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2021-01-16-1303

AMD Ryzen 7 2700X Eight-Core testing with a ASUS PRIME X470-PRO (4018 BIOS) and AMD Radeon RX 470/480/570/570X/580/580X/590 4GB on Ubuntu 20.04 via the Phoronix Test Suite.

Test Systems:

AMD Radeon RX 470 - AMD Ryzen 7 2700X Eight-Core

Processor: AMD Ryzen 7 2700X Eight-Core @ 4.10GHz (8 Cores / 16 Threads), Motherboard: ASUS PRIME X470-PRO (4018 BIOS), Chipset: AMD 17h, Memory: 32GB, Disk: 1000GB Samsung SSD 970 EVO 1TB, Graphics: AMD Radeon RX 470/480/570/570X/580/580X/590 4GB (1400/2000MHz), Audio: AMD Ellesmere HDMI Audio, Monitor: 2369 + U32R59x + AV Receiver, Network: Intel I211

OS: Ubuntu 20.04, Kernel: 5.6.17-050617-generic (x86_64), Desktop: GNOME Shell 3.36.4, Display Server: X Server 1.20.8, Display Driver: modesetting 1.20.8, OpenGL: 4.6 Mesa 20.3.2 (LLVM 11.0.0), OpenCL: OpenCL 2.0 AMD-APP (3212.0), Vulkan: 1.2.145, Compiler: GCC 9.3.0 + LLVM 10.0.0, File-System: ext4, Screen Resolution: 6840x2160

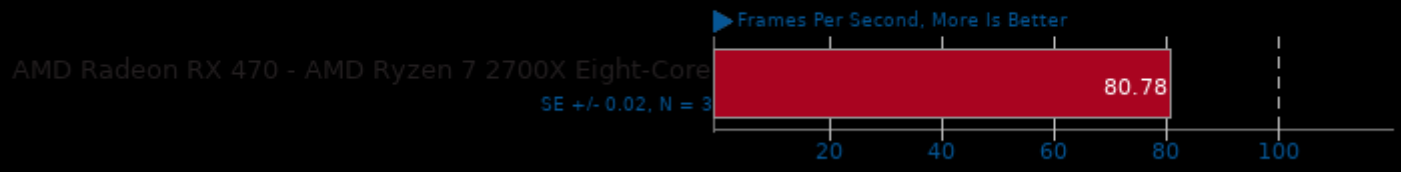
Kernel Notes: amdgpu.ppfeaturemask=0xffffffff
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie

--enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,gm2 --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-9-HskZEa/gcc-9-9.3.0/debian/tmp-nvptx/usr,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: acpi-cpufreq performance (Boost: Disabled) - CPU Microcode: 0x8008206
Graphics Oc Notes: AMD OverDrive GPU Overclock: 12%
Python Notes: Python 3.7.4
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: disabled RSB filling + tsx_async_abort: Not affected

	AMD Radeon RX 470 - AMD Ryzen 7 2700X Eight-Core
Unigine Heaven - 1920 x 1080 - Windowed - OpenGL (FPS)	80.7753
Standard Deviation	0%
Unigine Heaven - 3840 x 2160 - Windowed - OpenGL (FPS)	17.9247
Standard Deviation	0%
x265 - Bosphorus 4K (FPS)	8.47
Standard Deviation	1.5%
x265 - Bosphorus 1080p (FPS)	41.94
Standard Deviation	0.6%
Timed Godot Game Engine Compilation - Time To Compile (sec)	176.880
Standard Deviation	0.2%
Parallel BZIP2 Compression - 2.F.C (sec)	4.329
Standard Deviation	0.8%
Gzip Compression - L.S.T.A.T.t.g (sec)	36.163
Standard Deviation	0.4%

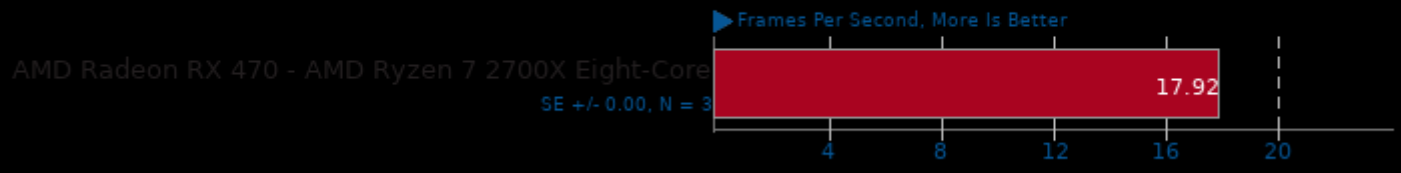
Unigine Heaven 4.0

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



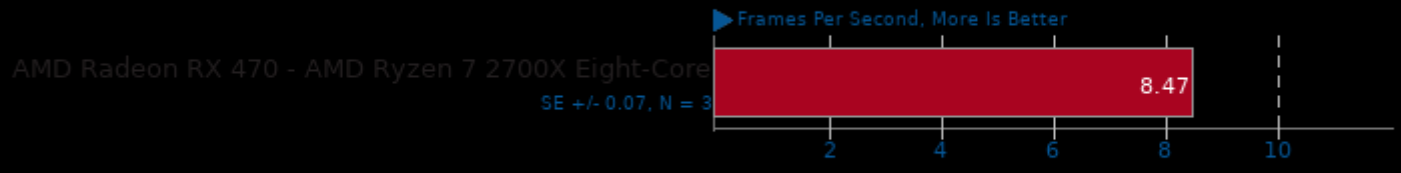
Unigine Heaven 4.0

Resolution: 3840 x 2160 - Mode: Windowed - Renderer: OpenGL



x265 3.4

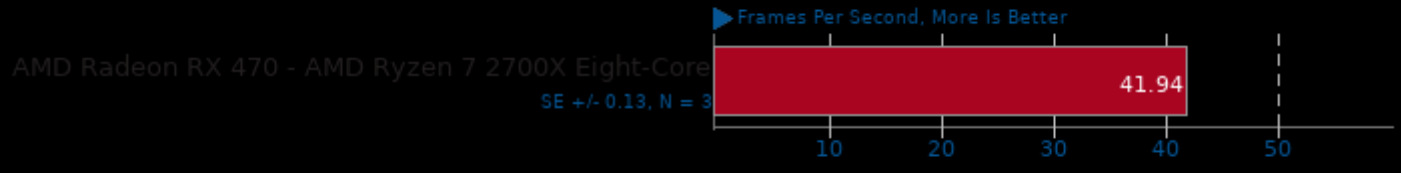
Video Input: Bosphorus 4K



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

x265 3.4

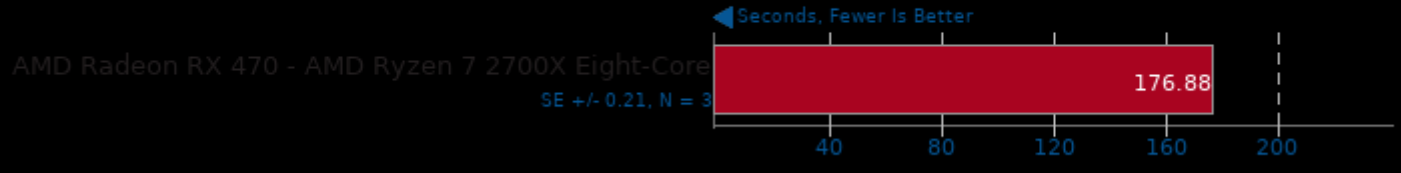
Video Input: Bosphorus 1080p

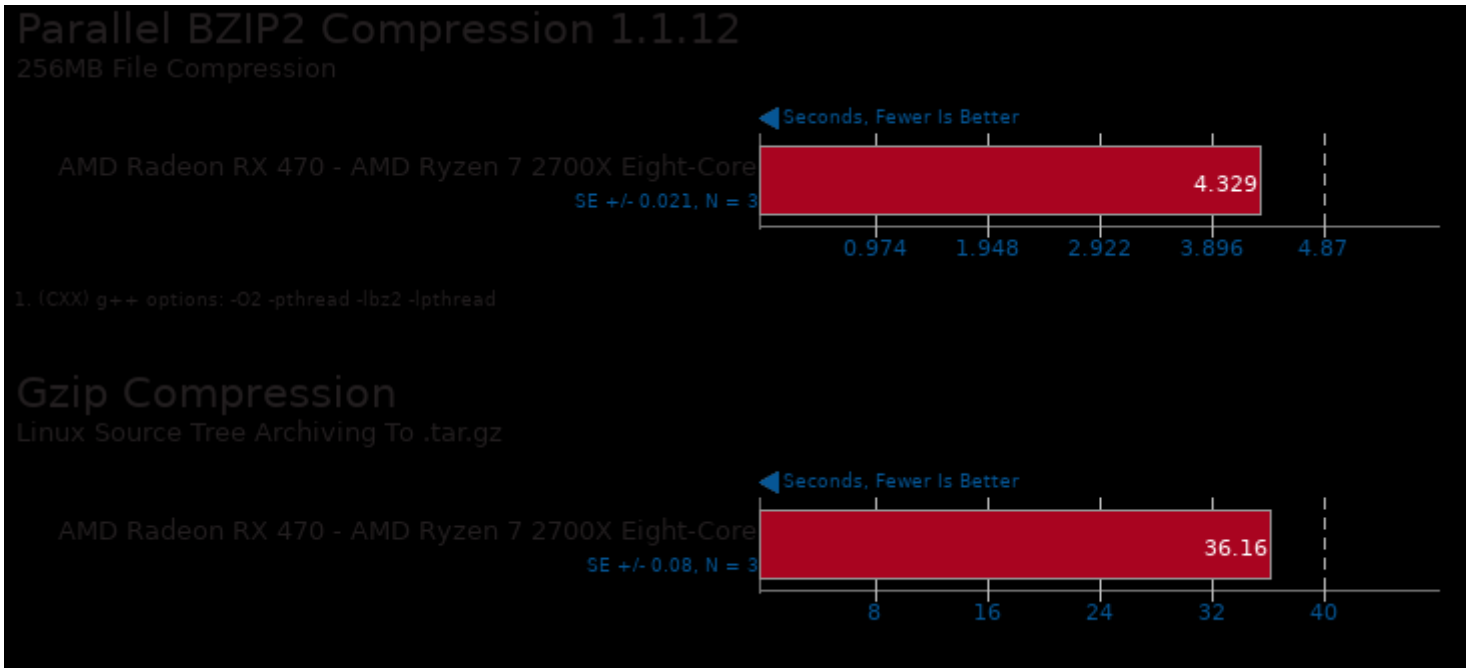


1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

Timed Godot Game Engine Compilation 3.2.3

Time To Compile





This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 05:54.