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apitest1

insp0430

Test Systems:

insp

Processor: Intel Celeron 2955U @ 1.40GHz (2 Cores), Motherboard: Dell 05VVC5, Chipset: Intel Haswell-ULT DRAM, Memory: 6144MB, Disk: 480GB SanDisk Ultra II, Graphics: Intel Haswell-ULT IGP (1000MHz), Audio: Intel Haswell-ULT HD Audio, Network: Realtek RTL810xE PCI Fast + Qualcomm Atheros QCA9565 / AR9565

OS: LinuxMint 18.2, Kernel: 4.10.0-32-generic (x86_64), Desktop: Cinnamon 3.4.6, Display Server: X Server 1.18.4, Display Driver: intel 2.99.917, OpenGL: 4.5 Mesa 18.0.5, Compiler: GCC 5.4.0 20160609, File-System: ext4 (ecryptfs), Screen Resolution: 2560x1440

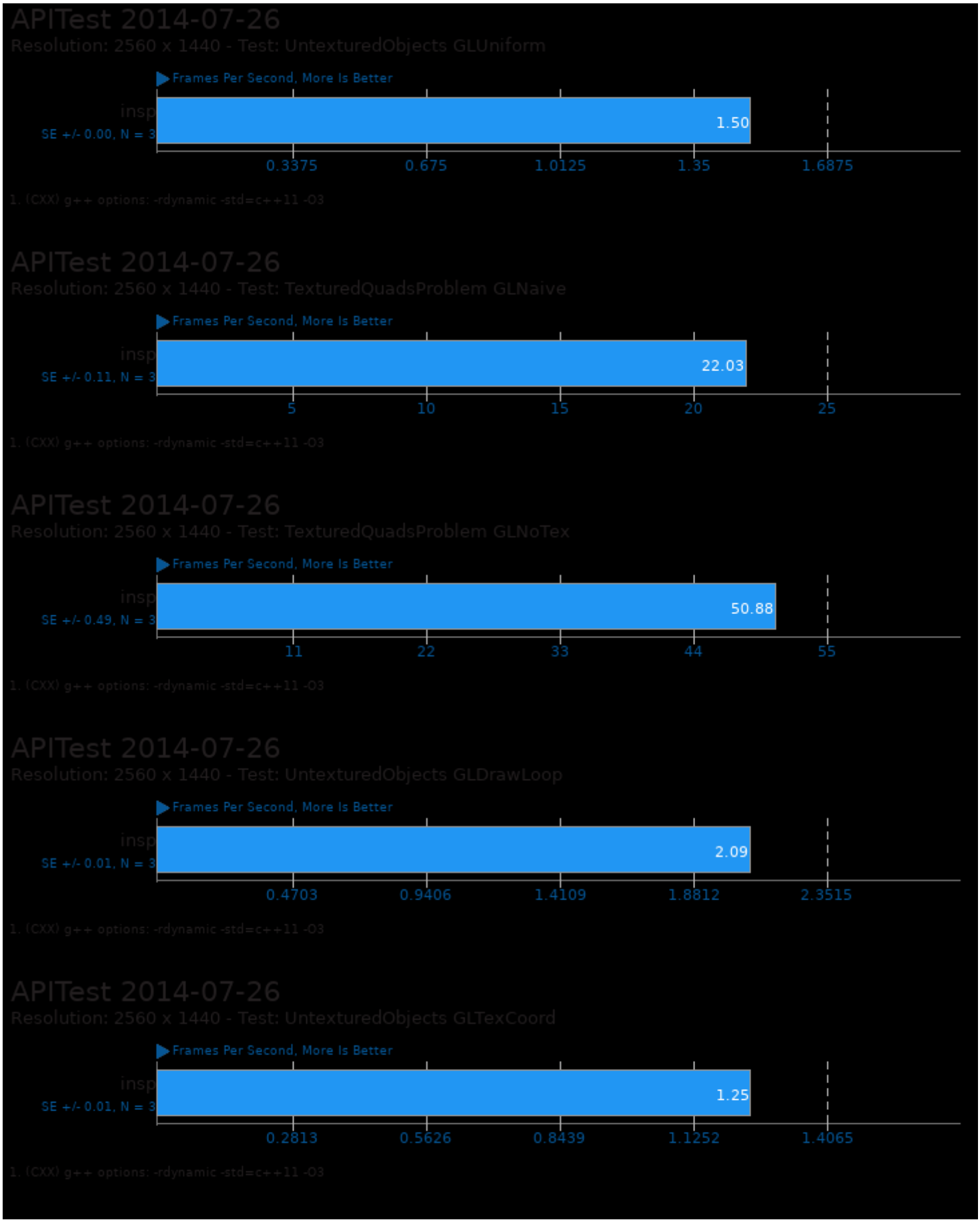
Compiler Notes: --build=x86_64-linux-gnu --disable-browser-plugin --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-gnu-unique-object --enable-gtk-cairo --enable-java-awt=gtk --enable-java-home --enable-languages=c,ada,c++,java,go,d,fortran,objc,obj-c++ --enable-libmpx --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --target=x86_64-linux-gnu --with-abi=m64 --with-arch-32=i686 --with-arch-directory=amd64 --with-default-libstdcxx-abi=new --with-multilib-list=m32,m64,mx32 --with-tune=generic -v

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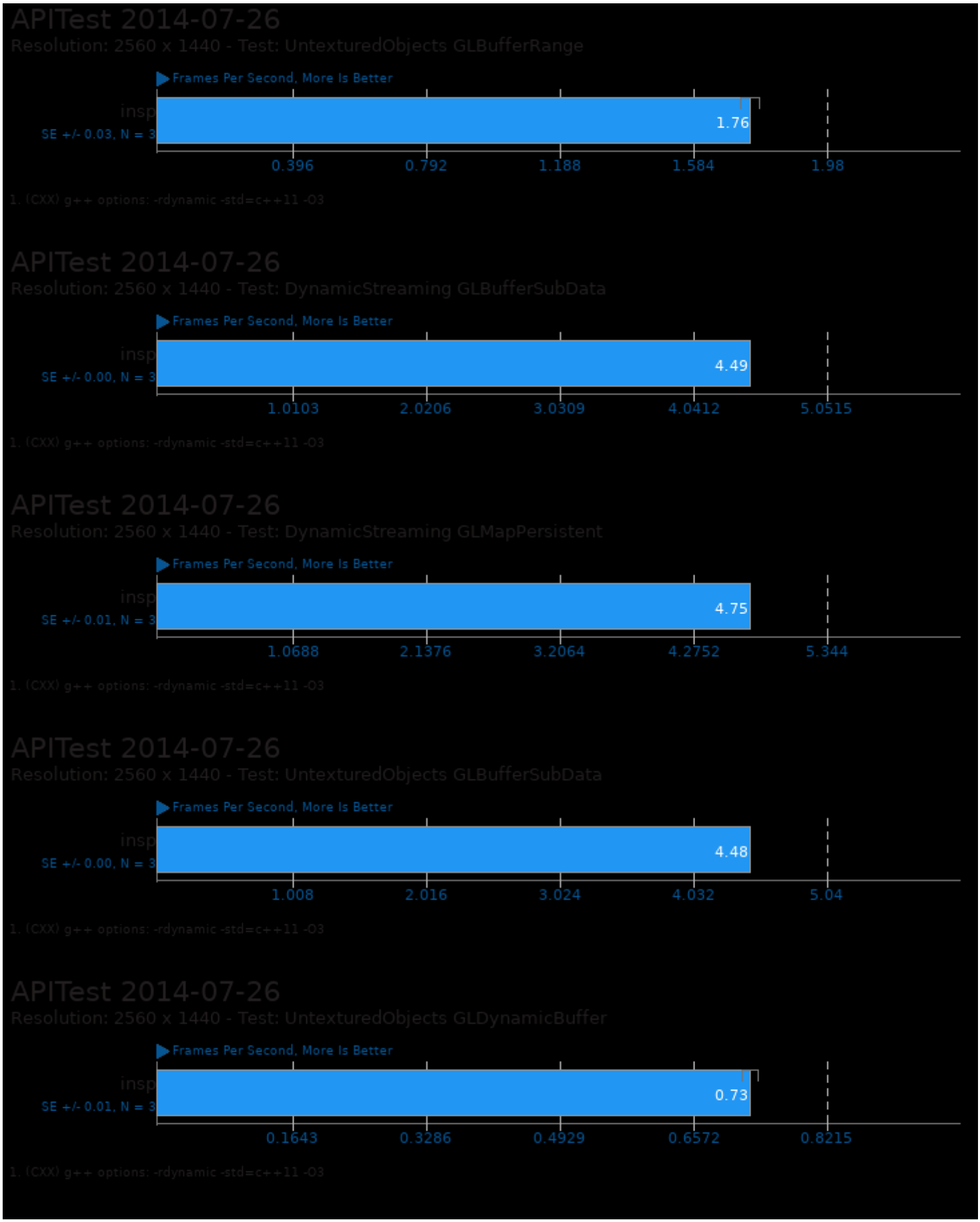
Processor Notes: Scaling Governor: intel_pstate powersave
Graphics Notes: SNA

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APITest - 2560 x 1440 - U.G (FPS)	1.50
Standard Deviation	0.4%
APITest - 2560 x 1440 - T.G (FPS)	22.03
Standard Deviation	0.8%
APITest - 2560 x 1440 - T.G (FPS)	50.88
Standard Deviation	1.7%
APITest - 2560 x 1440 - U.G (FPS)	2.09
Standard Deviation	1%
APITest - 2560 x 1440 - U.G (FPS)	1.25
Standard Deviation	0.9%
APITest - 2560 x 1440 - U.G (FPS)	1.76
Standard Deviation	2.9%
APITest - 2560 x 1440 - D.G (FPS)	4.49
Standard Deviation	0.1%
APITest - 2560 x 1440 - D.G (FPS)	4.75
Standard Deviation	0.3%
APITest - 2560 x 1440 - U.G (FPS)	4.48
Standard Deviation	0.1%
APITest - 2560 x 1440 - U.G (FPS)	0.73
Standard Deviation	2.2%
APITest - 2560 x 1440 - U.G (FPS)	4.72
Standard Deviation	0.9%
APITest - 2560 x 1440 - T.G (FPS)	21.70
Standard Deviation	0.9%
APITest - 2560 x 1440 - T.G (FPS)	35.80
Standard Deviation	1%
APITest - 2560 x 1440 - T.G (FPS)	44.80
Standard Deviation	0.7%
APITest - 2560 x 1440 - D.G (FPS)	4.40
Standard Deviation	1.6%
APITest - 2560 x 1440 - U.G.S (FPS)	2.16
Standard Deviation	0.6%
APITest - 2560 x 1440 - U.G (FPS)	4.42
Standard Deviation	0.5%
APITest - 2560 x 1440 - U.G.N (FPS)	3.27
Standard Deviation	0.3%
APITest - 2560 x 1440 - U.G.S (FPS)	2.15
Standard Deviation	1.5%
APITest - 2560 x 1440 - U.G.N (FPS)	3.29
Standard Deviation	0.7%

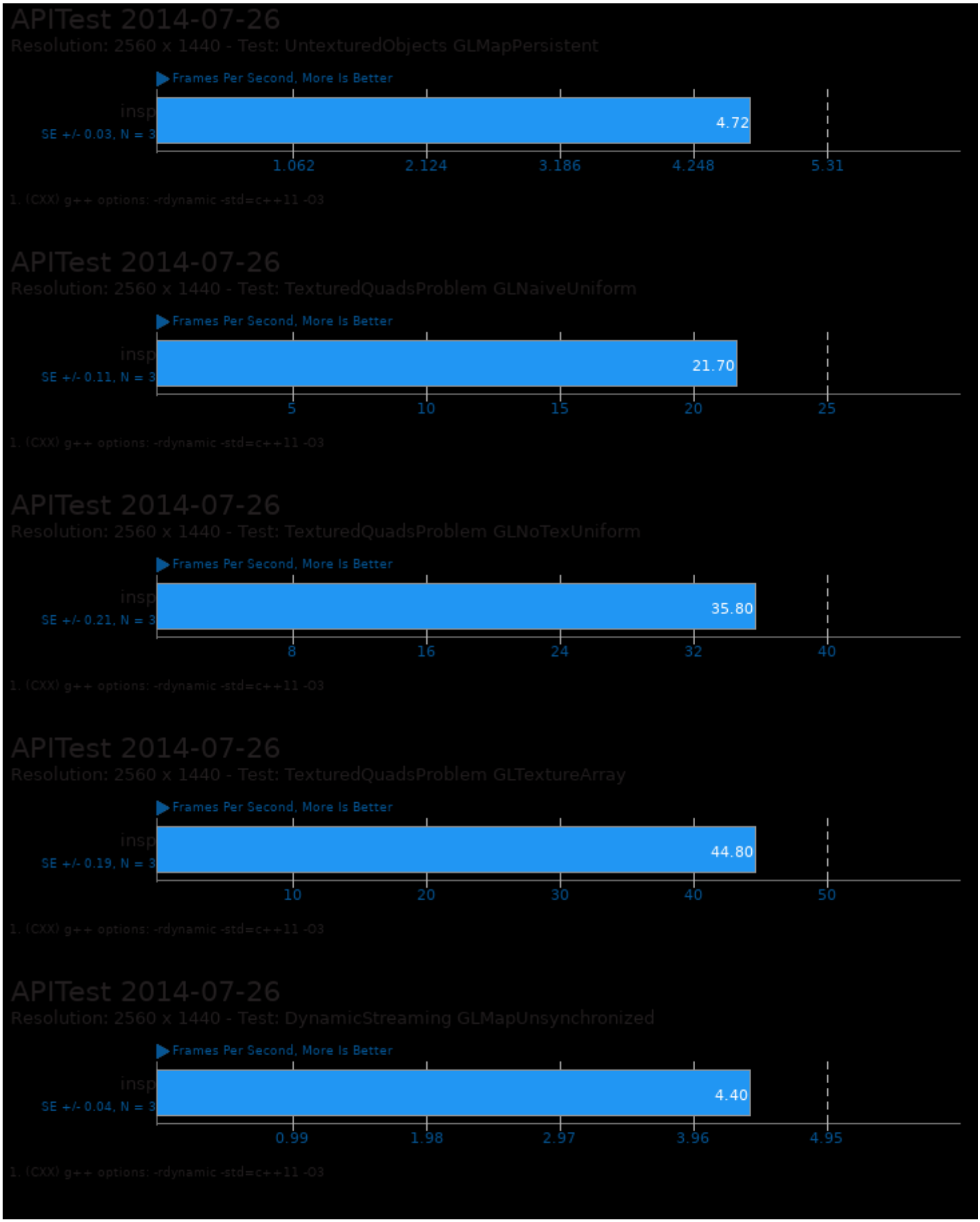
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APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
insp
SE +/- 0.00, N = 3
1.50
0.3375
0.675
1.0125
1.35
1.6875
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
insp
SE +/- 0.11, N = 3
22.03
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
insp
SE +/- 0.49, N = 3
50.88
11
22
33
44
55
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
insp
SE +/- 0.01, N = 3
2.09
0.4703
0.9406
1.4109
1.8812
2.3515
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
insp
SE +/- 0.01, N = 3
1.25
0.2813
0.5626
0.8439
1.1252
1.4065
1. (CXX) g++ options: -rdynamic -std=c++11 -O3

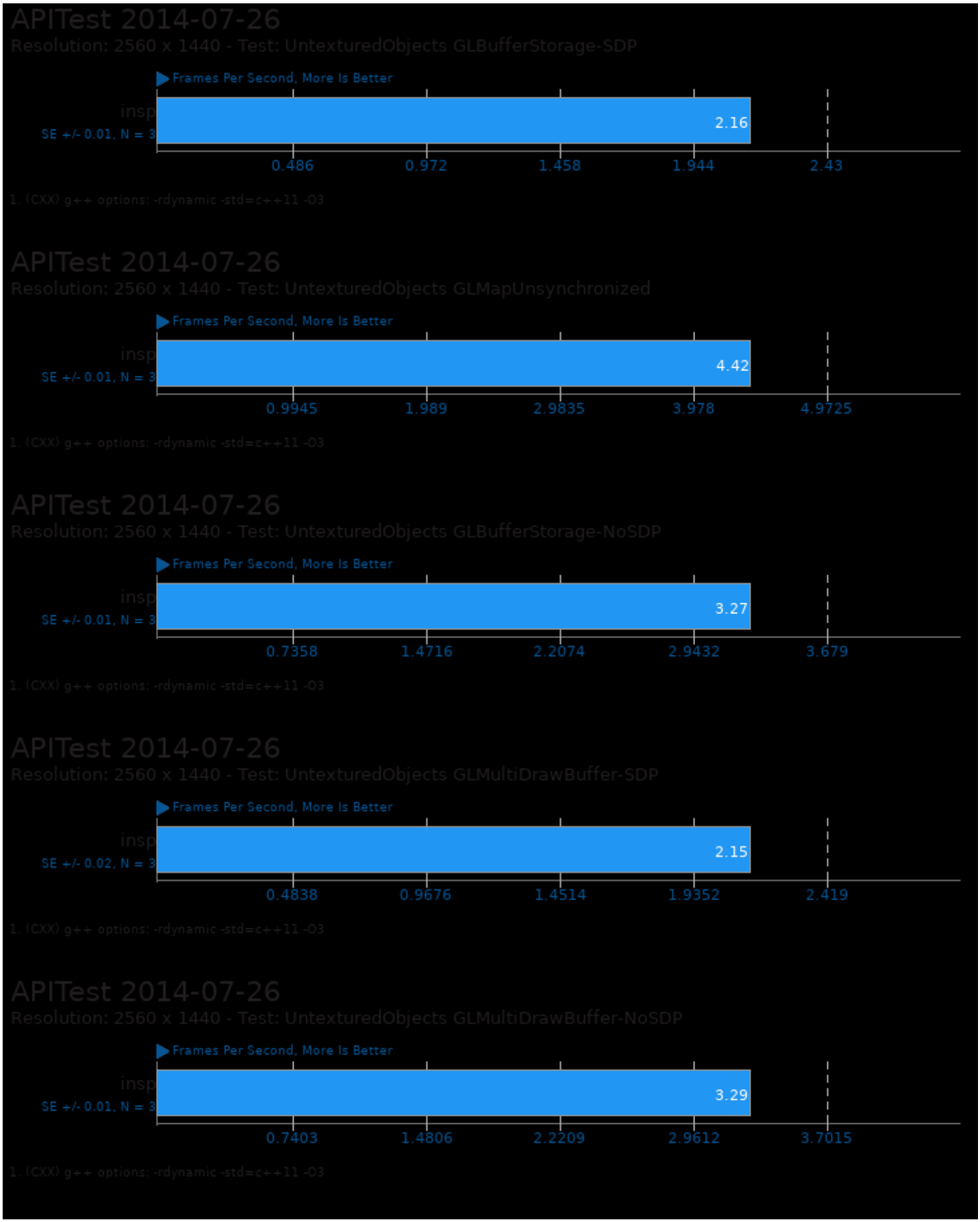
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APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
insp
SE +/- 0.03, N = 3
1.76
0.396
0.792
1.188
1.584
1.98
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
insp
SE +/- 0.00, N = 3
4.49
1.0103
2.0206
3.0309
4.0412
5.0515
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
insp
SE +/- 0.01, N = 3
4.75
1.0688
2.1376
3.2064
4.2752
5.344
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
insp
SE +/- 0.00, N = 3
4.48
1.008
2.016
3.024
4.032
5.04
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
insp
SE +/- 0.01, N = 3
0.73
0.1643
0.3286
0.4929
0.6572
0.8215
1. (CXX) g++ options: -rdynamic -std=c++11 -O3

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APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
insp
SE +/- 0.03, N = 3
4.72
1.062
2.124
3.186
4.248
5.31
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
insp
SE +/- 0.11, N = 3
21.70
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
insp
SE +/- 0.21, N = 3
35.80
8
16
24
32
40
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
insp
SE +/- 0.19, N = 3
44.80
10
20
30
40
50
1. (CXX) g++ options: -rdynamic -std=c++11 -O3
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
insp
SE +/- 0.04, N = 3
4.40
0.99
1.98
2.97
3.96
4.95
1. (CXX) g++ options: -rdynamic -std=c++11 -O3

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

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