



KRDucky-4770k-GPU-Orig

GPU testing with old rig

Test Systems:

.SYSTEM

Processor: Intel Core i7-4770K @ 3.90GHz (4 Cores / 8 Threads), Motherboard: Gigabyte Z87X-UD3H-CF (F6 BIOS), Chipset: Intel 4th Gen Core DRAM, Memory: 16GB, Disk: Samsung SSD 970 EVO 250GB + PNY CS1311 240GB + 250GB Crucial CT250MX2 + 256GB ADATA SX900 + 2000GB Western Digital WD20PURZ-85G + 2000GB Western Digital WD2002FAEX-0 + EMTEC X200 256GB + 2 x 8002GB My Book 25EE, Graphics: Gigabyte NVIDIA GeForce GTX 1080 8GB (139/405MHz), Audio: Intel Xeon E3-1200 v3/4th, Monitor: ONA18HO015, Network: Intel I217-V

OS: Ubuntu 20.10, Kernel: 5.9.10-050910-generic (x86_64), Desktop: GNOME Shell 3.38.1, Display Server: X Server 1.20.9, Display Driver: NVIDIA 455.45.01, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.1.114, Vulkan: 1.2.142, Compiler: GCC 10.2.0, File-System: ext4, Screen Resolution: 2560x1440

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++,m2 --enable-libphobos-checking=release --enable-libstdcxx-debug

```
--enable-libstdcxx-time=yes           --enable-multiarch           --enable-multilib           --enable-nls           --enable-objc-gc=auto
--enable-offload-targets=nvptx-none=/build/gcc-10-JvwpWM/gcc-10-10.2.0/debian/tmp-nvptx/usr,amdgc-n-amdhsa=/build/gcc-10-JvwpWM/gcc-10-10.2.0/debian/tmp-gcn/us
r,hsa --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-default-libstdcxx-abi=new --with-gcc-major-version-only --with-multilib-list=m32,m64,mx32 --with-target-system-zlib=auto --with-tune=generic
--without-cuda-driver -v
```

Processor Notes: Scaling Governor: intel_cpufreq schedutil - CPU Microcode: 0x28 - ThermalD 2.3

Security Notes: itlb_multihit: KVM: Mitigation of VMX disabled + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT vulnerable + mds: Mitigation of Clear buffers; SMT vulnerable + meltdown: Mitigation of PTI + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Full generic retpoline IBPB: conditional IBRS_FW STIBP: conditional RSB filling + srbds: Mitigation of Microcode + tsx_async_abort: Not affected

.SYSTEM	
BioShock Infinite - 1920 x 1080 - High (FPS)	151.60
Standard Deviation	13.2%
BioShock Infinite - 1920 x 1080 - Ultra (FPS)	167.31
Standard Deviation	3.2%
BioShock Infinite - 1920 x 1080 - Medium (FPS)	165.79
Standard Deviation	1.9%
BioShock Infinite - 1920 x 1080 - Very High (FPS)	167.73
Standard Deviation	1.7%
OpenArena - 1920 x 1080 (FPS)	375.7
Standard Deviation	0.8%
OpenArena - 2560 x 1440 (FPS)	376.7
Standard Deviation	1.6%
Unigine Heaven - 1920 x 1080 - Windowed - OpenGL (FPS)	144.707
Standard Deviation	0.9%
Unigine Heaven - 1920 x 1080 - Fullscreen - OpenGL (FPS)	166.808
Standard Deviation	0.4%
Unigine Superposition - 1920 x 1080 - Windowed - Low - OpenGL	130.1
Standard Deviation	0.9%
Unigine Superposition - 1920 x 1080 - Windowed - High - OpenGL	77.0
(FPS)	
Standard Deviation	0.1%
Unigine Superposition - 1920 x 1080 - Fullscreen - Low - OpenGL	136.1
Standard Deviation	0.4%
Unigine Superposition - 1920 x 1080 - Windowed - Ultra - OpenGL	27
(FPS)	
Unigine Superposition - 1920 x 1080 - Fullscreen - High - OpenGL	78.8
(FPS)	
Standard Deviation	0%
Unigine Superposition - 1920 x 1080 - Windowed - Medium -	105.3
OpenGL (FPS)	
Standard Deviation	0.4%
Unigine Superposition - 1920 x 1080 - Fullscreen - Ultra - OpenGL	27.3
(FPS)	
Standard Deviation	0.2%
Unigine Superposition - 1920 x 1080 - Fullscreen - Medium -	109.3
OpenGL (FPS)	
Standard Deviation	0.3%
Unigine Valley - 1920 x 1080 - Windowed - OpenGL (FPS)	108.454
Standard Deviation	0.7%

Unigine Valley - 1920 x 1080 - Fullscreen - OpenGL (FPS) 116.299

Standard Deviation 0.6%

Xonotic - 1920 x 1080 - Ultimate (FPS) 220.9210773

Standard Deviation 0.2%

BioShock Infinite

Resolution: 1920 x 1080 - Effects Quality: High



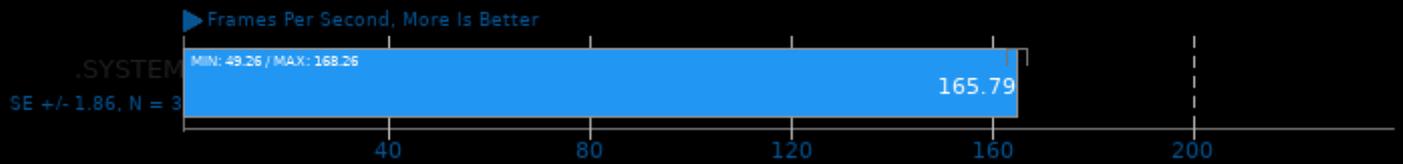
BioShock Infinite

Resolution: 1920 x 1080 - Effects Quality: Ultra



BioShock Infinite

Resolution: 1920 x 1080 - Effects Quality: Medium



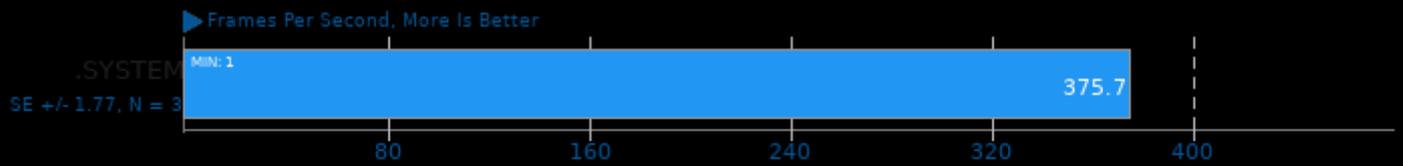
BioShock Infinite

Resolution: 1920 x 1080 - Effects Quality: Very High



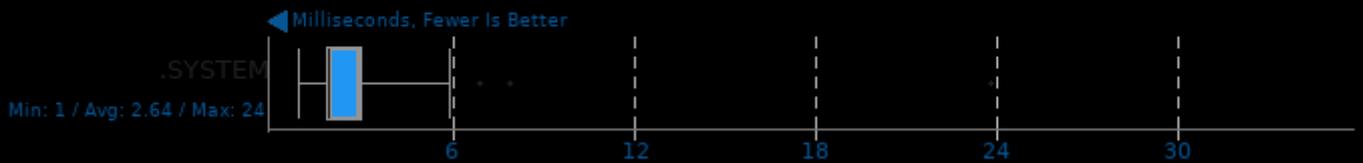
OpenArena 0.8.8

Resolution: 1920 x 1080



OpenArena 0.8.8

Resolution: 1920 x 1080 - Total Frame Time



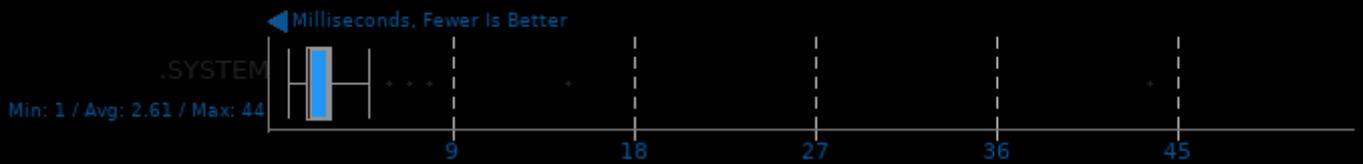
OpenArena 0.8.8

Resolution: 2560 x 1440



OpenArena 0.8.8

Resolution: 2560 x 1440 - Total Frame Time



Unigine Heaven 4.0

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



Unigine Heaven 4.0

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



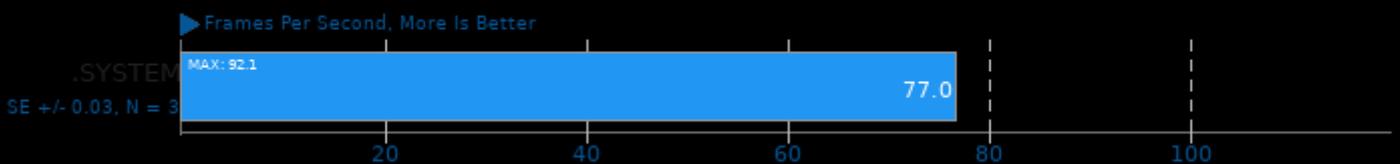
Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Windowed - Quality: Low - Renderer: OpenGL



Unigine Superposition 1.0

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



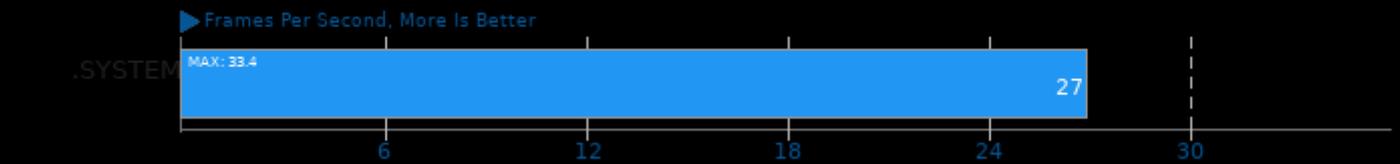
Unigine Superposition 1.0

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



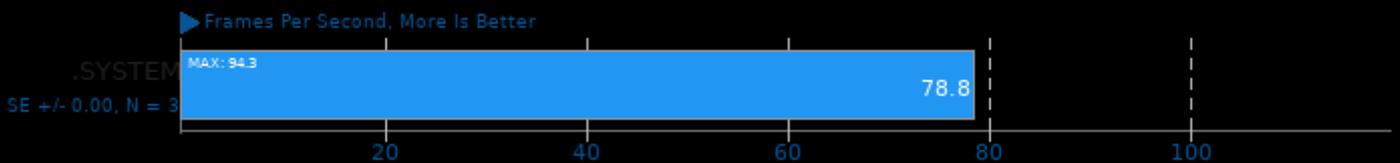
Unigine Superposition 1.0

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



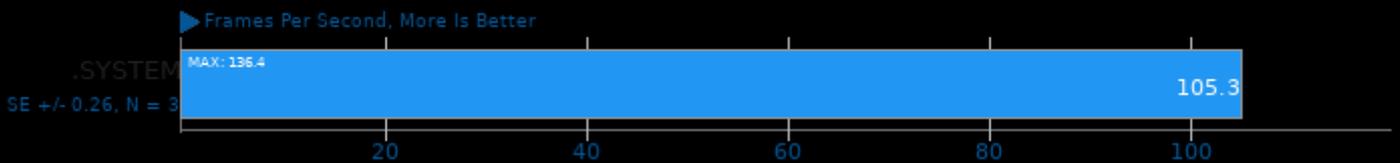
Unigine Superposition 1.0

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



Unigine Superposition 1.0

Resolution: 1920 x 1080 - Mode: Windowed - Quality: Medium - Renderer: OpenGL



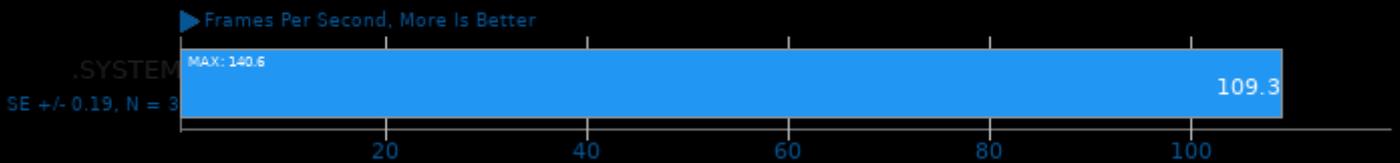
Unigine Superposition 1.0

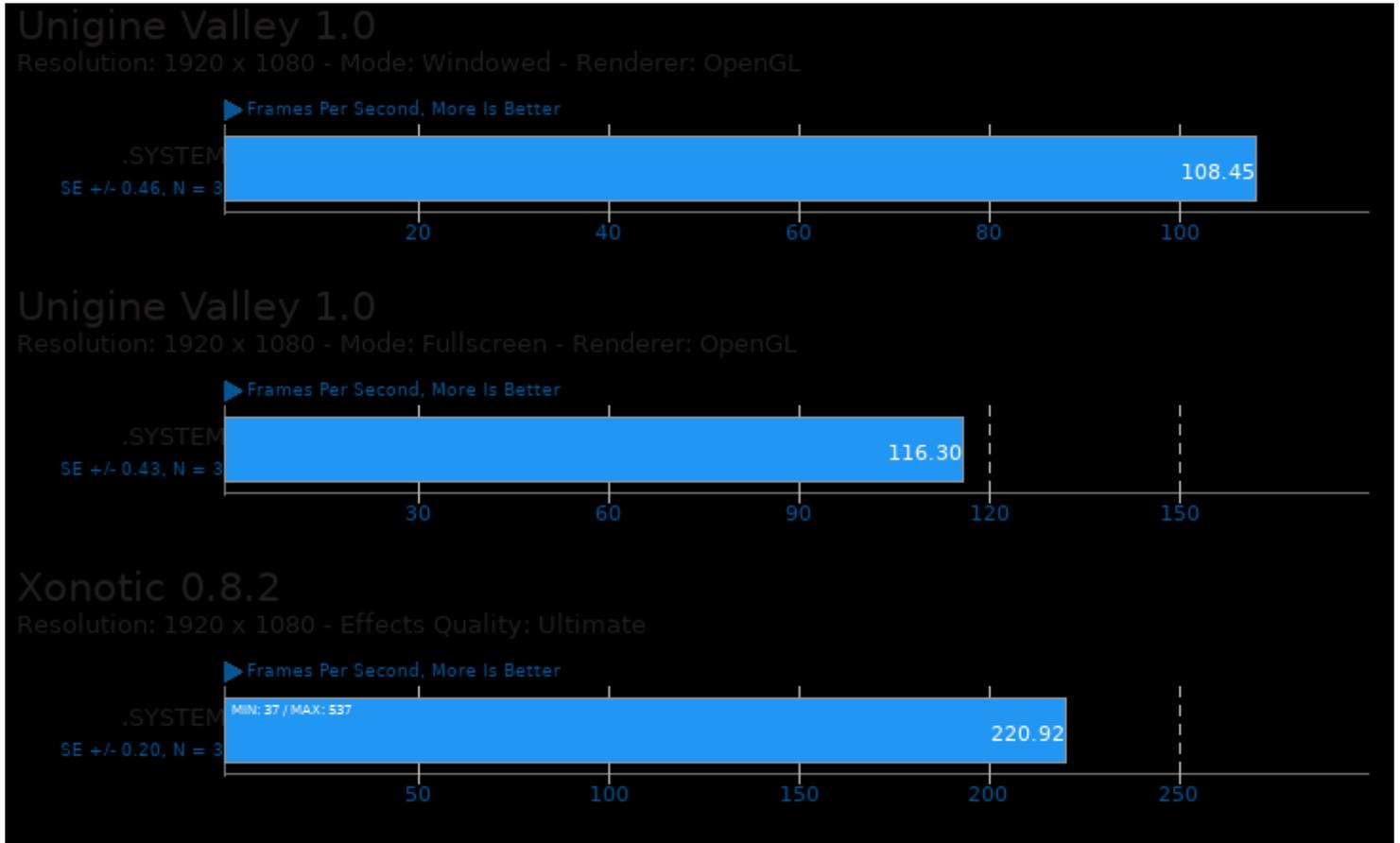
Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL



Unigine Superposition 1.0

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





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