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vulkan_graphics_test

Erster Run zur Analyse, vertikale Artefakte beim Zocken

Test Systems:

first_run_21_03_29

Processor: AMD Ryzen 5 5600X 6-Core @ 3.70GHz (6 Cores / 12 Threads), Motherboard: ASUS PRIME B550M-A (WI-FI) (1401 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 500GB KINGSTON SA2000M8500G + 240GB SanDisk SDSSDA24 + 1000GB TOSHIBA MQ04ABF1, Graphics: NVIDIA GeForce RTX 3060 12GB, Audio: NVIDIA Device 228e, Network: Realtek RTL8111/8168/8411 + Intel Wi-Fi 6 AX200

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: MATE 1.24.0, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, Vulkan: 1.2.155, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 4096x2160

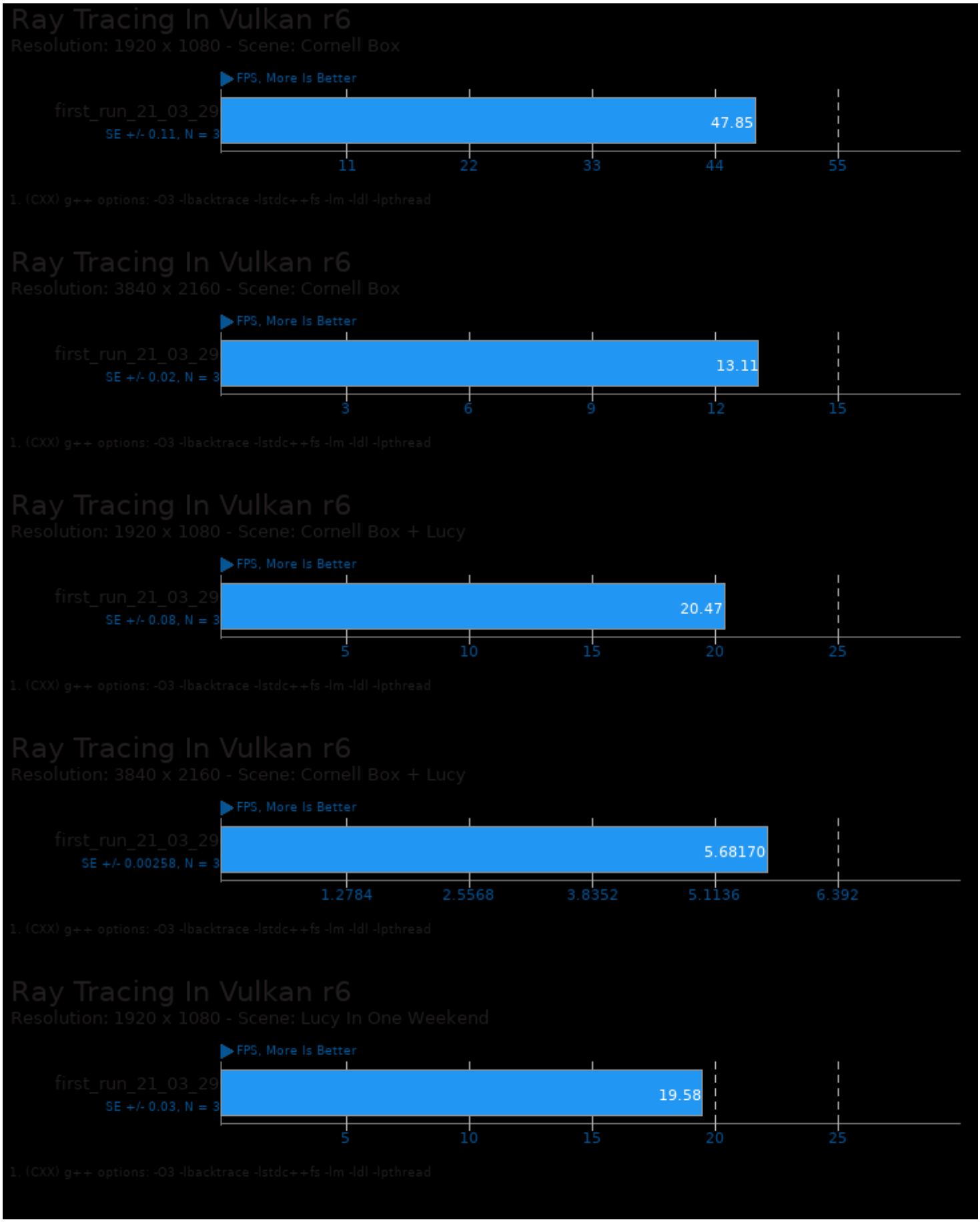
Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,gm2 --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch

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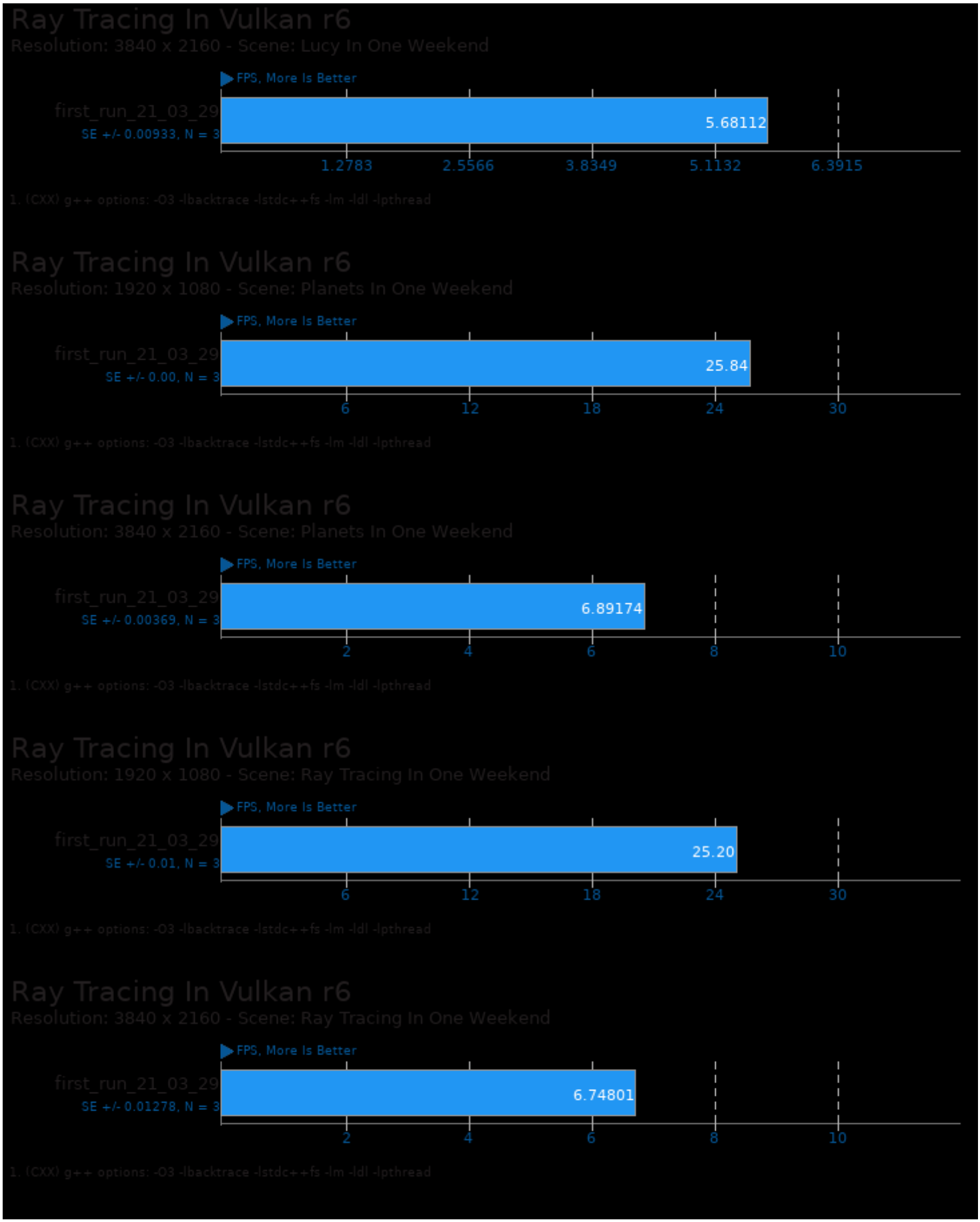
--enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-9-HskZEa/gcc-9-9.3.0/debian/tmp-nvptx/usr,hsa --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --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: 0xa201009
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 IBRS_FW STIBP: always-on RSB filling + srbds: Not affected + tsx_async_abort: Not affected

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Ray Tracing In Vulkan - 1920 x 1080 - Cornell Box (FPS)	47.8466
Standard Deviation	0.4%
Ray Tracing In Vulkan - 3840 x 2160 - Cornell Box (FPS)	13.1115
Standard Deviation	0.2%
Ray Tracing In Vulkan - 1920 x 1080 - Cornell Box + Lucy (FPS)	20.4650
Standard Deviation	0.7%
Ray Tracing In Vulkan - 3840 x 2160 - Cornell Box + Lucy (FPS)	5.68170
Standard Deviation	0.1%
Ray Tracing In Vulkan - 1920 x 1080 - L.I.O.W (FPS)	19.5806
Standard Deviation	0.3%
Ray Tracing In Vulkan - 3840 x 2160 - L.I.O.W (FPS)	5.68112
Standard Deviation	0.3%
Ray Tracing In Vulkan - 1920 x 1080 - P.I.O.W (FPS)	25.8371
Standard Deviation	0%
Ray Tracing In Vulkan - 3840 x 2160 - P.I.O.W (FPS)	6.89174
Standard Deviation	0.1%
Ray Tracing In Vulkan - 1920 x 1080 - R.T.I.O.W (FPS)	25.1966
Standard Deviation	0.1%
Ray Tracing In Vulkan - 3840 x 2160 - R.T.I.O.W (FPS)	6.74801
Standard Deviation	0.3%

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

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