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RTX2080

Intel Core i7-7700K testing with a ASUS MAXIMUS IX EXTREME (0906 BIOS) and eVGA NVIDIA GeForce RTX 2080 8GB on Arch rolling via the Phoronix Test Suite.

Test Systems:

Intel Core i7-7700K - eVGA NVIDIA GeForce RTX 2080

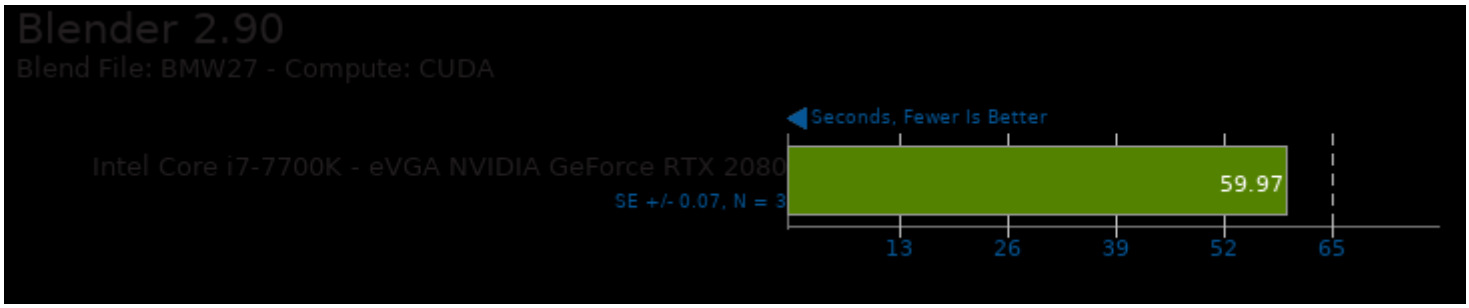
Processor: Intel Core i7-7700K @ 4.50GHz (4 Cores / 8 Threads), Motherboard: ASUS MAXIMUS IX EXTREME (0906 BIOS), Chipset: Intel Xeon E3-1200 v6/7th + Z270, Memory: 64GB, Disk: 1000GB Samsung SSD 970 EVO Plus 1TB + 2000GB Samsung SSD 970 EVO Plus 2TB + 100GB OCZ VERTEX LE + 100GB OCZ VERTEX-LE, Graphics: eVGA NVIDIA GeForce RTX 2080 8GB (435/810MHz), Audio: Intel 200 PCH HD Audio, Monitor: LG TV, Network: Intel I219-V + Qualcomm Atheros QCA6174 802.11ac

OS: Arch rolling, Kernel: 5.10.7-arch1-1 (x86_64), Desktop: KDE Plasma 5.20.5, Display Server: X Server 1.20.10, Display Driver: NVIDIA 460.32.03, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.109, Vulkan: 1.2.155, Compiler: GCC 10.2.0 + Clang 11.0.1 + CUDA 11.2, File-System: ext4, Screen Resolution: 1920x1080

RTX2080

Environment Notes: __GL_DOOM3=1
Processor Notes: Scaling Governor: intel_pstate performance - CPU Microcode: 0xde
OpenCL Notes: GPU Compute Cores: 2944
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: Mitigation of Clear buffers; SMT vulnerable

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Blender - BMW27 - CUDA (sec)	59.97
Standard Deviation	0.2%



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