



[www.phoronix-test-suite.com](http://www.phoronix-test-suite.com)

**veterini**

AMD Ryzen 7 3700X 8-Core testing with a ASUS PRIME X370-PRO (5220 BIOS) and NVIDIA GeForce RTX 3060 Ti 8GB on Arch rolling via the Phoronix Test Suite.

## Test Systems:

### Ryzen 3700X RTX 3060 ti FE

Processor: AMD Ryzen 7 3700X 8-Core @ 3.60GHz (8 Cores / 16 Threads), Motherboard: ASUS PRIME X370-PRO (5220 BIOS), Chipset: AMD Starship/Matisse, Memory: 32GB, Disk: Samsung SSD 960 EVO 500GB + 240GB CT240BX200SSD1 + 500GB CT500MX500SSD1, Graphics: NVIDIA GeForce RTX 3060 Ti 8GB (375/405MHz), Audio: NVIDIA Device 228b, Monitor: LG HDR WQHD, Network: Mellanox MT26448 + Intel I211

OS: Arch rolling, Kernel: 5.9.11-arch2-1 (x86\_64), Display Server: X Server 1.20.10, Display Driver: NVIDIA 455.45.01, OpenGL: 4.6.0, Compiler: GCC 10.2.0 + Clang 11.0.0Target: + CUDA 11.1, File-System: ext4, Screen Resolution: 3440x1440

Kernel Notes: zfs.zfs\_arc\_max=536870912  
Environment Notes: WINEDEBUG=-all

Processor Notes: Scaling Governor: acpi-cpufreq schedutil - CPU Microcode: 0x8701013

OpenCL Notes: GPU Compute Cores: 4864

Python Notes: Python 3.9.0

Security Notes: itlb\_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + 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 AMD retpoline IBPB: conditional STIBP: always-on RSB filling + srbds: Not affected + tsx\_async\_abort: Not affected

## AMD Ryzen 7 3700X 8-Core

Processor: AMD Ryzen 7 3700X 8-Core @ 3.60GHz (8 Cores / 16 Threads), Motherboard: ASUS PRIME X370-PRO (5220 BIOS), Chipset: AMD Starship/Matisse, Memory: 32GB, Disk: Samsung SSD 960 EVO 500GB + 240GB CT240BX200SSD1 + 500GB CT500MX500SSD1, Graphics: NVIDIA GeForce RTX 3060 Ti 8GB (1665/7000MHz), Audio: NVIDIA Device 228b, Monitor: LG HDR WQHD, Network: Mellanox MT26448 + Intel I211

OS: Arch rolling, Kernel: 5.9.11-arch2-1 (x86\_64), Display Server: X Server 1.20.10, Display Driver: NVIDIA 455.45.01, OpenGL: 4.6.0, Compiler: GCC 10.2.0 + Clang 11.0.0Target: + CUDA 11.1, File-System: ext4, Screen Resolution: 3440x1440

Kernel Notes: zfs.zfs\_arc\_max=536870912

Environment Notes: WINEDBEGBUG=-all

Processor Notes: Scaling Governor: acpi-cpufreq schedutil - CPU Microcode: 0x8701013

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	Ryzen 3700X RTX 3060 ti FE	AMD Ryzen 7 3700X 8-Core
<b>RealSR-NCNN - 4x - No (sec)</b>	9.229	
Standard Deviation	1.1%	
<b>RealSR-NCNN - 4x - Yes (sec)</b>	53.244	
Standard Deviation	0.3%	
<b>Waifu2x-NCNN Vulkan - 2x - 3 - Yes (sec)</b>	4.458	
Standard Deviation	0.9%	
<b>VkFFT (Benchmark Score)</b>	31777	
Standard Deviation	0.2%	
<b>Hashcat - MD5 (H/s)</b>	32164266667	
Standard Deviation	0.1%	
<b>Hashcat - SHA1 (H/s)</b>	10771766667	
Standard Deviation	0.1%	
<b>Hashcat - 7-Zip (H/s)</b>	571800	
Standard Deviation	0.1%	
<b>Hashcat - SHA-512 (H/s)</b>	15435666667	
Standard Deviation	0.1%	
<b>Hashcat - T.R.X (H/s)</b>	423333	
Standard Deviation	0.2%	
<b>FinanceBench - B.S.O (ms)</b>	8.381	
Standard Deviation	0.3%	
<b>GROMACS - Water Benchmark (Ns/Day)</b>	6.527	
Standard Deviation	0.2%	
<b>ViennaCL - O.L.F (GFLOPS)</b>	68.9728	
Standard Deviation	0.4%	
<b>cl-mem - Copy (GB/s)</b>	293.3	

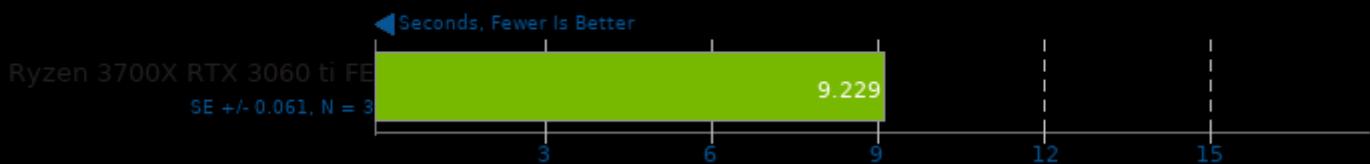
<b>cl-mem - Read (GB/s)</b>	393.1	Standard Deviation 0.1%
<b>cl-mem - Write (GB/s)</b>	387.2	Standard Deviation 0.1%
<b>NAMD CUDA - ATPase Simulation - 327,506 Atoms</b>	0.17677	Standard Deviation 0%
	(days/ns)	
<b>OctaneBench - Total Score (Score)</b>	380.314907	Standard Deviation 0.5%
<b>LuxCoreRender OpenCL - DLSC (M samples/sec)</b>	7.04	Standard Deviation 7.8%
<b>LuxCoreRender OpenCL - Food (M samples/sec)</b>	2.71	Standard Deviation 10.2%
<b>LuxCoreRender OpenCL - LuxCore Benchmark (M samples/sec)</b>	5.73	Standard Deviation 7.5%
<b>LuxCoreRender OpenCL - R.C.a.P (M samples/sec)</b>	16.53	Standard Deviation 14.5%
<b>FAHBench (Ns/Day)</b>	227.2348	Standard Deviation 0%
<b>LeelaChessZero - OpenCL (Nodes/s)</b>	17608	Standard Deviation 1%
<b>Rodinia - O.P.F (sec)</b>	7.126	Standard Deviation 2%
<b>ArrayFire - C.G.O (ms)</b>	2.094	Standard Deviation 0.2%
<b>NCNN - Vulkan GPU - squeezenet (ms)</b>	3.93	Standard Deviation 0.7%
<b>NCNN - Vulkan GPU - mobilenet (ms)</b>	4.57	Standard Deviation 1.4%
<b>NCNN - Vulkan GPU-v2-v2 - mobilenet-v2 (ms)</b>	1.58	Standard Deviation 0.4%
<b>NCNN - Vulkan GPU-v3-v3 - mobilenet-v3 (ms)</b>	1.81	Standard Deviation 0.6%
<b>NCNN - Vulkan GPU - shufflenet-v2 (ms)</b>	1.38	Standard Deviation 0.4%
<b>NCNN - Vulkan GPU - mnasnet (ms)</b>	1.66	Standard Deviation 0.3%
<b>NCNN - Vulkan GPU - efficientnet-b0 (ms)</b>	2.83	Standard Deviation 0.2%
<b>NCNN - Vulkan GPU - blazeface (ms)</b>	0.62	Standard Deviation 0.9%
<b>NCNN - Vulkan GPU - googlenet (ms)</b>	3.71	Standard Deviation 8.6%
<b>NCNN - Vulkan GPU - vgg16 (ms)</b>	5.68	Standard Deviation 1%
<b>NCNN - Vulkan GPU - resnet18 (ms)</b>	1.45	Standard Deviation 2.8%
<b>NCNN - Vulkan GPU - alexnet (ms)</b>	1.63	Standard Deviation 0.4%
<b>NCNN - Vulkan GPU - resnet50 (ms)</b>	3.52	Standard Deviation 0.2%
<b>NCNN - Vulkan GPU - yolov4-tiny (ms)</b>	7.55	

	Standard Deviation	1.5%
<b>Blender - BMW27 - CUDA (sec)</b>		44.58
	Standard Deviation	57.8%
<b>Blender - Classroom - CUDA (sec)</b>		93.97
	Standard Deviation	0.1%
<b>Blender - Fishy Cat - CUDA (sec)</b>		69.76
	Standard Deviation	0.1%
<b>Blender - Barbershop - CUDA (sec)</b>		395.13
	Standard Deviation	0.1%
<b>Blender - BMW27 - NVIDIA OptiX (sec)</b>		22.38
	Standard Deviation	67.6%
<b>Blender - Classroom - NVIDIA OptiX (sec)</b>		57.94
	Standard Deviation	0.1%
<b>Blender - Fishy Cat - NVIDIA OptiX (sec)</b>		38.37
	Standard Deviation	0%
<b>Blender - Barbershop - NVIDIA OptiX (sec)</b>		594.69
	Standard Deviation	0.1%
<b>Blender - Pabellon Barcelona - CUDA (sec)</b>		257.30
	Standard Deviation	0%
<b>Blender - Pabellon Barcelona - NVIDIA OptiX (sec)</b>		87.40
	Standard Deviation	0%
<b>MandelGPU - GPU (Samples/sec)</b>		3610616
	Standard Deviation	0%
<b>clpeak - I.C.I (GIOPS)</b>		8406
	Standard Deviation	2%
<b>clpeak - S.P.F (GFLOPS)</b>		16092
	Standard Deviation	0.9%
<b>clpeak - D.P.D (GFLOPS)</b>		299.73
	Standard Deviation	0.4%
<b>clpeak - G.M.B (GBPS)</b>		390.13
	Standard Deviation	0%
<b>libgav1 - Chimera 1080p (FPS)</b>		38.89
	Standard Deviation	0.2%
<b>libgav1 - Summer Nature 4K (FPS)</b>		17.29
	Standard Deviation	0.1%
<b>libgav1 - S.N.1 (FPS)</b>		60.19
	Standard Deviation	0.3%
<b>libgav1 - C.1.1.b (FPS)</b>		17.34
	Standard Deviation	0.2%
<b>dav1d - Chimera 1080p (FPS)</b>		471.95
	Standard Deviation	0.6%
<b>dav1d - Summer Nature 4K (FPS)</b>		171.00
	Standard Deviation	0.4%
<b>dav1d - S.N.1 (FPS)</b>		434.51
	Standard Deviation	0.7%
<b>dav1d - C.1.1.b (FPS)</b>		77.57
	Standard Deviation	0.6%
<b>Kvazaar - Bosphorus 4K - Slow (FPS)</b>		5.67
	Standard Deviation	0.2%
<b>Kvazaar - Bosphorus 4K - Medium (FPS)</b>		5.77
	Standard Deviation	0.1%
<b>Kvazaar - Bosphorus 1080p - Slow (FPS)</b>		24.75
	Standard Deviation	0.3%

<b>Kvazaar - Bosphorus 1080p - Medium (FPS)</b>	25.31
Standard Deviation	0.2%
<b>Kvazaar - Bosphorus 4K - Very Fast (FPS)</b>	16.09
Standard Deviation	0.1%
<b>Kvazaar - Bosphorus 4K - Ultra Fast (FPS)</b>	28.67
Standard Deviation	0.2%
<b>Kvazaar - Bosphorus 1080p - Very Fast (FPS)</b>	60.45
Standard Deviation	0.2%
<b>Kvazaar - Bosphorus 1080p - Ultra Fast (FPS)</b>	109.29
Standard Deviation	0.1%
<b>rav1e - 1 (FPS)</b>	0.407
Standard Deviation	0.1%
<b>rav1e - 5 (FPS)</b>	1.141
Standard Deviation	0.3%
<b>rav1e - 6 (FPS)</b>	1.503
Standard Deviation	0.4%
<b>rav1e - 10 (FPS)</b>	3.143
Standard Deviation	0.5%
<b>SVT-AV1 - Enc Mode 0 - 1080p (FPS)</b>	0.148
Standard Deviation	0.4%
<b>SVT-AV1 - Enc Mode 4 - 1080p (FPS)</b>	4.008
Standard Deviation	0.2%
<b>SVT-AV1 - Enc Mode 8 - 1080p (FPS)</b>	32.960
Standard Deviation	0.5%
<b>SVT-HEVC - 1.8.b.Y.T.H.V.E (FPS)</b>	52.86
Standard Deviation	0.2%
<b>SVT-VP9 - VMAF Optimized - Bosphorus 1080p (FPS)</b>	136.56
Standard Deviation	1.3%
<b>SVT-VP9 - P.S.O - Bosphorus 1080p (FPS)</b>	148.70
Standard Deviation	1.5%
<b>SVT-VP9 - V.Q.O - Bosphorus 1080p (FPS)</b>	103.59
Standard Deviation	1%
<b>VP9 libvpx Encoding - Speed 0 (FPS)</b>	8.08
Standard Deviation	1%
<b>VP9 libvpx Encoding - Speed 5 (FPS)</b>	26.84
Standard Deviation	2.9%
<b>x264 - H.2.V.E (FPS)</b>	92.34
Standard Deviation	2.7%
<b>x265 - Bosphorus 4K (FPS)</b>	11.34
Standard Deviation	0.2%
<b>x265 - Bosphorus 1080p (FPS)</b>	47.31
Standard Deviation	2%
<b>libavif avifenc - 0 (sec)</b>	83.858
Standard Deviation	0.5%
<b>libavif avifenc - 2 (sec)</b>	50.165
Standard Deviation	0.1%
<b>libavif avifenc - 8 (sec)</b>	5.156
Standard Deviation	0.4%
<b>libavif avifenc - 10 (sec)</b>	4.915
Standard Deviation	0.7%
<b>FFmpeg - H.2.H.T.N.D (sec)</b>	8.445
Standard Deviation	0.8%

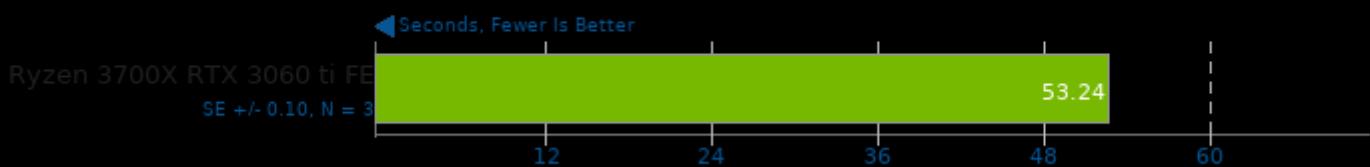
## RealSR-NCNN 20200818

Scale: 4x - TAA: No



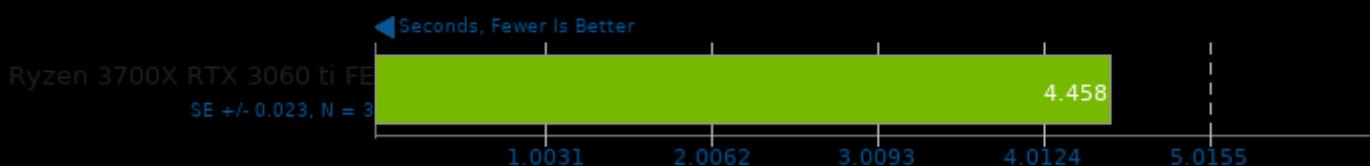
## RealSR-NCNN 20200818

Scale: 4x - TAA: Yes

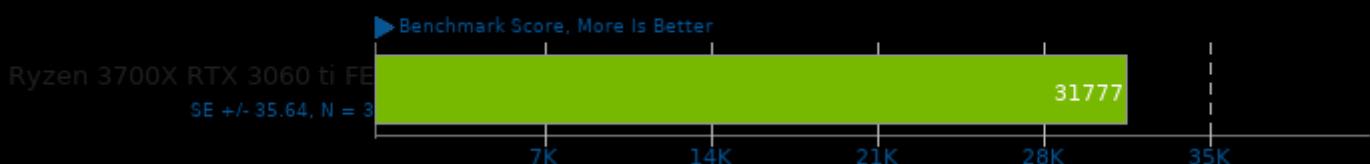


## Waifu2x-NCNN Vulkan 20200818

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

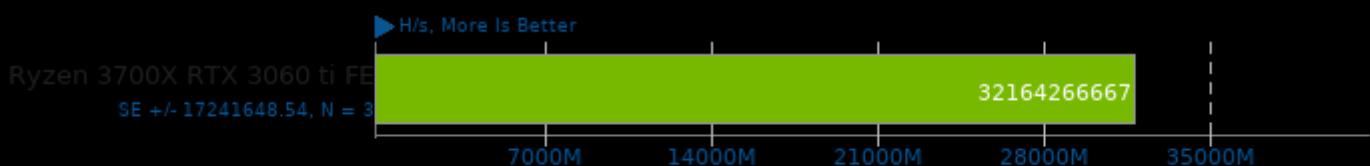


## VkFFT 2020-09-29



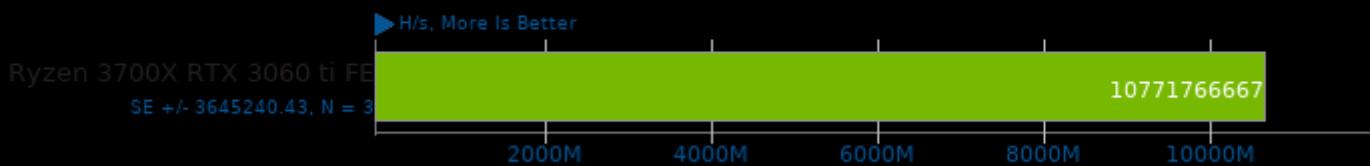
## Hashcat 6.1.1

Benchmark: MD5

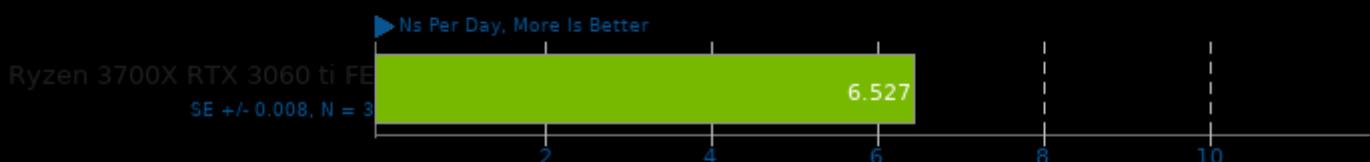
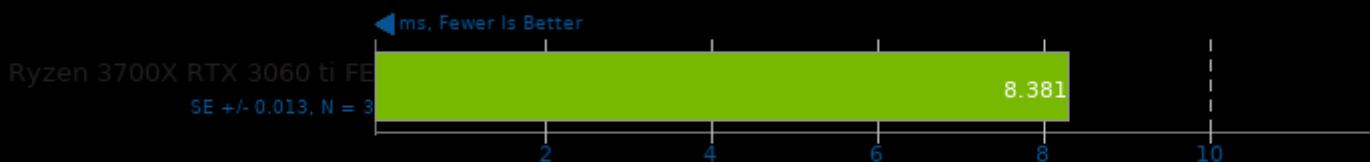
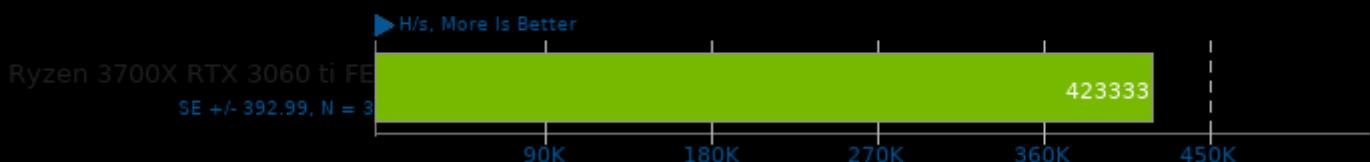
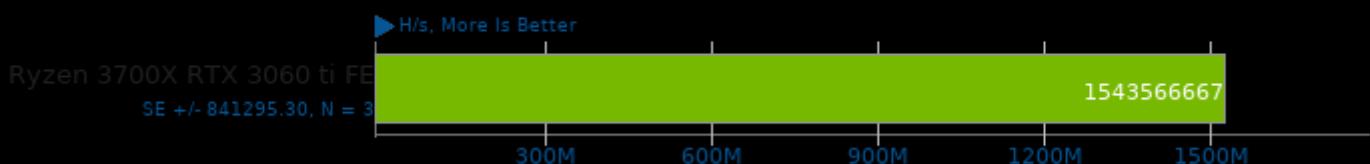
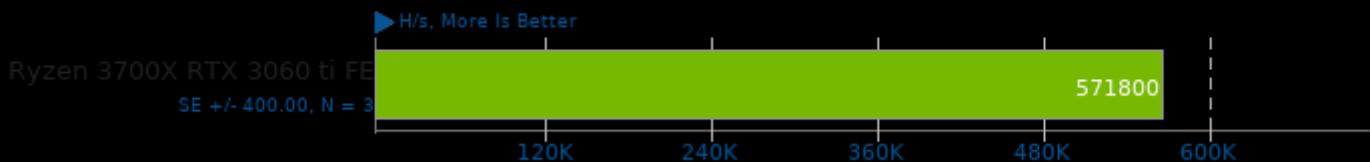


## Hashcat 6.1.1

Benchmark: SHA1

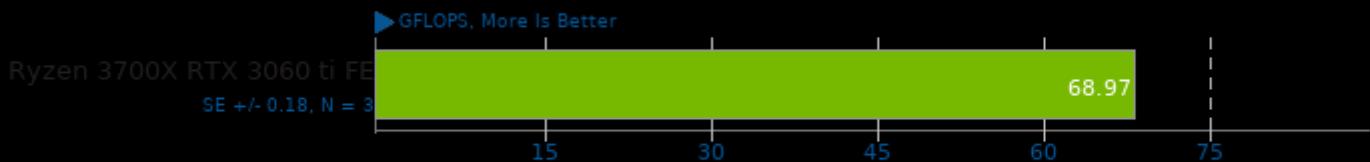


Hashcat 6.1.1



**ViennaCL 1.4.2**

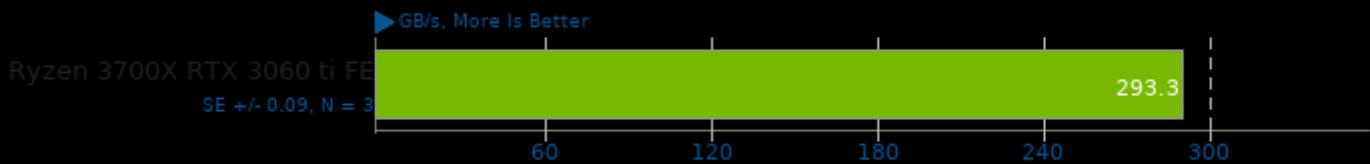
OpenCL LU Factorization



l. (CXX) g++ options: -rdynamic -IOpenCL

**cl-mem 2017-01-13**

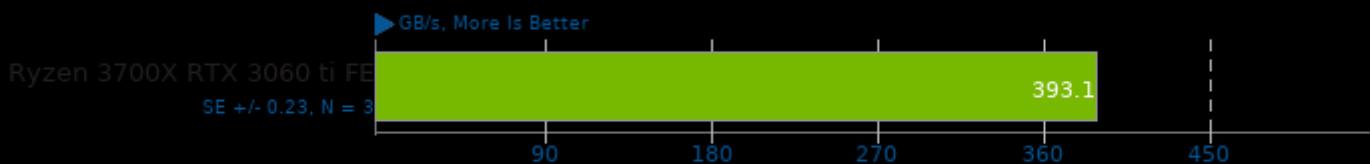
Benchmark: Copy



l. (CC) gcc options: -O2 -fno -IOpenCL

**cl-mem 2017-01-13**

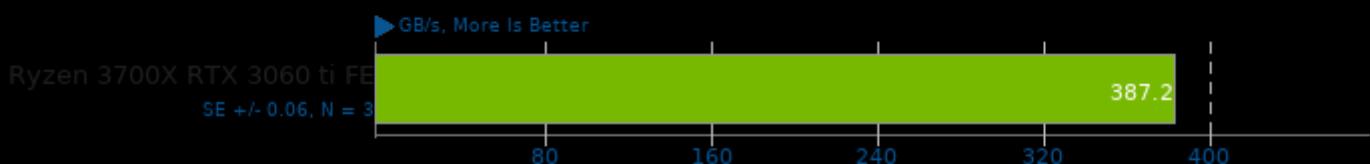
Benchmark: Read



l. (CC) gcc options: -O2 -fno -IOpenCL

**cl-mem 2017-01-13**

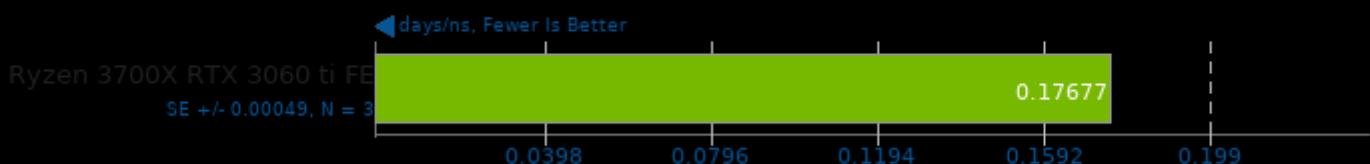
Benchmark: Write



l. (CC) gcc options: -O2 -fno -IOpenCL

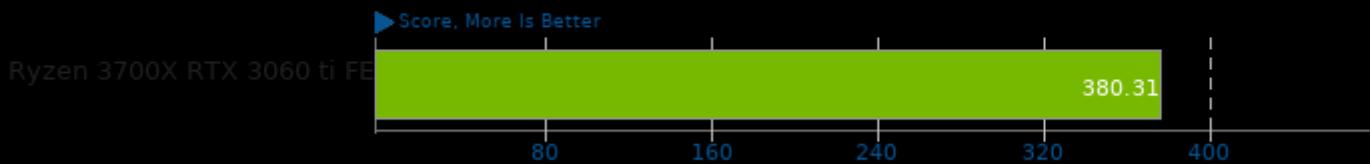
**NAMD CUDA 2.14**

ATPase Simulation - 327,506 Atoms



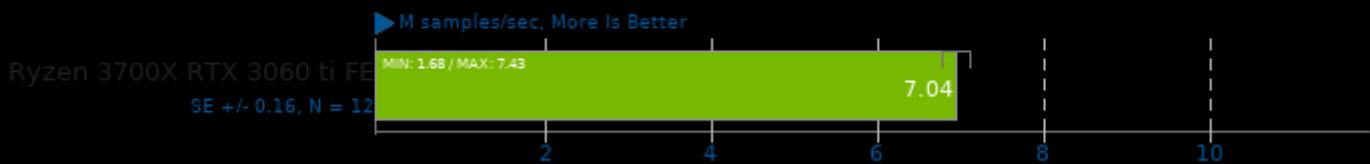
## OctaneBench 2020.1

Total Score



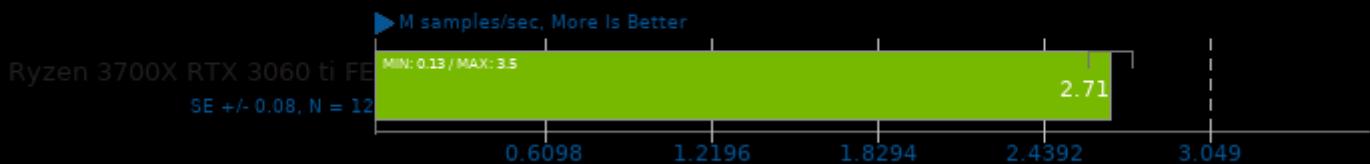
## LuxCoreRender OpenCL 2.3

Scene: DLSC



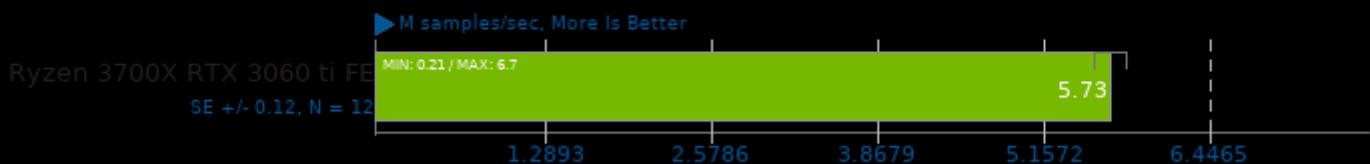
## LuxCoreRender OpenCL 2.3

Scene: Food



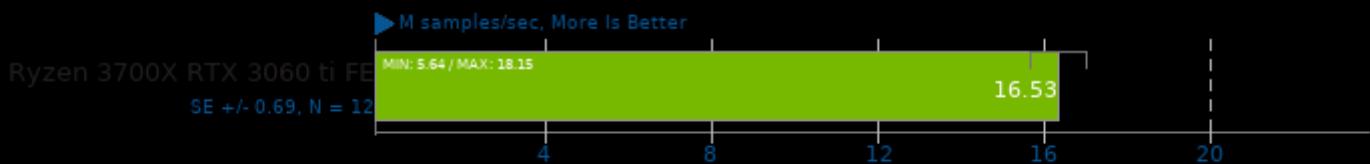
## LuxCoreRender OpenCL 2.3

Scene: LuxCore Benchmark



## LuxCoreRender OpenCL 2.3

Scene: Rainbow Colors and Prism



## FAHBench 2.3.2



## LeelaChessZero 0.26

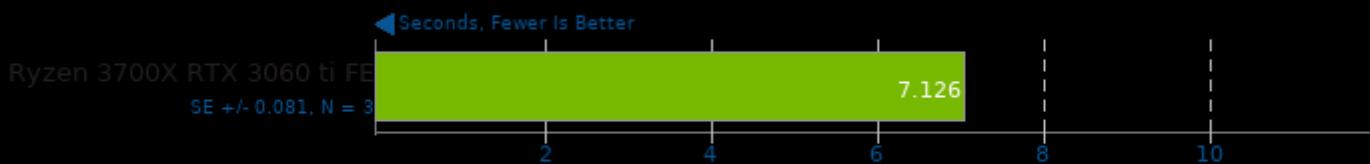
Backend: OpenCL



1. (CXX) g++ options: -fno -pthread

## Rodinia 3.1

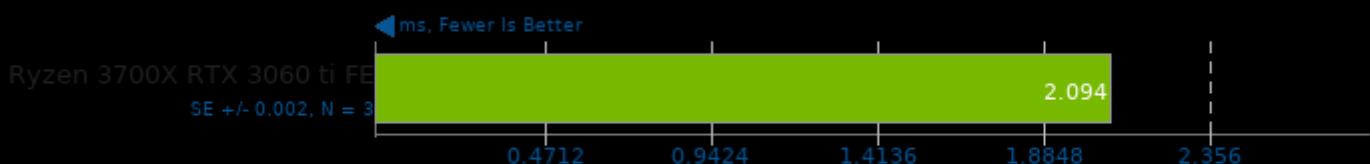
Test: OpenCL Particle Filter



1. (CXX) g++ options: -O2 -fOpenCL

## ArrayFire 3.7

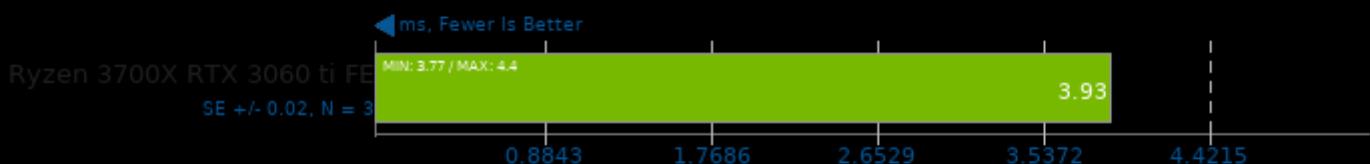
Test: Conjugate Gradient OpenCL



1. (CXX) g++ options: -rdynamic

## NCNN 20200916

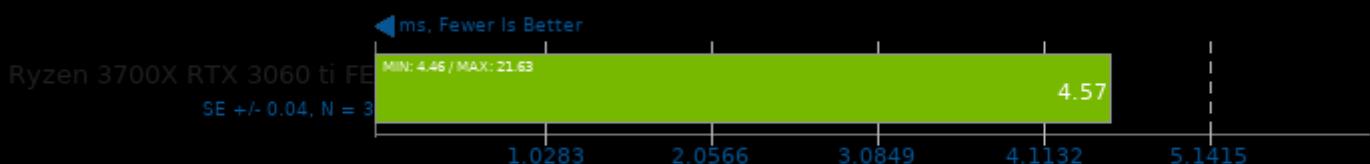
Target: Vulkan GPU - Model: squeezenet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -fthread

## NCNN 20200916

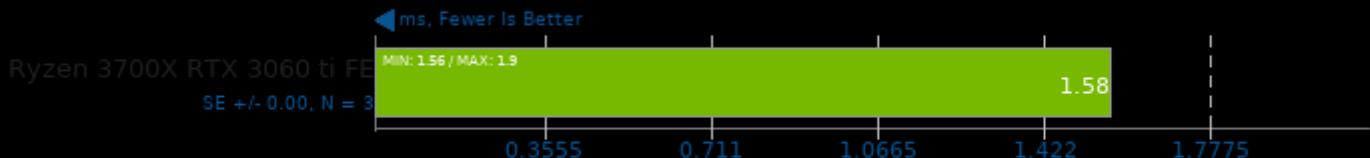
Target: Vulkan GPU - Model: mobilenet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -fthread

## NCNN 20200916

Target: Vulkan GPU-v2-v2 - Model: mobilenet-v2



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

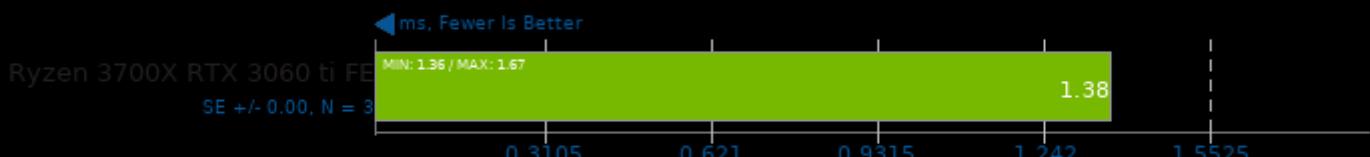
Target: Vulkan GPU-v3-v3 - Model: mobilenet-v3



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

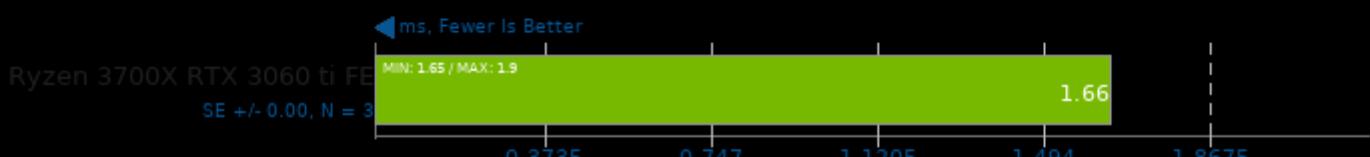
Target: Vulkan GPU - Model: shufflenet-v2



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

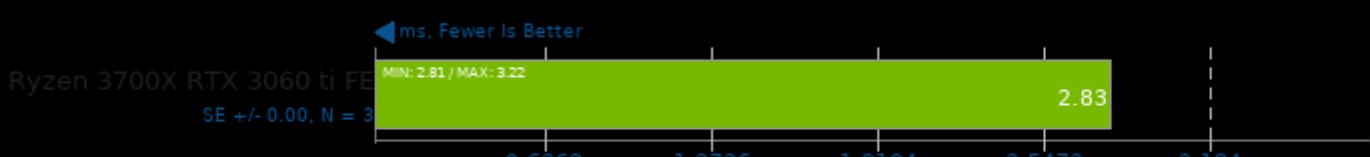
Target: Vulkan GPU - Model: mnasnet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

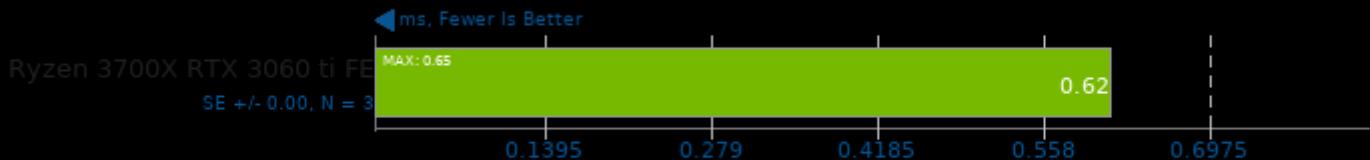
Target: Vulkan GPU - Model: efficientnet-b0



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

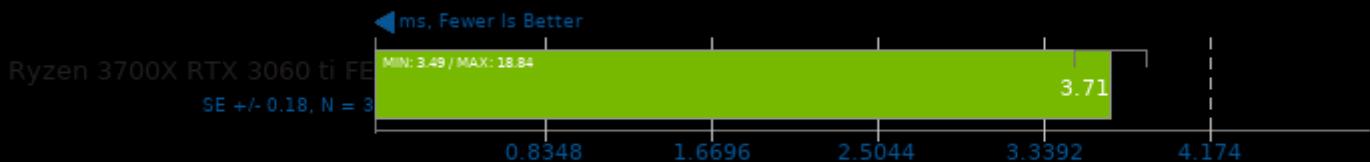
Target: Vulkan GPU - Model: blazeface



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

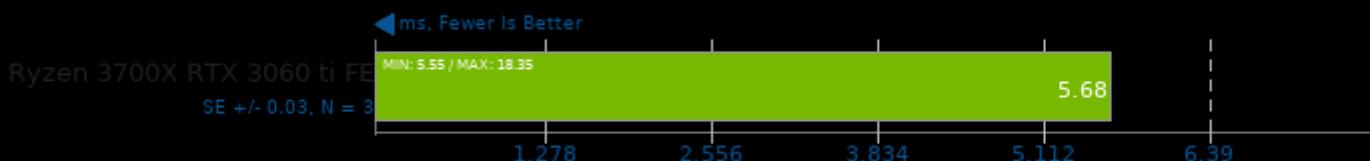
Target: Vulkan GPU - Model: googlenet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

Target: Vulkan GPU - Model: vgg16



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

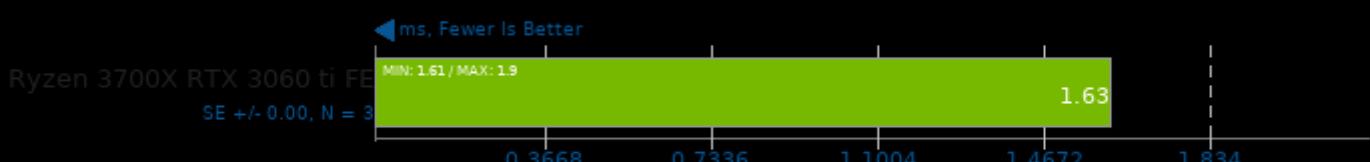
Target: Vulkan GPU - Model: resnet18



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

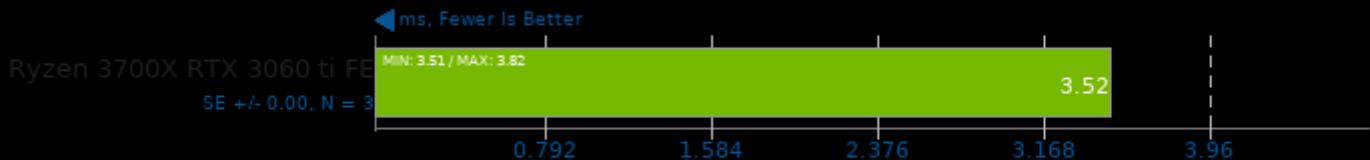
Target: Vulkan GPU - Model: alexnet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

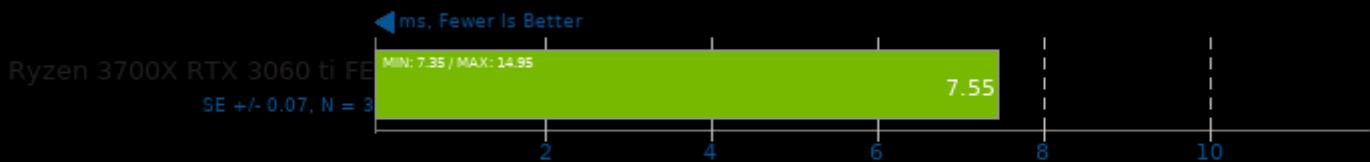
Target: Vulkan GPU - Model: resnet50



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

## NCNN 20200916

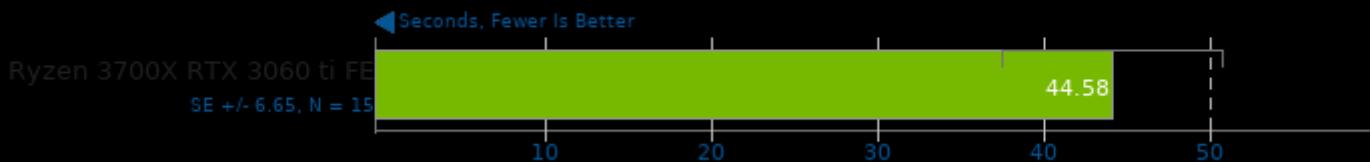
Target: Vulkan GPU - Model: yolov4-tiny



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

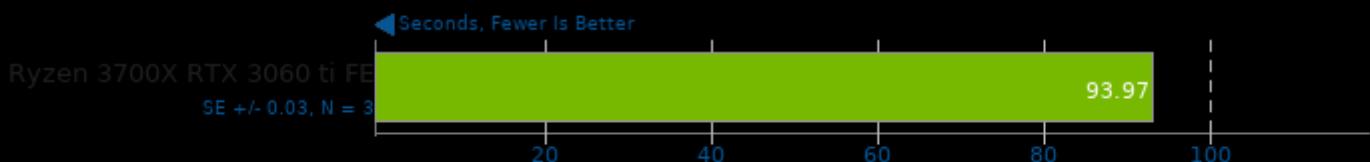
## Blender 2.90

Blend File: BMW27 - Compute: CUDA



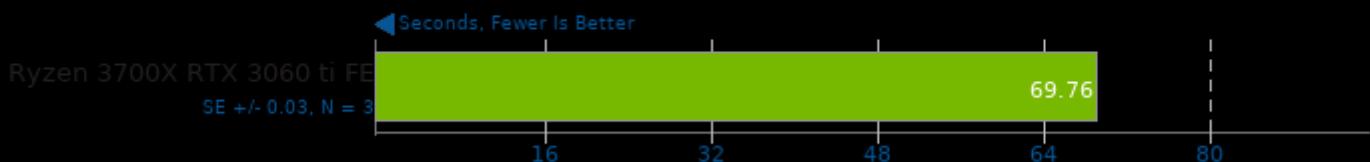
## Blender 2.90

Blend File: Classroom - Compute: CUDA



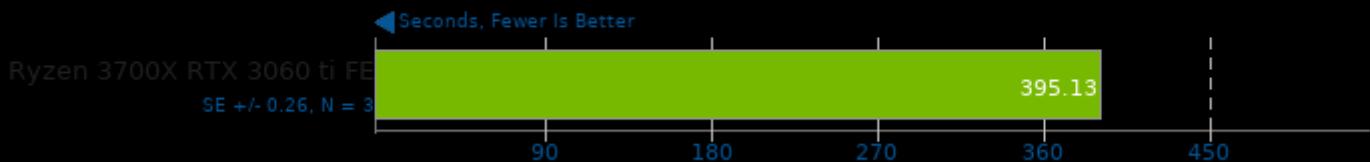
## Blender 2.90

Blend File: Fishy Cat - Compute: CUDA



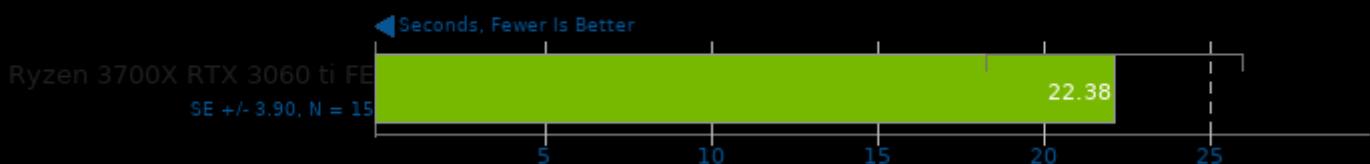
## Blender 2.90

Blend File: Barbershop - Compute: CUDA



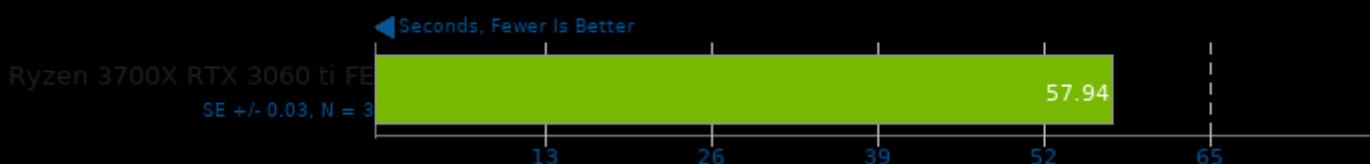
## Blender 2.90

Blend File: BMW27 - Compute: NVIDIA OptiX



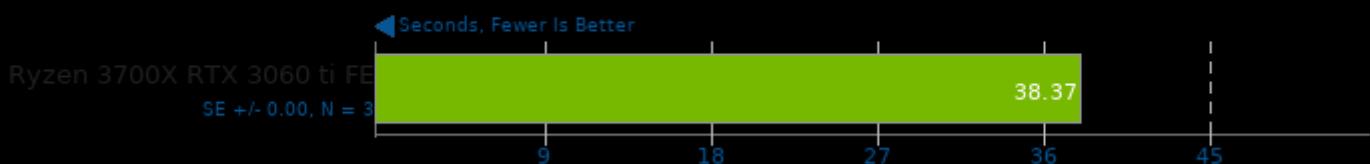
## Blender 2.90

Blend File: Classroom - Compute: NVIDIA OptiX



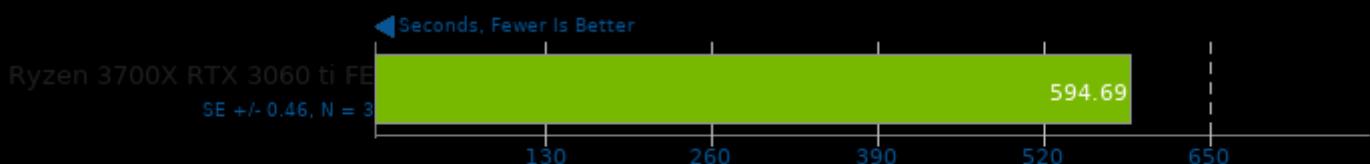
## Blender 2.90

Blend File: Fishy Cat - Compute: NVIDIA OptiX



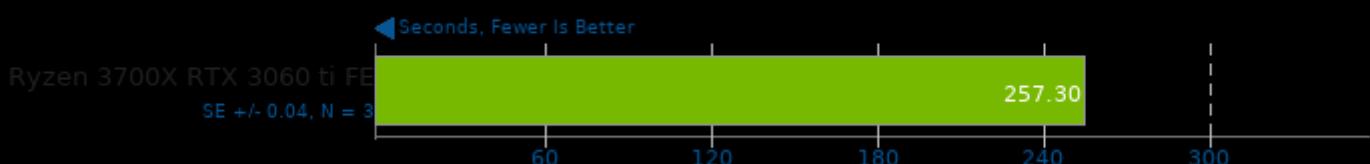
## Blender 2.90

Blend File: Barbershop - Compute: NVIDIA OptiX



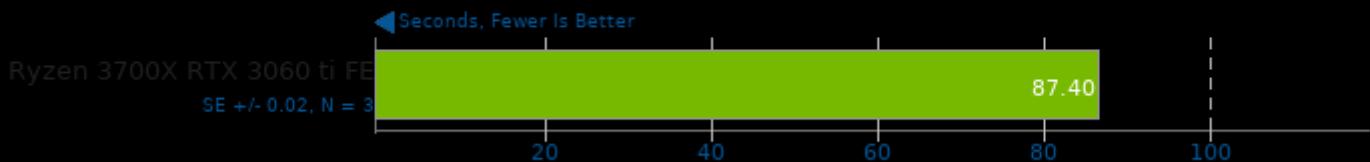
## Blender 2.90

Blend File: Pabellon Barcelona - Compute: CUDA



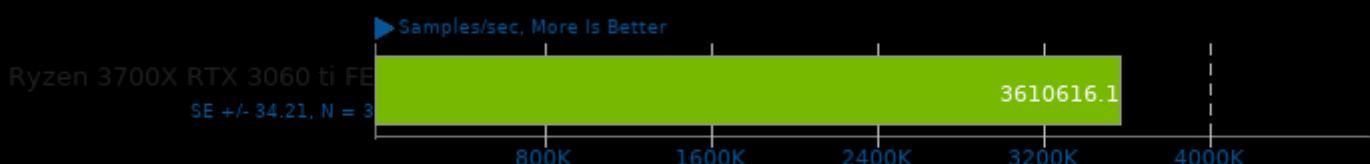
## Blender 2.90

Blend File: Pabellon Barcelona - Compute: NVIDIA OptiX



## MandelGPU 1.3pts1

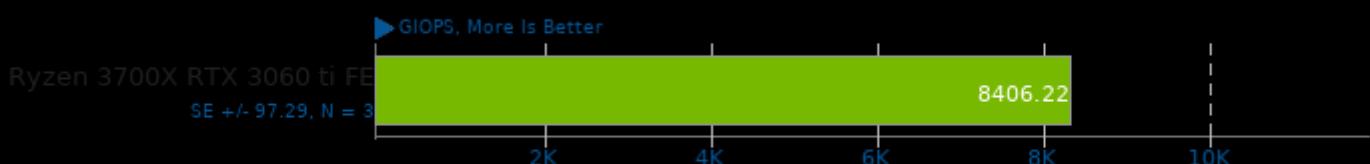
OpenCL Device: GPU



1. (CC) gcc options: -O3 -lm -ftracer -funroll-loops -lglut -lOpenCL -lGL

## clpeak

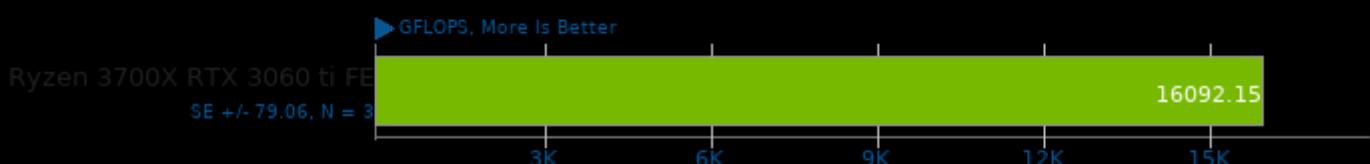
OpenCL Test: Integer Compute INT



1. (CXX) g++ options: -O3 -rdynamic -lOpenCL

## clpeak

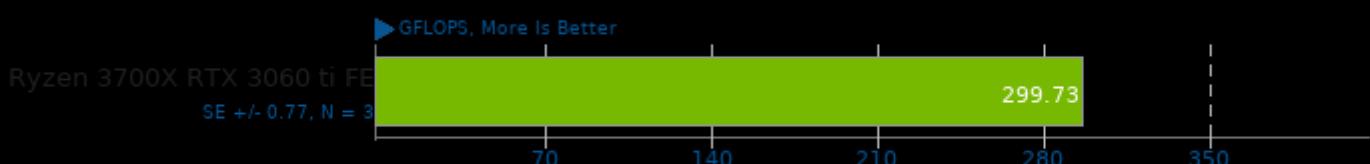
OpenCL Test: Single-Precision Float



1. (CXX) g++ options: -O3 -rdynamic -lOpenCL

## clpeak

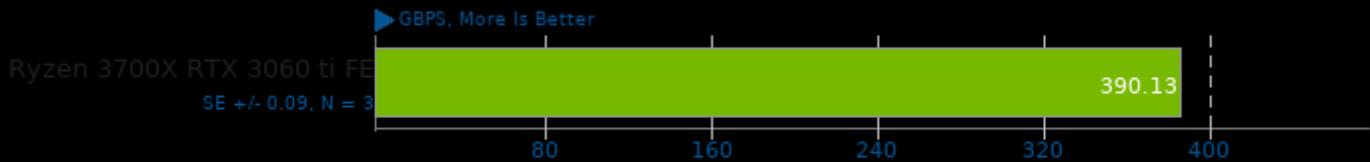
OpenCL Test: Double-Precision Double



1. (CXX) g++ options: -O3 -rdynamic -lOpenCL

**clpeak**

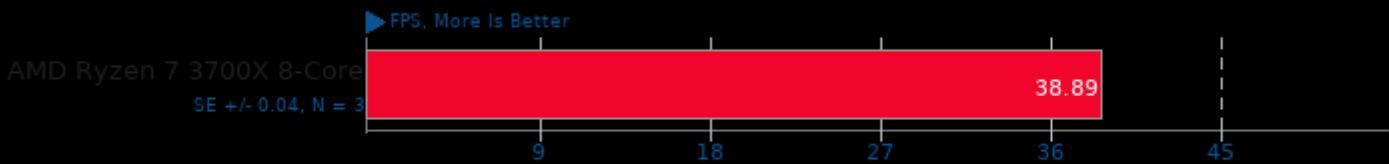
OpenCL Test: Global Memory Bandwidth



1. (CXX) g++ options: -O3 -rdynamic -lOpenCL

**libgav1 2019-10-05**

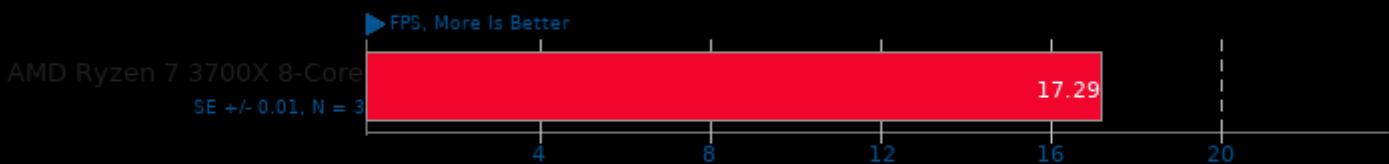
Video Input: Chimera 1080p



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

**libgav1 2019-10-05**

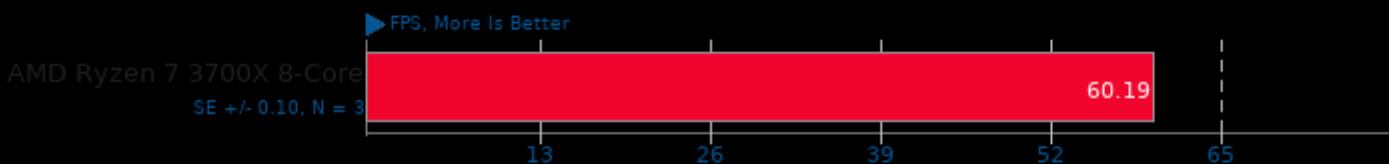
Video Input: Summer Nature 4K



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

**libgav1 2019-10-05**

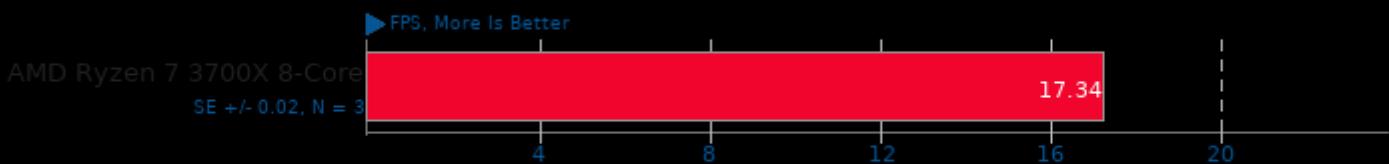
Video Input: Summer Nature 1080p



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

**libgav1 2019-10-05**

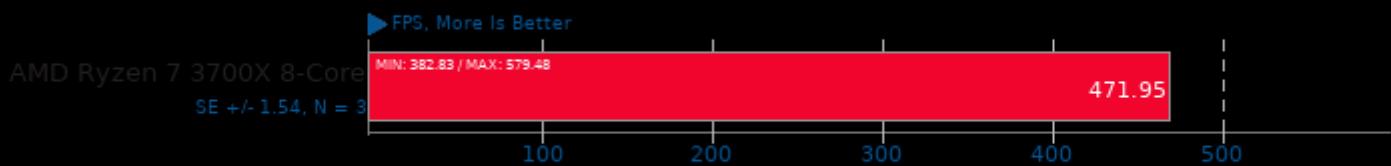
Video Input: Chimera 1080p 10-bit



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

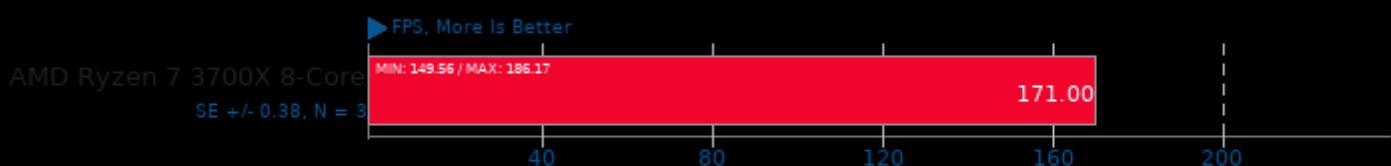
## dav1d 0.7.0

Video Input: Chimera 1080p



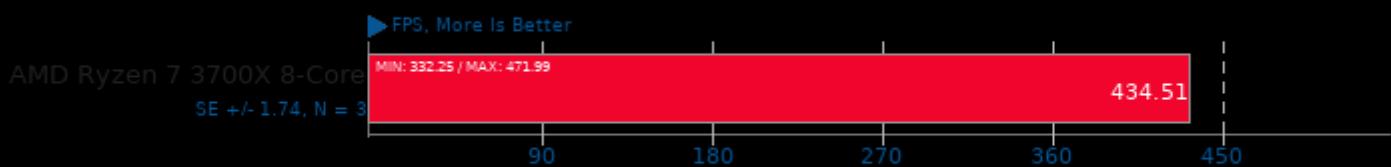
## dav1d 0.7.0

Video Input: Summer Nature 4K



## dav1d 0.7.0

Video Input: Summer Nature 1080p



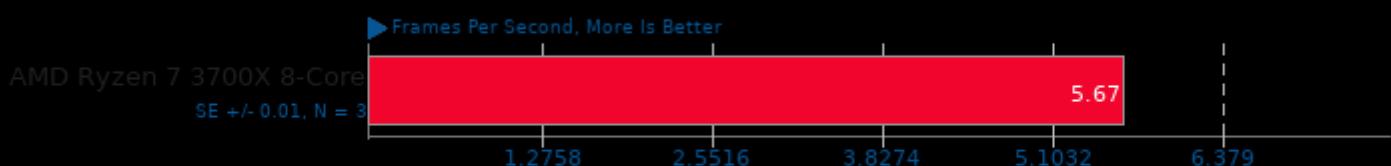
## dav1d 0.7.0

Video Input: Chimera 1080p 10-bit



## Kvazaar 2.0

Video Input: Bosphorus 4K - Video Preset: Slow



## Kvazaar 2.0

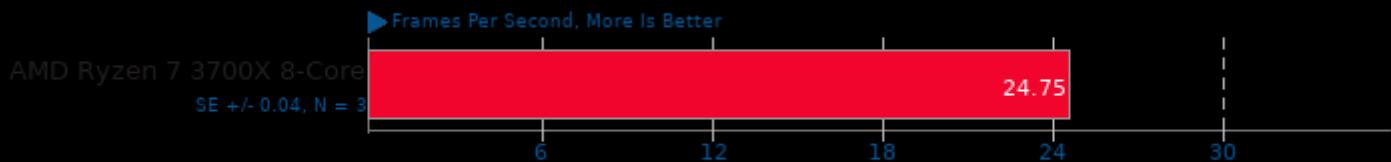
Video Input: Bosphorus 4K - Video Preset: Medium



1. (CC) gcc options: -pthread -fthread-vectorize -visibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

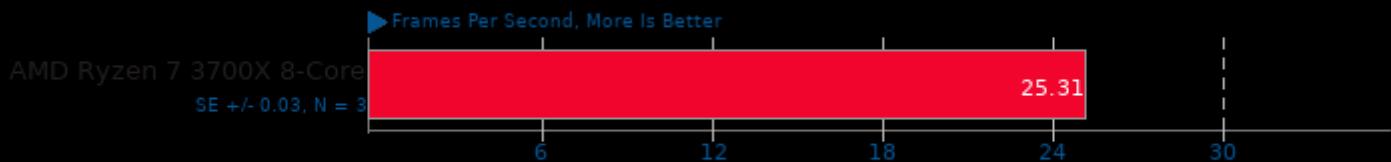
Video Input: Bosphorus 1080p - Video Preset: Slow



1. (CC) gcc options: -pthread -fthread-vectorize -visibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

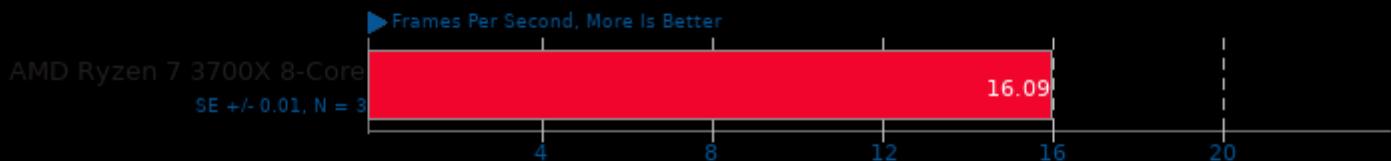
Video Input: Bosphorus 1080p - Video Preset: Medium



1. (CC) gcc options: -pthread -fthread-vectorize -visibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

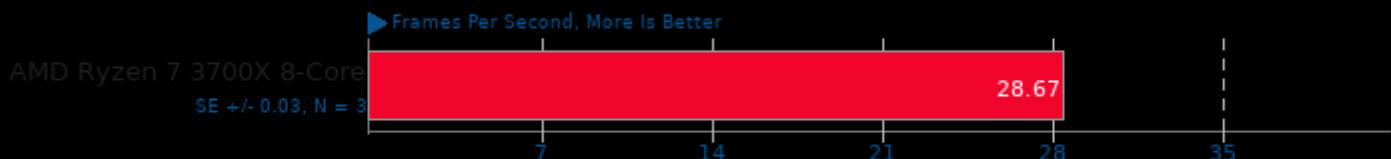
Video Input: Bosphorus 4K - Video Preset: Very Fast



1. (CC) gcc options: -pthread -fthread-vectorize -visibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

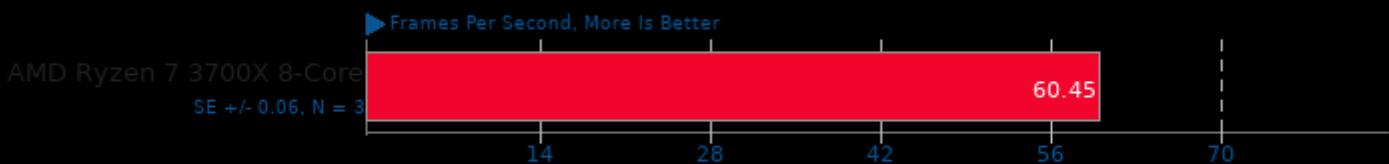
Video Input: Bosphorus 4K - Video Preset: Ultra Fast



1. (CC) gcc options: -pthread -fthread-vectorize -visibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

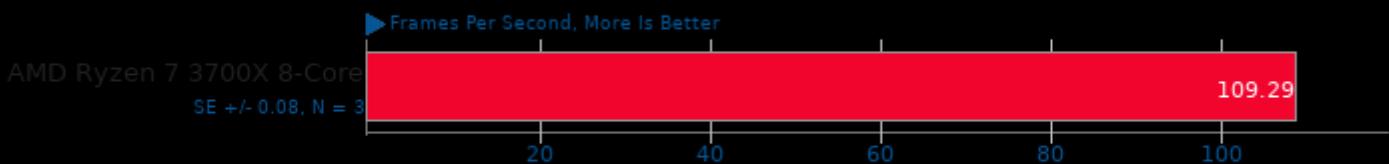
Video Input: Bosphorus 1080p - Video Preset: Very Fast



1. (CC) gcc options: -pthread -fthread-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt

## Kvazaar 2.0

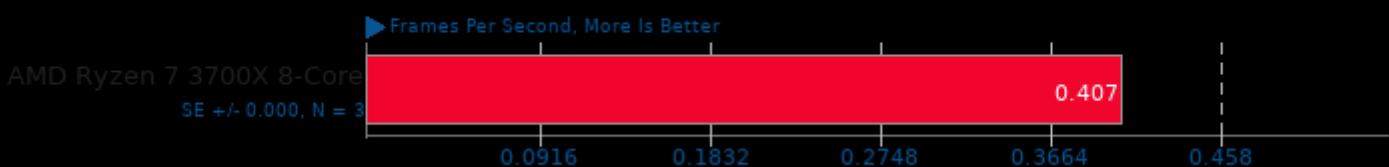
Video Input: Bosphorus 1080p - Video Preset: Ultra Fast



1. (CC) gcc options: -pthread -fthread-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt

## rav1e 0.4 Alpha

Speed: 1



## rav1e 0.4 Alpha

Speed: 5



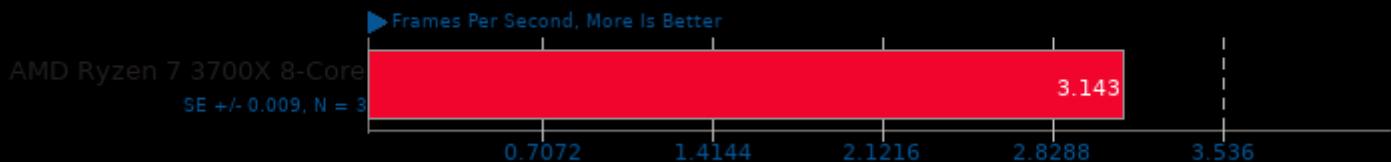
## rav1e 0.4 Alpha

Speed: 6



## rav1e 0.4 Alpha

Speed: 10



## SVT-AV1 0.8

Encoder Mode: Enc Mode 0 - Input: 1080p



1. (CXX) g++ options: -O3 -fcommon -fPIE -fPIC -pie

## SVT-AV1 0.8

Encoder Mode: Enc Mode 4 - Input: 1080p



1. (CXX) g++ options: -O3 -fcommon -fPIE -fPIC -pie

## SVT-AV1 0.8

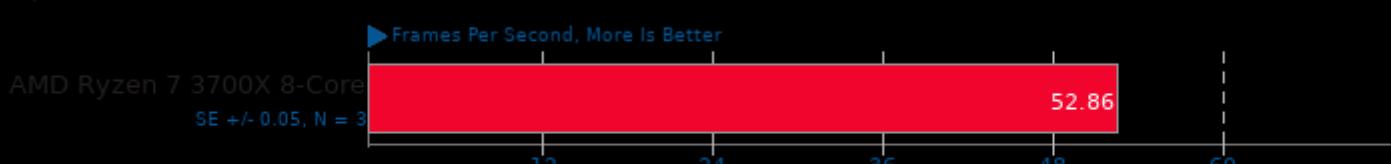
Encoder Mode: Enc Mode 8 - Input: 1080p



1. (CXX) g++ options: -O3 -fcommon -fPIE -fPIC -pie

## SVT-HEVC 1.4.1

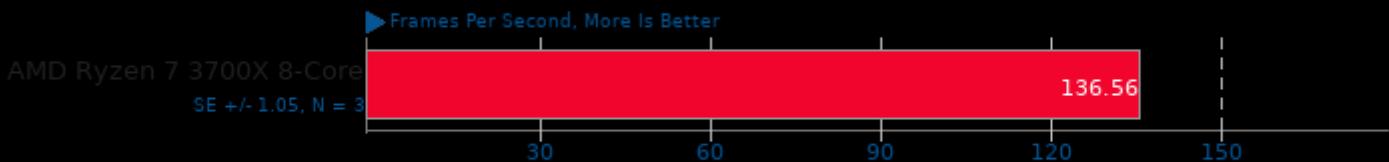
1080p 8-bit YUV To HEVC Video Encode



1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt

## SVT-VP9 0.1

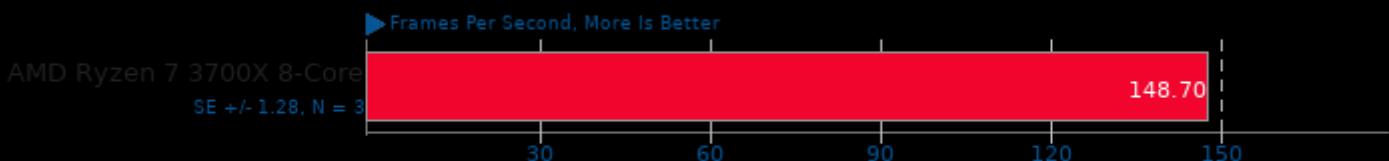
Tuning: VMAF Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

## SVT-VP9 0.1

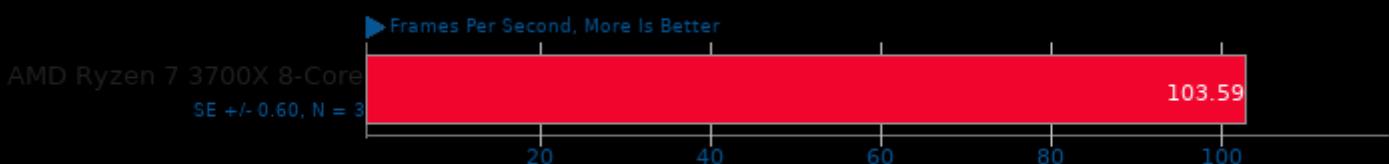
Tuning: PSNR/SSIM Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

## SVT-VP9 0.1

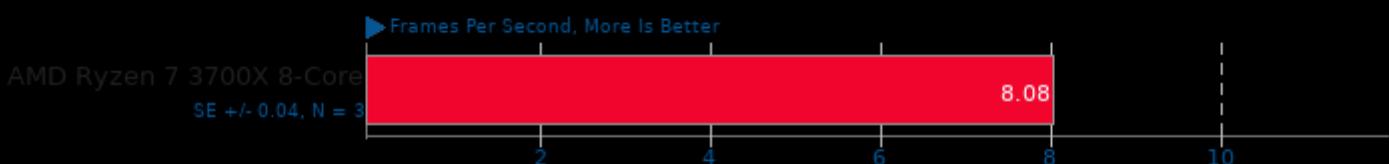
Tuning: Visual Quality Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

## VP9 libvpx Encoding 1.8.2

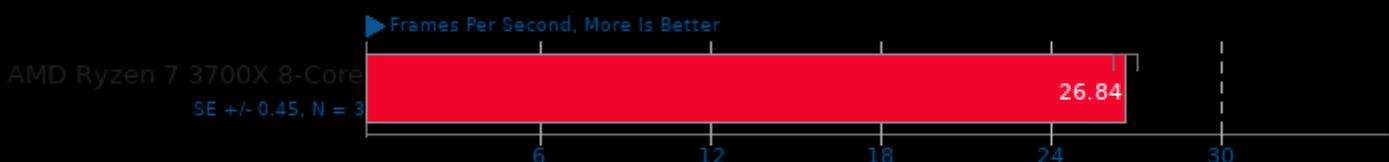
Speed: Speed 0



1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U\_FORTIFY\_SOURCE -std=c++11

## VP9 libvpx Encoding 1.8.2

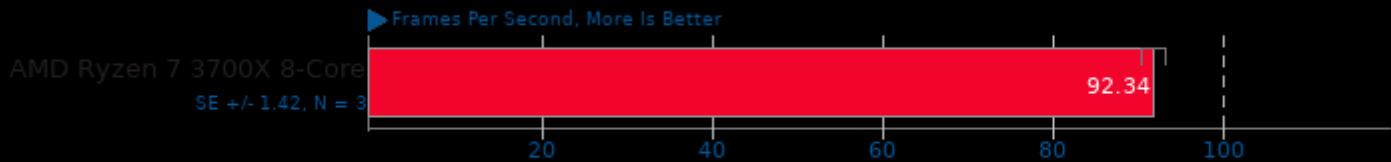
Speed: Speed 5



1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U\_FORTIFY\_SOURCE -std=c++11

## x264 2019-12-17

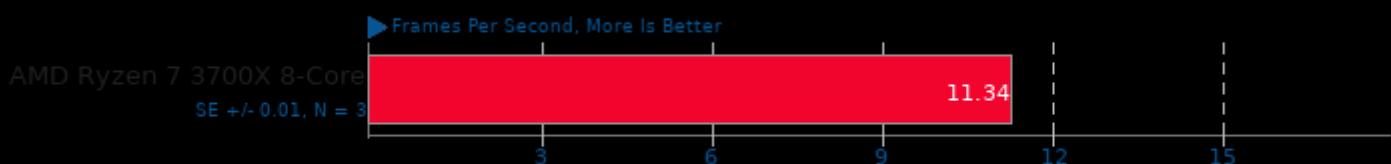
H.264 Video Encoding



1. (CC) gcc options: -ldl -lsmash -lavformat -lavcodec -lavutil -lwscale -m64 -lm -lpthread -O3 -ffast-math -std=gnu99 -fPIC -fomit-frame-pointer -fno-tree

## x265 3.4

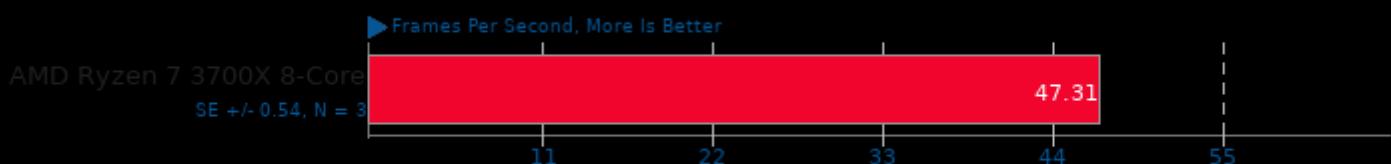
Video Input: Bosphorus 4K



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

## x265 3.4

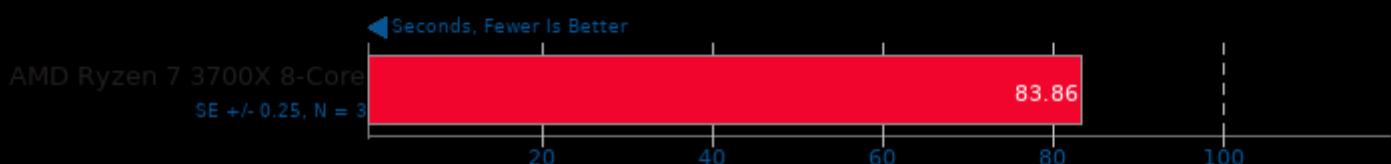
Video Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

## libavif avifenc 0.7.3

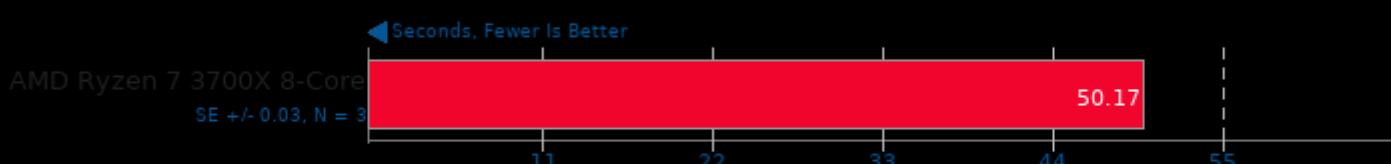
Encoder Speed: 0



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

## libavif avifenc 0.7.3

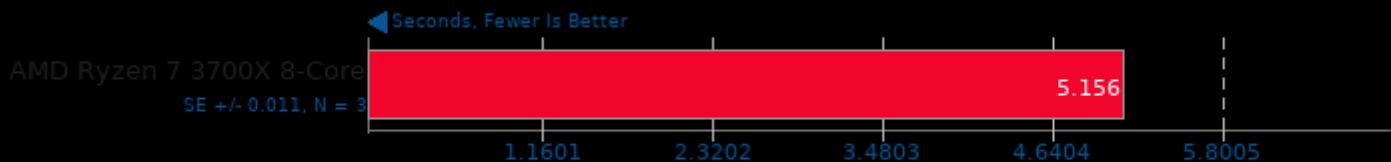
Encoder Speed: 2



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

**libavif avifenc 0.7.3**

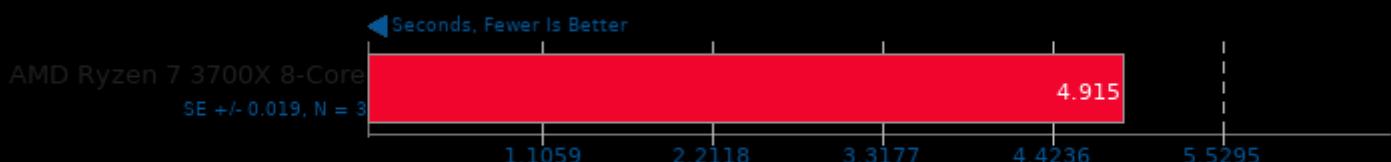
Encoder Speed: 8



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

**libavif avifenc 0.7.3**

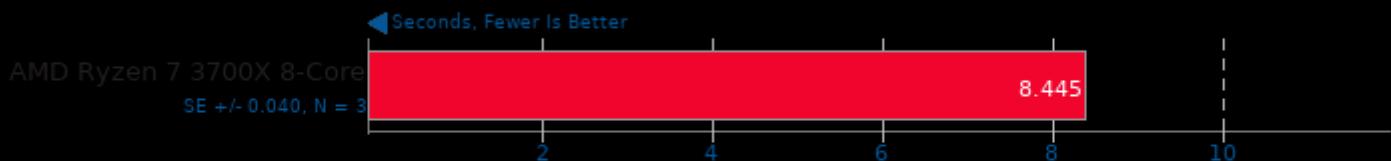
Encoder Speed: 10



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

**FFmpeg 4.0.2**

H.264 HD To NTSC DV



1. (CC) gcc options: -lavdevice -lavfilter -lavformat -lavcodec -lswresample -lswscale -lavutil -lXv -lX11 -lXext -lm -lxcb -lxcb-shm -lxcb-shape -lxcb-xfixes -l

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