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Radeon RX 6800 XT Windows Test

AMD Ryzen 9 5900X 12-Core testing with a ASUS ROG CROSSHAIR VIII HERO (2702 BIOS) and AMD Radeon RX 6800 XT 4GB on Microsoft Windows 10 Pro Build 19042 via the Phoronix Test Suite.

Test Systems:

Windows 10

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (2702 BIOS), Memory: 2 x 8192 MB 3600MHz F4-3600C16-8GTRG, Disk: 932GB Sabrent Rocket 4.0 1TB, Graphics: AMD Radeon RX 6800 XT 4GB, Network: Intel I211 Gigabit Connection

OS: Microsoft Windows 10 Pro Build 19042, Kernel: 10.0 (x86_64), Display Driver: 27.20.14501.24001, OpenCL: OpenCL 2.1 AMD-APP (3188.4), File-System: NTFS, Screen Resolution: 3840x2160

Python Notes: Python 3.7.1
Security Notes: __user pointer sanitization: Disabled + Retpoline: Full + IBPB: Always + IBRS: Enabled + STIBP: Enabled

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	Windows 10
RealSR-NCNN - 4x - No (sec)	4.739
Standard Deviation	10%
RealSR-NCNN - 4x - Yes (sec)	27.094
Standard Deviation	0%
Waifu2x-NCNN Vulkan - 2x - 3 - Yes (sec)	2.757
Standard Deviation	0.6%
Unigine Heaven - 1920 x 1080 - Fullscreen - D3D11 (FPS)	310.911
Standard Deviation	0.1%
Unigine Heaven - 2560 x 1440 - Fullscreen - D3D11 (FPS)	225.067
Standard Deviation	0.2%
Unigine Heaven - 3840 x 2160 - Fullscreen - D3D11 (FPS)	103.212
Standard Deviation	0.1%
Unigine Heaven - 1920 x 1080 - Fullscreen - OpenGL (FPS)	248.311
Standard Deviation	1.2%
Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS)	191.768
Standard Deviation	0.5%
Unigine Heaven - 3840 x 2160 - Fullscreen - OpenGL (FPS)	89.2678
Standard Deviation	0%
Unigine Valley - 1920 x 1080 - Fullscreen - D3D11 (FPS)	202.594
Standard Deviation	0.7%
Unigine Valley - 2560 x 1440 - Fullscreen - D3D11 (FPS)	203.663
Standard Deviation	0.6%
Unigine Valley - 3840 x 2160 - Fullscreen - D3D11 (FPS)	123.423
Standard Deviation	0.1%
Unigine Valley - 1920 x 1080 - Fullscreen - OpenGL (FPS)	212.368
Standard Deviation	0.8%
Unigine Valley - 2560 x 1440 - Fullscreen - OpenGL (FPS)	185.794
Standard Deviation	0.1%
Unigine Valley - 3840 x 2160 - Fullscreen - OpenGL (FPS)	97.3891
Standard Deviation	0.1%
Xonotic - 3840 x 2160 - Low (FPS)	473.5837913
Standard Deviation	0.4%
Xonotic - 3840 x 2160 - High (FPS)	393.7494392
Standard Deviation	0.6%
Xonotic - 3840 x 2160 - Ultra (FPS)	345.9279265
Standard Deviation	0.9%
Xonotic - 3840 x 2160 - Ultimate (FPS)	276.1914232
Standard Deviation	0.8%
ParaView - Many Spheres - 3840 x 2160 (Frames / Sec)	124.38
Standard Deviation	4.2%
ParaView - Many Spheres - 3840 x 2160 (MiPolys / Sec)	12470
Standard Deviation	4.2%
ParaView - Wavelet Volume - 3840 x 2160 (Frames / Sec)	285.34
Standard Deviation	12.3%
ParaView - Wavelet Volume - 3840 x 2160 (MiVoxels / Sec)	4565
Standard Deviation	12.4%
ParaView - Wavelet Contour - 3840 x 2160 (Frames / Sec)	297.53
Standard Deviation	6.9%
ParaView - Wavelet Contour - 3840 x 2160 (MiPolys / Sec)	3101
Standard Deviation	6.9%
LuxCoreRender OpenCL - DLSC (M samples/sec)	6.71
Standard Deviation	25.1%

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LuxCoreRender OpenCL - Food (M samples/sec)	3.58
Standard Deviation	25.5%
LuxCoreRender OpenCL - LuxCore Benchmark (M samples/sec)	6.93
Standard Deviation	26.5%
LuxCoreRender OpenCL - R.C.a.P (M samples/sec)	15.41
Standard Deviation	23.1%
GpuTest - GiMark - 3840 x 2160 - Fullscreen (Points)	15945
Standard Deviation	0.5%
GpuTest - Plot3D - 3840 x 2160 - Fullscreen (Points)	161213
Standard Deviation	0%
GpuTest - Furmark - 3840 x 2160 - Fullscreen (Points)	8496
Standard Deviation	0.4%
GpuTest - TessMark - 3840 x 2160 - Fullscreen (Points)	27729
Standard Deviation	0.1%
GpuTest - Triangle - 3840 x 2160 - Fullscreen (Points)	340365
Standard Deviation	0.2%
GpuTest - Pixmark Piano - 3840 x 2160 - Fullscreen (Points)	1622
Standard Deviation	0.3%
GpuTest - Pixmark Volplosion - 3840 x 2160 - Fullscreen (Points)	4142
Standard Deviation	0.2%
IndigoBench - OpenCL GPU - Bedroom (M samples/s)	14.446
Standard Deviation	0.1%
IndigoBench - OpenCL GPU - Supercar (M samples/s)	30.186
Standard Deviation	0%
Geekbench - GPU OpenCL (Score)	160782
Standard Deviation	0.8%
Geekbench - GPU Vulkan (Score)	83590
Standard Deviation	3%

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RealSR-NCNN 20200818

Scale: 4x - TAA: No



RealSR-NCNN 20200818

Scale: 4x - TAA: Yes



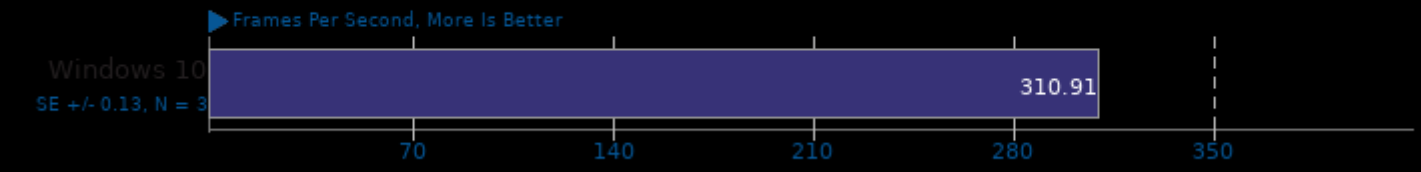
Waifu2x-NCNN Vulkan 20200818

Scale: 2x - Denoise: 3 - TAA: Yes



Unigine Heaven 4.0

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



Unigine Heaven 4.0

Resolution: 2560 x 1440 - Mode: Fullscreen - Renderer: D3D11

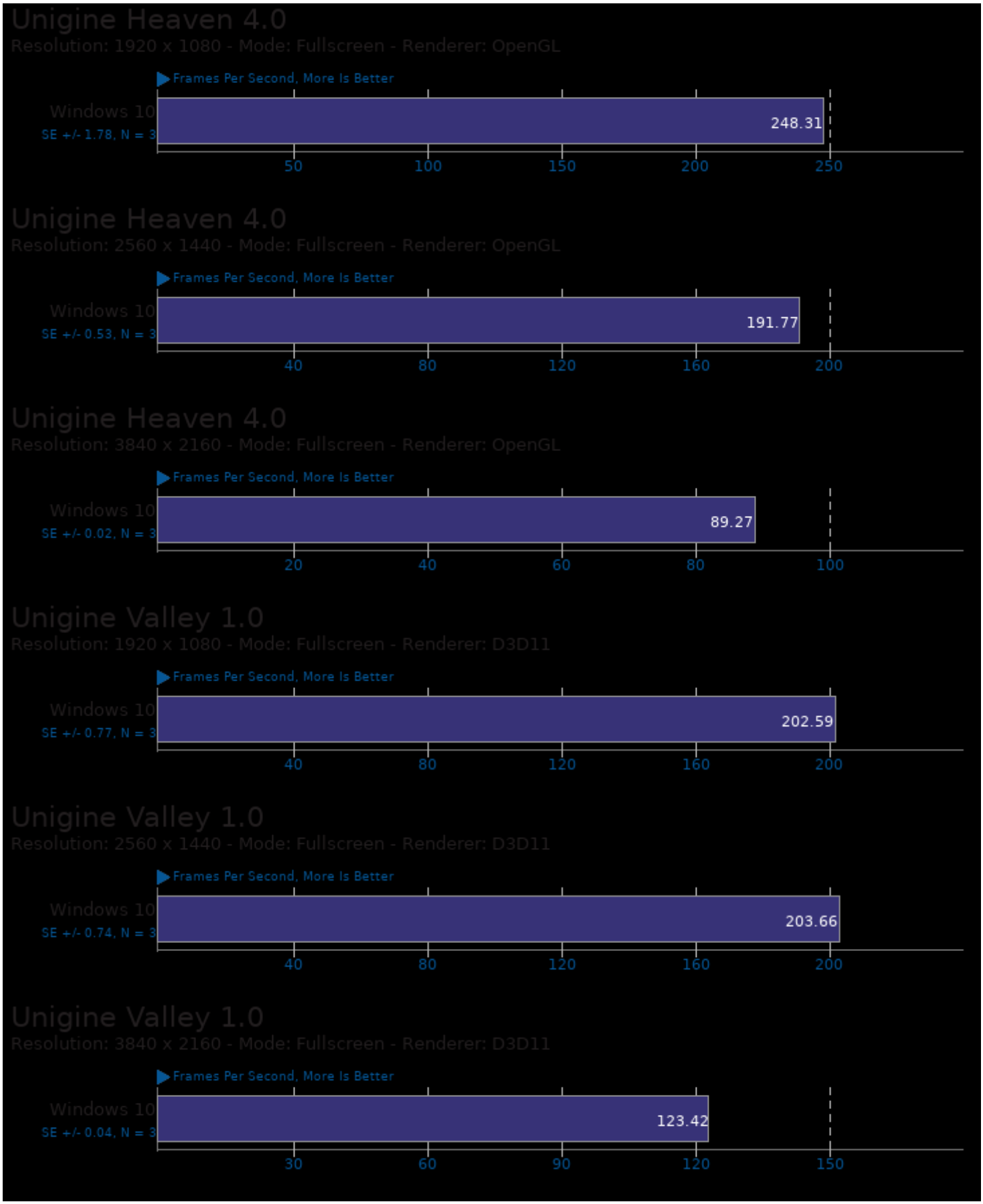


Unigine Heaven 4.0

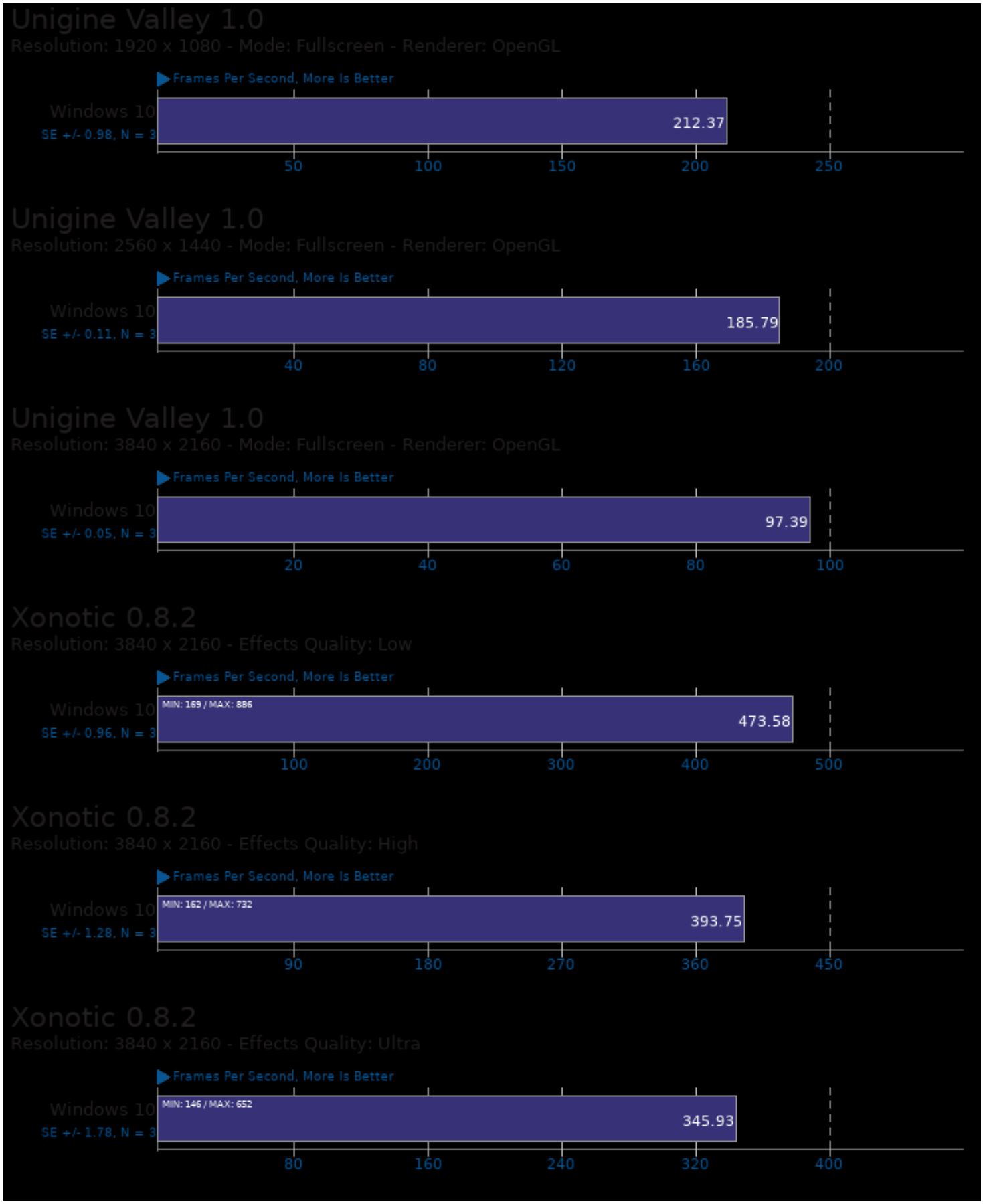
Resolution: 3840 x 2160 - Mode: Fullscreen - Renderer: D3D11



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Radeon RX 6800 XT Windows Test



Xonotic 0.8.2

Resolution: 3840 x 2160 - Effects Quality: Ultimate



ParaView 5.4.1

Test: Many Spheres - Resolution: 3840 x 2160



ParaView 5.4.1

Test: Many Spheres - Resolution: 3840 x 2160



ParaView 5.4.1

Test: Wavelet Volume - Resolution: 3840 x 2160



ParaView 5.4.1

Test: Wavelet Volume - Resolution: 3840 x 2160



ParaView 5.4.1

Test: Wavelet Contour - Resolution: 3840 x 2160



Radeon RX 6800 XT Windows Test

ParaView 5.4.1

Test: Wavelet Contour - Resolution: 3840 x 2160



LuxCoreRender OpenCL 2.3

Scene: DLSC



LuxCoreRender OpenCL 2.3

Scene: Food



LuxCoreRender OpenCL 2.3

Scene: LuxCore Benchmark



LuxCoreRender OpenCL 2.3

Scene: Rainbow Colors and Prism

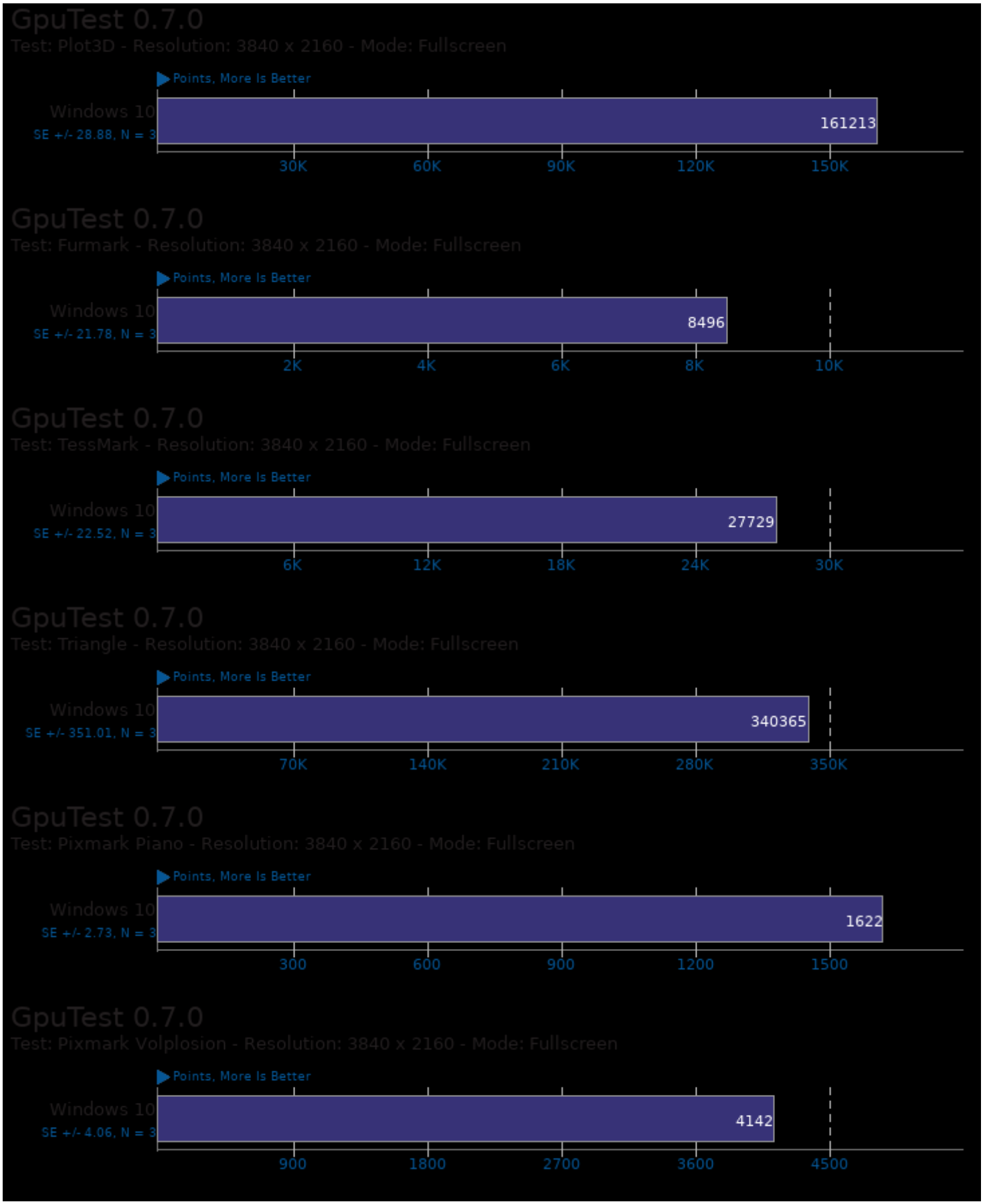


GpuTest 0.7.0

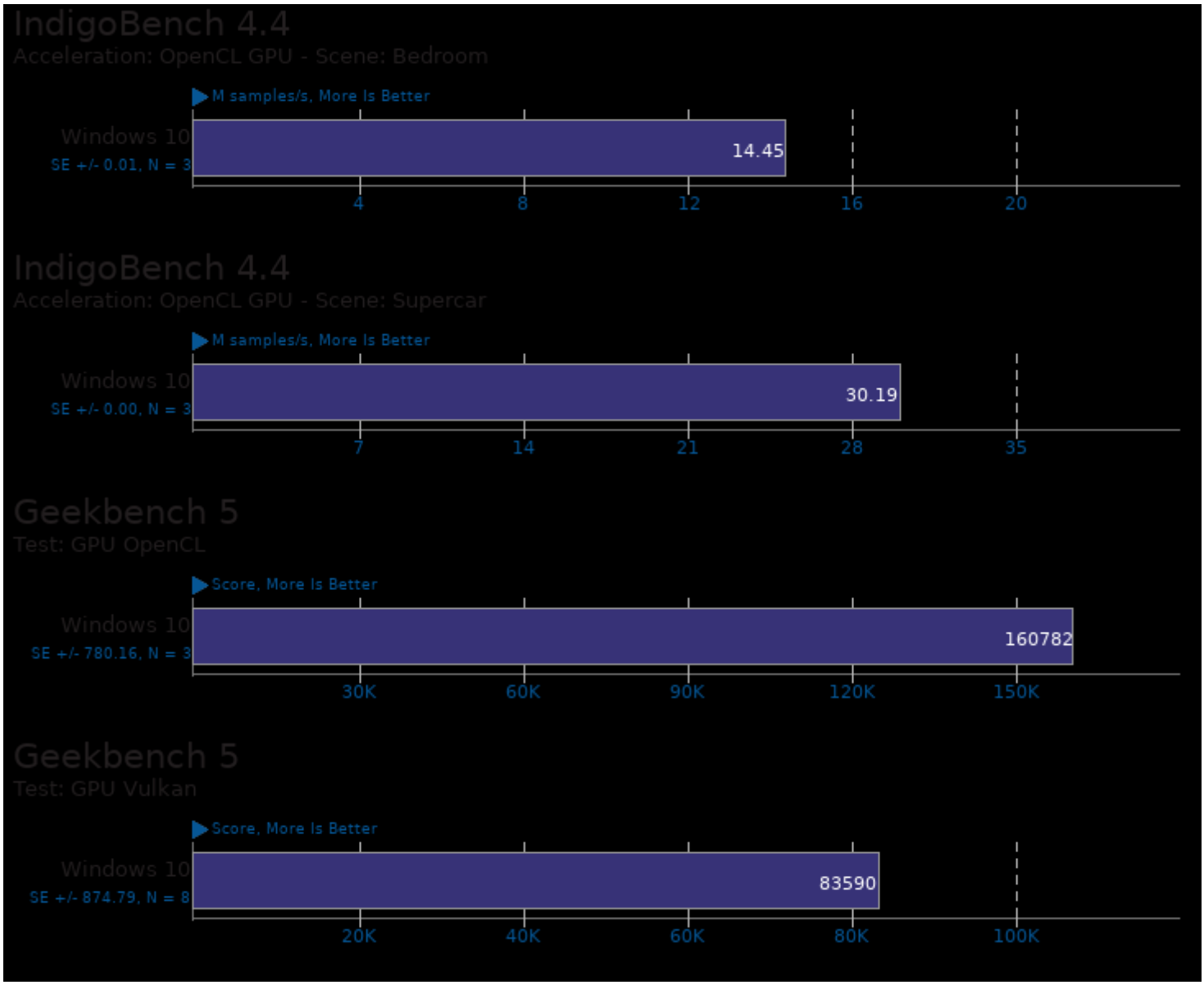
Test: GiMark - Resolution: 3840 x 2160 - Mode: Fullscreen



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