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3300X Ne

AMD Ryzen 3 3300X 4-Core testing with a MSI B350M GAMING PRO (MS-7A39) v1.0 (2.NR BIOS) and AMD FirePro V3800 512MB on Ubuntu 20.04 via the Phoronix Test Suite.

Automated Executive Summary

1 had the most wins, coming in first place for 36% of the tests.

Based on the geometric mean of all complete results, the fastest (1) was 1.004x the speed of the slowest (4). 2 was 0.999x the speed of 1, 3 was 1x the speed of 2, 4 was 0.998x the speed of 3.

The results with the greatest spread from best to worst included:

Kripke at 1.048x
LAMMPS Molecular Dynamics Simulator (Model: Rhodopsin Protein) at 1.039x
ONNX Runtime (Model: fcn-resnet101-11 - Device: OpenMP CPU) at 1.023x
CloverLeaf (Lagrangian-Eulerian Hydrodynamics) at 1.022x
rav1e (Speed: 5) at 1.018x
OpenFOAM (Input: Motorbike 60M) at 1.015x
Mobile Neural Network (Model: inception-v3) at 1.014x
dav1d (Video Input: Summer Nature 1080p) at 1.013x
Mobile Neural Network (Model: SqueezeNetV1.0) at 1.01x

LULESH at 1.01x.

Test Systems:

1

2

3

4

Processor: AMD Ryzen 3 3300X 4-Core @ 3.80GHz (4 Cores / 8 Threads), Motherboard: MSI B350M GAMING PRO (MS-7A39) v1.0 (2.NR BIOS), Chipset: AMD Starship/Matisse, Memory: 8GB, Disk: 256GB INTEL SSDPEKKW256G7, Graphics: AMD FirePro V3800 512MB, Audio: AMD Redwood HDMI Audio, Monitor: VA2431, Network: Realtek RTL8111/8168/8411

OS: Ubuntu 20.04, Kernel: 5.9.0-rc5-14sep-patch (x86_64) 20200914, Desktop: GNOME Shell 3.36.4, Display Server: X Server 1.20.8, Display Driver: modesetting 1.20.8, OpenGL: 3.3 Mesa 20.0.8 (LLVM 10.0.0), Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 1920x1080

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 ondemand (Boost: Enabled) - CPU Microcode: 0x8701021
Python Notes: Python 3.8.5
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: conditional RSB filling + srbds: Not affected + tsx_async_abort: Not affected

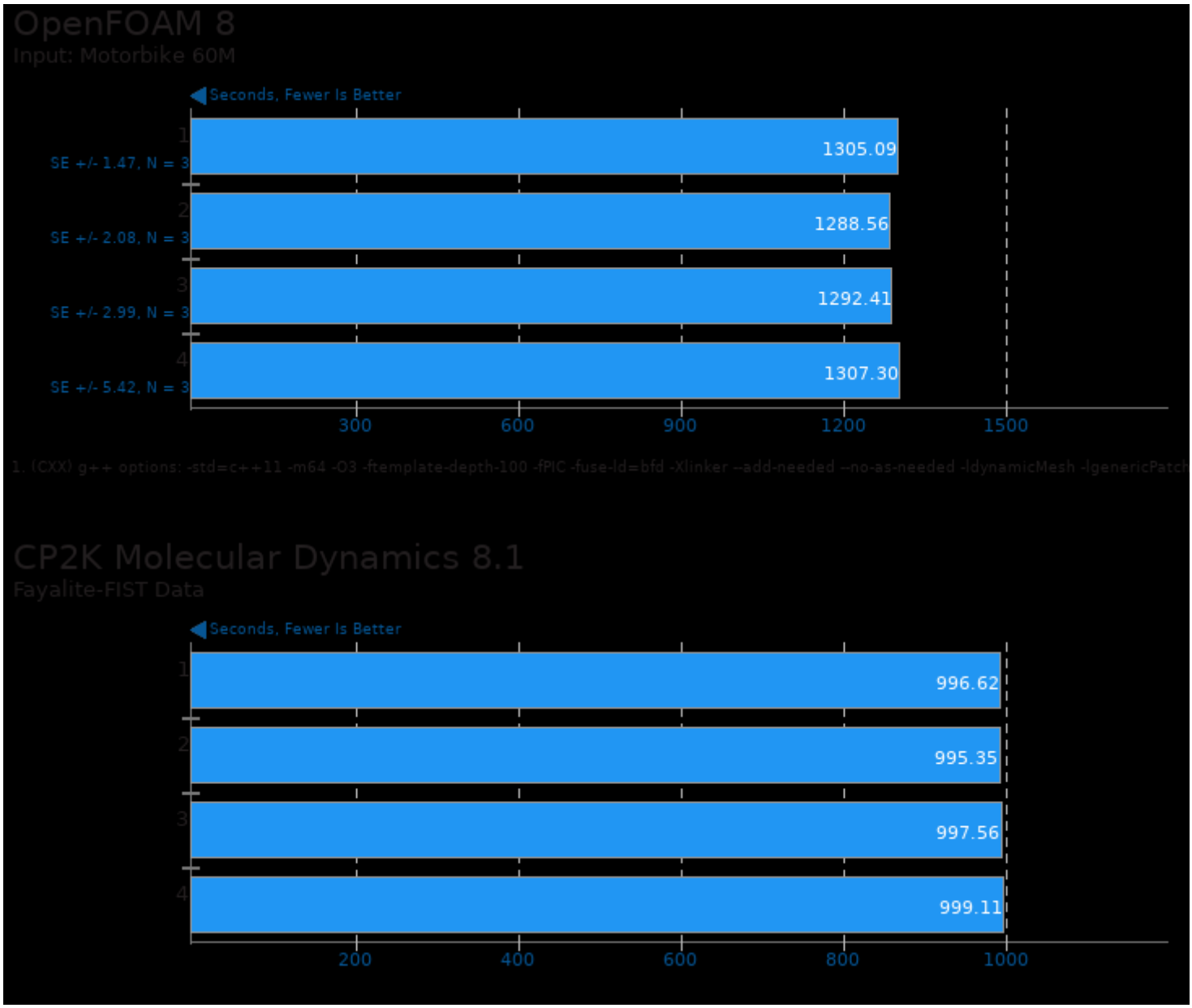
	1	2	3	4
OpenFOAM - Motorbike 60M (sec)	1305	**1289**	1292	**1307**
Normalized	98.73%	100%	99.7%	98.57%
Standard Deviation	0.2%	0.3%	0.4%	0.7%
CP2K Molecular Dynamics - Fayalite-FIST Data (sec)	996.622	**995.345**	997.563	**999.11**
Normalized	99.87%	100%	99.78%	99.62%
OpenFOAM - Motorbike 30M (sec)	**300.64**	**299.29**	299.55	299.71
Normalized	99.55%	100%	99.91%	99.86%
Standard Deviation	0.2%	0.2%	0.1%	0.1%
Timed Godot Game Engine Compilation - Time To Compile (sec)	**239.182**	237.700	**237.379**	237.643
Normalized	99.25%	99.86%	100%	99.89%
Standard Deviation	1.3%	0.2%	0.3%	0.3%

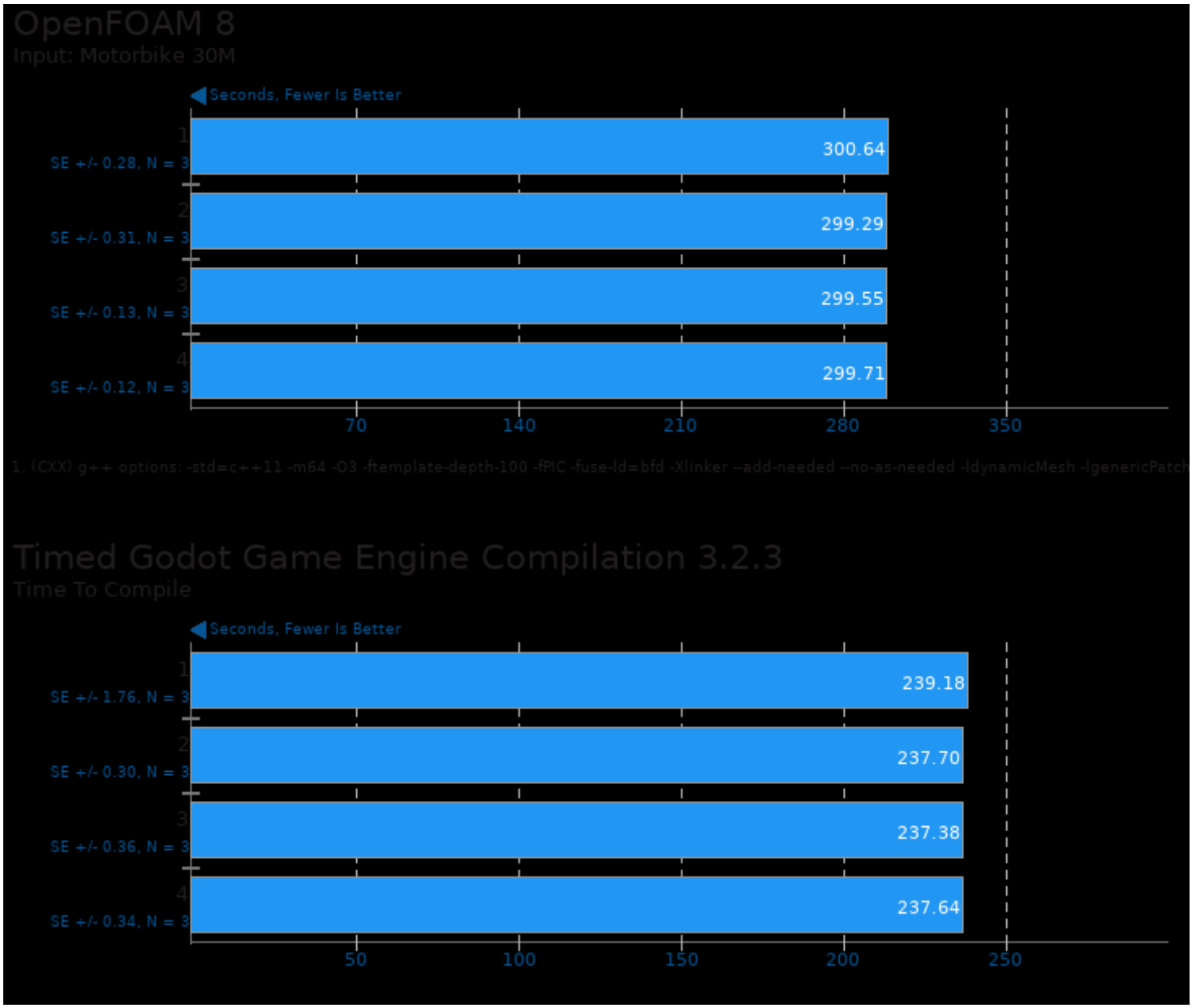
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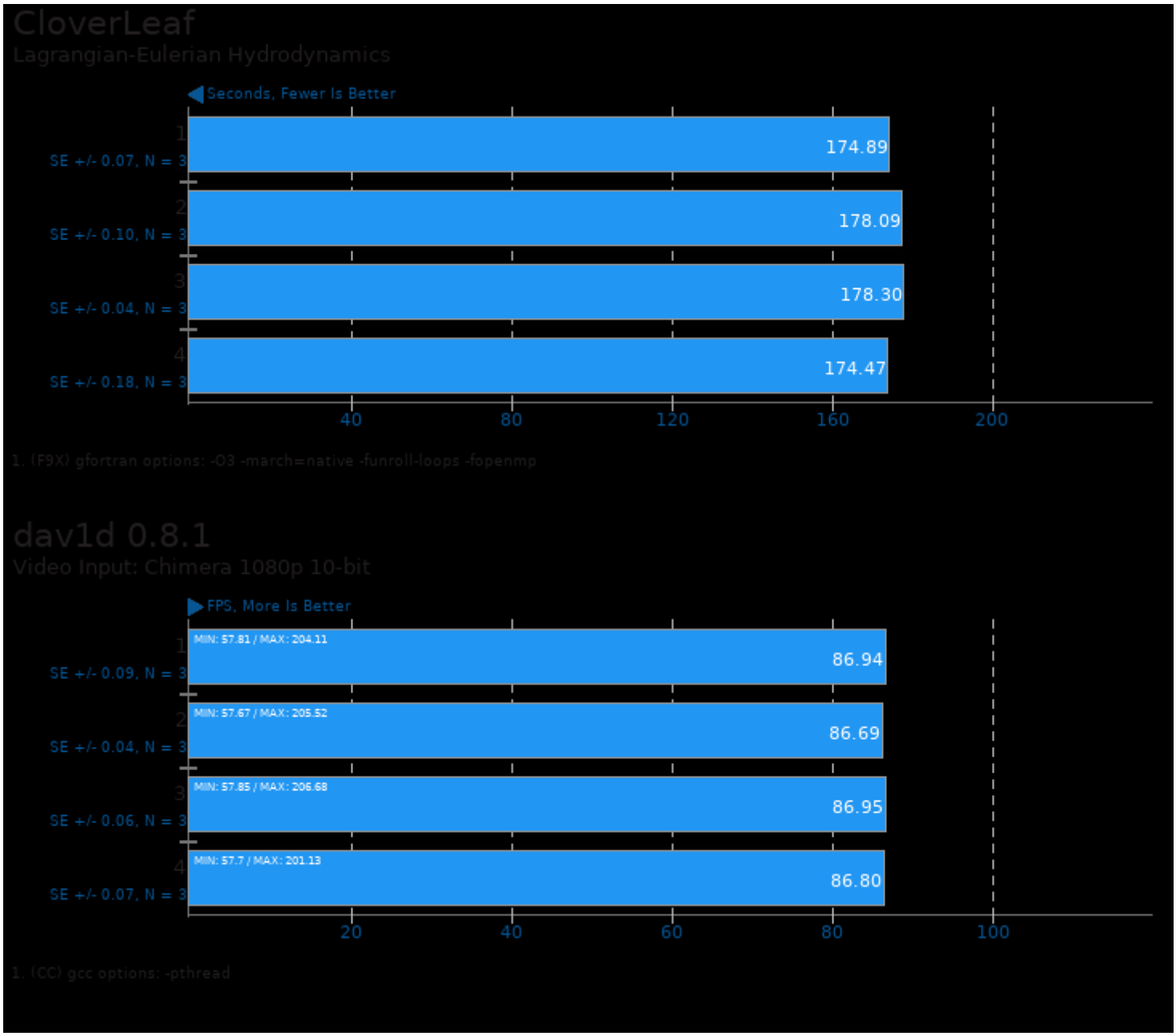
CloverLeaf - L.E.H (sec)	174.89	178.09	**178.30**	**174.47**
Normalized	99.76%	97.97%	97.85%	100%
Standard Deviation	0.1%	0.1%	0%	0.2%
dav1d - C.1.1.b (FPS)	86.94	**86.69**	**86.95**	86.80
Normalized	99.99%	99.7%	100%	99.83%
Standard Deviation	0.2%	0.1%	0.1%	0.1%
ONNX Runtime - fcn-resnet101-11 - OpenMP CPU (Inferences/min)	**44**	**44**	**44**	**43**
Normalized	100%	100%	100%	97.73%
Standard Deviation	0%	0%	0%	0.7%
ONNX Runtime - bertsquad-10 - OpenMP CPU (Inferences/min)	**457**	**456**	**456**	**456**
Normalized	100%	99.78%	99.78%	99.78%
Standard Deviation	0.4%	0.3%	0.4%	0.1%
ONNX Runtime - yolov4 - OpenMP CPU (Inferences/min)	**277**	**276**	**277**	**276**
Normalized	100%	99.64%	100%	99.64%
Standard Deviation	0.3%	0.4%	0.4%	0.3%
ONNX Runtime - shufflenet-v2-10 - OpenMP CPU (Inferences/min)	**16973**	**16949**	16953	16955
Normalized	100%	99.86%	99.88%	99.89%
Standard Deviation	0.6%	0.4%	0.5%	0.5%
ONNX Runtime - super-resolution-10 - OpenMP CPU (Inferences/min)	3309	**3307**	**3328**	3321
Normalized	99.43%	99.37%	100%	99.79%
Standard Deviation	0.4%	0.2%	0.6%	0.9%
Mobile Neural Network - inception-v3 (ms)	**33.273**	**33.731**	33.306	33.275
Normalized	100%	98.64%	99.9%	99.99%
Standard Deviation	0.2%	1.7%	0.3%	0.2%
Mobile Neural Network - mobilenet-v1-1.0 (ms)	**3.484**	**3.452**	3.474	3.483
Normalized	99.08%	100%	99.37%	99.11%
Standard Deviation	1.1%	0.3%	1.1%	1.2%
Mobile Neural Network - MobileNetV2_224 (ms)	**2.810**	2.822	2.818	**2.828**
Normalized	100%	99.57%	99.72%	99.36%
Standard Deviation	0.7%	0.5%	0.1%	0.2%
Mobile Neural Network - resnet-v2-50 (ms)	**24.594**	**24.703**	24.670	24.643
Normalized	100%	99.56%	99.69%	99.8%
Standard Deviation	0%	0.3%	0.5%	0.5%
Mobile Neural Network - SqueezeNetV1.0 (ms)	4.634	**4.680**	**4.633**	4.659
Normalized	99.98%	99%	100%	99.44%
Standard Deviation	0.9%	0.7%	0.7%	0.7%
Kripke (Throughput FoM)	**60249083**	59623597	58866747	**57513777**
Normalized	100%	98.96%	97.71%	95.46%
Standard Deviation	0.2%	0.9%	0.4%	1.1%
rav1e - 5 (FPS)	1.215	**1.228**	1.218	**1.206**
Normalized	98.94%	100%	99.19%	98.21%
Standard Deviation	1.1%	0.4%	0.5%	0.3%
rav1e - 1 (FPS)	0.423	**0.421**	0.423	**0.424**
Normalized	99.76%	99.29%	99.76%	100%

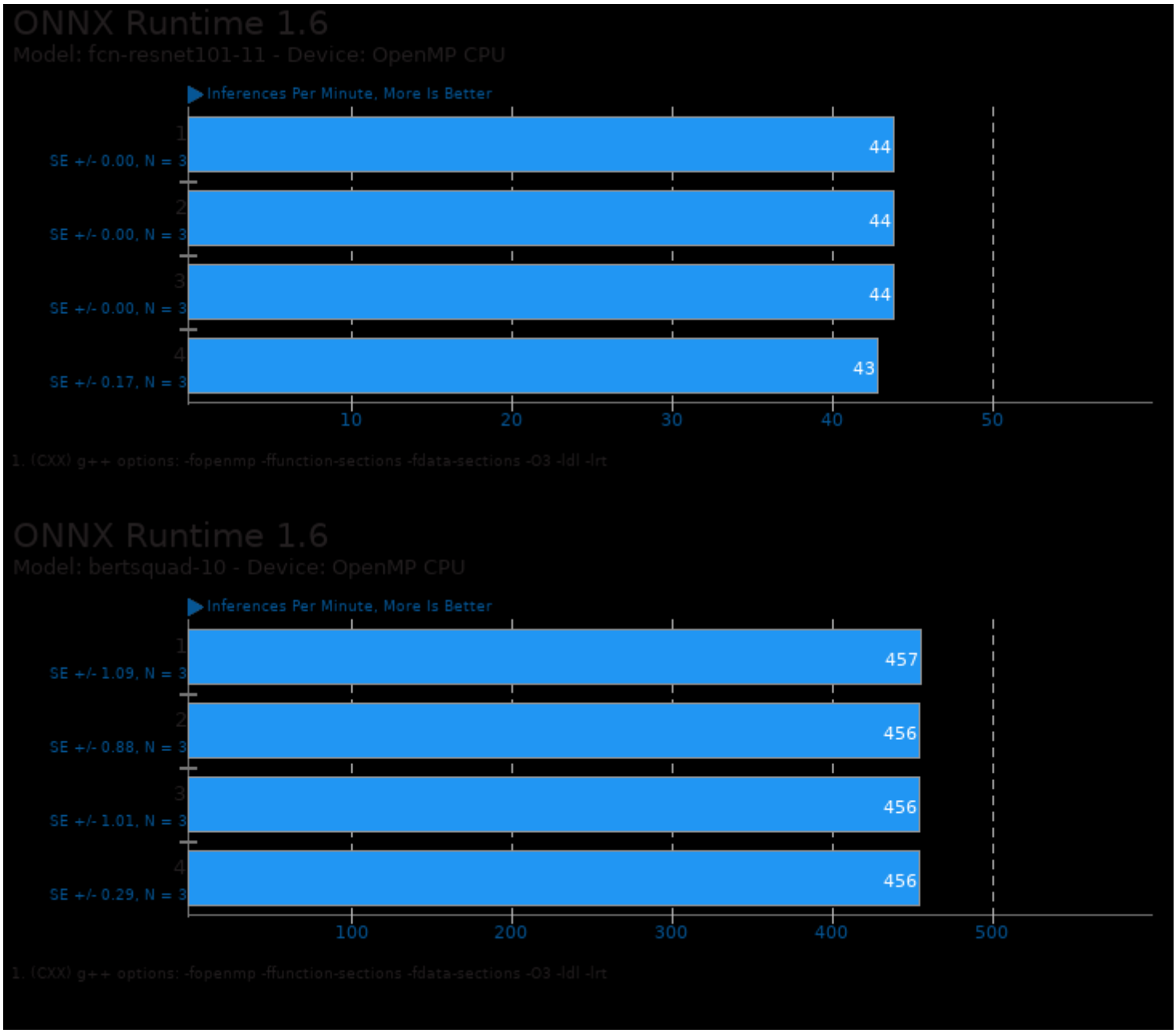
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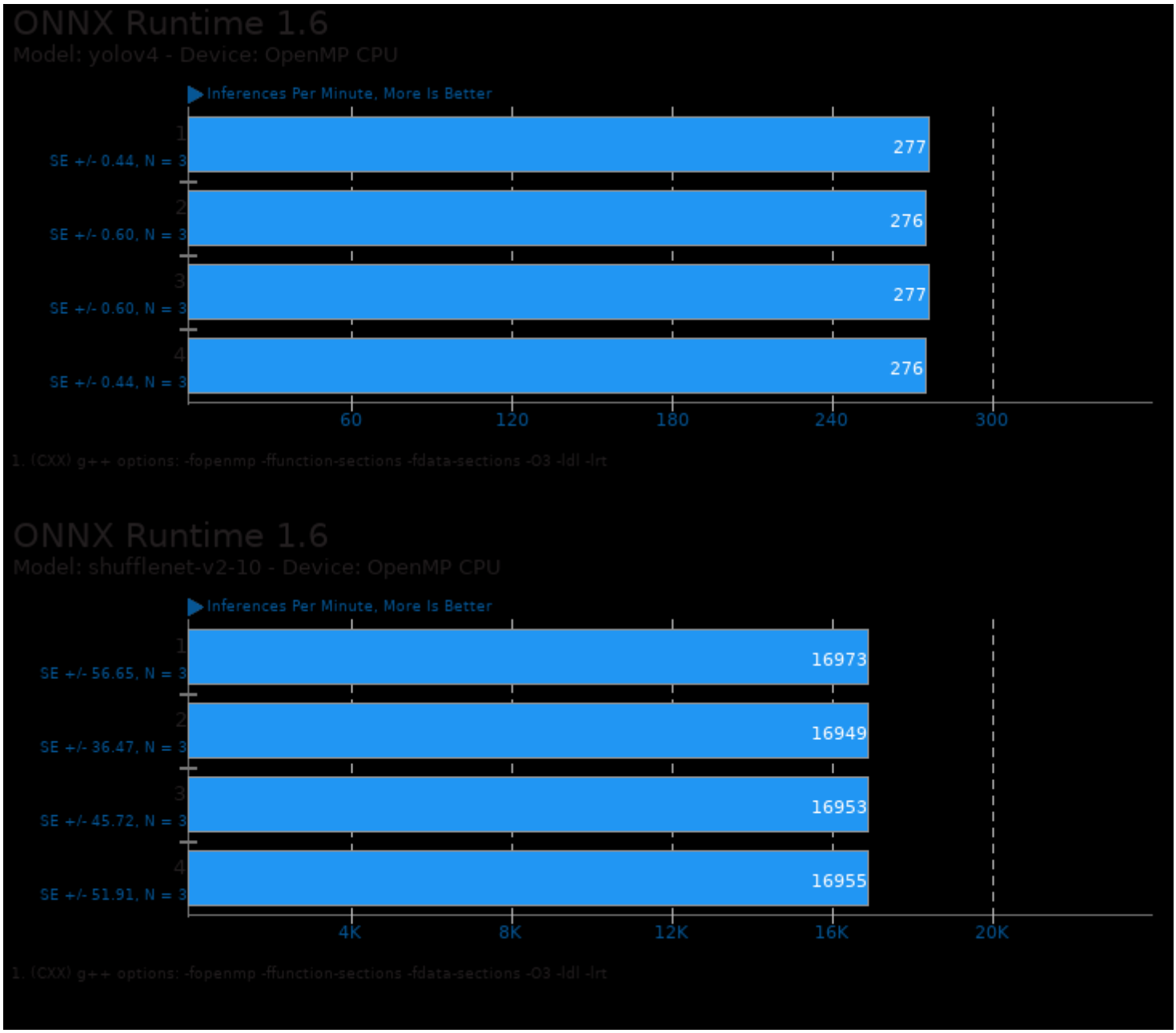
Standard Deviation	1.1%	1.7%	0.5%	1.7%
rav1e - 6 (FPS)	1.605	**1.610**	1.608	**1.596**
Normalized	99.69%	100%	99.88%	99.13%
Standard Deviation	1.1%	0.3%	1.1%	1.2%
dav1d - Summer Nature 4K (FPS)	**114.04**	113.60	113.76	**113.06**
Normalized	100%	99.61%	99.75%	99.14%
Standard Deviation	0.4%	0.4%	0.4%	0.4%
dav1d - Chimera 1080p (FPS)	**390.15**	388.22	389.46	**387.67**
Normalized	100%	99.51%	99.82%	99.36%
Standard Deviation	0.6%	0.6%	0.3%	0.5%
Google SynthMark - VoiceMark_100 (Voices)	671.281	**673.690**	**669.983**	671.256
Normalized	99.64%	100%	99.45%	99.64%
Standard Deviation	0.2%	0.2%	0.3%	0.3%
rav1e - 10 (FPS)	3.547	**3.571**	3.556	**3.545**
Normalized	99.33%	100%	99.58%	99.27%
Standard Deviation	1.2%	1.2%	1.9%	0.7%
LAMMPS Molecular Dynamics Simulator - Rhodopsin Protein	3.128	3.077	**3.032**	**3.150**
Normalized	99.3%	97.68%	96.25%	100%
Standard Deviation	3.8%	2.1%	2.5%	4%
TNN - CPU - MobileNet v2 (ms)	262.479	**262.639**	**261.316**	261.881
Normalized	99.56%	99.5%	100%	99.78%
Standard Deviation	0.2%	1.2%	0.3%	0.2%
TNN - CPU - SqueezeNet v1.1 (ms)	244.683	**244.489**	244.606	**245.857**
Normalized	99.92%	100%	99.95%	99.44%
Standard Deviation	0.6%	0.8%	0.3%	0.6%
Algebraic Multi-Grid Benchmark (Figure Of Merit)	**232054367**	233224533	233369867	**234006167**
Normalized	99.17%	99.67%	99.73%	100%
Standard Deviation	0.7%	0.6%	0.3%	0.4%
dav1d - S.N.1 (FPS)	377.05	**380.19**	377.96	**375.22**
Normalized	99.17%	100%	99.41%	98.69%
Standard Deviation	0.9%	0.6%	1.2%	0.7%
LULESH (z/s)	**1588**	1578	1574	**1572**
Normalized	100%	99.35%	99.13%	99%
Standard Deviation	0.2%	0.1%	0%	0.1%

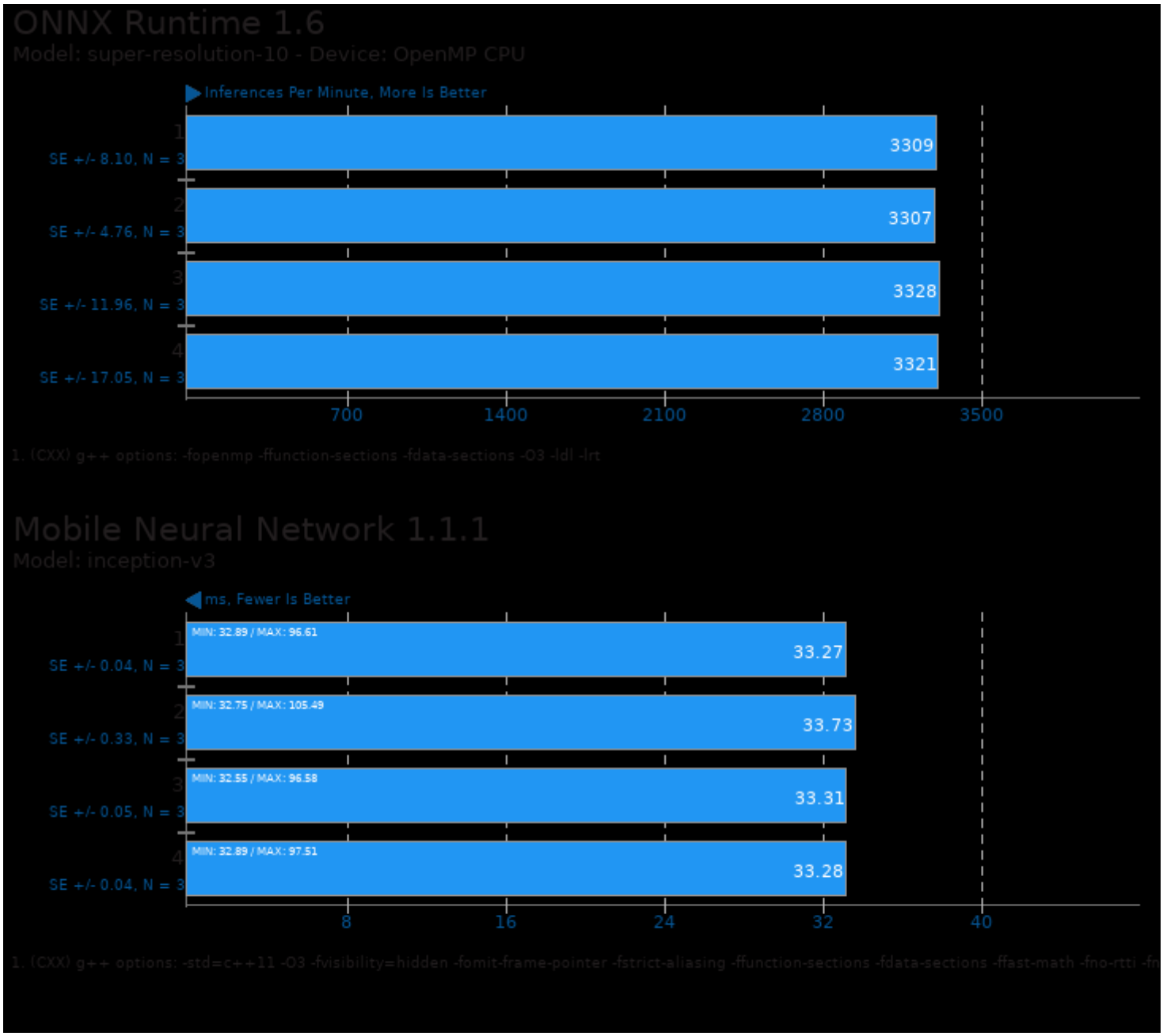

OpenFOAM 8
Input: Motorbike 60M
Seconds, Fewer Is Better
1
SE +/- 1.47, N = 3
1305.09
2
SE +/- 2.08, N = 3
1288.56
3
SE +/- 2.99, N = 3
1292.41
4
SE +/- 5.42, N = 3
1307.30
300
600
900
1200
1500
1. (CXX) g++ options: -std=c++11 -m64 -O3 -ftemplate-depth-100 -fPIC -fuse-ld=bfd -Xlinker --add-needed --no-as-needed -ldynamicMesh -lgenericPatch
CP2K Molecular Dynamics 8.1
Fayalite-FIST Data
Seconds, Fewer Is Better
1
996.62
2
995.35
3
997.56
4
999.11
200
400
600
800
1000

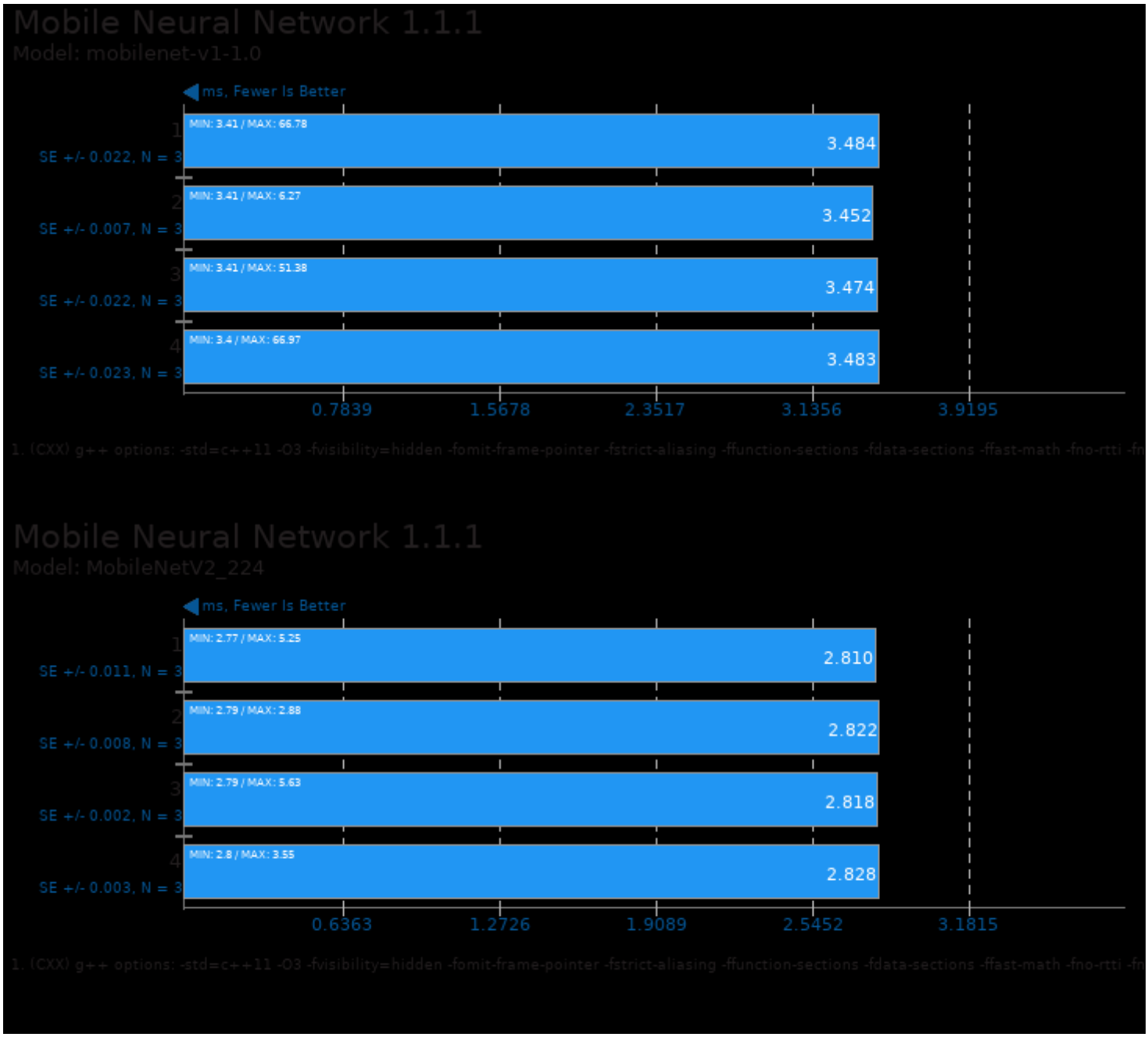

OpenFOAM 8
Input: Motorbike 30M
Seconds, Fewer Is Better
1
SE +/- 0.28, N = 3
300.64
2
SE +/- 0.31, N = 3
299.29
3
SE +/- 0.13, N = 3
299.55
4
SE +/- 0.12, N = 3
299.71
70
140
210
280
350
1. (CXX) g++ options: -std=c++11 -m64 -O3 -ftemplate-depth-100 -fPIC -fuse-ld=bfd -Xlinker --add-needed --no-as-needed -ldynamicMesh -lgenericPatch
Timed Godot Game Engine Compilation 3.2.3
Time To Compile
Seconds, Fewer Is Better
1
SE +/- 1.76, N = 3
239.18
2
SE +/- 0.30, N = 3
237.70
3
SE +/- 0.36, N = 3
237.38
4
SE +/- 0.34, N = 3
237.64
50
100
150
200
250

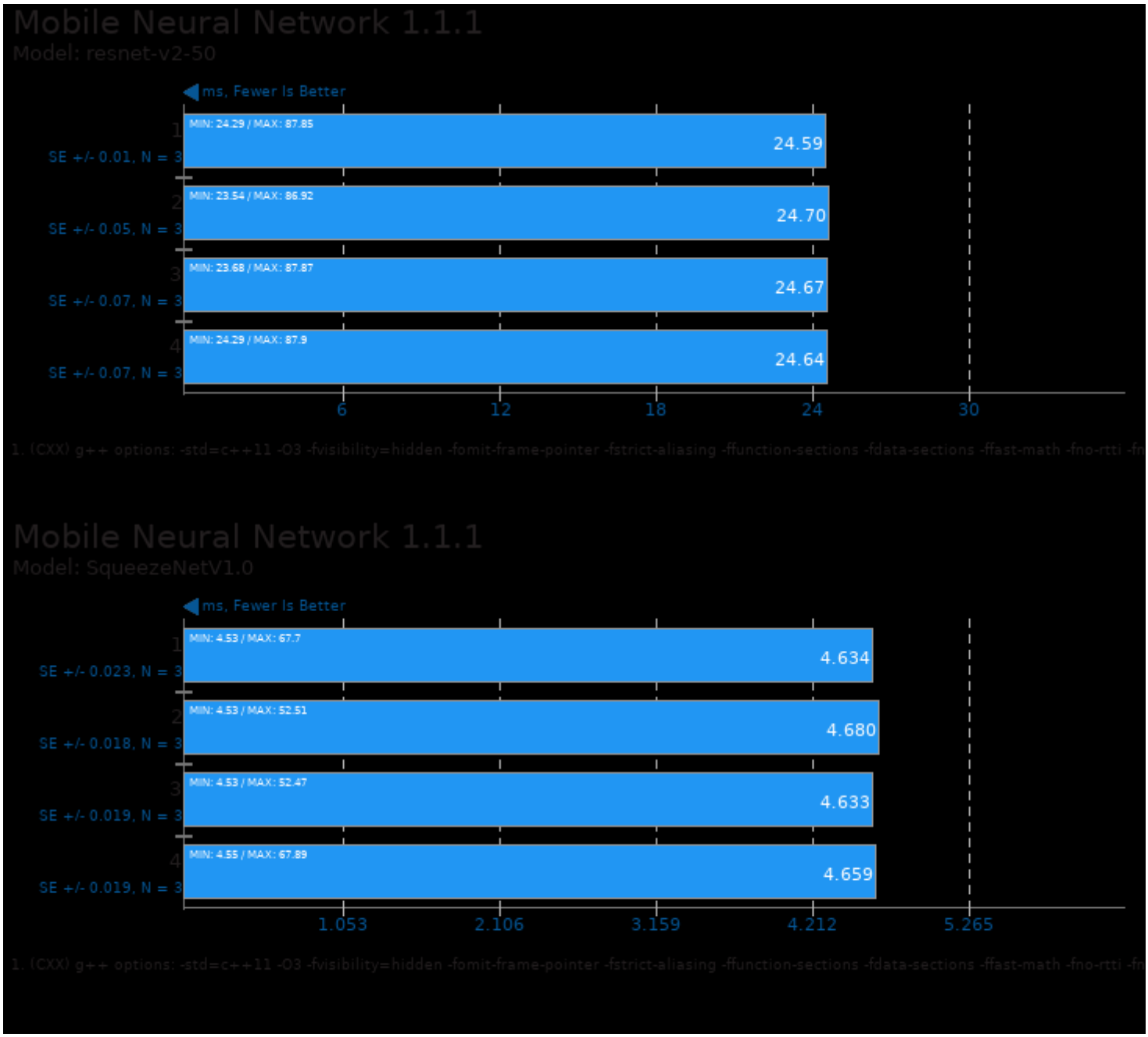

CloverLeaf
Lagrangian-Eulerian Hydrodynamics
Seconds, Fewer Is Better
1
SE +/- 0.07, N = 3
174.89
2
SE +/- 0.10, N = 3
178.09
3
SE +/- 0.04, N = 3
178.30
4
SE +/- 0.18, N = 3
174.47
40
80
120
160
200
1. (F9X) gfortran options: -O3 -march=native -funroll-loops -fopenmp
dav1d 0.8.1
Video Input: Chimera 1080p 10-bit
FPS, More Is Better
1
SE +/- 0.09, N = 3
MIN: 57.81 / MAX: 204.11
86.94
2
SE +/- 0.04, N = 3
MIN: 57.67 / MAX: 205.52
86.69
3
SE +/- 0.06, N = 3
MIN: 57.85 / MAX: 206.68
86.95
4
SE +/- 0.07, N = 3
MIN: 57.7 / MAX: 201.13
86.80
20
40
60
80
100
1. (CC) gcc options: -pthread

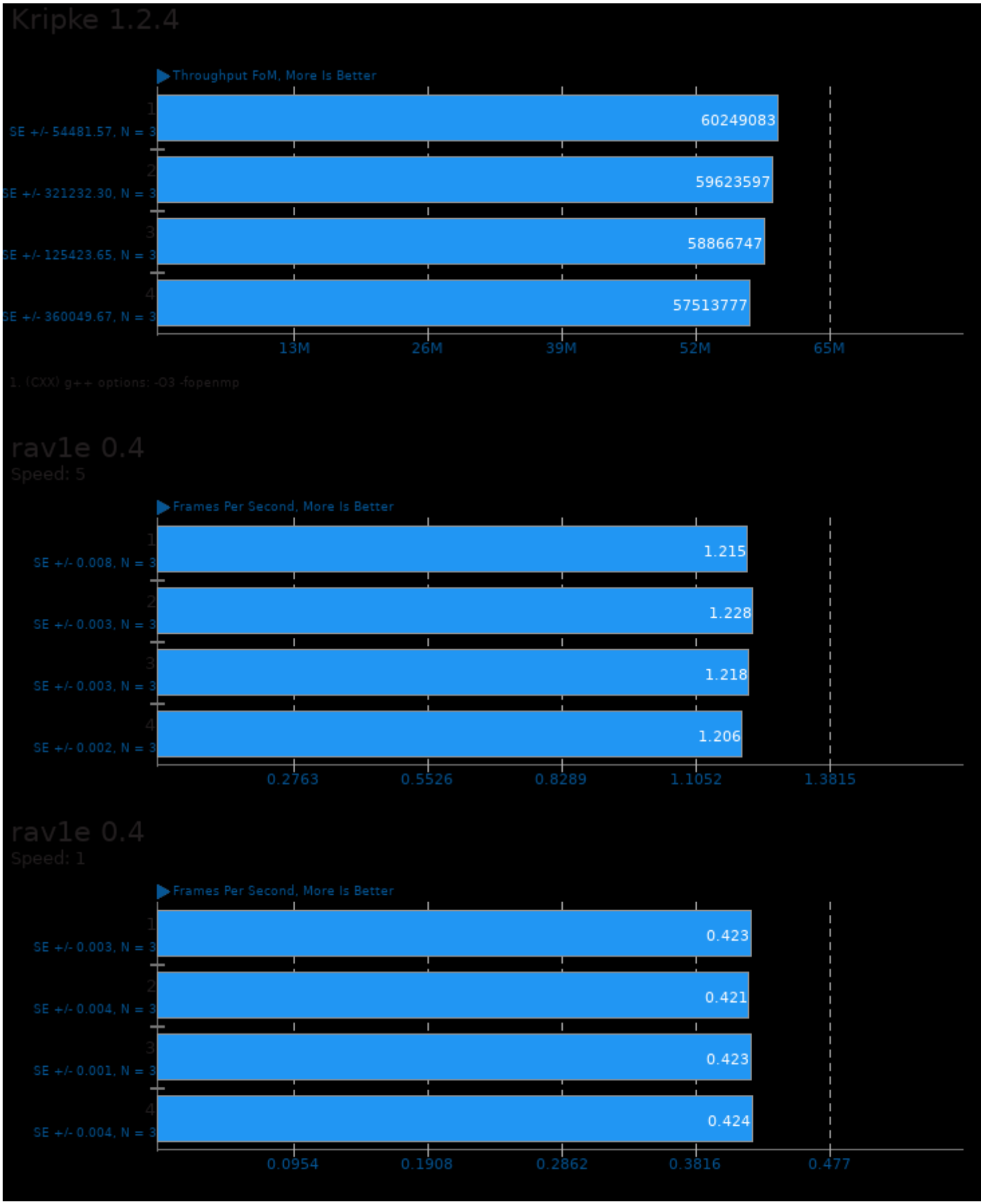

ONNX Runtime 1.6
Model: fcn-resnet101-11 - Device: OpenMP CPU
Inferences Per Minute, More Is Better
1
SE +/- 0.00, N = 3
44
2
SE +/- 0.00, N = 3
44
3
SE +/- 0.00, N = 3
44
4
SE +/- 0.17, N = 3
43
10
20
30
40
50
1. (CXX) g++ options: -fopenmp -ffunction-sections -fdata-sections -O3 -ldl -lrt
ONNX Runtime 1.6
Model: bertsquad-10 - Device: OpenMP CPU
Inferences Per Minute, More Is Better
1
SE +/- 1.09, N = 3
457
2
SE +/- 0.88, N = 3
456
3
SE +/- 1.01, N = 3
456
4
SE +/- 0.29, N = 3
456
100
200
300
400
500
1. (CXX) g++ options: -fopenmp -ffunction-sections -fdata-sections -O3 -ldl -lrt

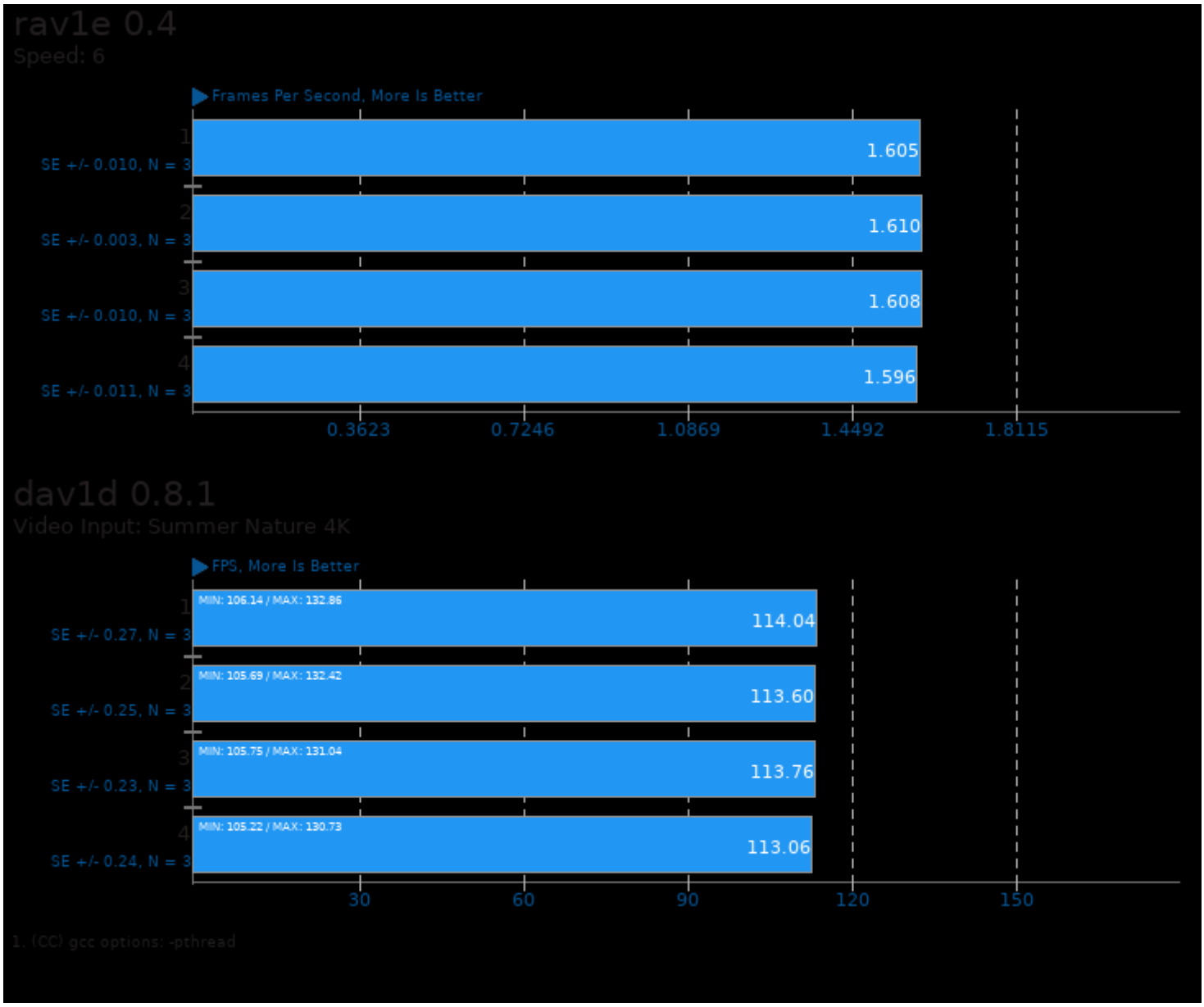

ONNX Runtime 1.6
Model: yolov4 - Device: OpenMP CPU
Inferences Per Minute, More Is Better
1
SE +/- 0.44, N = 3
277
2
SE +/- 0.60, N = 3
276
3
SE +/- 0.60, N = 3
277
4
SE +/- 0.44, N = 3
276
60
120
180
240
300
1. (CXX) g++ options: -fopenmp -ffunction-sections -fdata-sections -O3 -ldl -lrt
ONNX Runtime 1.6
Model: shufflenet-v2-10 - Device: OpenMP CPU
Inferences Per Minute, More Is Better
1
SE +/- 56.65, N = 3
16973
2
SE +/- 36.47, N = 3
16949
3
SE +/- 45.72, N = 3
16953
4
SE +/- 51.91, N = 3
16955
4K
8K
12K
16K
20K
1. (CXX) g++ options: -fopenmp -ffunction-sections -fdata-sections -O3 -ldl -lrt

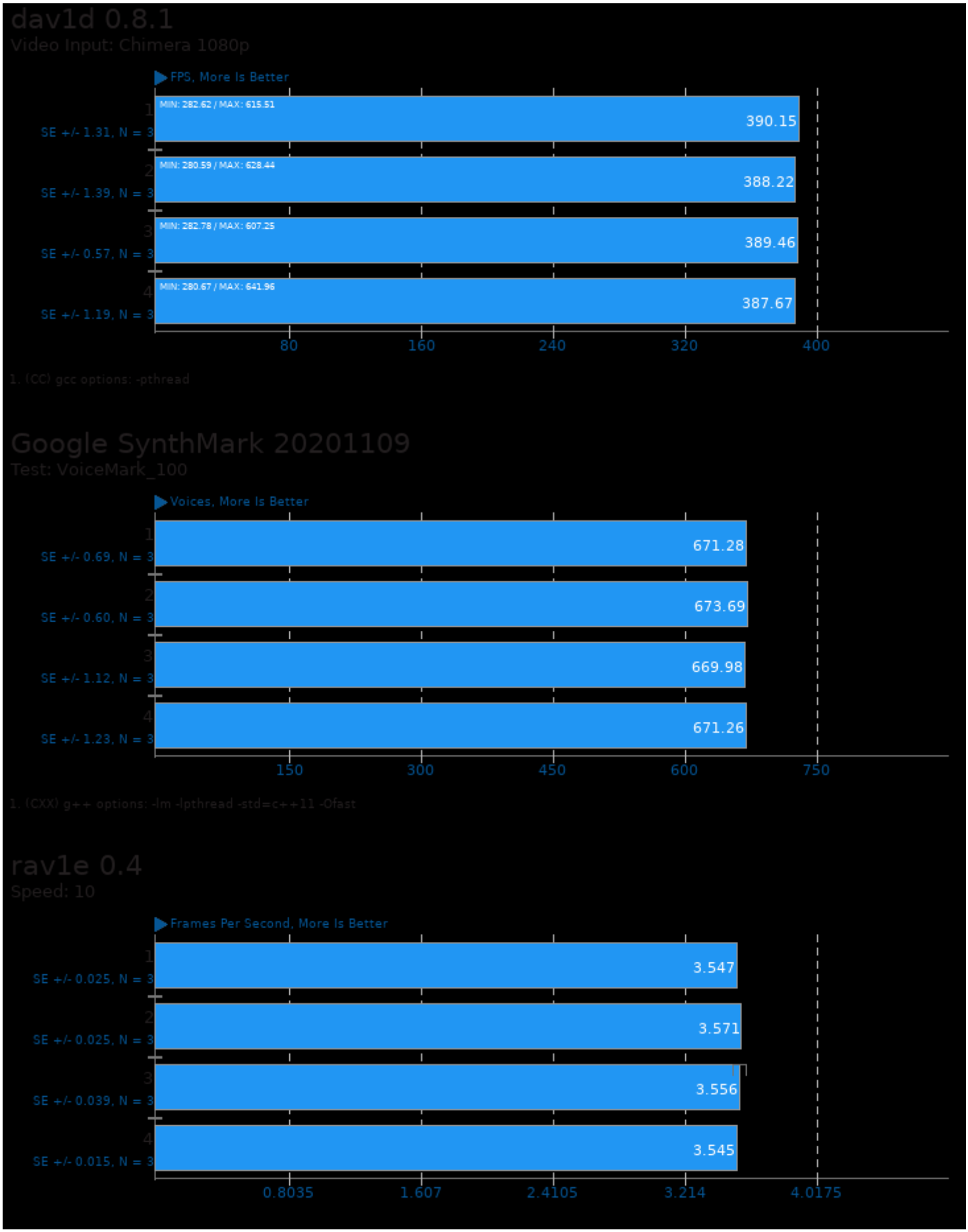

ONNX Runtime 1.6
Model: super-resolution-10 - Device: OpenMP CPU
Inferences Per Minute, More Is Better
1
SE +/- 8.10, N = 3
3309
2
SE +/- 4.76, N = 3
3307
3
SE +/- 11.96, N = 3
3328
4
SE +/- 17.05, N = 3
3321
700
1400
2100
2800
3500
1. (CXX) g++ options: -fopenmp -ffunction-sections -fdata-sections -O3 -ldl -lrt
Mobile Neural Network 1.1.1
Model: inception-v3
ms, Fewer Is Better
1
SE +/- 0.04, N = 3
MIN: 32.89 / MAX: 96.61
33.27
2
SE +/- 0.33, N = 3
MIN: 32.75 / MAX: 105.49
33.73
3
SE +/- 0.05, N = 3
MIN: 32.55 / MAX: 96.58
33.31
4
SE +/- 0.04, N = 3
MIN: 32.89 / MAX: 97.51
33.28
8
16
24
32
40
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn

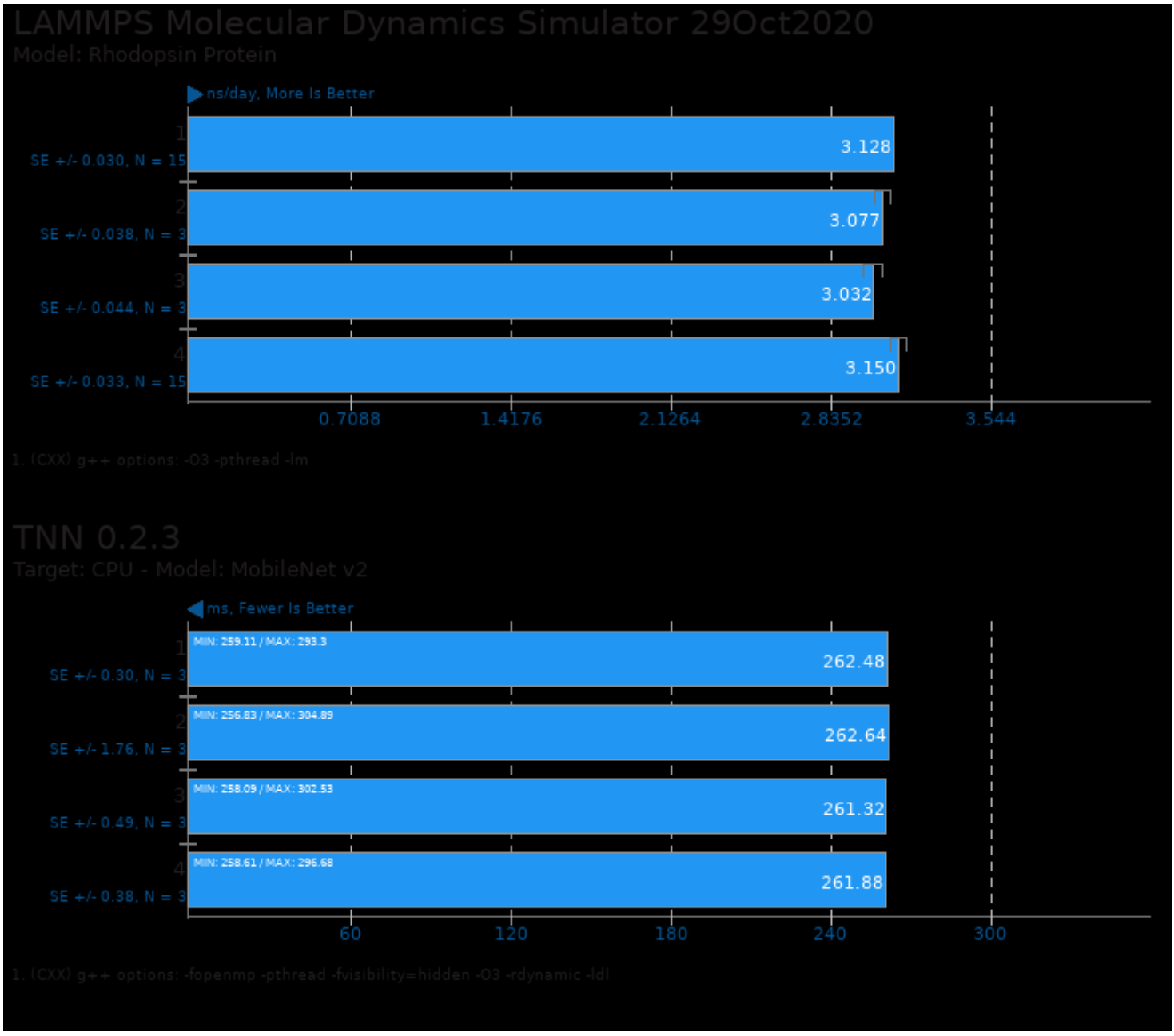

Mobile Neural Network 1.1.1
Model: mobilenet-v1-1.0
ms, Fewer Is Better
1
MIN: 3.41 / MAX: 66.78
3.484
SE +/- 0.022, N = 3
2
MIN: 3.41 / MAX: 6.27
3.452
SE +/- 0.007, N = 3
3
MIN: 3.41 / MAX: 51.38
3.474
SE +/- 0.022, N = 3
4
MIN: 3.4 / MAX: 66.97
3.483
SE +/- 0.023, N = 3
0.7839
1.5678
2.3517
3.1356
3.9195
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fr
Mobile Neural Network 1.1.1
Model: MobileNetV2_224
ms, Fewer Is Better
1
MIN: 2.77 / MAX: 5.25
2.810
SE +/- 0.011, N = 3
2
MIN: 2.79 / MAX: 2.88
2.822
SE +/- 0.008, N = 3
3
MIN: 2.79 / MAX: 5.63
2.818
SE +/- 0.002, N = 3
4
MIN: 2.8 / MAX: 3.55
2.828
SE +/- 0.003, N = 3
0.6363
1.2726
1.9089
2.5452
3.1815
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fr

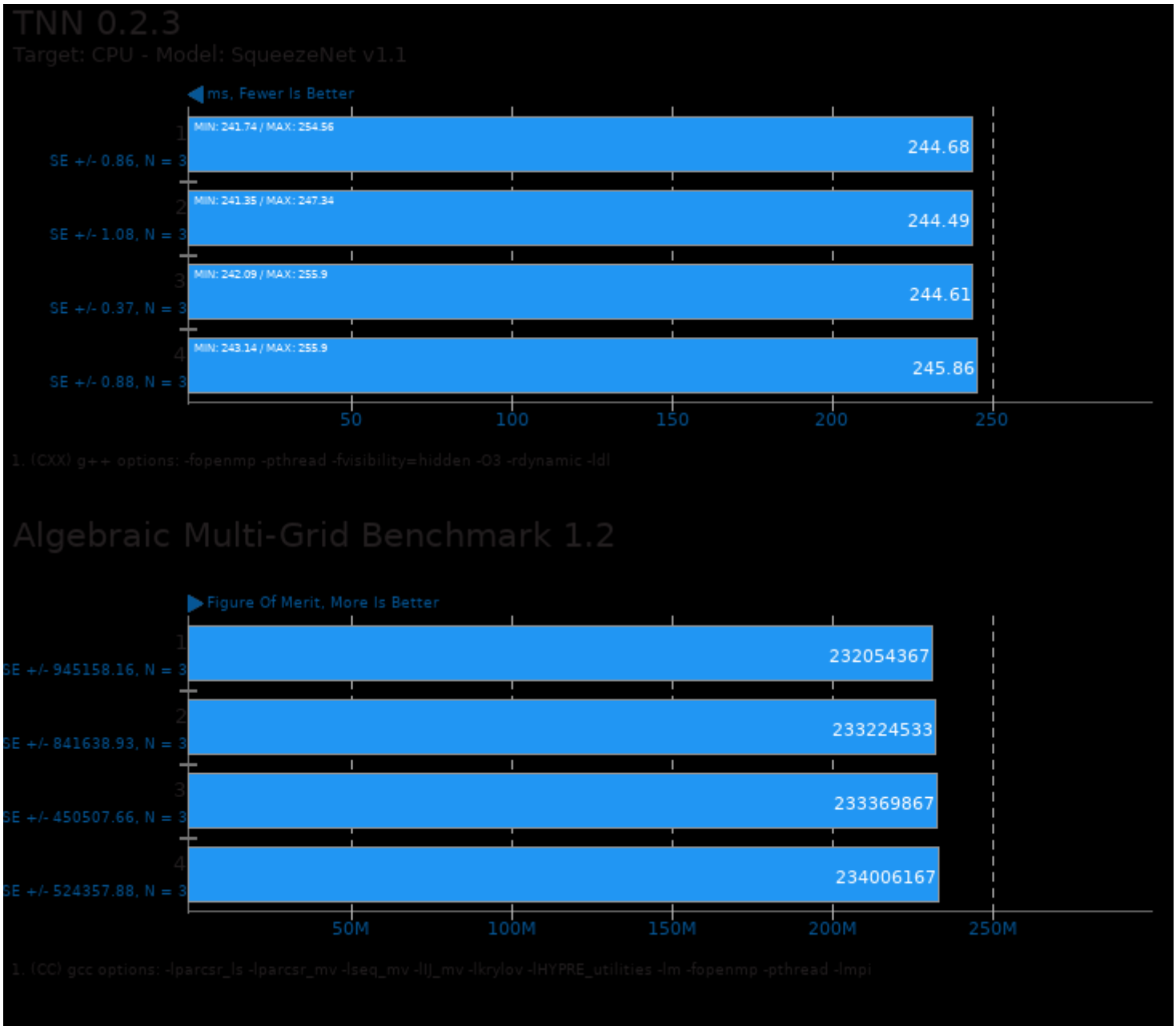

Mobile Neural Network 1.1.1
Model: resnet-v2-50
ms, Fewer Is Better
MIN: 24.29 / MAX: 87.85
24.59
SE +/- 0.01, N = 3
MIN: 23.54 / MAX: 86.92
24.70
SE +/- 0.05, N = 3
MIN: 23.68 / MAX: 87.87
24.67
SE +/- 0.07, N = 3
MIN: 24.29 / MAX: 87.9
24.64
SE +/- 0.07, N = 3
6
12
18
24
30
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fr
Mobile Neural Network 1.1.1
Model: SqueezeNetV1.0
ms, Fewer Is Better
MIN: 4.53 / MAX: 67.7
4.634
SE +/- 0.023, N = 3
MIN: 4.53 / MAX: 52.51
4.680
SE +/- 0.018, N = 3
MIN: 4.53 / MAX: 52.47
4.633
SE +/- 0.019, N = 3
MIN: 4.55 / MAX: 67.89
4.659
SE +/- 0.019, N = 3
1.053
2.106
3.159
4.212
5.265
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fr

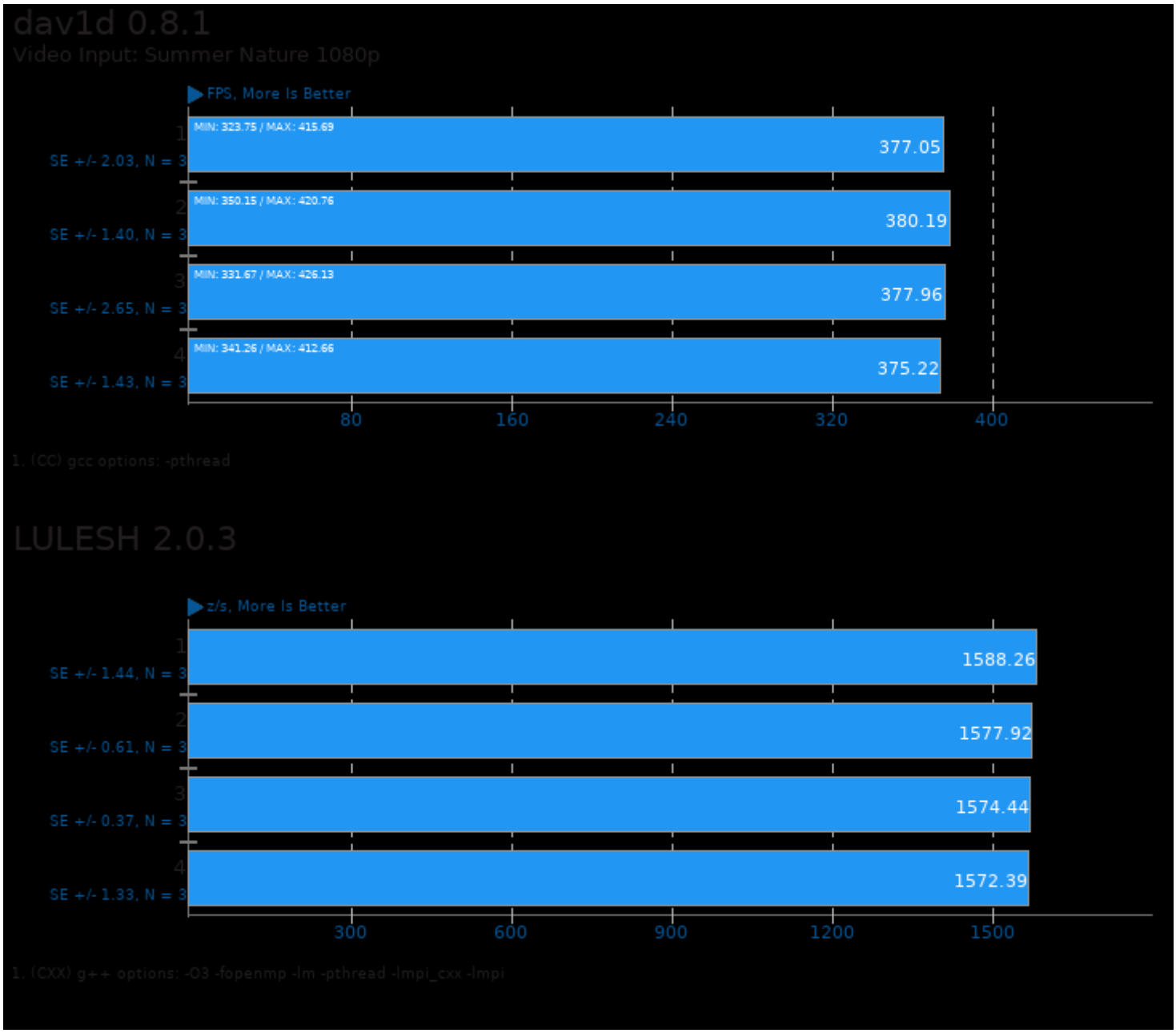

Kripke 1.2.4
Throughput FoM, More Is Better
1
SE +/- 54481.57, N = 3
60249083
2
SE +/- 321232.30, N = 3
59623597
3
SE +/- 125423.65, N = 3
58866747
4
SE +/- 360049.67, N = 3
57513777
13M
26M
39M
52M
65M
1. (CXX) g++ options: -O3 -fopenmp
rav1e 0.4
Speed: 5
Frames Per Second, More Is Better
1
SE +/- 0.008, N = 3
1.215
2
SE +/- 0.003, N = 3
1.228
3
SE +/- 0.003, N = 3
1.218
4
SE +/- 0.002, N = 3
1.206
0.2763
0.5526
0.8289
1.1052
1.3815
rav1e 0.4
Speed: 1
Frames Per Second, More Is Better
1
SE +/- 0.003, N = 3
0.423
2
SE +/- 0.004, N = 3
0.421
3
SE +/- 0.001, N = 3
0.423
4
SE +/- 0.004, N = 3
0.424
0.0954
0.1908
0.2862
0.3816
0.477


rav1e 0.4
Speed: 6
Frames Per Second, More Is Better
1
SE +/- 0.010, N = 3
1.605
2
SE +/- 0.003, N = 3
1.610
3
SE +/- 0.010, N = 3
1.608
4
SE +/- 0.011, N = 3
1.596
0.3623
0.7246
1.0869
1.4492
1.8115
dav1d 0.8.1
Video Input: Summer Nature 4K
FPS, More Is Better
1
SE +/- 0.27, N = 3
MIN: 106.14 / MAX: 132.86
114.04
2
SE +/- 0.25, N = 3
MIN: 105.69 / MAX: 132.42
113.60
3
SE +/- 0.23, N = 3
MIN: 105.75 / MAX: 131.04
113.76
4
SE +/- 0.24, N = 3
MIN: 105.22 / MAX: 130.73
113.06
30
60
90
120
150
1. (CC) gcc options: -pthread

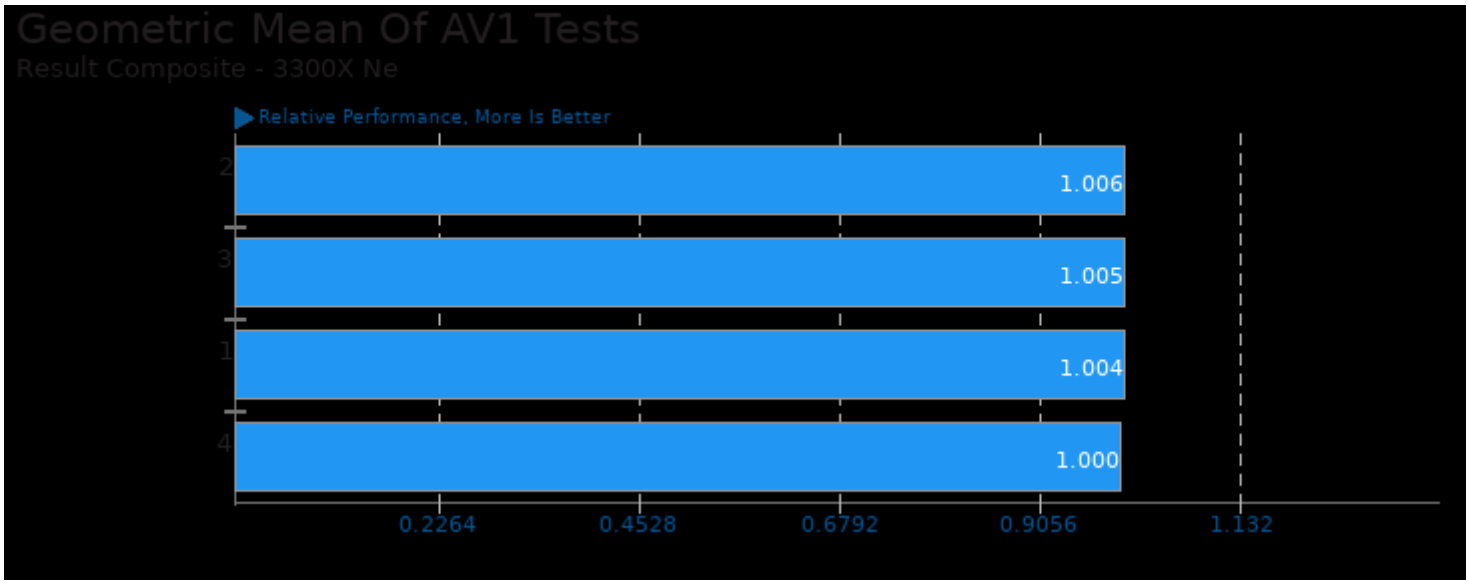

dav1d 0.8.1
Video Input: Chimera 1080p
FPS, More Is Better
1
MIN: 282.62 / MAX: 615.51
390.15
SE +/- 1.31, N = 3
2
MIN: 280.59 / MAX: 628.44
388.22
SE +/- 1.39, N = 3
3
MIN: 282.78 / MAX: 607.25
389.46
SE +/- 0.57, N = 3
4
MIN: 280.67 / MAX: 641.96
387.67
SE +/- 1.19, N = 3
80
160
240
320
400
1. (CC) gcc options: -pthread
Google SynthMark 20201109
Test: VoiceMark_100
Voices, More Is Better
1
671.28
SE +/- 0.69, N = 3
2
673.69
SE +/- 0.60, N = 3
3
669.98
SE +/- 1.12, N = 3
4
671.26
SE +/- 1.23, N = 3
150
300
450
600
750
1. (CXX) g++ options: -lm -lpthread -std=c++11 -Ofast
rav1e 0.4
Speed: 10
Frames Per Second, More Is Better
1
3.547
SE +/- 0.025, N = 3
2
3.571
SE +/- 0.025, N = 3
3
3.556
SE +/- 0.039, N = 3
4
3.545
SE +/- 0.015, N = 3
0.8035
1.607
2.4105
3.214
4.0175


LAMMPS Molecular Dynamics Simulator 29Oct2020
Model: Rhodopsin Protein
ns/day, More Is Better
1
SE +/- 0.030, N = 15
3.128
2
SE +/- 0.038, N = 3
3.077
3
SE +/- 0.044, N = 3
3.032
4
SE +/- 0.033, N = 15
3.150
0.7088
1.4176
2.1264
2.8352
3.544
1. (CXX) g++ options: -O3 -pthread -lm
TNN 0.2.3
Target: CPU - Model: MobileNet v2
ms, Fewer Is Better
1
SE +/- 0.30, N = 3
MIN: 259.11 / MAX: 293.3
262.48
2
SE +/- 1.76, N = 3
MIN: 256.83 / MAX: 304.89
262.64
3
SE +/- 0.49, N = 3
MIN: 258.09 / MAX: 302.53
261.32
4
SE +/- 0.38, N = 3
MIN: 258.61 / MAX: 296.68
261.88
60
120
180
240
300
1. (CXX) g++ options: -fopenmp -pthread -fvisibility=hidden -O3 -rdynamic -ldl

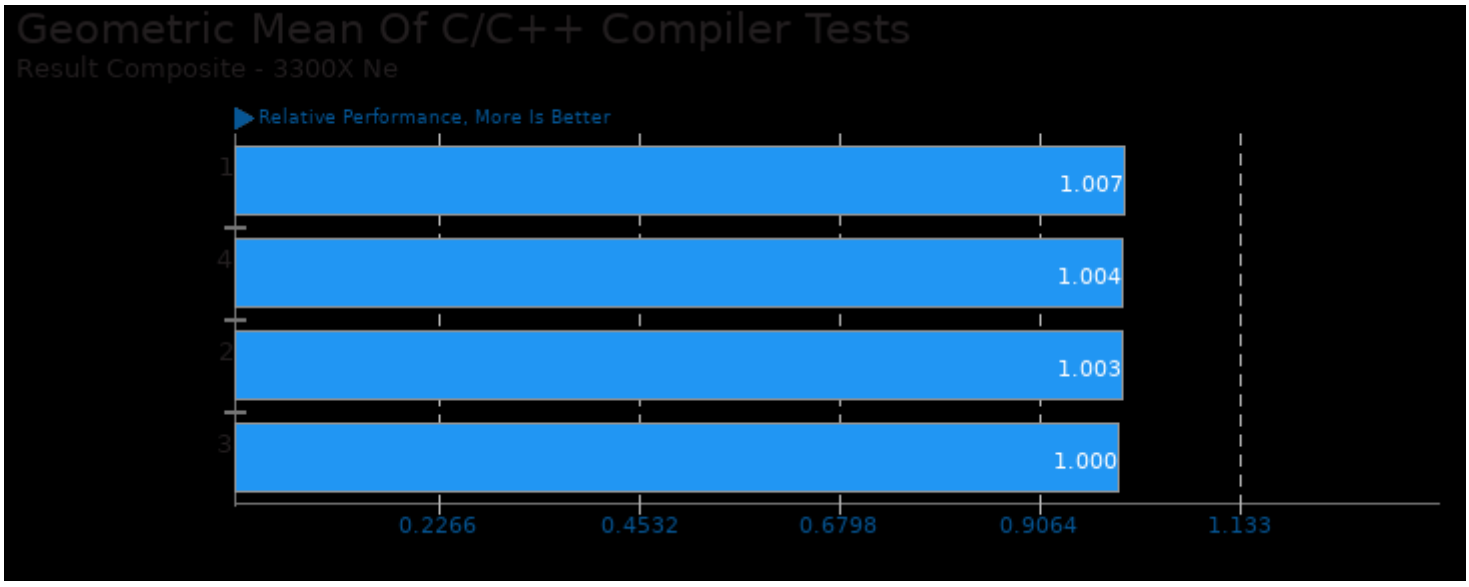

TNN 0.2.3
Target: CPU - Model: SqueezeNet v1.1
ms, Fewer Is Better
1
MIN: 241.74 / MAX: 254.56
244.68
SE +/- 0.86, N = 3
2
MIN: 241.35 / MAX: 247.34
244.49
SE +/- 1.08, N = 3
3
MIN: 242.09 / MAX: 255.9
244.61
SE +/- 0.37, N = 3
4
MIN: 243.14 / MAX: 255.9
245.86
SE +/- 0.88, N = 3
50
100
150
200
250
1. (CXX) g++ options: -fopenmp -pthread -fvisibility=hidden -O3 -rdynamic -ldl
Algebraic Multi-Grid Benchmark 1.2
Figure Of Merit, More Is Better
1
232054367
SE +/- 945158.16, N = 3
2
233224533
SE +/- 841638.93, N = 3
3
233369867
SE +/- 450507.66, N = 3
4
234006167
SE +/- 524357.88, N = 3
50M
100M
150M
200M
250M
1. (CC) gcc options: -lparcsr_ls -lparcsr_mv -lseq_mv -lIJ_mv -lkrylov -lHYPRE_utilities -lm -fopenmp -pthread -lmpi


dav1d 0.8.1
Video Input: Summer Nature 1080p
FPS, More Is Better
1
SE +/- 2.03, N = 3
MIN: 323.75 / MAX: 415.69
377.05
2
SE +/- 1.40, N = 3
MIN: 350.15 / MAX: 420.76
380.19
3
SE +/- 2.65, N = 3
MIN: 331.67 / MAX: 426.13
377.96
4
SE +/- 1.43, N = 3
MIN: 341.26 / MAX: 412.66
375.22
80
160
240
320
400
1. (CC) gcc options: -pthread
LULESH 2.0.3
z/s, More Is Better
1
SE +/- 1.44, N = 3
1588.26
2
SE +/- 0.61, N = 3
1577.92
3
SE +/- 0.37, N = 3
1574.44
4
SE +/- 1.33, N = 3
1572.39
300
600
900
1200
1500
1. (CXX) g++ options: -O3 -fopenmp -lm -pthread -lmpi_cxx -lmpi

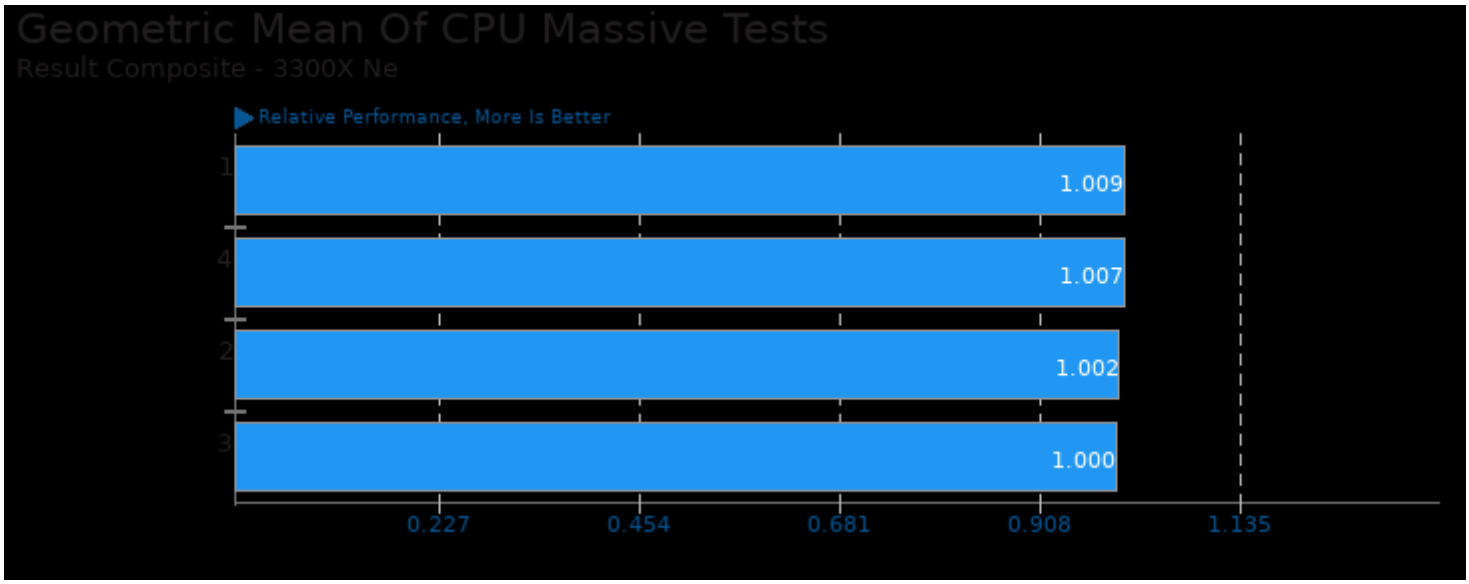
These geometric means are based upon test groupings / test suites for this result file.



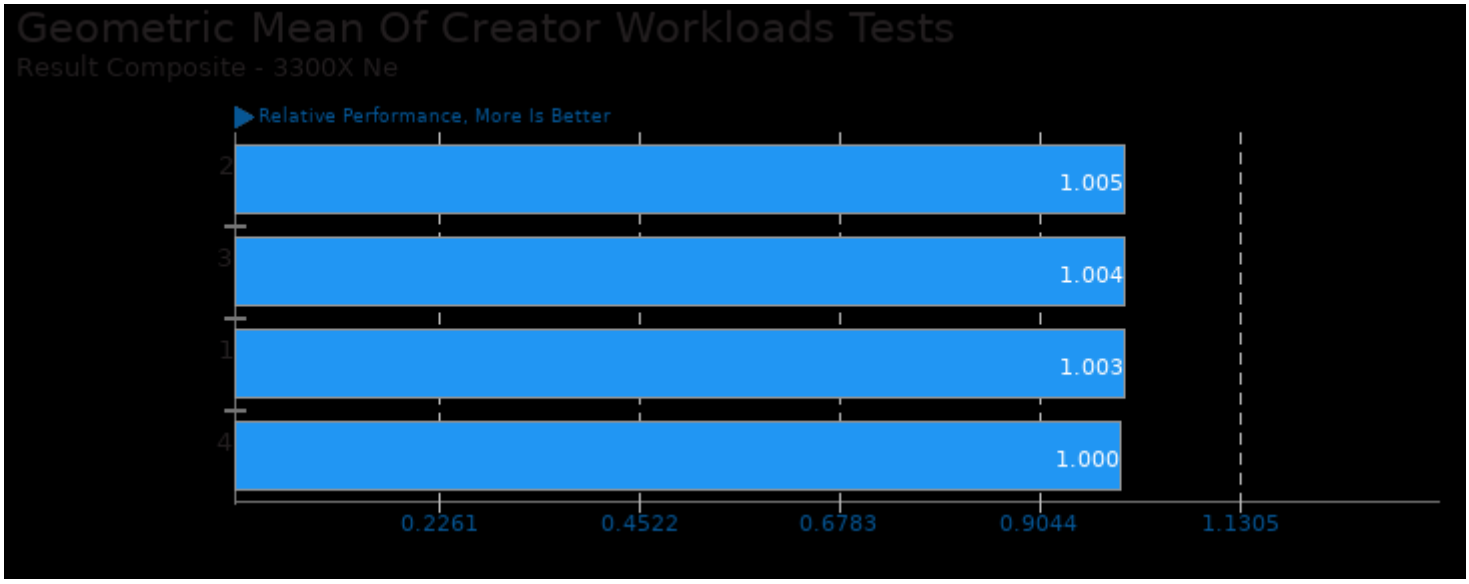
Geometric mean based upon tests: pts/dav1d and pts/rav1e



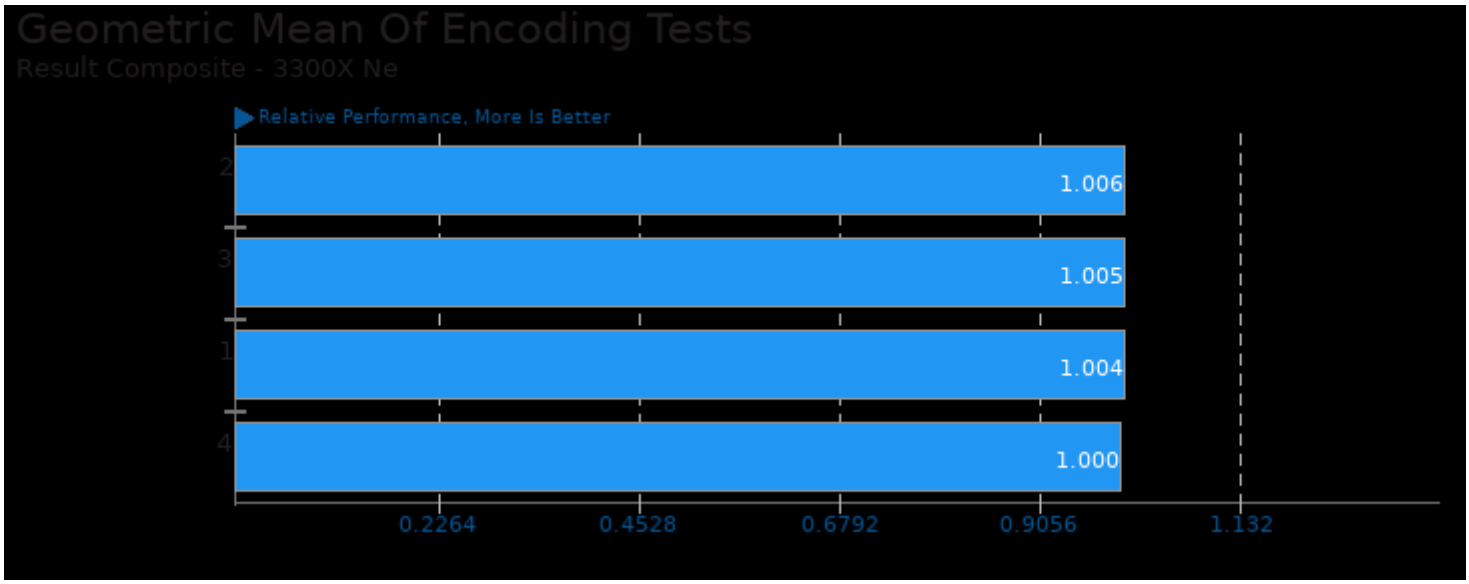
Geometric mean based upon tests: pts/dav1d and pts/lammps



Geometric mean based upon tests: pts/cloverleaf, pts/dav1d and pts/lammps



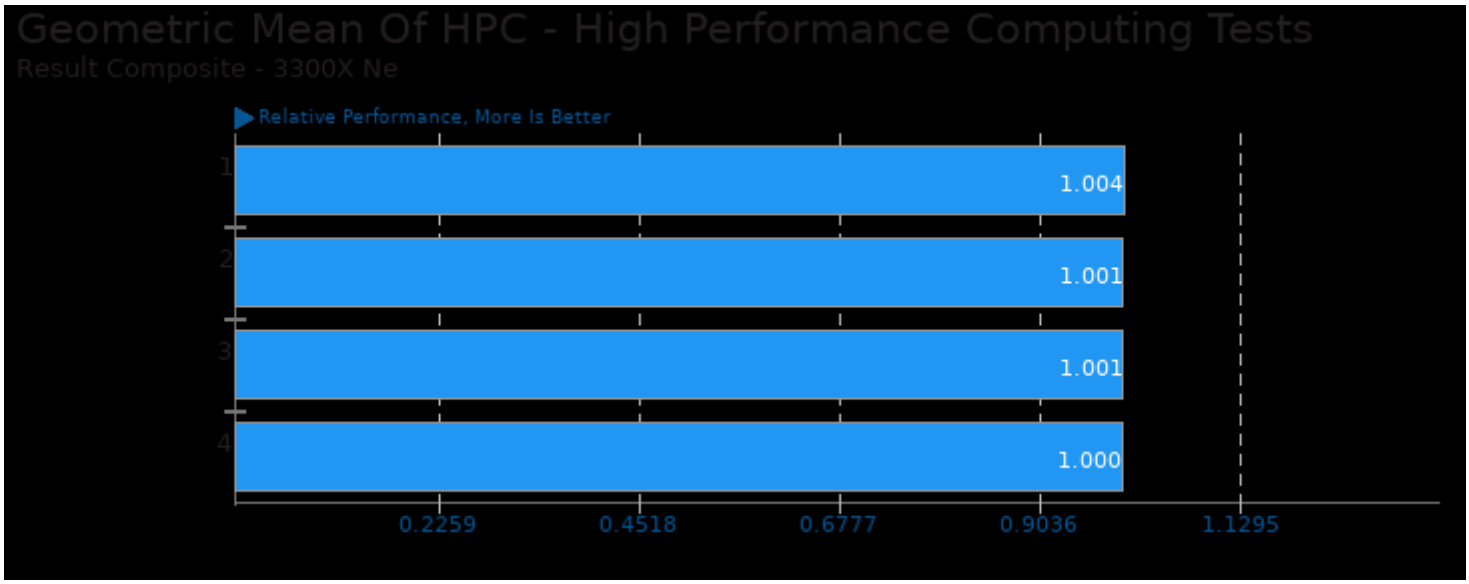
Geometric mean based upon tests: pts/dav1d, pts/rav1e, pts/build-godot and pts/synthmark



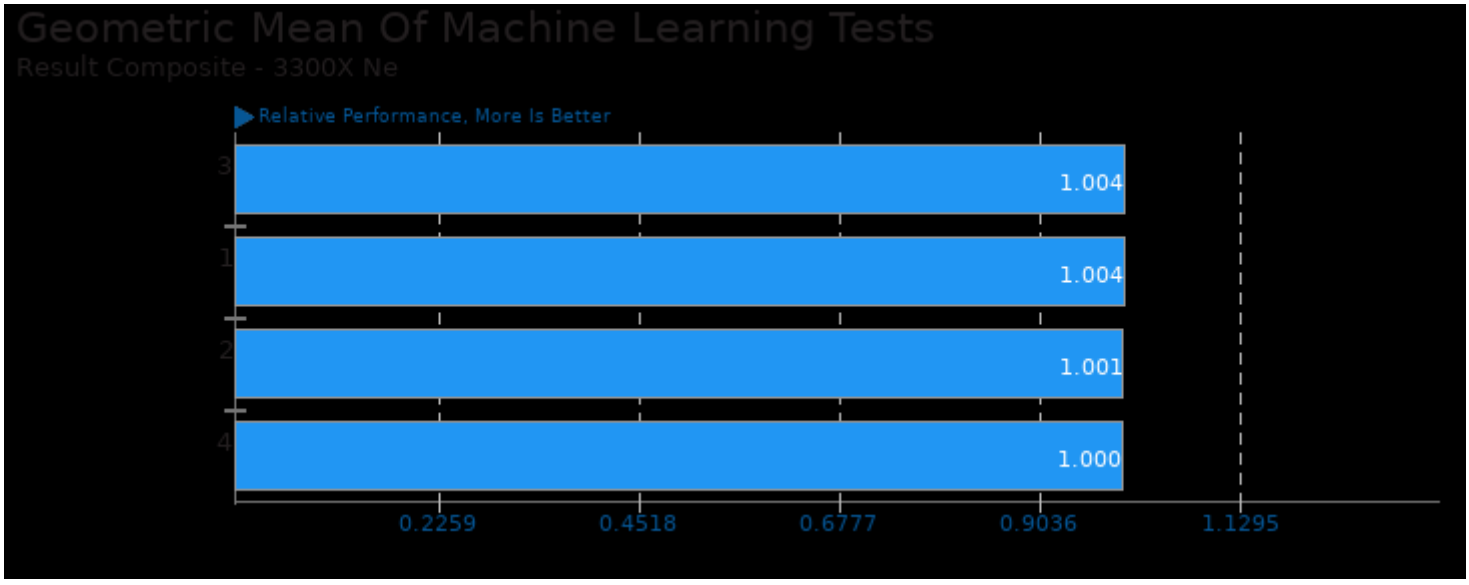
Geometric mean based upon tests: pts/dav1d and pts/rav1e



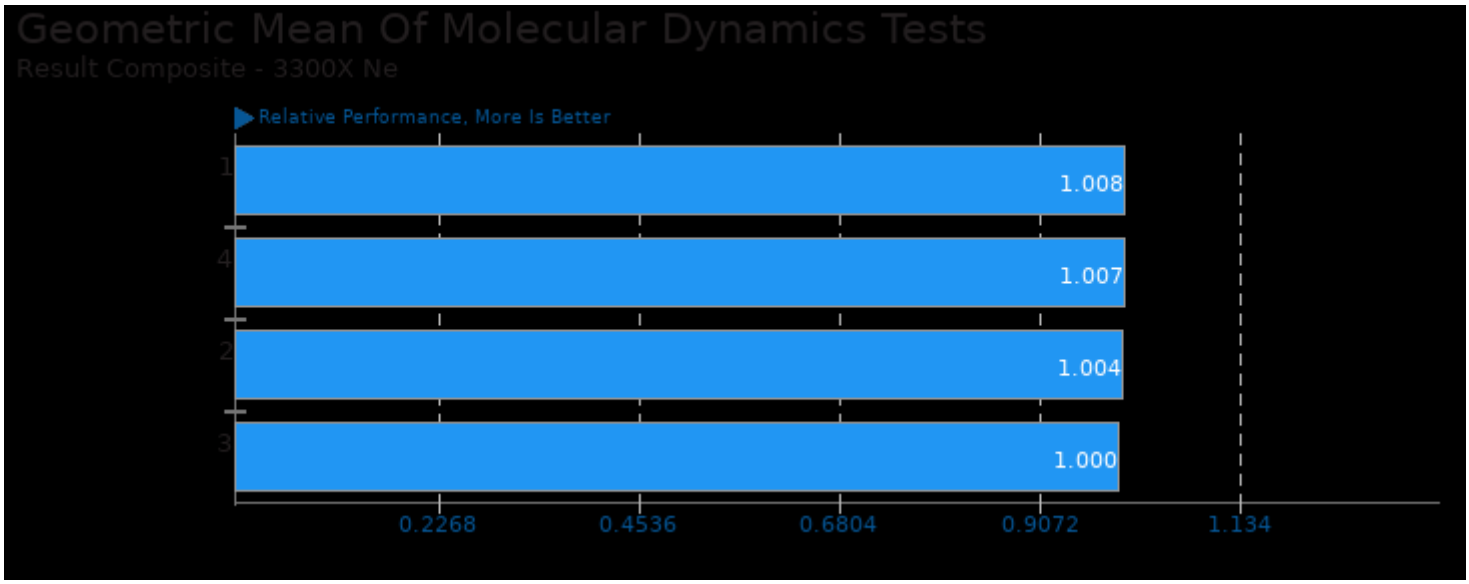
Geometric mean based upon tests: pts/cloverleaf and pts/lammps



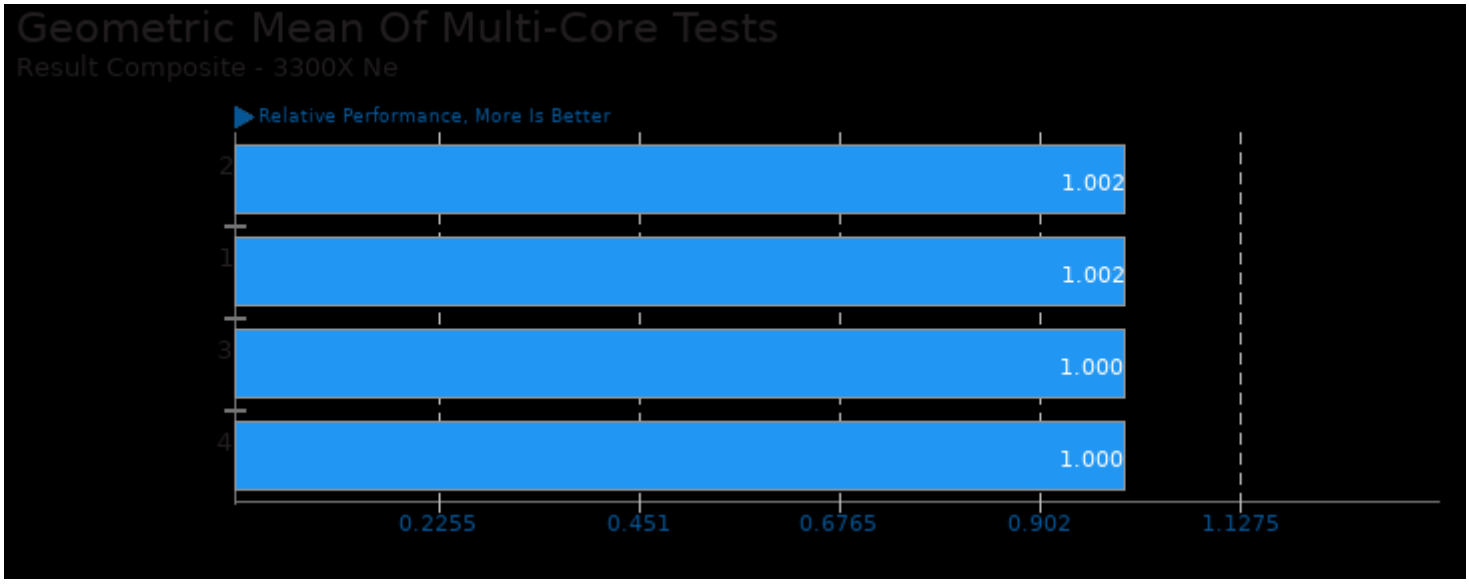
Geometric mean based upon tests: pts/amg, pts/cp2k, pts/cloverleaf, pts/lammps, pts/lulesh, pts/openfoam, pts/kripke, pts/mnn, pts/tnn and pts/onnx



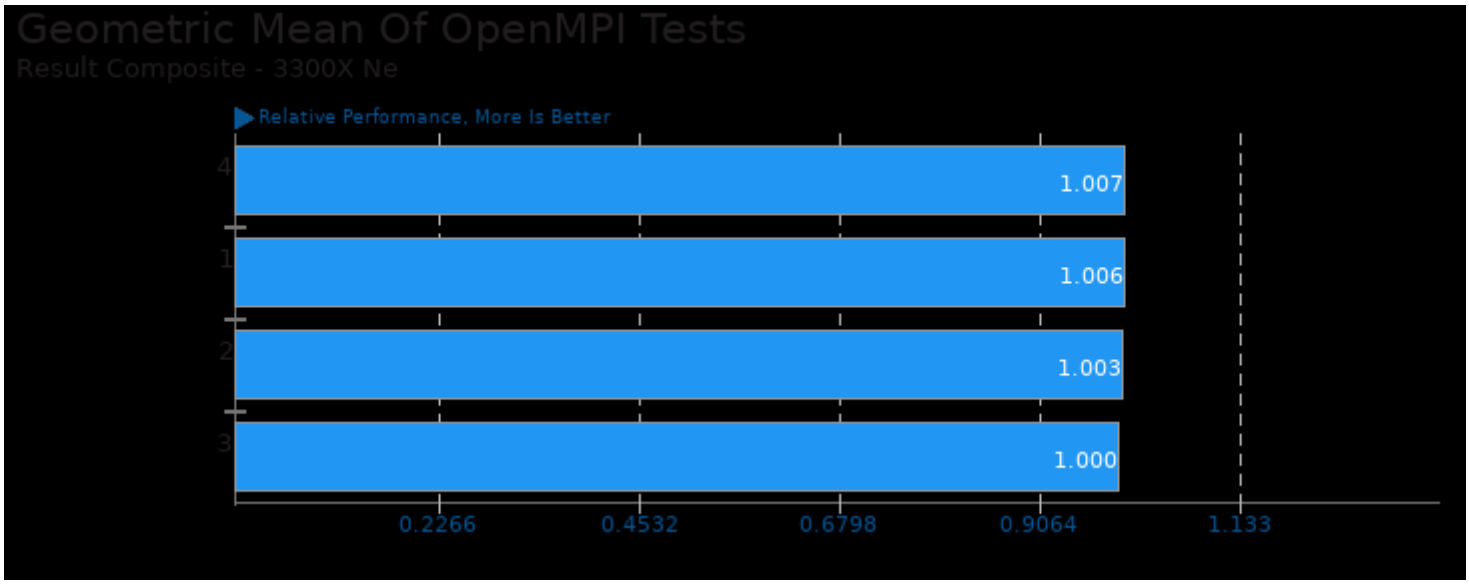
Geometric mean based upon tests: pts/mnn, pts/tnn and pts/onnx



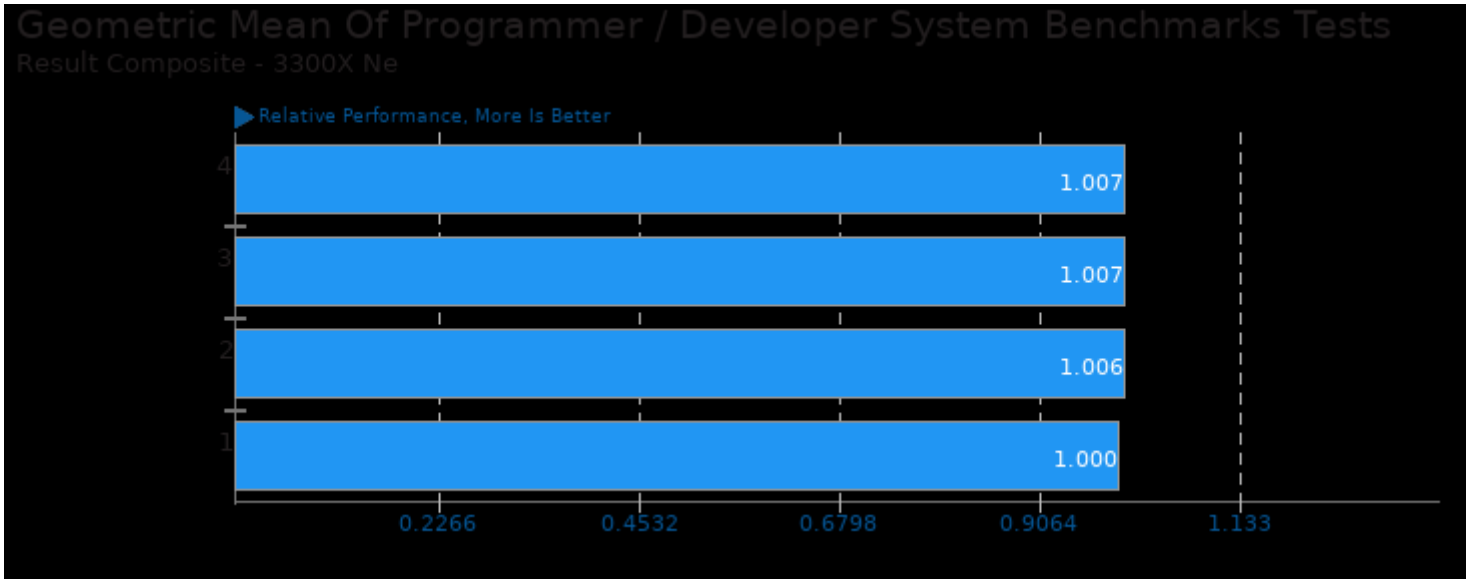
Geometric mean based upon tests: pts/cp2k, pts/cloverleaf, pts/lammps, pts/lulesh and pts/openfoam



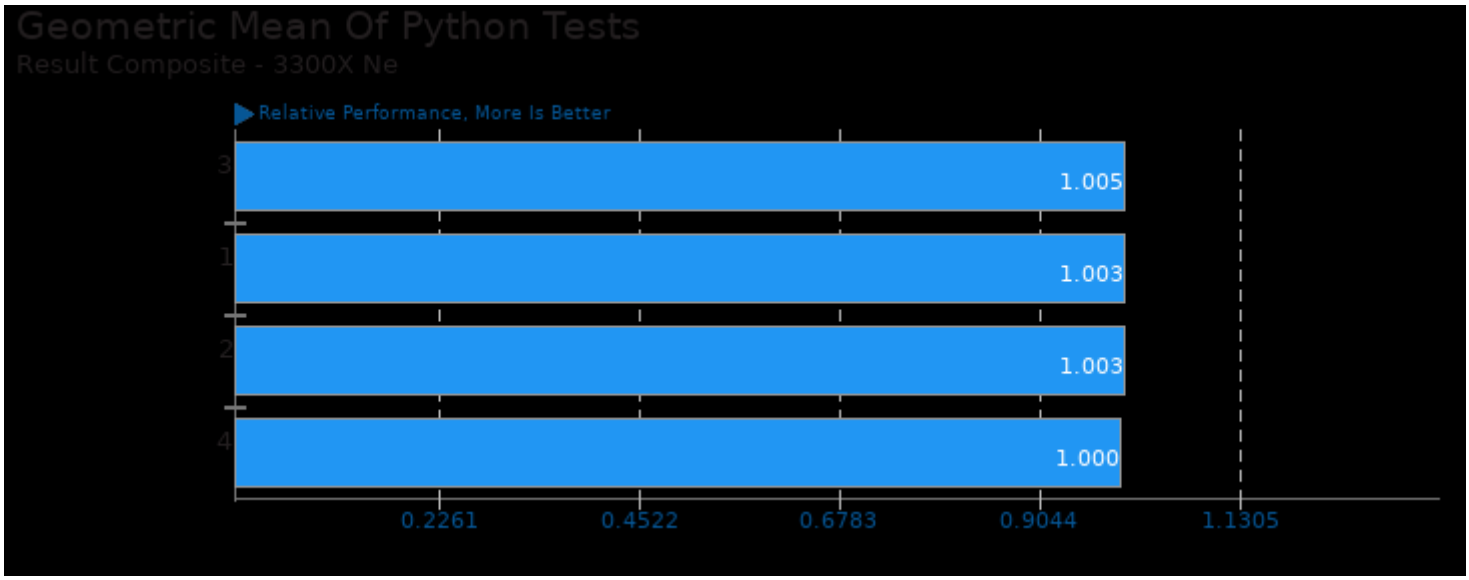
Geometric mean based upon tests: pts/dav1d, pts/rav1e, pts/lammps and pts/build-godot



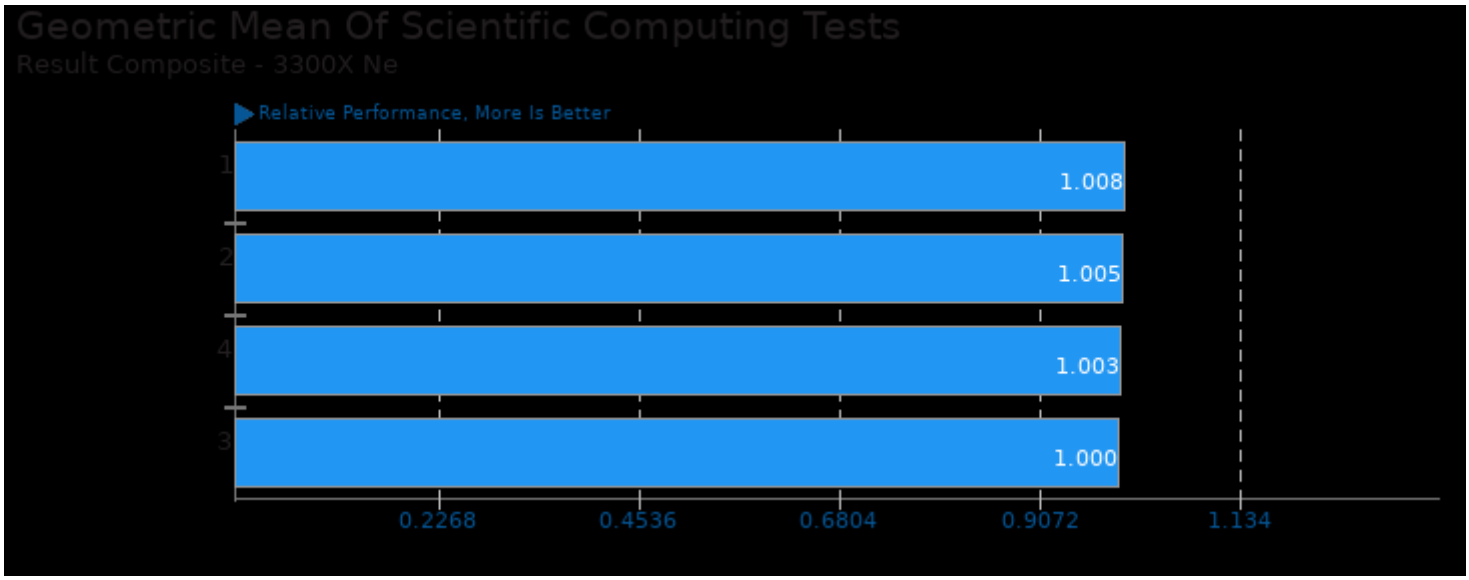
Geometric mean based upon tests: pts/openfoam, pts/cp2k, pts/cloverleaf, pts/lammps, pts/amg and pts/lulesh



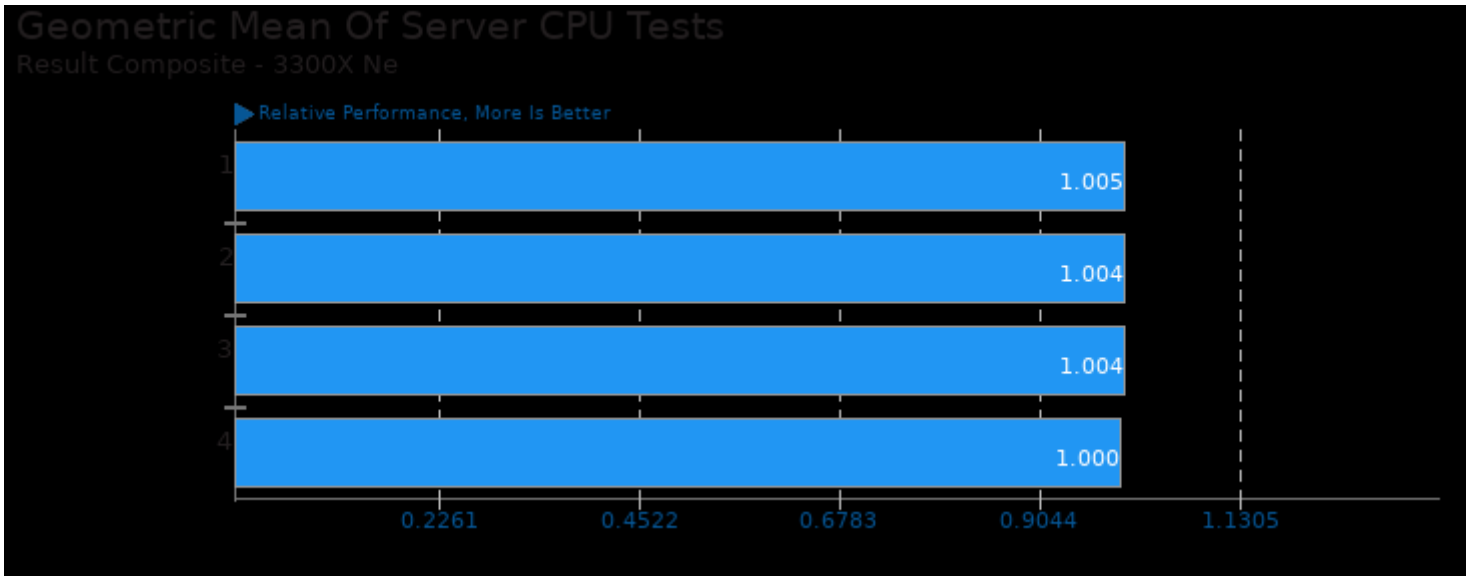
Geometric mean based upon tests: pts/build-godot and pts/amg



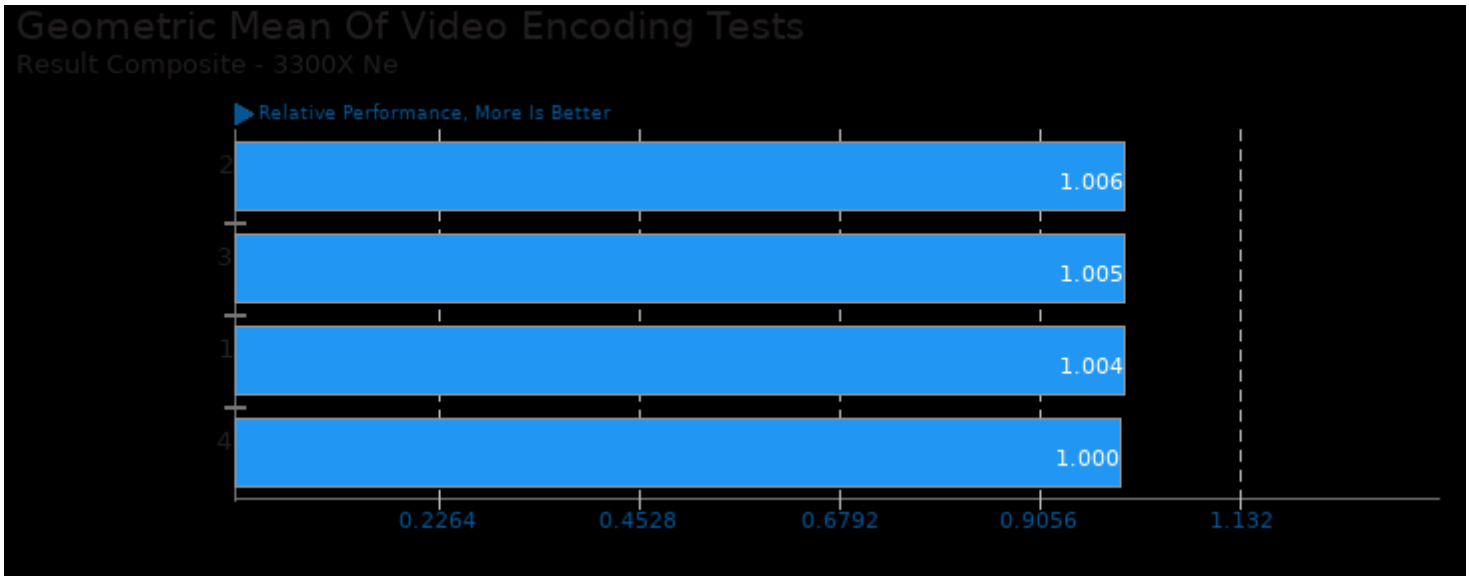
Geometric mean based upon tests: pts/build-godot and pts/onnx



Geometric mean based upon tests: pts/amg, pts/cp2k, pts/cloverleaf, pts/lammps, pts/lulesh, pts/openfoam and pts/kripke



Geometric mean based upon tests: pts/cp2k and pts/dav1d



Geometric mean based upon tests: pts/dav1d and pts/rav1e

This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 14:13.