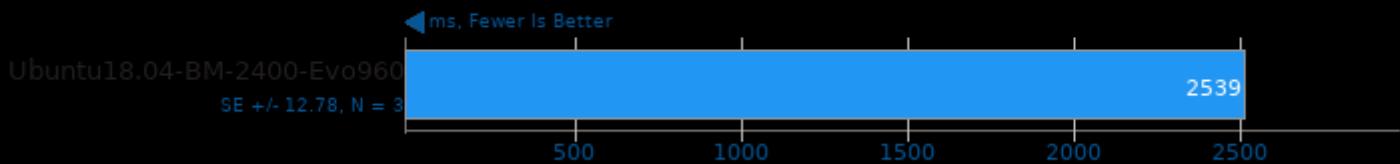
System Libxml2 Parsing

Filesize: 1 MB

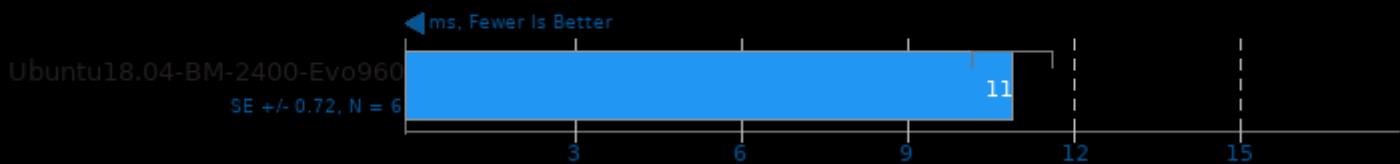


System Libxml2 Parsing

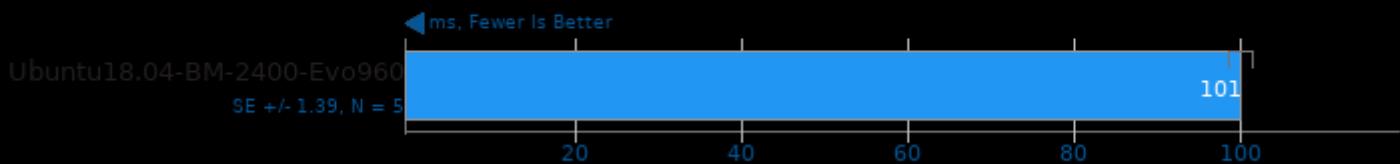
Filesize: 3 MB

**System Libxml2 Parsing**

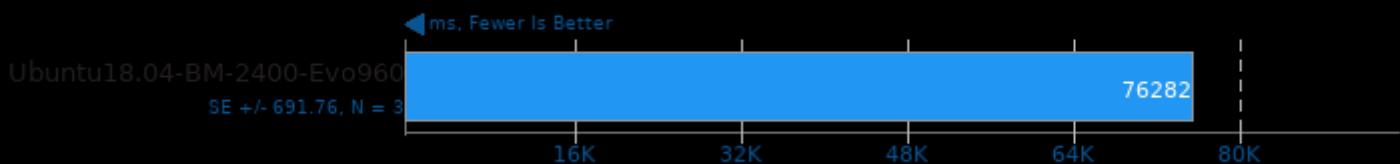
Filesize: 5 KB

**System Libxml2 Parsing**

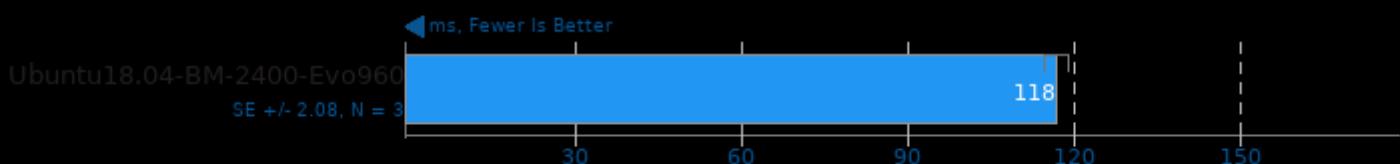
Filesize: 100 KB

**System Libxml2 Parsing**

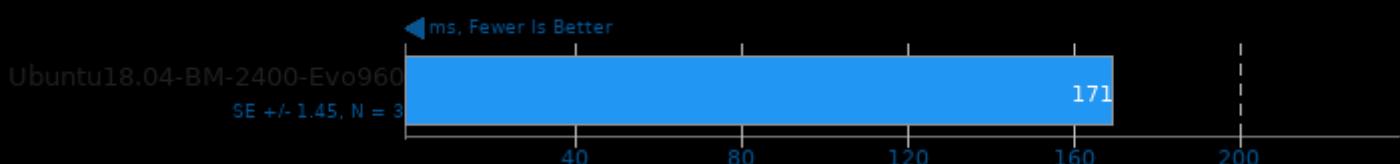
Filesize: 112 MB

**System Libxml2 Parsing**

Filesize: 200 KB

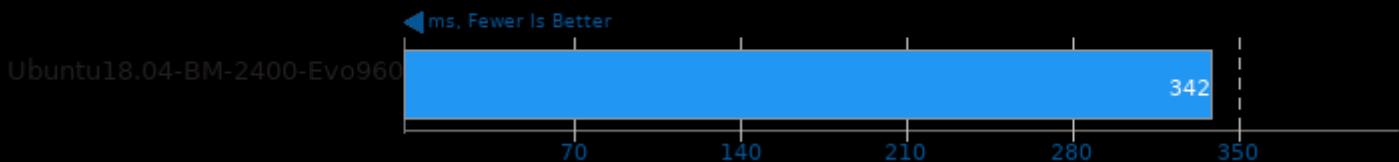
**System Libxml2 Parsing**

Filesize: 300 KB

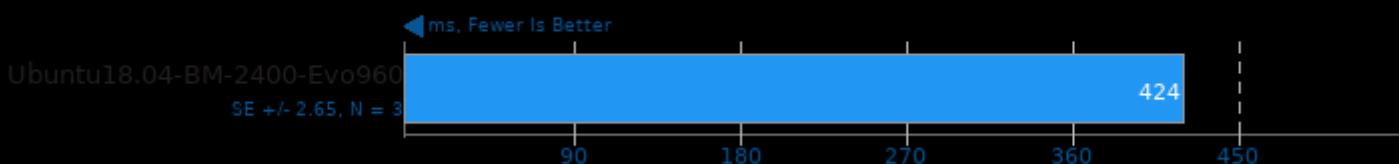


System Libxml2 Parsing

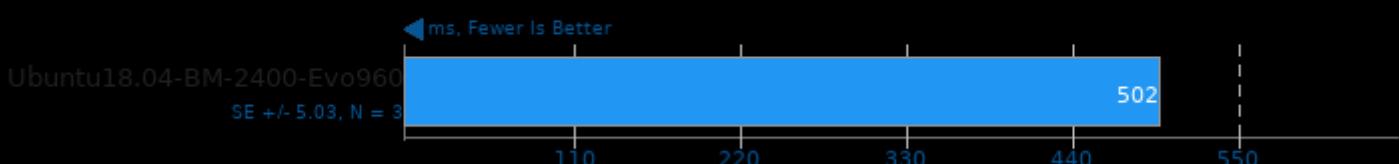
Filesize: 400 KB

**System Libxml2 Parsing**

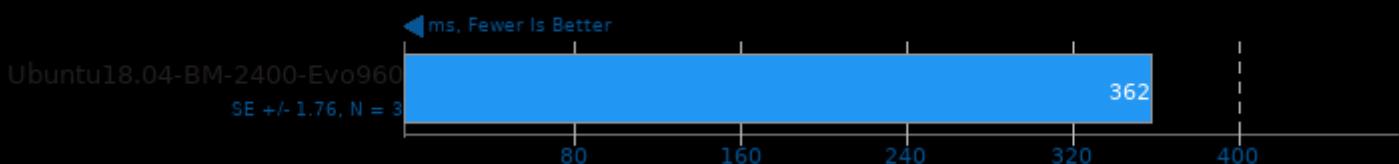
Filesize: 500 KB

**System Libxml2 Parsing**

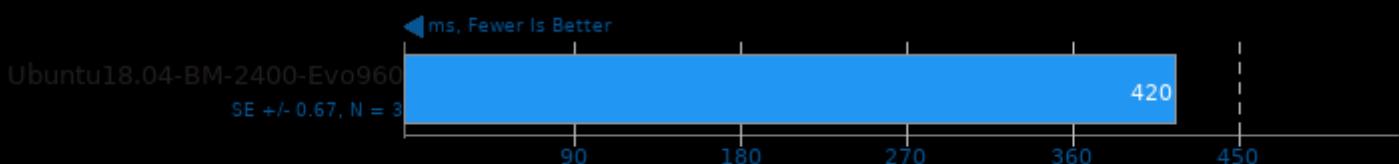
Filesize: 600 KB

**System Libxml2 Parsing**

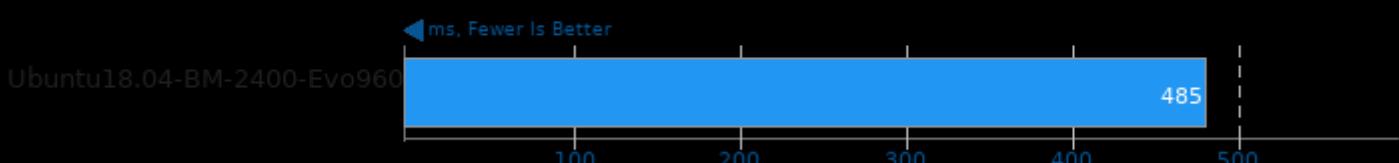
Filesize: 700 KB

**System Libxml2 Parsing**

Filesize: 800 KB

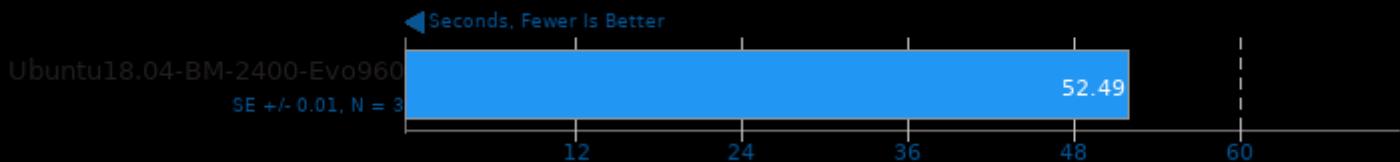
**System Libxml2 Parsing**

Filesize: 900 KB

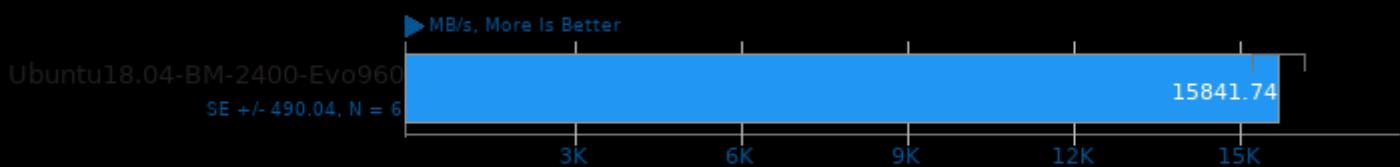


Tensorflow 2017-02-03

Build: Cifar10

**Threaded I/O Tester 20170503**

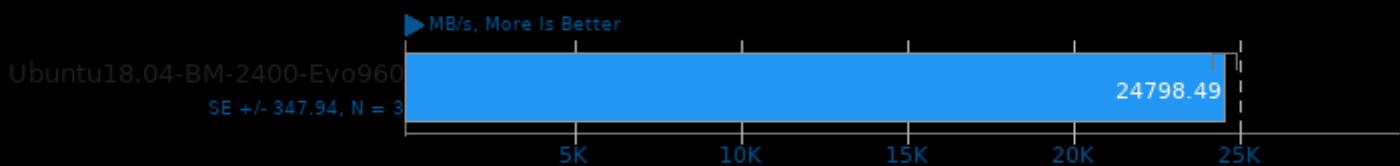
Test: Read - Size Per Thread: 32MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

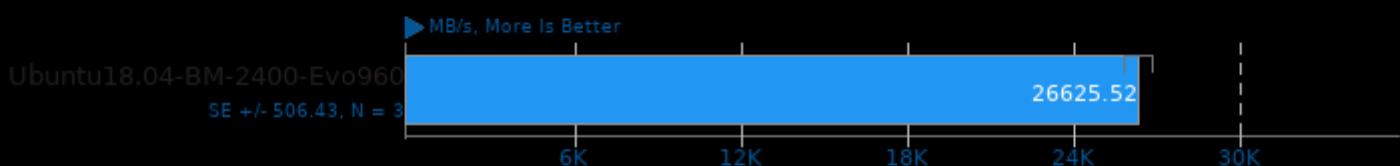
Test: Read - Size Per Thread: 256MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

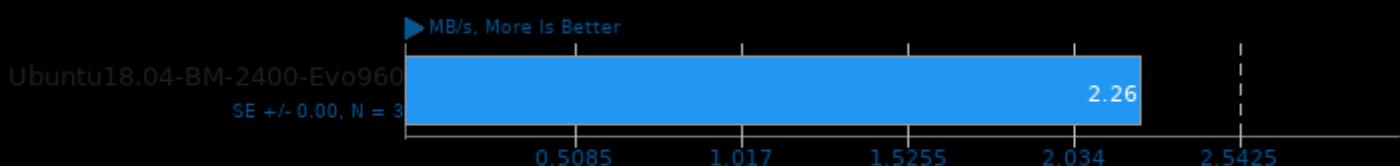
Test: Read - Size Per Thread: 32MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

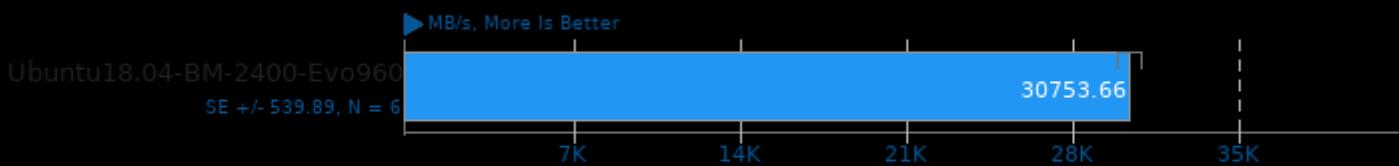
Test: Write - Size Per Thread: 32MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

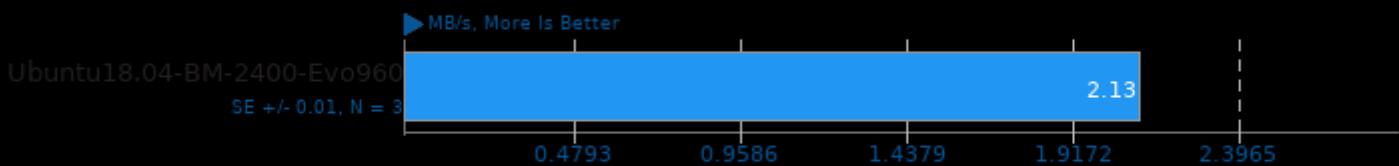
Test: Read - Size Per Thread: 256MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

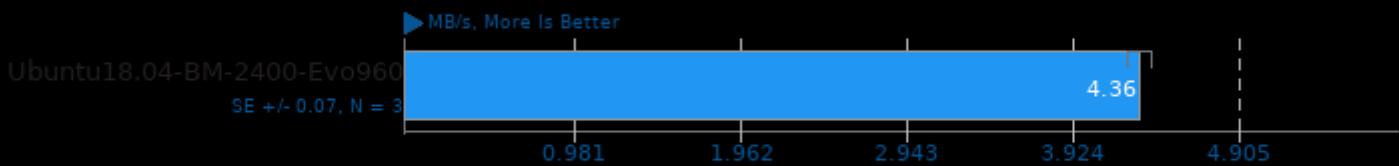
Test: Write - Size Per Thread: 256MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

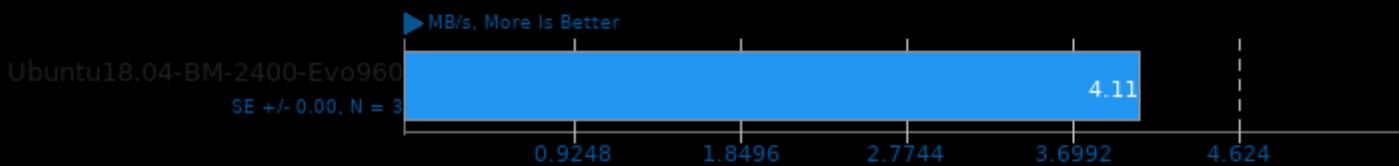
Test: Write - Size Per Thread: 32MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

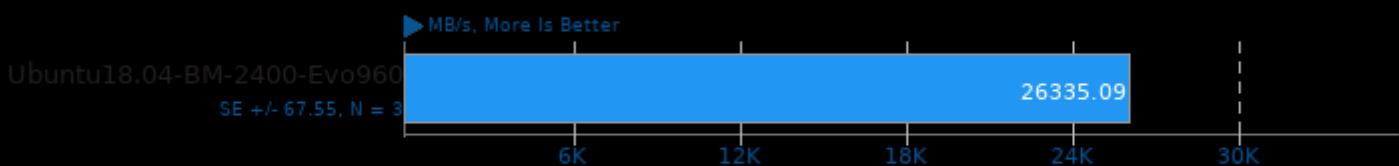
Test: Write - Size Per Thread: 256MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

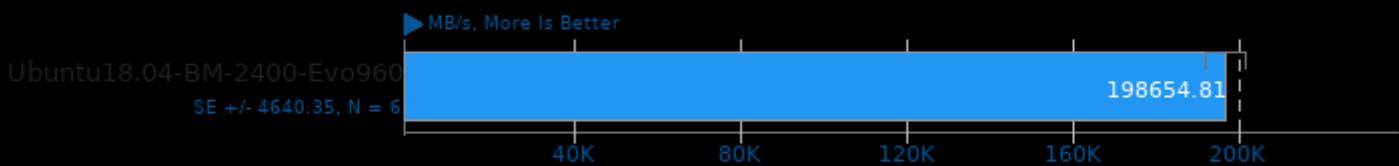
Test: Random Read - Size Per Thread: 32MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

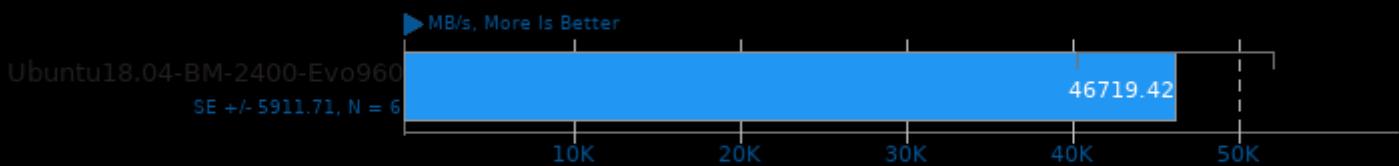
Test: Random Read - Size Per Thread: 256MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

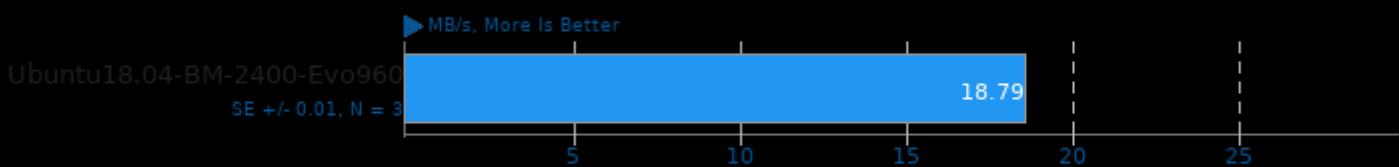
Test: Random Read - Size Per Thread: 32MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

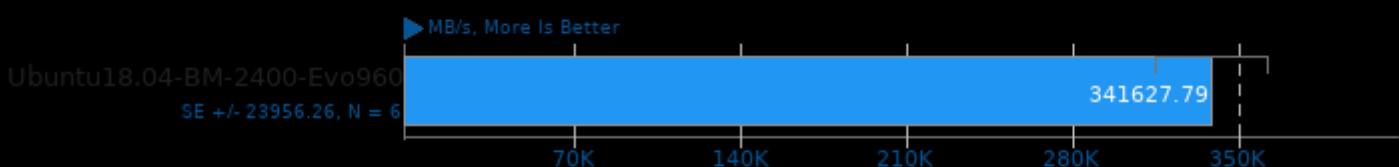
Test: Random Write - Size Per Thread: 32MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

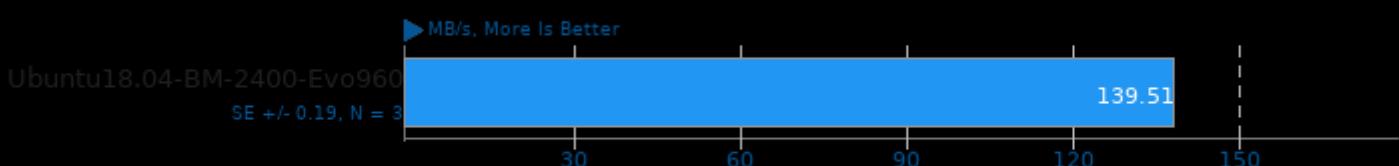
Test: Random Read - Size Per Thread: 256MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

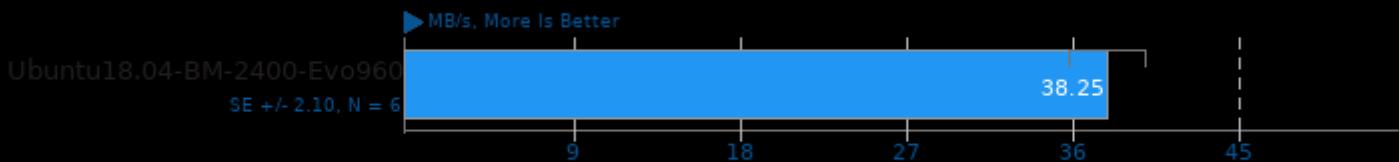
Test: Random Write - Size Per Thread: 256MB - Thread Count: 8



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

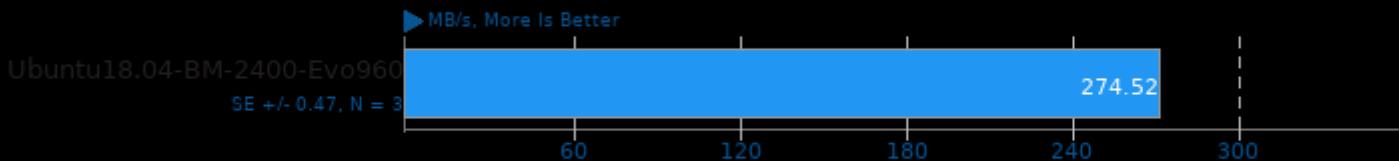
Test: Random Write - Size Per Thread: 32MB - Thread Count: 16



1. (CC) gcc options: -O2

Threaded I/O Tester 20170503

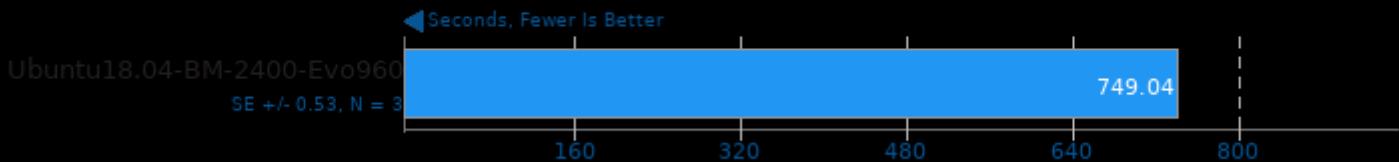
Test: Random Write - Size Per Thread: 256MB - Thread Count: 16



1. (CC) gcc options: -O2

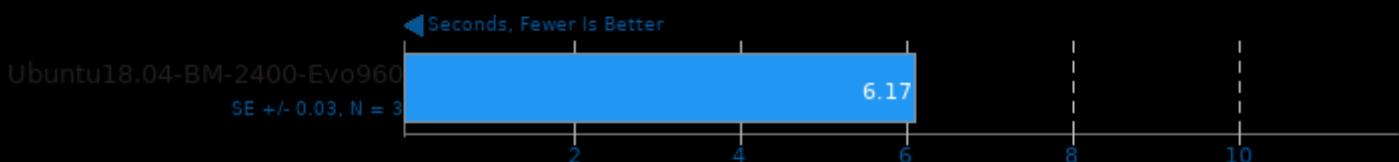
Timed GCC Compilation 7.2

Time To Compile



Timed HMMer Search 2.3.2

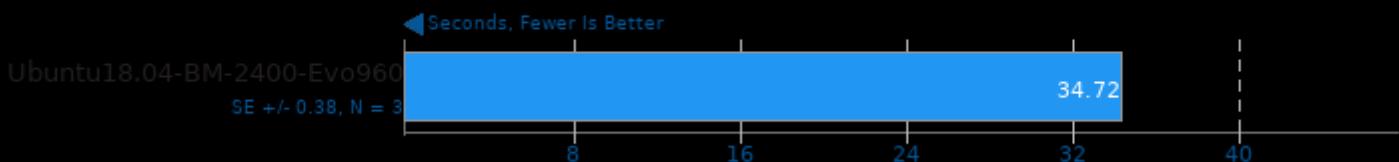
Pfam Database Search



1. (CC) gcc options: -O2 -pthread -lhmmer -lsquid -lm

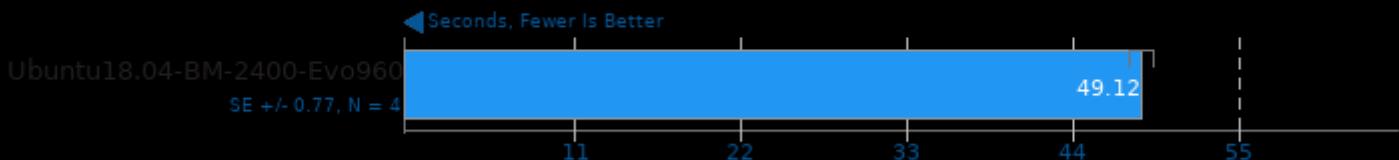
Timed ImageMagick Compilation 6.9.0

Time To Compile



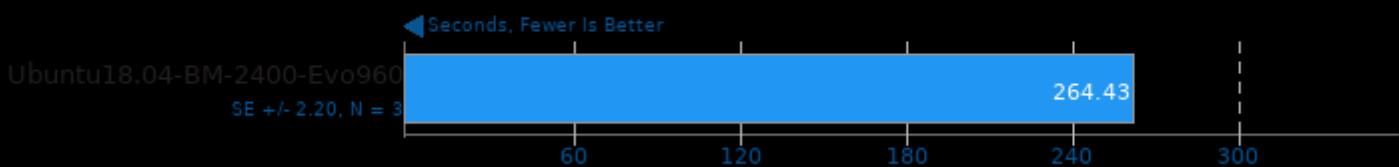
Timed Linux Kernel Compilation 4.13

Time To Compile



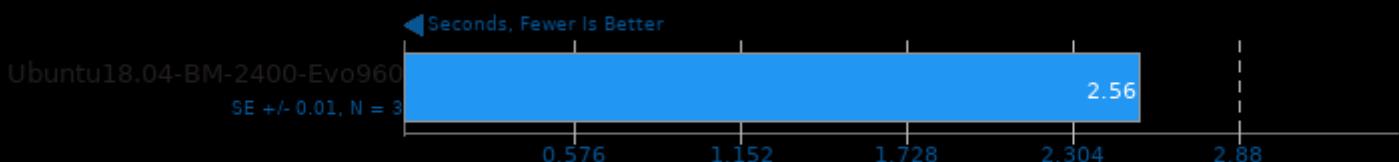
Timed LLVM Compilation 4.0.1

Time To Compile



Timed MAFFT Alignment 7.392

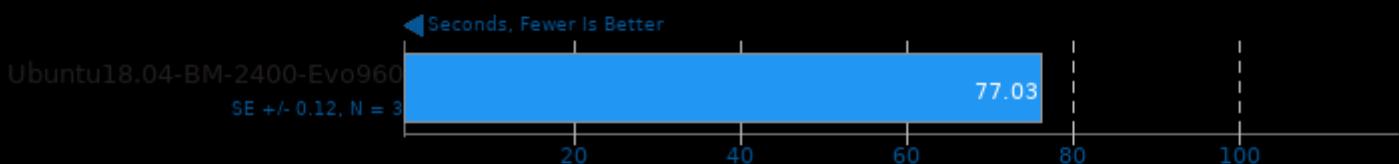
Multiple Sequence Alignment



1. (CC) gcc options: -std=c99 -O3 -lm -lpthread

Timed MrBayes Analysis 3.1.2

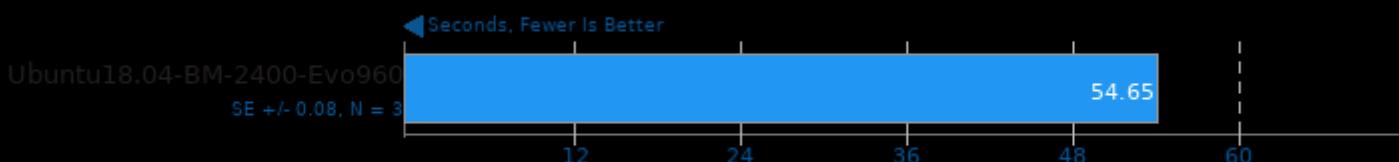
Primate Phylogeny Analysis



1. (CC) gcc options: -O3 -msse -mfpmath=sse -march=native -lm -pthread -lmpi

Timed PHP Compilation 7.1.9

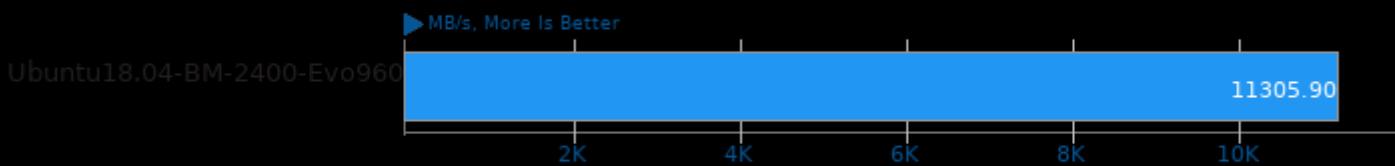
Time To Compile



1. (CC) gcc options: -O2 -pedantic -ldl -lz -lm

Tinymembench 2018-05-28

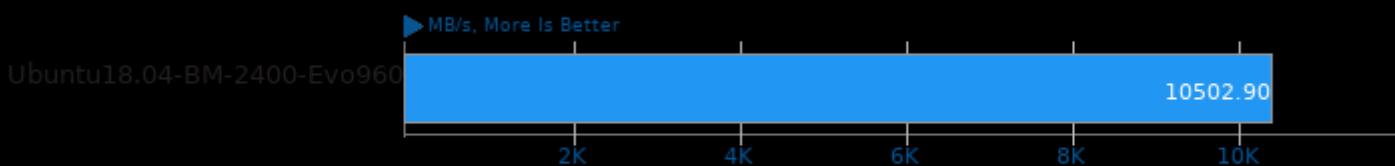
Standard Memcpy



1. (CC) gcc options: -O2 -lm

Tinymembench 2018-05-28

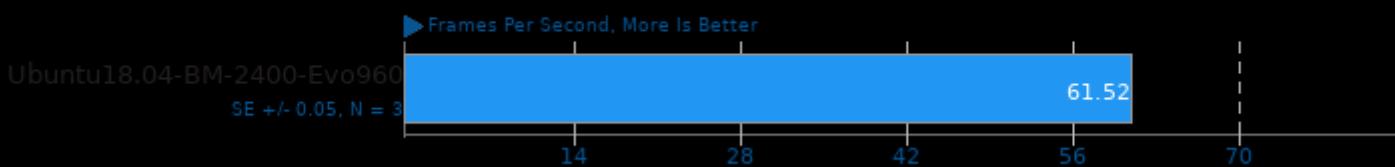
Standard Memset



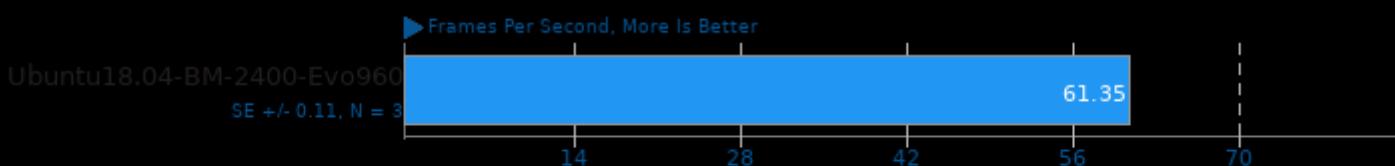
1. (CC) gcc options: -O2 -lm

Unigine Heaven 4.0

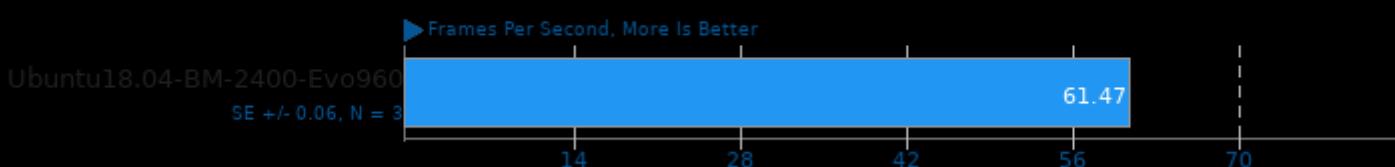
Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: D3D9

**Unigine Heaven 4.0**

Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: D3D11

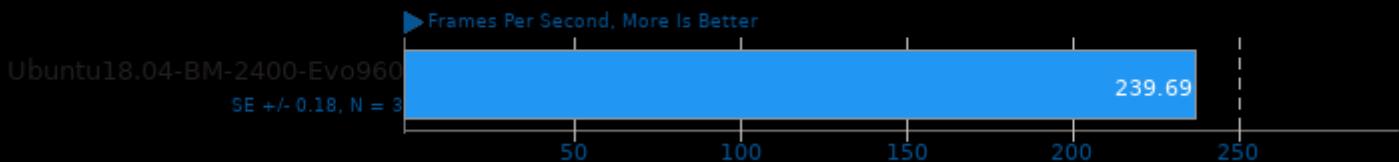
**Unigine Heaven 4.0**

Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: OpenGL



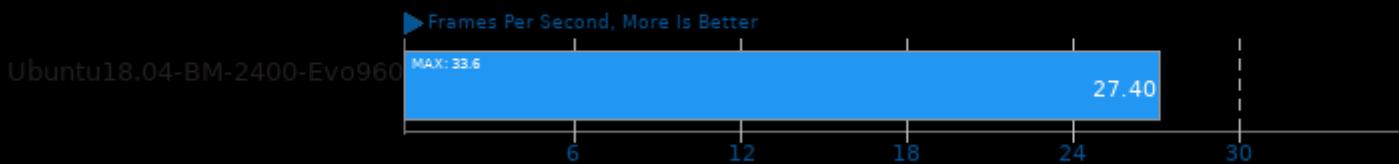
Unigine Sanctuary 2.3

Resolution: 1920 x 1080 - Mode: Fullscreen



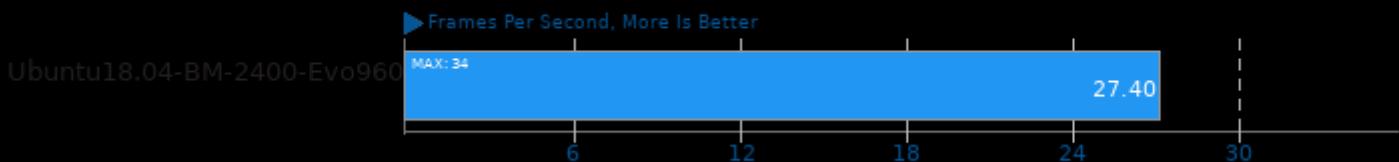
Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: High - Renderer: D3D11



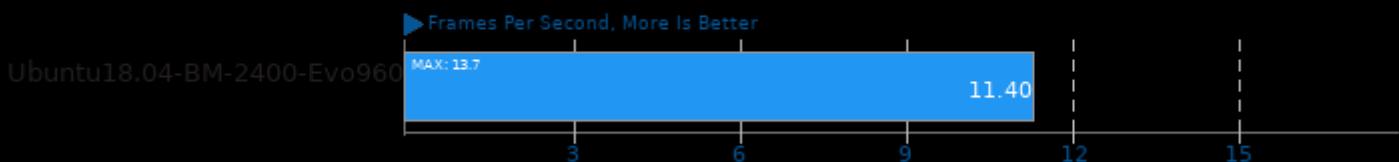
Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: High - Renderer: OpenGL



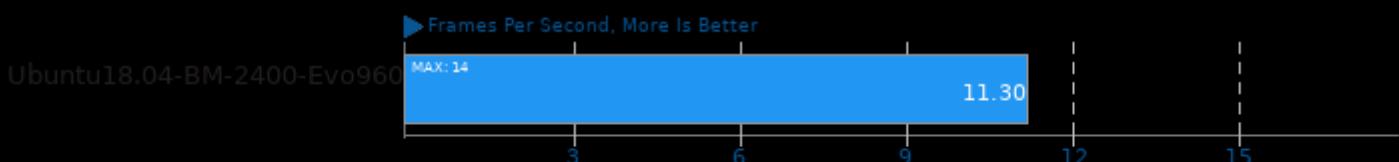
Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: Ultra - Renderer: D3D11



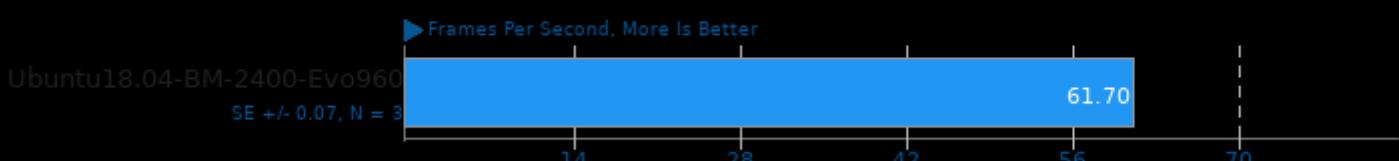
Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL



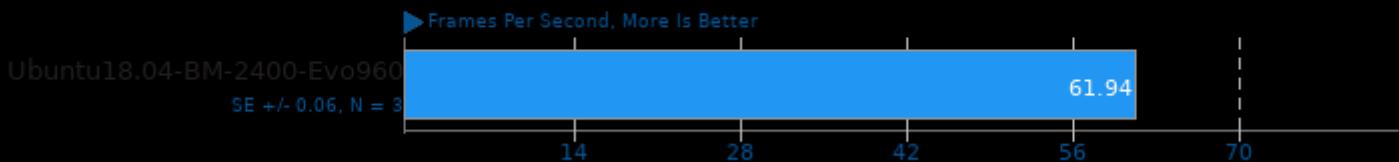
Unigine Valley 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: D3D9



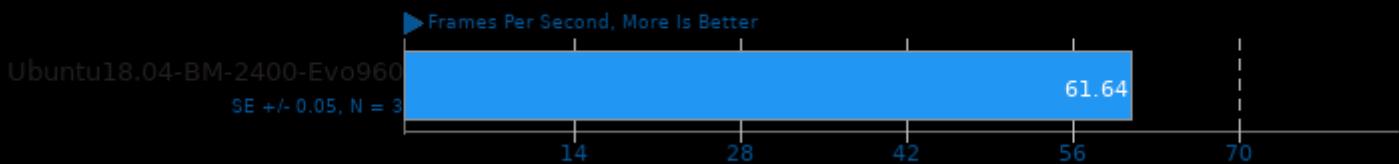
Unigine Valley 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: D3D11



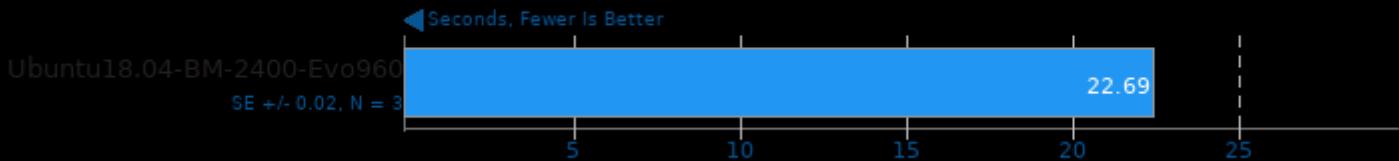
Unigine Valley 1.0

Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: OpenGL



Y-Cruncher 0.7.5.9481

Calculating 500M Pi Digits



This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 02:47.