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1440p Linux Gaming

1440p Linux gaming benchmarks by Michael Larabel for a future article.

Test Systems:

RTX 2060

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 2060 6GB, Audio: NVIDIA TU106 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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

--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: 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

RTX 2060 SUPER

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 2060 SUPER 8GB, Audio: NVIDIA TU106 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 2070

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: ASUS NVIDIA GeForce RTX 2070 8GB, Audio: NVIDIA TU106 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 2070 SUPER

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 2070 SUPER 8GB, Audio: NVIDIA TU104 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC

9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 2080

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: Zotac NVIDIA GeForce RTX 2080 8GB, Audio: NVIDIA TU104 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 2080 SUPER

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 2080 SUPER 8GB, Audio: NVIDIA TU104 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 2080 Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 2080 Ti 11GB, Audio: NVIDIA TU102 HD Audio, Monitor: ASUS VP28U,

Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

TITAN RTX

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA TITAN RTX 24GB, Audio: NVIDIA TU102 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 3060

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: eVGA NVIDIA GeForce RTX 3060 12GB, Audio: NVIDIA Device 228e, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 3060 Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 3060 Ti 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 3070

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 3070 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RTX 3080

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 3080 10GB, Audio: NVIDIA Device 1aef, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

Kernel Notes: Transparent Huge Pages: madvise
Processor Notes: Scaling Governor: acpi-cpufreq performance (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

RTX 3090

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: NVIDIA GeForce RTX 3090 24GB, Audio: NVIDIA Device 1aef, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.8.0-48-generic (x86_64), Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, Display Driver: NVIDIA 460.67, OpenGL: 4.6.0, OpenCL: OpenCL 1.2 CUDA 11.2.162, Vulkan: 1.2.155, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

Radeon VII

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: AMD Radeon VII 16GB (1801/1000MHz), Audio: AMD Vega 20 HDMI Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RX 5600 XT

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: Sapphire AMD Radeon RX 5600 OEM/5600 XT / 5700/5700 6GB (1780/875MHz), Audio: AMD Navi 10 HDMI Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RX 5700 XT

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: AMD Radeon RX 5600 OEM/5600 XT / 5700/5700 8GB (2100/875MHz), Audio: AMD Navi 10 HDMI Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RX 6700 XT

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: AMD NAVY_FLOUNDER 12GB (2855/1000MHz), Audio: AMD Device ab28, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RX 6800

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: AMD Radeon RX 6800 16GB (2475/1000MHz), Audio: AMD Device ab28, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

RX 6800 XT

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3402 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus + 2000GB, Graphics: AMD Radeon RX 6800 XT 16GB (2575/1000MHz), Audio: AMD Device ab28, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.12.0-051200rc6daily20210408-generic (x86_64) 20210407, Desktop: GNOME Shell 3.36.7, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 21.1.0-devel (git-d1f96e0 2021-04-08 focal-oibaf-ppa) (LLVM 12.0.0), Vulkan: 1.1.168, Compiler: GCC 9.3.0 + CUDA 11.2, File-System: ext4, Screen Resolution: 3840x2160

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 --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: 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

	RTX 2060	RTX 2060 SUPER	RTX 2070	RTX 2070 SUPER	RTX 2080	RTX 2080 SUPER	RTX 2080 Ti	TITAN RTX	RTX 3060	RTX 3060 Ti	RTX 3070	RTX 3080	RTX 3090	Radeon VII	RX 5600 XT	RX 5700 XT	RX 6700 XT	RX 6800	RX 6800 XT
Batman: Arkham Knight - 2560 x 1440 - High	**99.86**	119.93	121.28	132.34	139.54	149.29	187.70	190.11	115.48	159.04	176.45	204.51	**235.76**	152.23	102.41	129.87	169.59	207.31	229.46
Normalized	42.36%	50.87%	51.44%	56.13%	59.19%	63.32%	79.61%	80.64%	48.98%	67.46%	74.84%	86.74%	100%	64.57%	43.44%	55.09%	71.93%	87.93%	97.33%
Standard Deviation	0.6%	0.5%	0.8%	1.4%	1.1%	1.2%	0.3%	0.8%	0.3%	0.8%	0.7%	0.2%	1.9%	1%	0.9%	0.1%	0.6%	0.3%	1.6%

1440p Linux Gaming

DiRT Rally 2.0 - 2560 x 1440 - Ultra	**63.3127**	71.8165	71.0454	82.0172	88.6098	94.8727	116.858	117.556	71.4269	91.0427	107.670	130.206	**158.289**	95.1531	72.1838	86.0832	106.664	130.907	156.243
Normalized	40%	45.37%	44.88%	51.81%	55.98%	59.94%	73.83%	74.27%	45.12%	57.52%	68.02%	82.26%	100%	60.11%	45.6%	54.38%	67.39%	82.7%	98.71%
Standard Deviation	0.3%	0.4%	0.1%	0.7%	0.6%	0.3%	0.6%	0.1%	0.3%	0.3%	0.1%	0.2%	0.2%	0.1%	0%	0.1%	0.4%	0.3%	0%
F1 2020 - 2560 x 1440 - Ultra	115	129	130	147	154	165	183	183	129	167	182	189	**190**	123	**110**	130	149	170	188
Normalized	60.53%	67.89%	68.42%	77.37%	81.05%	86.84%	96.32%	96.32%	67.89%	87.89%	95.79%	99.47%	100%	64.74%	57.89%	68.42%	78.42%	89.47%	98.95%
Standard Deviation						0.4%	0.8%	0.3%				1.7%	1.4%						0.9%
HITMAN 2 - 2560 x 1440 - Ultra	**68.59**	76.00	76.92	85.92	90.77	98.36	115.17	114.76	78.47	100.75	111.34	120.27	**136.51**	92.59	75.14	87.11	106.69	123.65	134.12
Normalized	50.25%	55.67%	56.35%	62.94%	66.49%	72.05%	84.37%	84.07%	57.48%	73.8%	81.56%	88.1%	100%	67.83%	55.04%	63.81%	78.16%	90.58%	98.25%
Standard Deviation	0.1%	0.2%	0.2%	0.1%	0%	0.1%	0.1%	0.3%	0.1%	0.1%	0.3%	1.7%	0.9%	0.1%	0.2%	0.3%	0.6%	0.6%	0.3%
Shadow of the Tomb Raider - 2560 x 1440 - Highest -	64.9	78.5	78.9	92.0	95.8	105.1	124.5	125.9	80.9	107.2	119.2	143.9	**172.9**	93.4	**40.0**	88.5	106	131.6	152.8
Normalized	37.54%	45.4%	45.63%	53.21%	55.41%	60.79%	72.01%	72.82%	46.79%	62%	68.94%	83.23%	100%	54.02%	23.13%	51.19%	61.31%	76.11%	88.37%
Standard Deviation	0.3%	0.1%	0%	0.1%	0.1%	0.1%	0.1%	0%	0.1%	0.1%	0%	0.2%	0.1%	0.1%	8%	0%		0.2%	0%
Strange Brigade - 2560 x 1440 - Ultra	**114.3**	132.1	134.3	151.8	159.8	175.2	212.4	219.5	135.6	184.4	202.2	245.4	**254.8**						
Normalized	44.86%	51.84%	52.71%	59.58%	62.72%	68.76%	83.36%	86.15%	53.22%	72.37%	79.36%	96.31%	100%						
Standard Deviation	0.6%	0.7%	0.4%	0.3%	0.7%	0.1%	1.2%	0.3%	0.5%	0.6%	0.3%	0.2%	1.3%						

1440p Linux Gaming

Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS)	88.9550	102.201	103.791	121.741	127.579	141.374	172.589	171.907	97.1220	135.789	157.441	189.200	**232.937**	106.084	**78.1095**	94.7784	147.322	182.788	215.531
Normalized	38.19%	43.87%	44.56%	52.26%	54.77%	60.69%	74.09%	73.8%	41.69%	58.29%	67.59%	81.22%	100%	45.54%	33.53%	40.69%	63.25%	78.47%	92.53%
Standard Deviation	0.2%	0%	0.3%	0.1%	0.1%	0.1%	0.2%	0.2%	0.1%	0.1%	0.1%	0.2%	0.1%	0.1%	0.1%	0.1%	0%	0.1%	0.1%
Unigine Superposition - 2560 x 1440 - Fullscreen - High - OpenGL (FPS)	45.2	51.4	51.9	59.3	63.5	69.5	82.9	83.9	49.4	69.4	78.5	94.2	**117.9**	53.8	**44.2**	52.2	73.7	92.0	107.4
Normalized	38.34%	43.6%	44.02%	50.3%	53.86%	58.95%	70.31%	71.16%	41.9%	58.86%	66.58%	79.9%	100%	45.63%	37.49%	44.27%	62.51%	78.03%	91.09%
Standard Deviation	0.1%	0%	0.2%	1.9%	0.2%	0.1%	0.2%	0.1%	0.2%	0.1%	0.1%	0.2%	0.1%	0.1%	0%	0.1%	0.1%	0.1%	0.1%
Unigine Superposition - 2560 x 1440 - Fullscreen - Ultra - OpenGL (FPS)	**14.3**	18.5	18.8	20.8	22	23.2	32.4	31.7	14.6	29.1	34.2	41.2	**52.2**	21.6	15.4	20	27.9	35.4	42.4
Normalized	27.39%	35.44%	36.02%	39.85%	42.15%	44.44%	62.07%	60.73%	27.97%	55.75%	65.52%	78.93%	100%	41.38%	29.5%	38.31%	53.45%	67.82%	81.23%
Standard Deviation	0%	0%	0%	0.3%		0%	0.2%	0.4%	0.4%	0%	0%	0.3%	0.2%	0%	0.4%		0%	0%	0.1%
Basemark GPU - Vulkan - 2560 x 1440 - High	**118.86**	144.34	146.02	158.63	165.99	181.12	226.11	235.26	141.83	190.41	209.11	279.32	**342.90**						
Normalized	34.66%	42.09%	42.58%	46.26%	48.41%	52.82%	65.94%	68.61%	41.36%	55.53%	60.98%	81.46%	100%						
Standard Deviation	0%	0.1%	0%	0.1%	0.2%	0%	0%	0%	0%	0.1%	0.1%	0.4%	0.1%						

1440p Linux Gaming

Batman: Arkham Knight - 2560 x 1440 - High (FPS/Watt	0.813	0.88	0.901	0.84	0.836	0.89	0.95	0.876	0.924	1.04	1.04	0.84	0.883	0.994	1.047	0.968	1.221	1.473	1.285
Normalized	55.19%	59.74%	61.17%	57.03%	56.75%	60.42%	64.49%	59.47%	62.73%	70.6%	70.6%	57.03%	59.95%	67.48%	71.08%	65.72%	82.89%	100%	87.24%
DiRT Rally 2.0 - 2560 x 1440 - Ultra (FPS/Watt	0.442	0.46	0.455	0.46	0.471	0.47	0.50	0.462	0.541	0.52	0.564	0.46	0.509	0.537	0.592	0.531	0.645	0.779	0.676
Normalized	56.74%	59.05%	58.41%	59.05%	60.46%	60.33%	64.18%	59.31%	69.45%	66.75%	72.4%	59.05%	65.34%	68.93%	75.99%	68.16%	82.8%	100%	86.78%
Shadow of the Tomb Raider - 2560 x 1440 - Highest - Off	0.459	0.50	0.51	0.49	0.52	0.51	0.55	0.515	0.566	0.61	0.625	0.51	0.576	0.544	0.427	0.554	0.654	0.79	0.687
Normalized	58.1%	63.29%	64.56%	62.03%	65.82%	64.56%	69.62%	65.19%	71.65%	77.22%	79.11%	64.56%	72.91%	68.86%	54.05%	70.13%	82.78%	100%	86.96%
Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS/Watt	0.585	0.61	0.625	0.60	0.649	0.60	0.70	0.646	0.617	0.71	0.755	0.63	0.708	0.519	0.587	0.546	0.823	0.938	0.883
Normalized	62.37%	65.03%	66.63%	63.97%	69.19%	63.97%	74.63%	68.87%	65.78%	75.69%	80.49%	67.16%	75.48%	55.33%	62.58%	58.21%	87.74%	100%	94.14%

1440p Linux Gaming

Unigine Superposition - 2560 x 1440 - Fullscreen - High - OpenGL (FPS/Watt	0.326	0.34	0.343	0.33	0.348	0.33	0.37	0.345	0.344	0.39	0.399	0.34	0.376	**0.264**	0.32	0.312	0.425	**0.487**	0.452
Normalized	66.94%	69.82%	70.43%	67.76%	71.46%	67.76%	75.98%	70.84%	70.64%	80.08%	81.93%	69.82%	77.21%	54.21%	65.71%	64.07%	87.27%	100%	92.81%
Unigine Superposition - 2560 x 1440 - Fullscreen - Ultra - OpenGL (FPS/Watt	**0.105**	0.12	0.125	0.12	0.12	0.12	0.15	0.131	0.108	0.16	0.175	0.15	0.164	0.112	0.121	0.12	0.16	**0.186**	0.178
Normalized	56.45%	64.52%	67.2%	64.52%	64.52%	64.52%	80.65%	70.43%	58.06%	86.02%	94.09%	80.65%	88.17%	60.22%	65.05%	64.52%	86.02%	100%	95.7%
GeeXLab Vulkan Ray-Tracing Demo - 2560 x 1440 (FPS)	**17.8**	20.6	21.1	24.6	26.9	29.9	39.3	40.6	19.6	27.2	32.3	47.2	**54.4**						
Normalized	32.72%	37.87%	38.79%	45.22%	49.45%	54.96%	72.24%	74.63%	36.03%	50%	59.38%	86.76%	100%						
Standard Deviation	1.2%	0.3%	0.5%	0.2%	0.4%	0%	0.5%	0.5%	0.3%	0.2%	0.5%	0.6%	0.6%						
Ray Tracing In Vulkan - 2560 x 1440 - Cornell Box (FPS)	**26.3150**	29.5697	30.3511	34.8187	39.1976	42.5368	58.4417	59.6141	27.5162	38.6884	45.9028	67.6253	**79.8037**						
Normalized	32.97%	37.05%	38.03%	43.63%	49.12%	53.3%	73.23%	74.7%	34.48%	48.48%	57.52%	84.74%	100%						
Standard Deviation	0%	2.4%	0.4%	2.3%	0.6%	0.2%	0.3%	0.2%	0.1%	0.2%	0.3%	0.7%	0%						

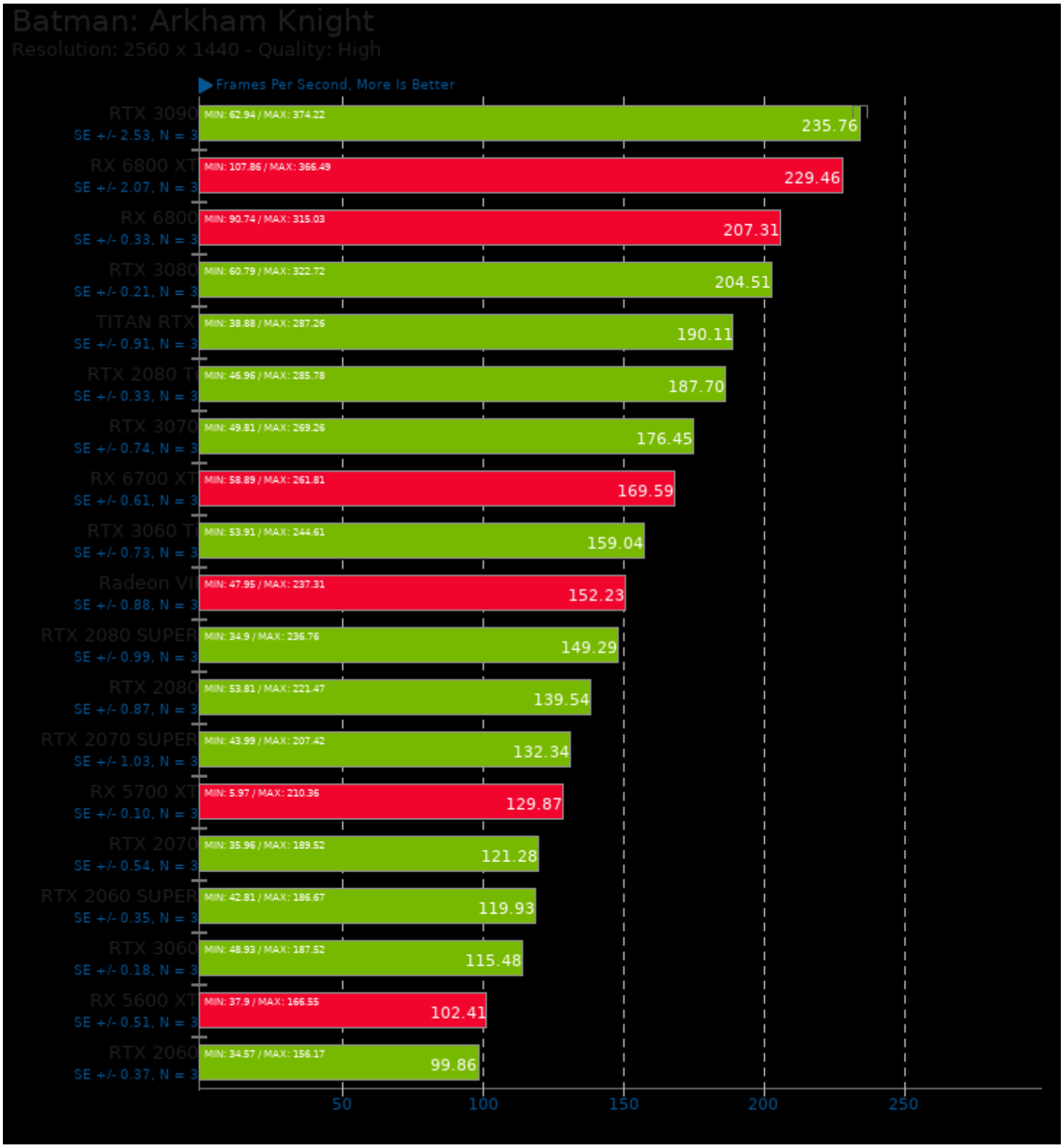
1440p Linux Gaming

Ray Tracing In Vulkan - 2560 x 1440 - Cornell Box + Lucy	**9.80080**	12.5382	12.7434	14.0759	14.3890	14.8112	21.8752	22.7055	11.8465	19.5965	23.4528	33.5875	**39.9962**
Normalized	24.5%	31.35%	31.86%	35.19%	35.98%	37.03%	54.69%	56.77%	29.62%	49%	58.64%	83.98%	100%
Standard Deviation	0.1%	0.1%	0.2%	0.1%	0.2%	0.4%	0.1%	0.2%	0.1%	0.2%	0.2%	0.1%	0%
Ray Tracing In Vulkan - 2560 x 1440 - L.I.O.W (FPS)	**11.1656**	13.7560	14.0143	15.6649	16.3852	17.2297	24.4520	25.2046	13.9186	19.5597	23.0296	32.7156	**39.0771**
Normalized	28.57%	35.2%	35.86%	40.09%	41.93%	44.09%	62.57%	64.5%	35.62%	50.05%	58.93%	83.72%	100%
Standard Deviation	0%	0%	0.1%	0.3%	0.2%	0%	0.1%	0.1%	0%	0.1%	0%	0.3%	0.1%
Ray Tracing In Vulkan - 2560 x 1440 - P.I.O.W (FPS)	17.1208	19.3277	19.4848	22.7512	25.2502	27.6902	36.8108	37.8963	**14.8656**	20.9569	24.8536	35.9135	**43.5462**
Normalized	39.32%	44.38%	44.75%	52.25%	57.98%	63.59%	84.53%	87.03%	34.14%	48.13%	57.07%	82.47%	100%
Standard Deviation	0%	0%	2.1%	0.4%	0.5%	0.3%	0.2%	0.2%	0.1%	0.6%	0.1%	0%	0.1%
Ray Tracing In Vulkan - 2560 x 1440 - R.T.I.O.W (FPS)	16.7824	18.9495	19.2966	22.3041	24.7259	27.0717	36.0584	37.1446	**14.5732**	20.5086	24.3425	35.1564	**42.6308**
Normalized	39.37%	44.45%	45.26%	52.32%	58%	63.5%	84.58%	87.13%	34.18%	48.11%	57.1%	82.47%	100%
Standard Deviation	0%	0%	0.1%	0.4%	0.5%	0.4%	0.2%	0.3%	0.4%	0.3%	0.1%	0.1%	0.3%

1440p Linux Gaming

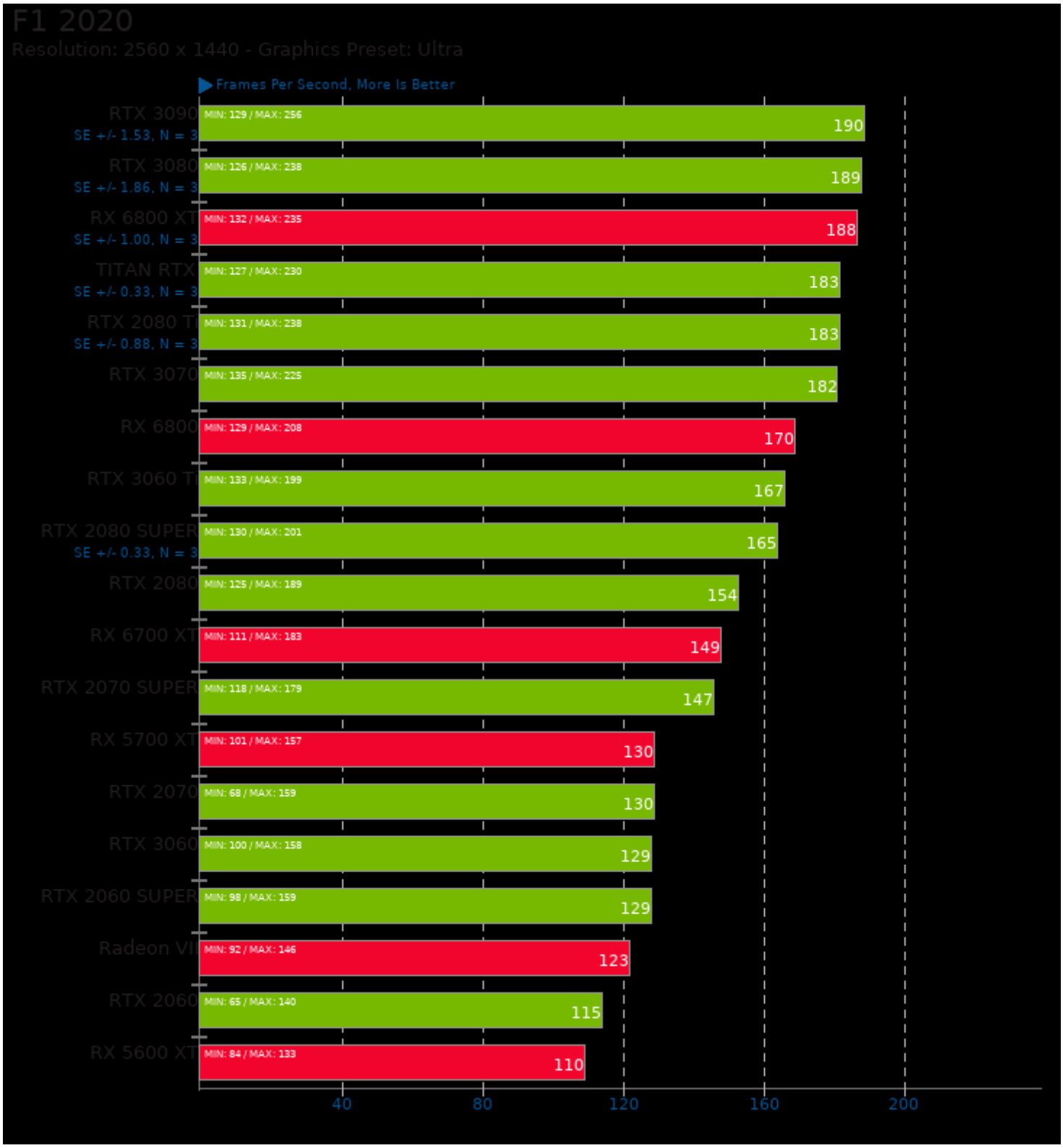
Geometric Mean Of All Test Results - Result Composite - 1440p Linux Gaming (Geometric Mean)	60.774	70.979	71.570	81.221	85.852	92.814	113.051	113.228	68.293	95.913	108.634	126.106	**148.767**	81.251	**58.106**	75.962	99.008	120.581	138.523
Normalized	40.85%	47.71%	48.11%	54.6%	57.71%	62.39%	75.99%	76.11%	45.91%	64.47%	73.02%	84.77%	100%	54.62%	39.06%	51.06%	66.55%	81.05%	93.11%

1440p Linux Gaming



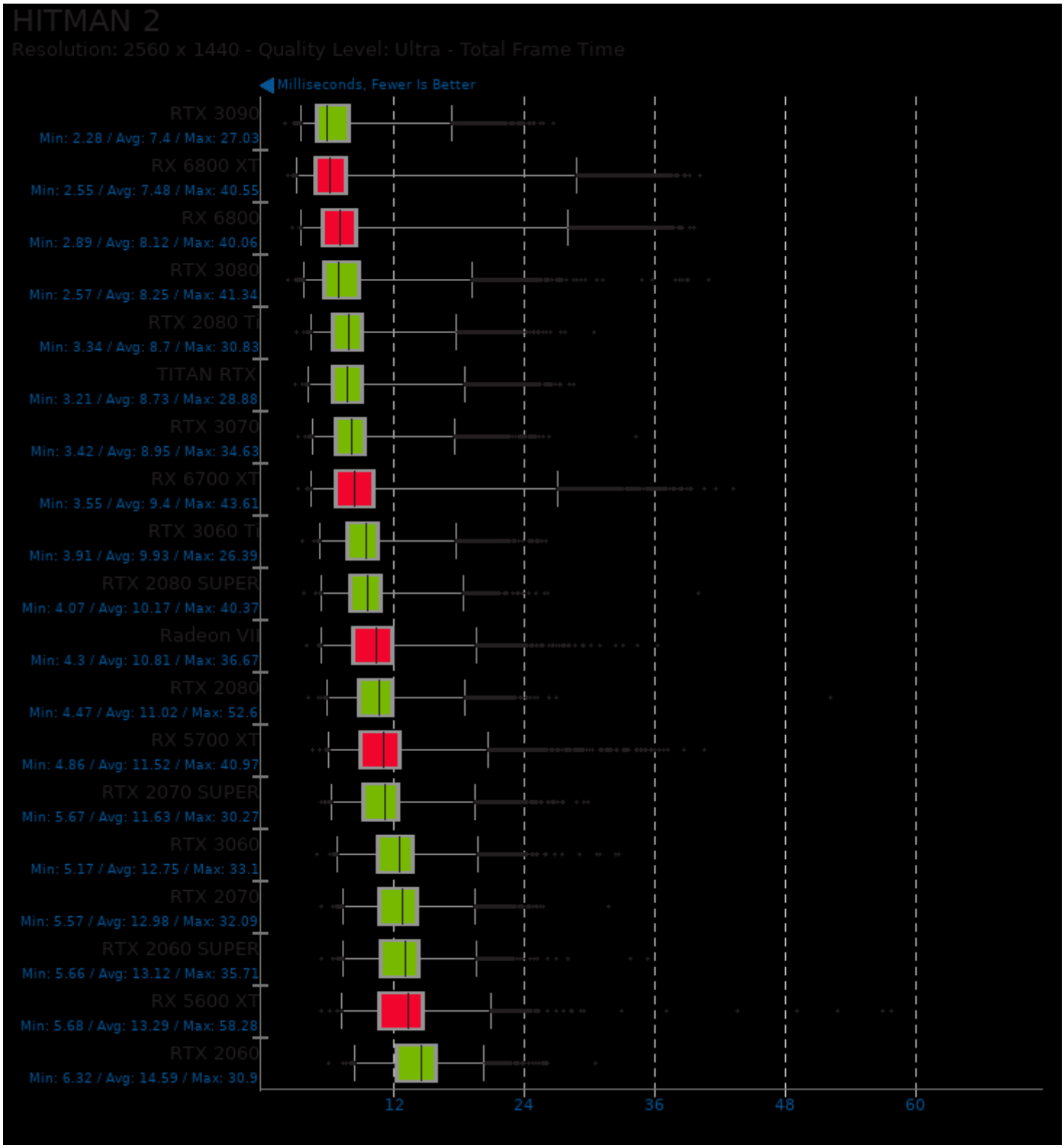
1440p Linux Gaming

1440p Linux Gaming

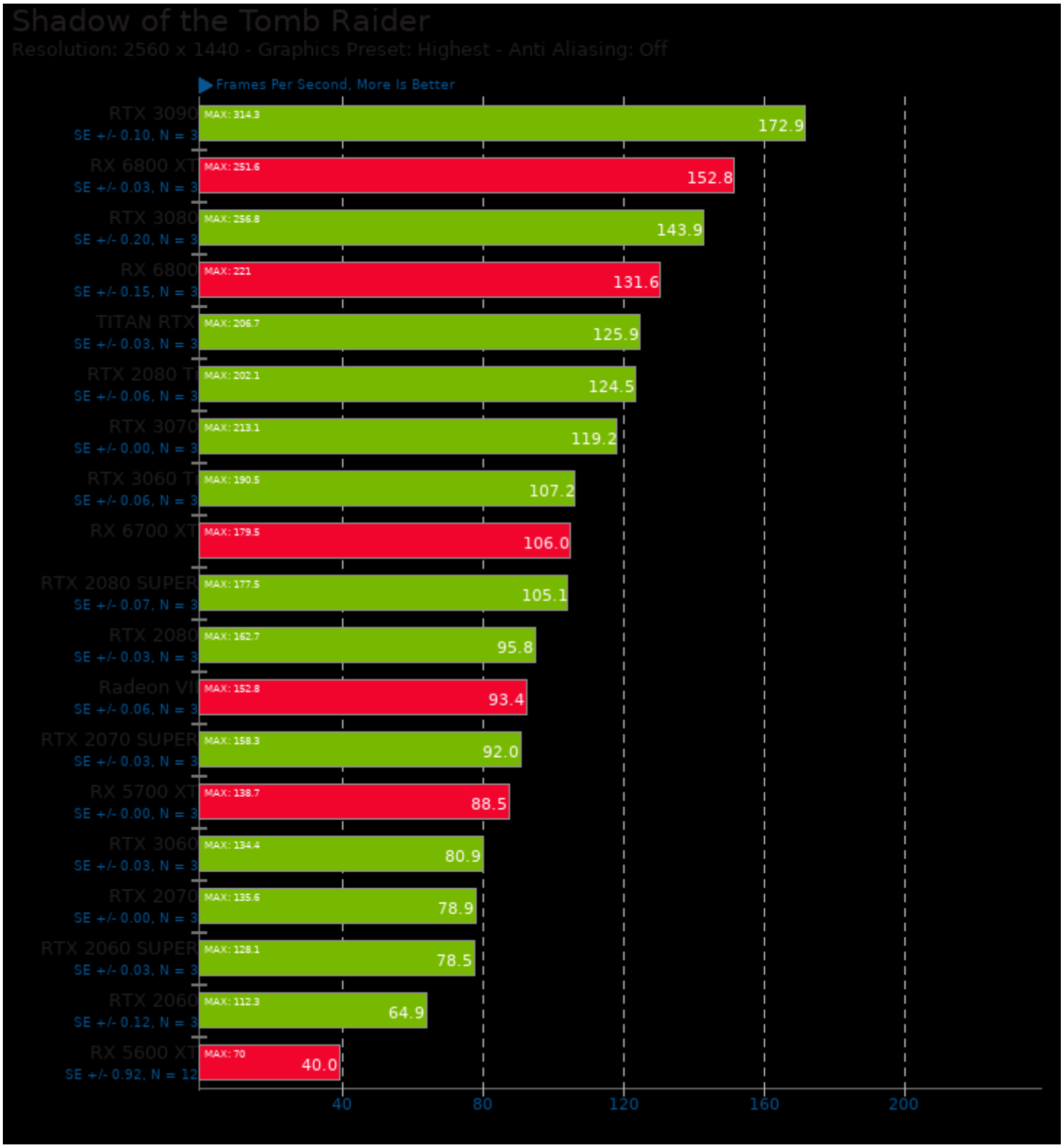


1440p Linux Gaming

1440p Linux Gaming



1440p Linux Gaming



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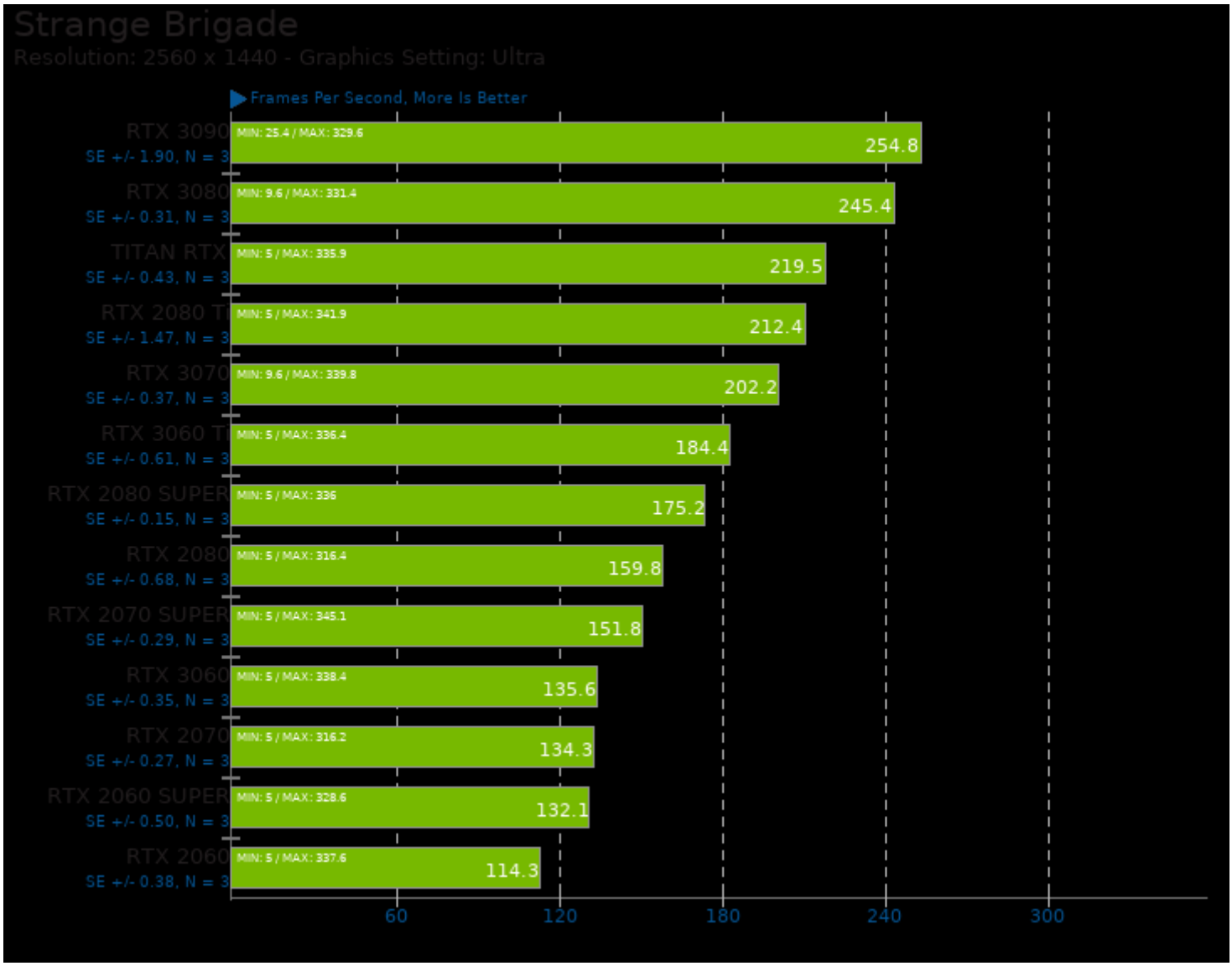
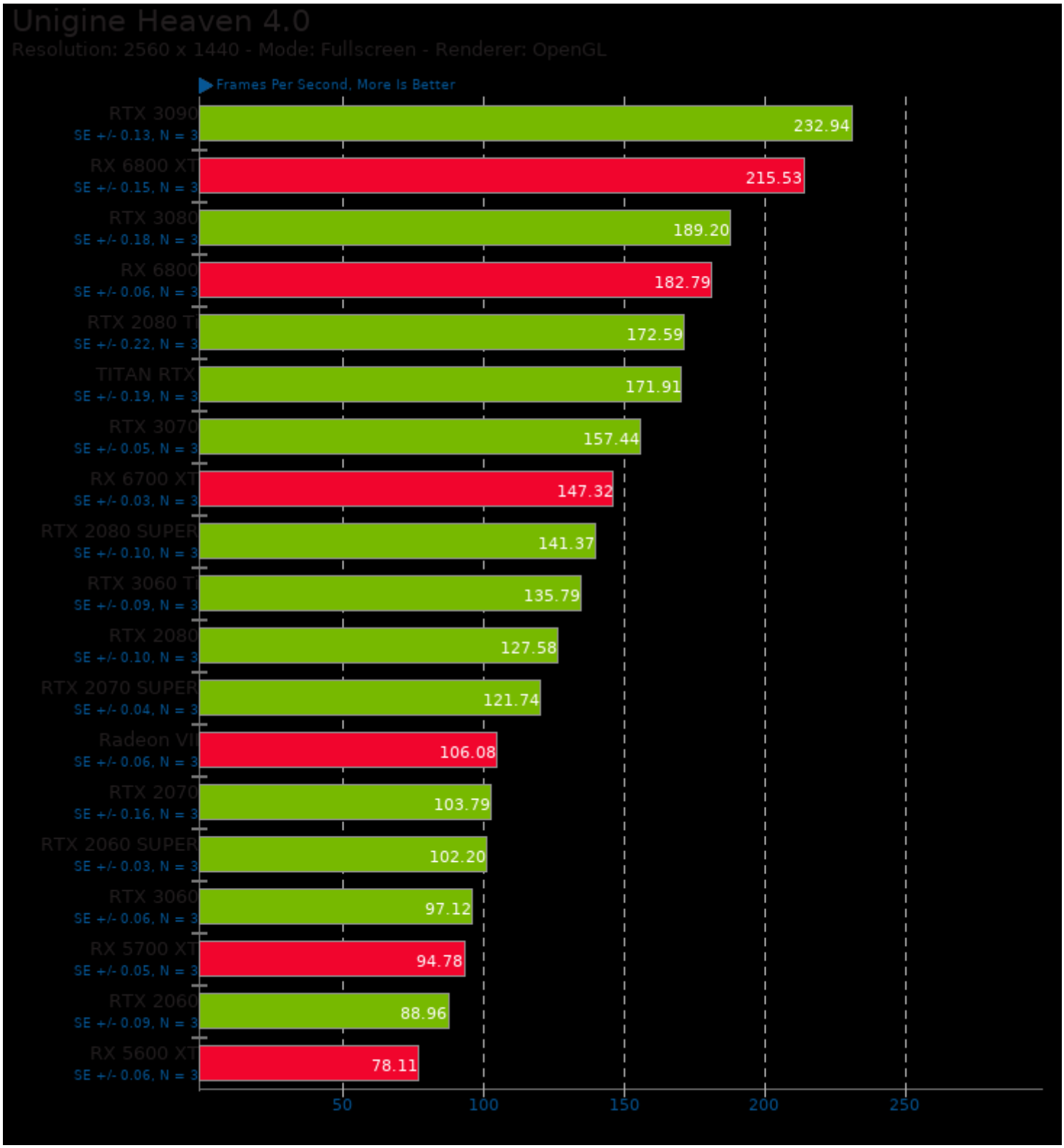
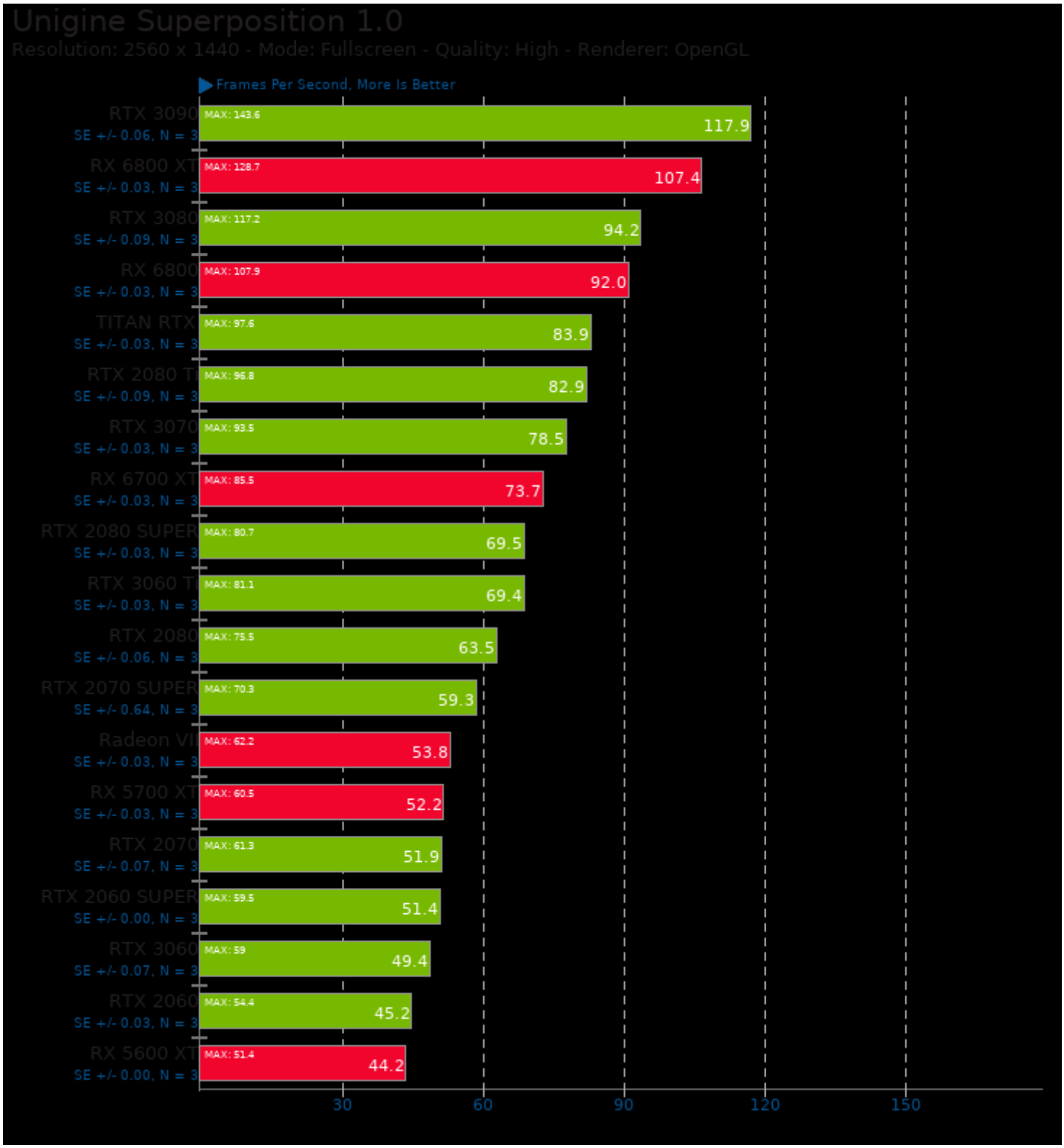


1440p Linux Gaming



1440p Linux Gaming



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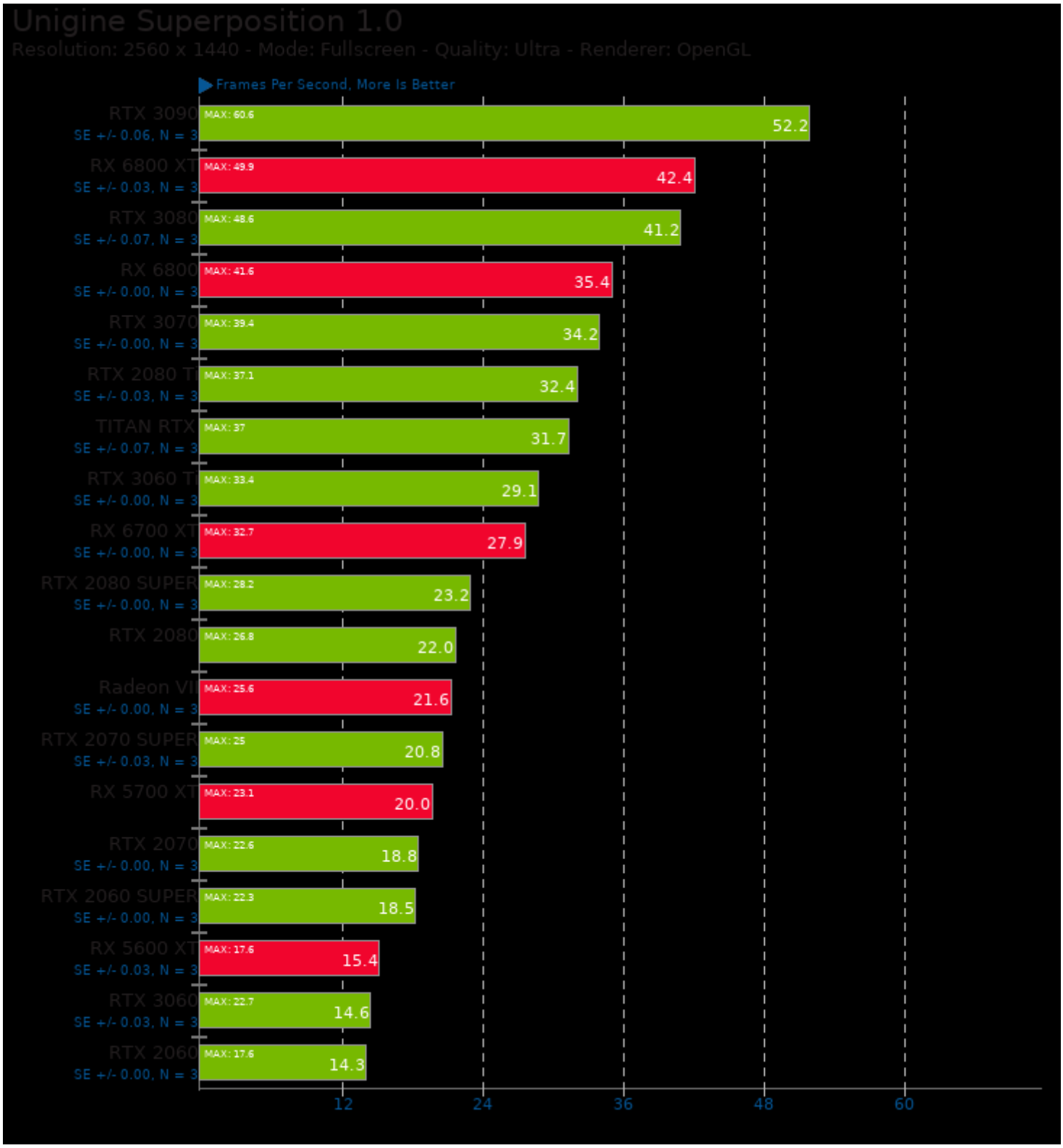
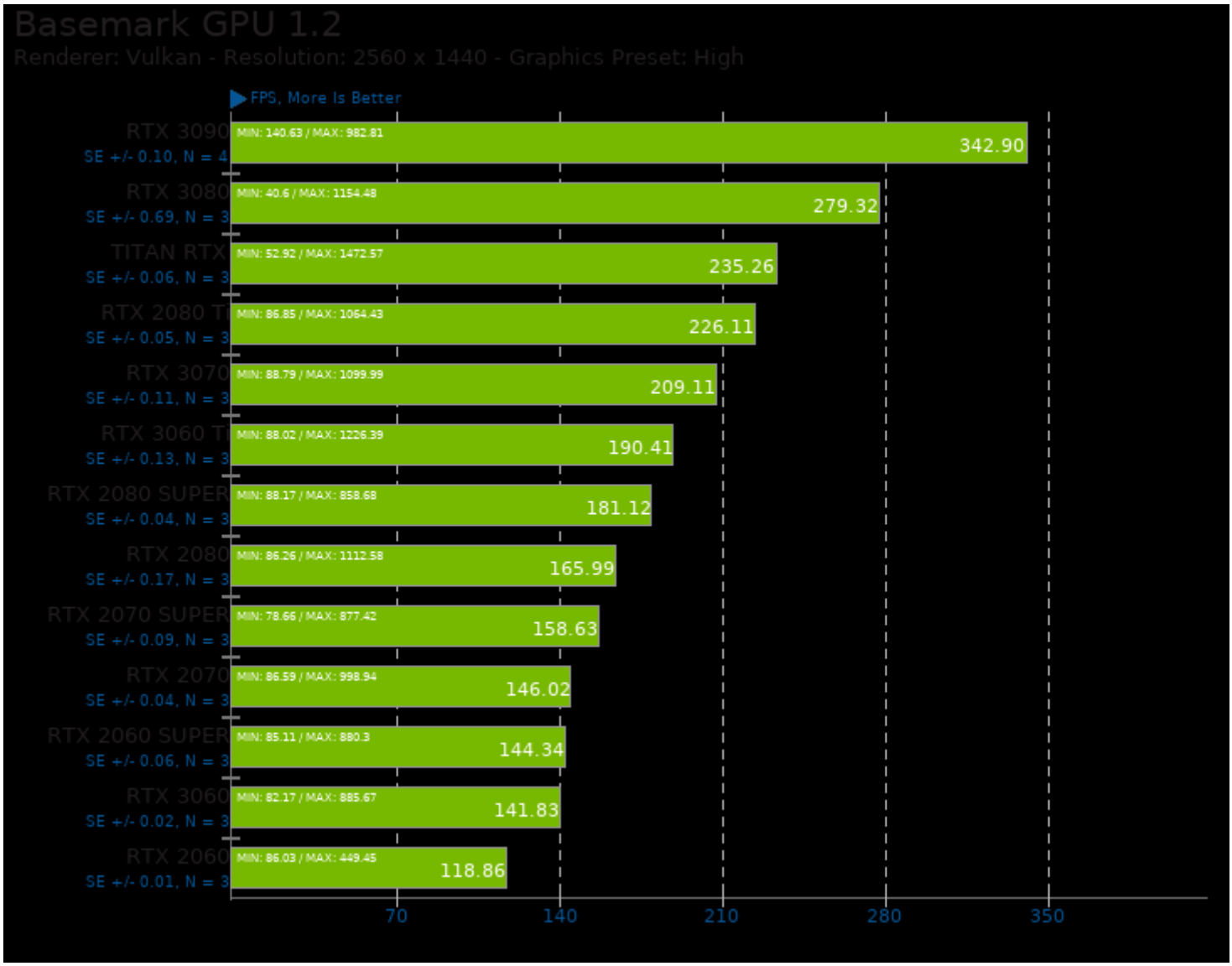


1440p Linux Gaming



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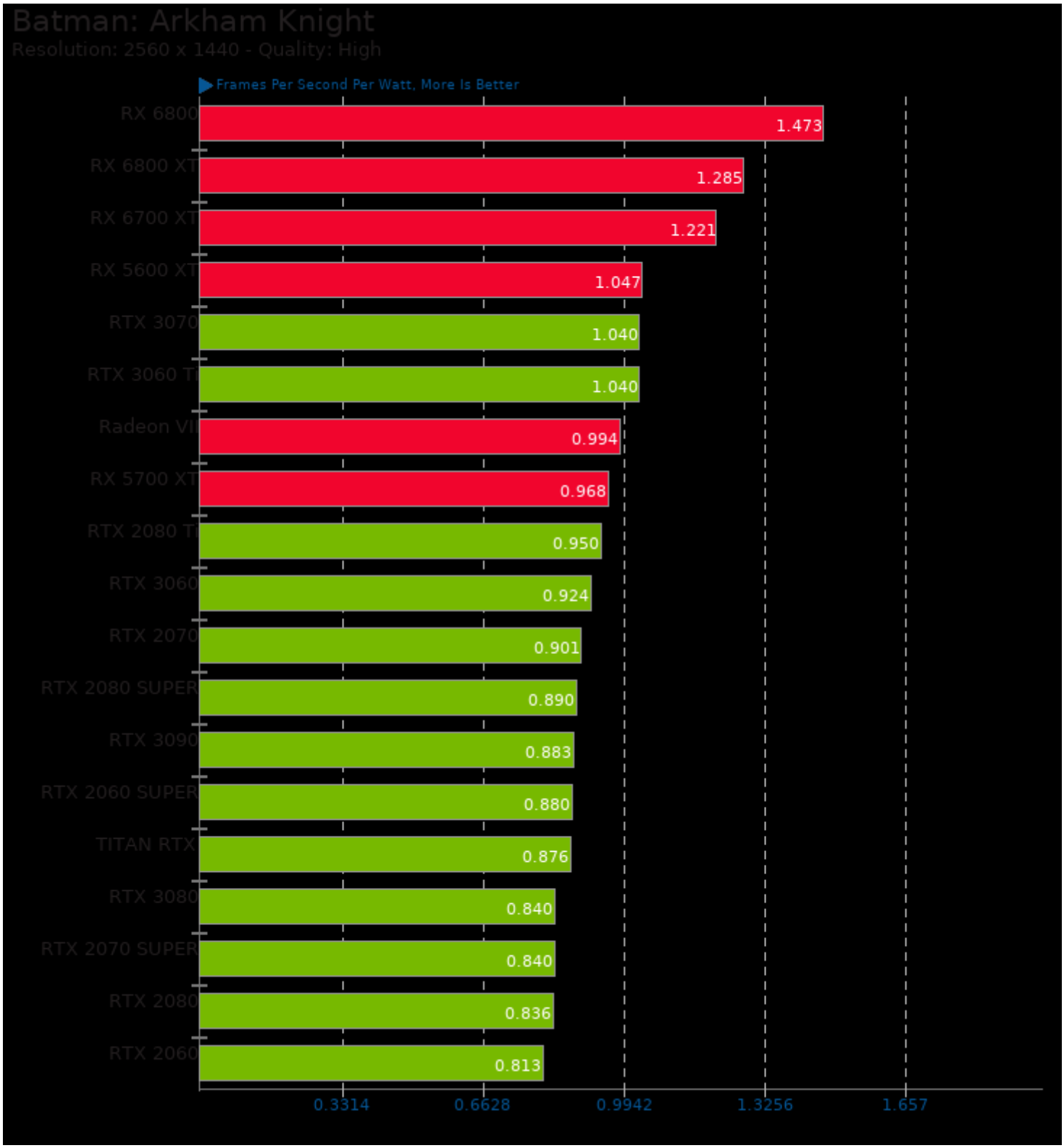

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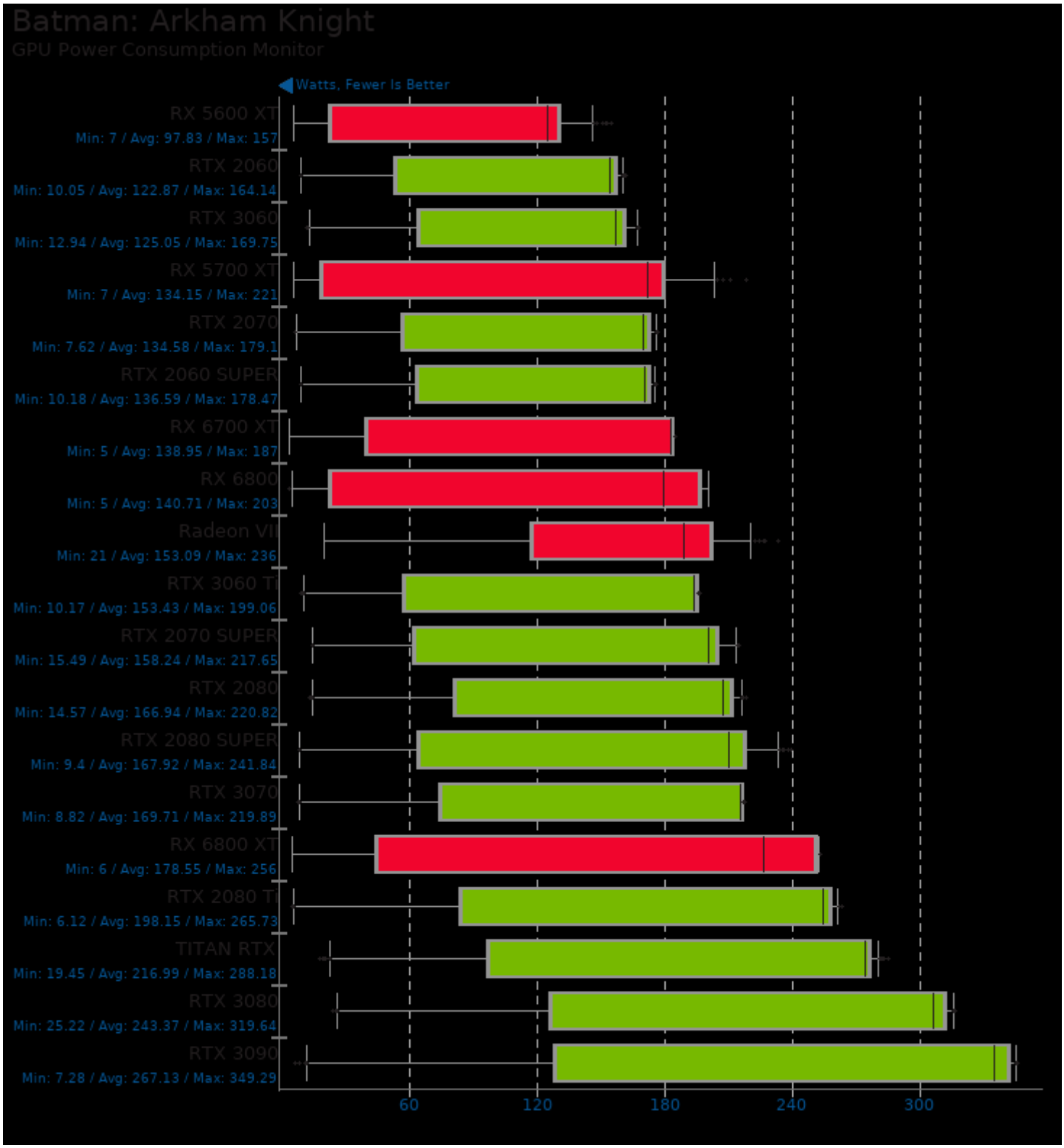

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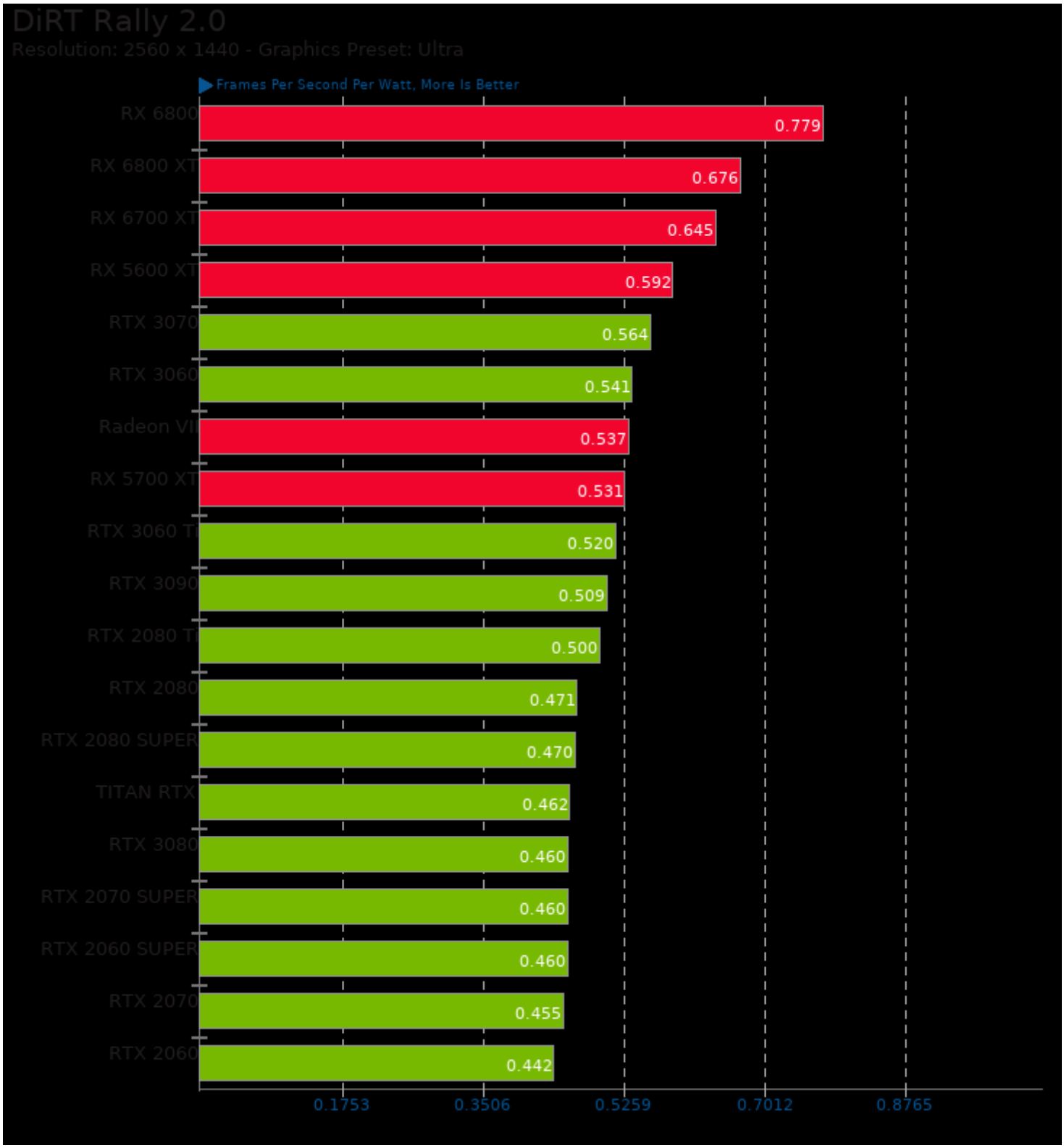

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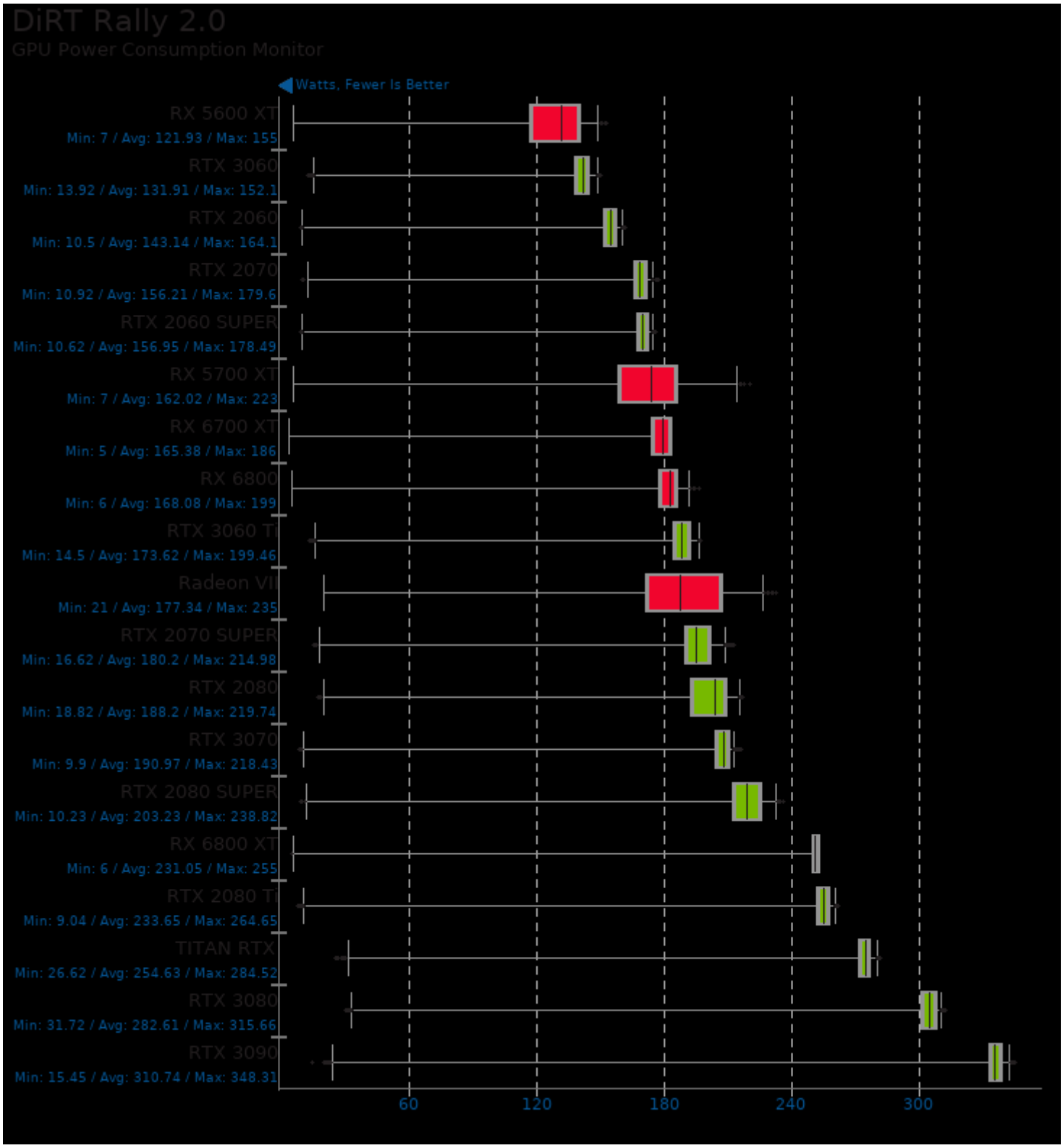

1440p Linux Gaming

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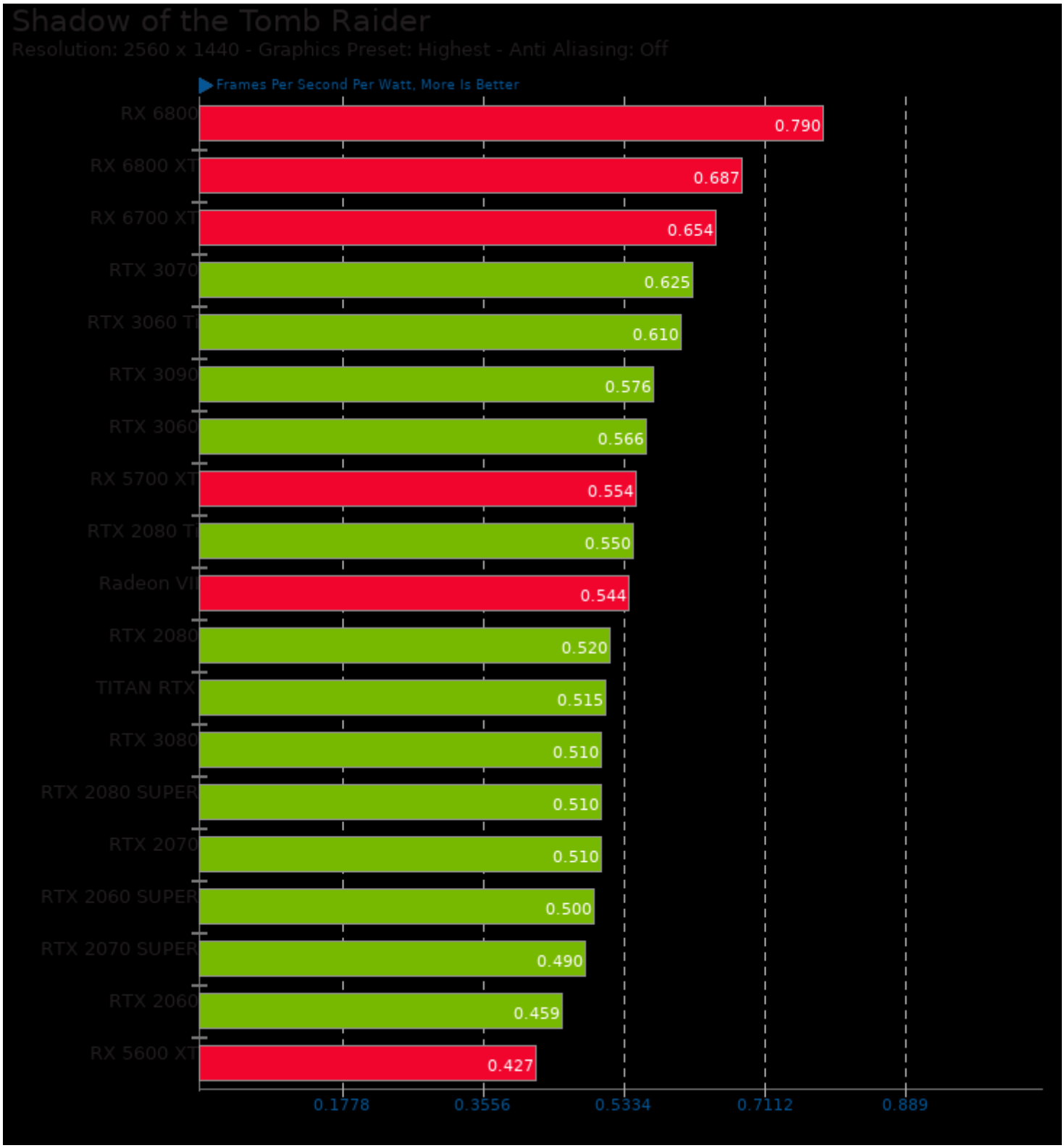

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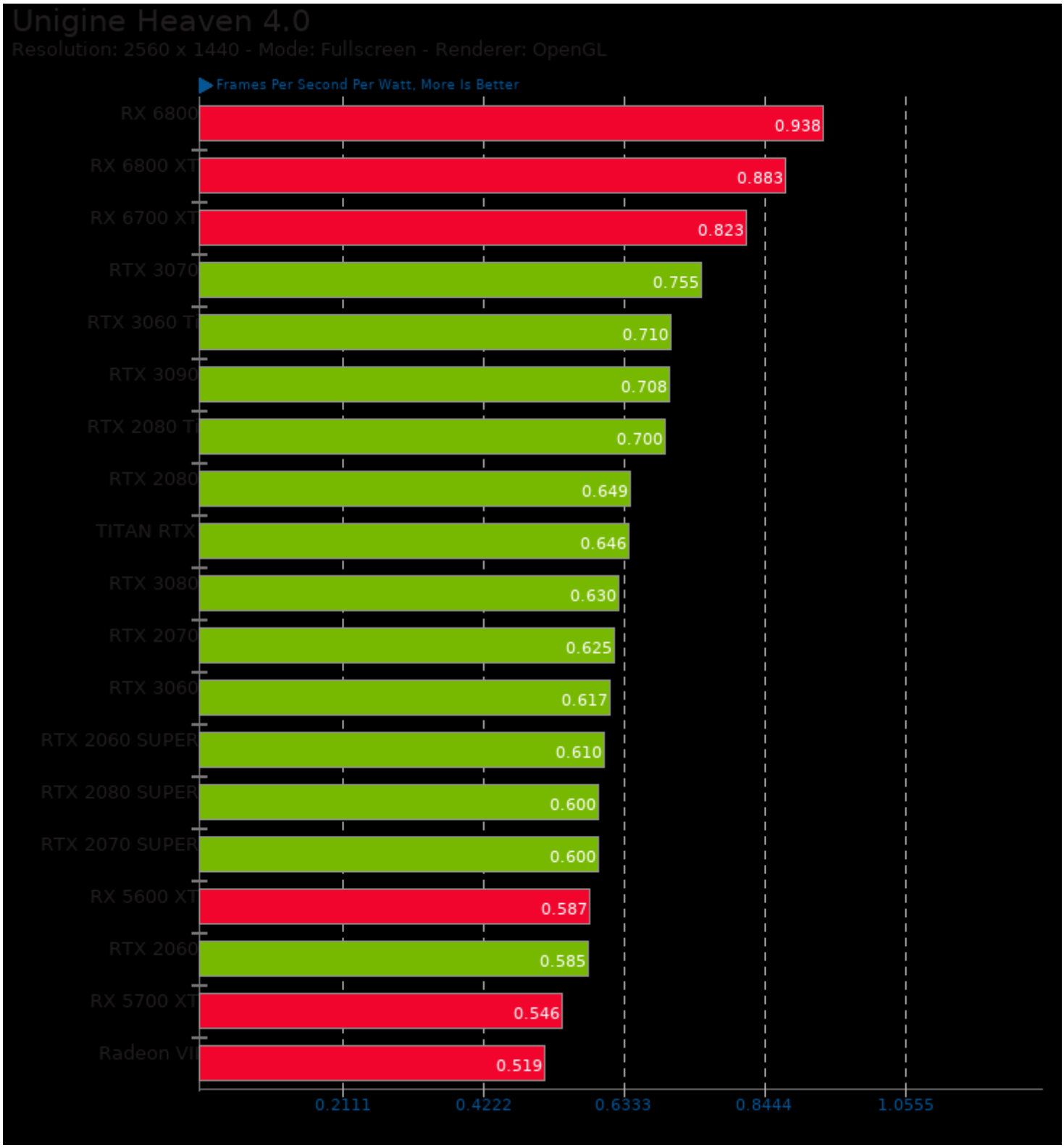

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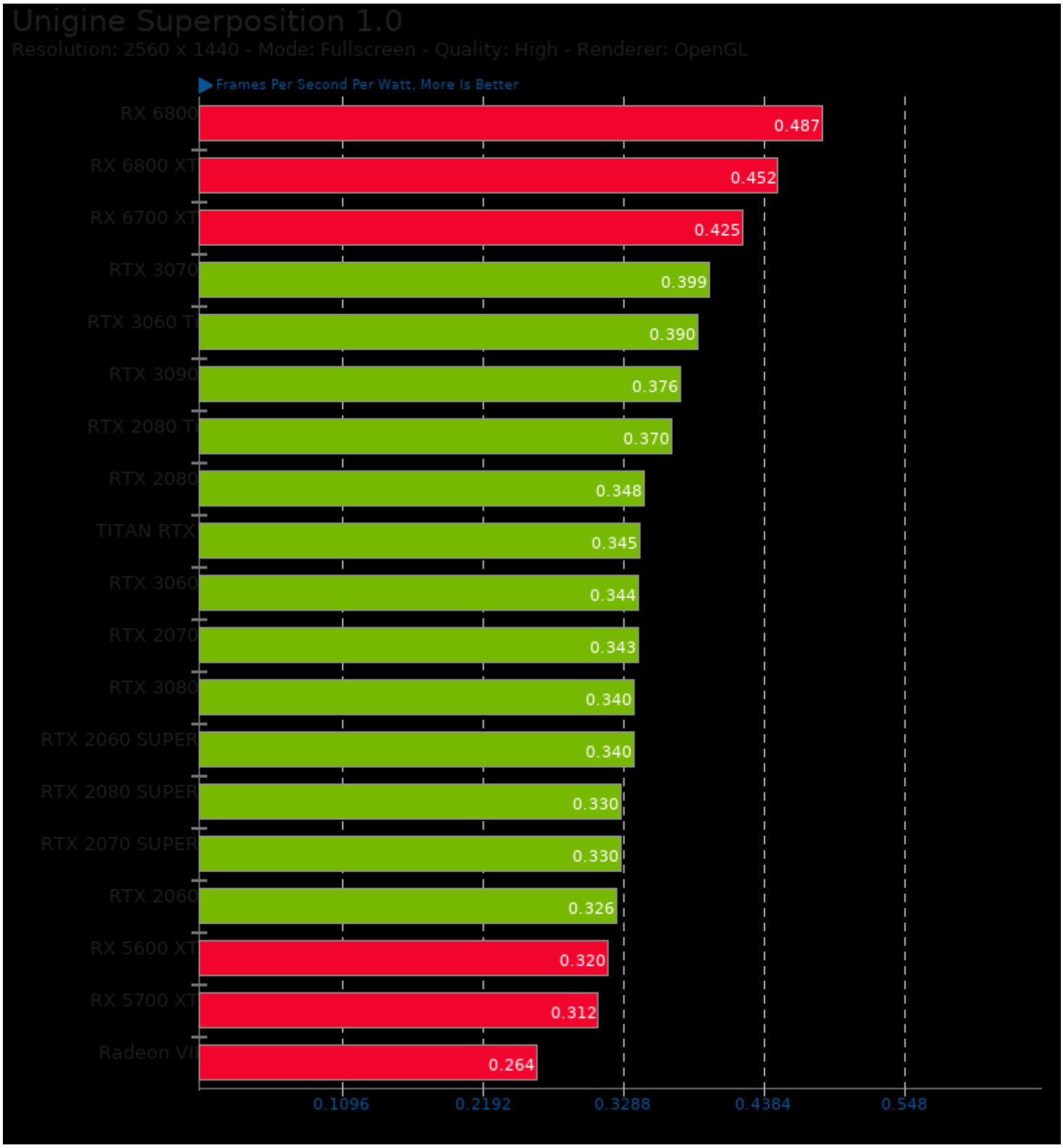

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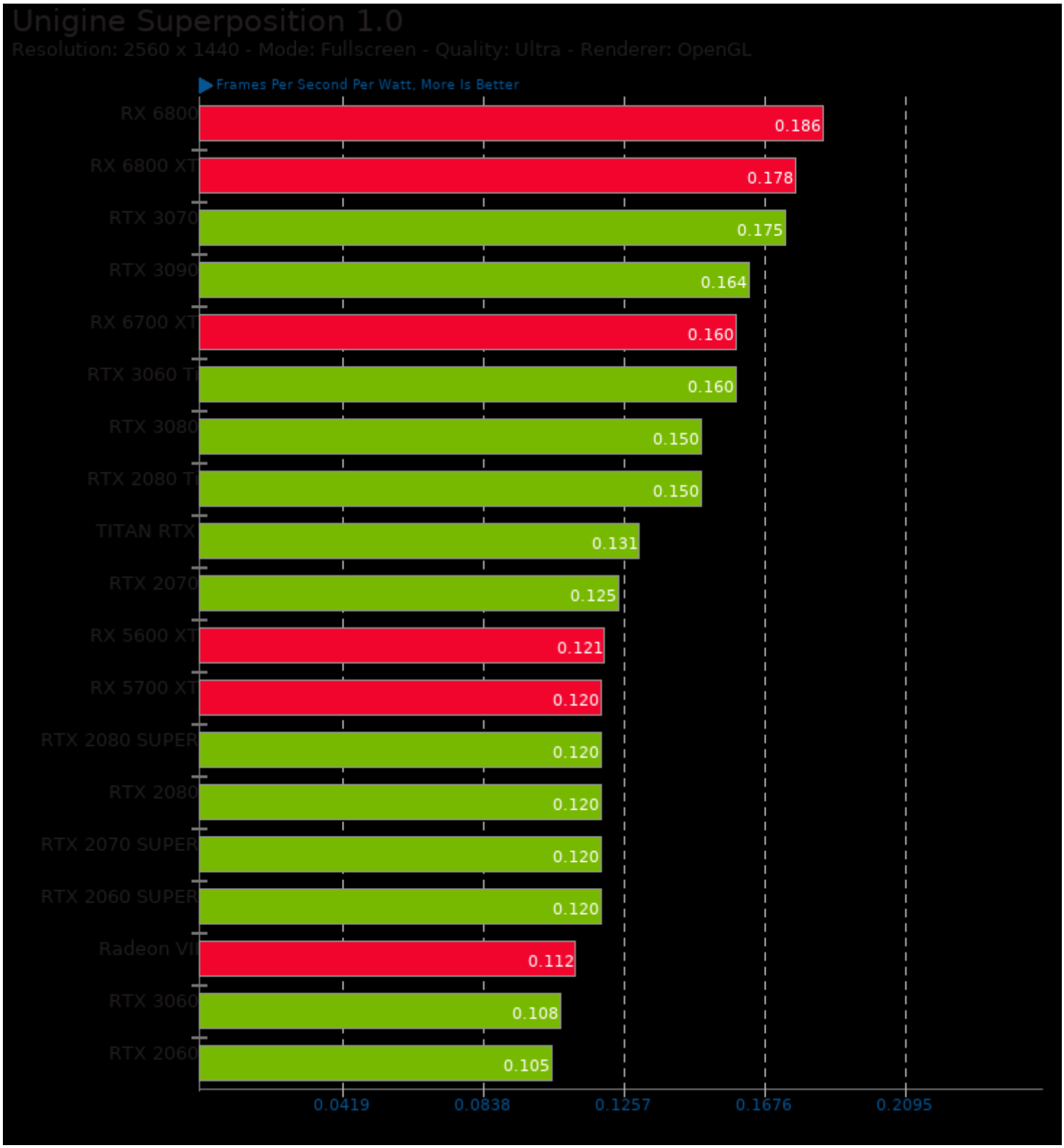

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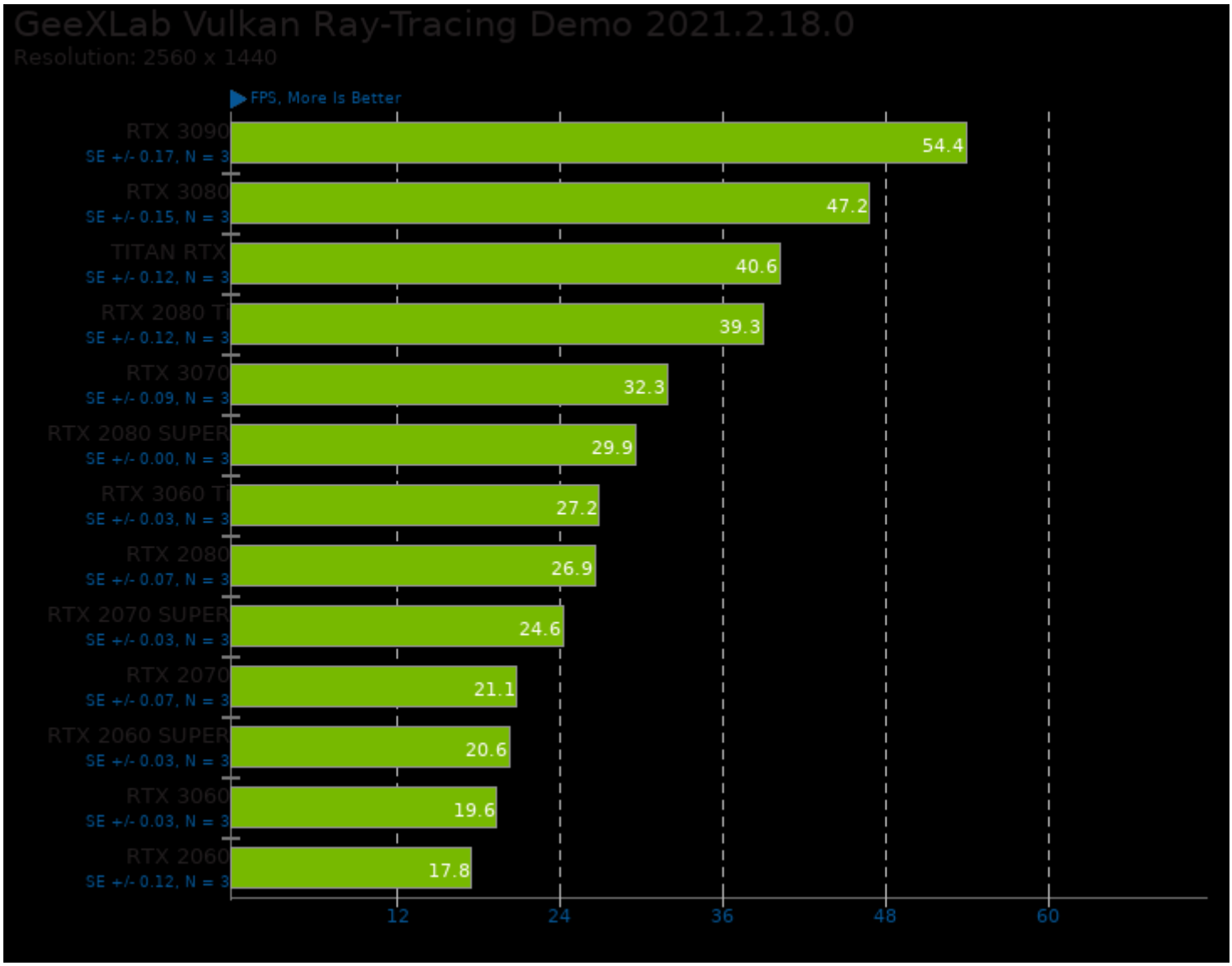

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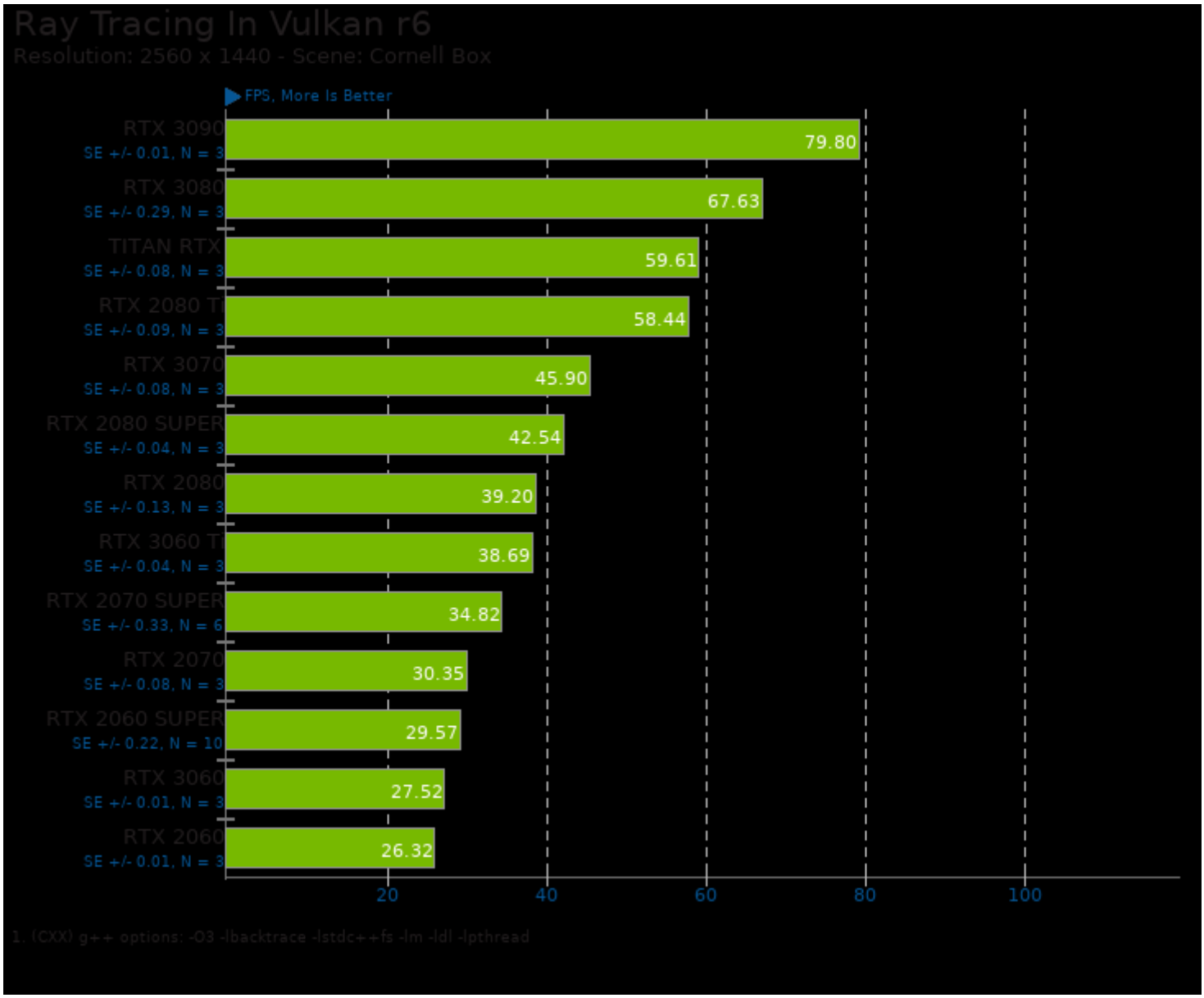
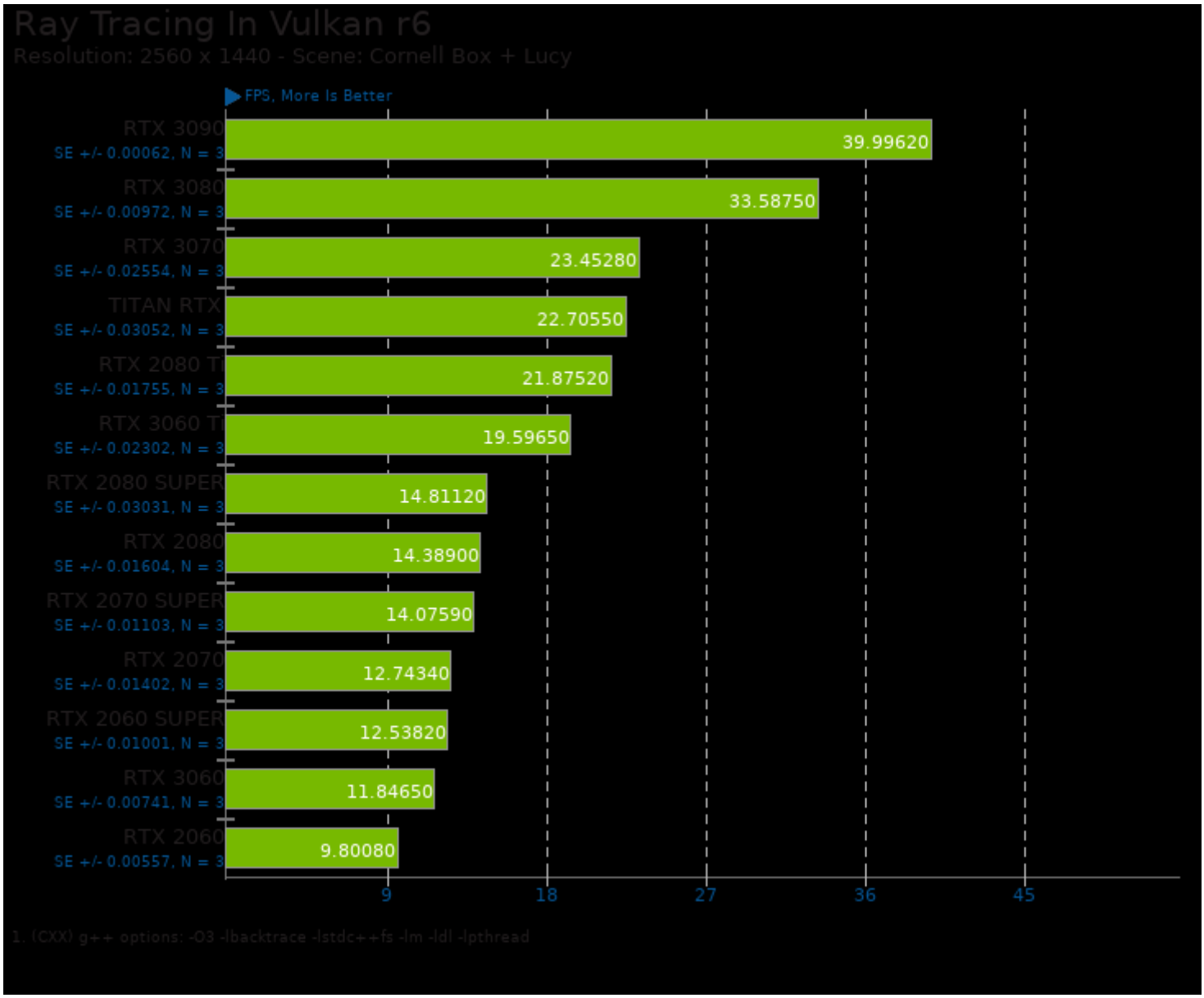
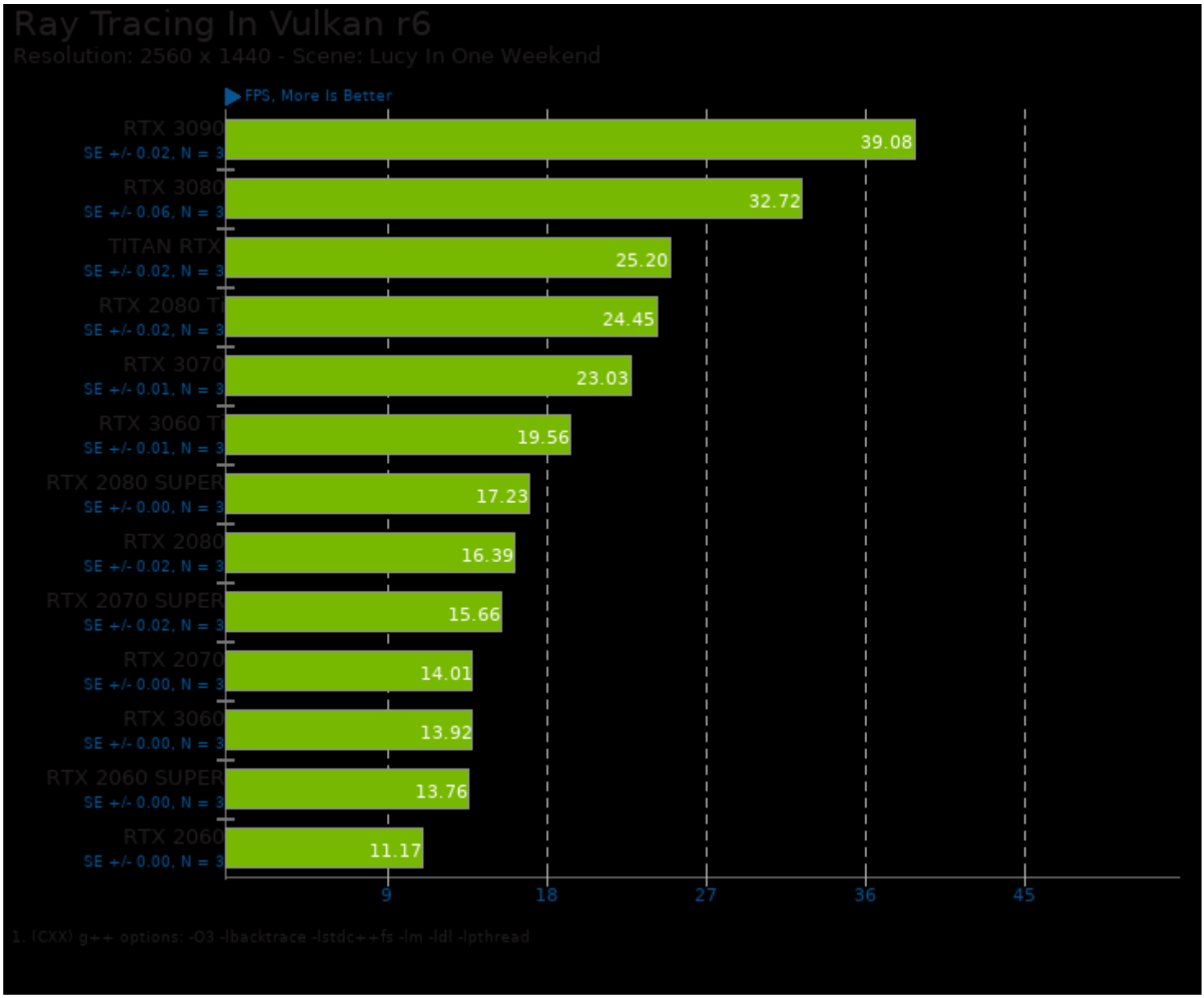
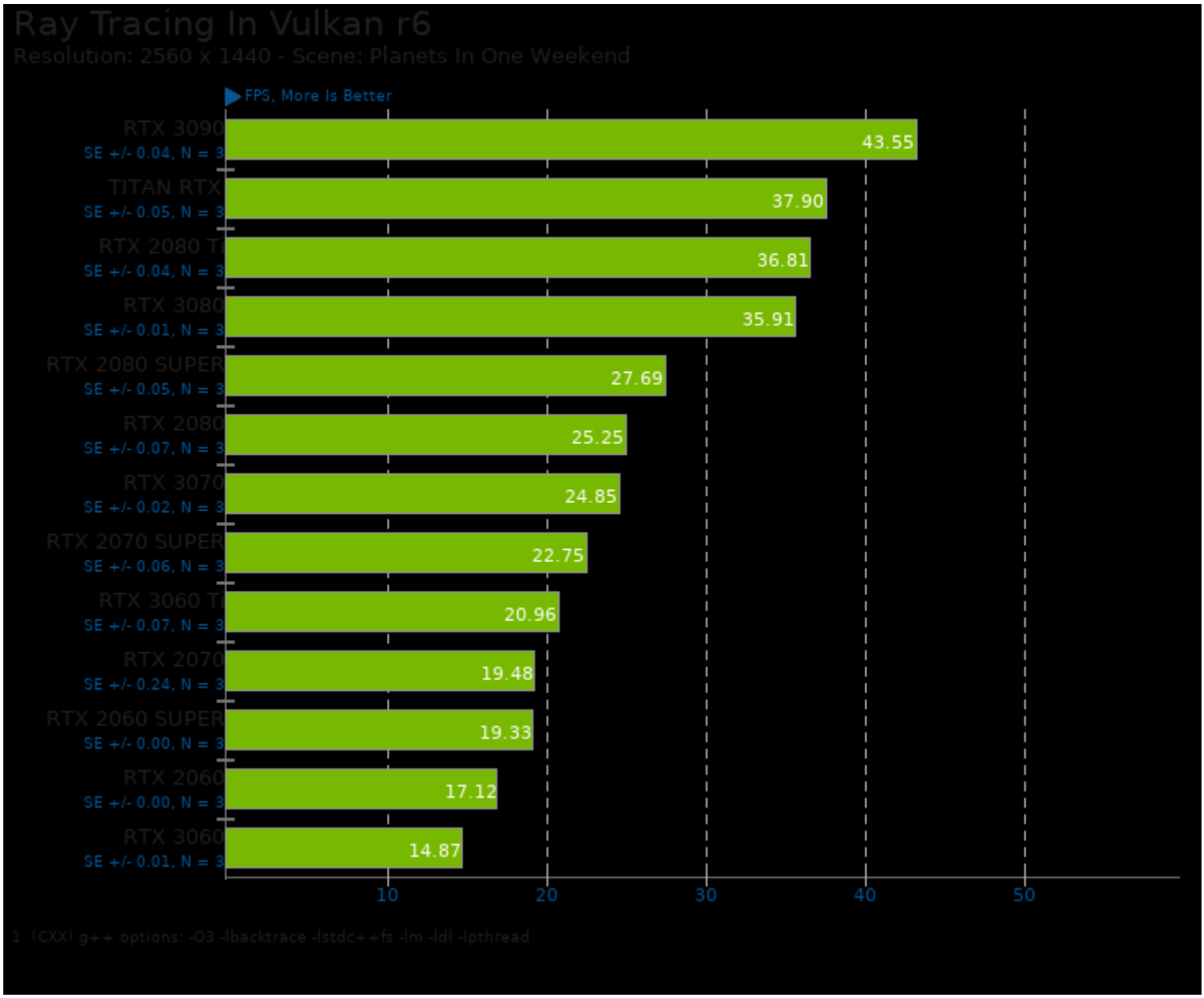


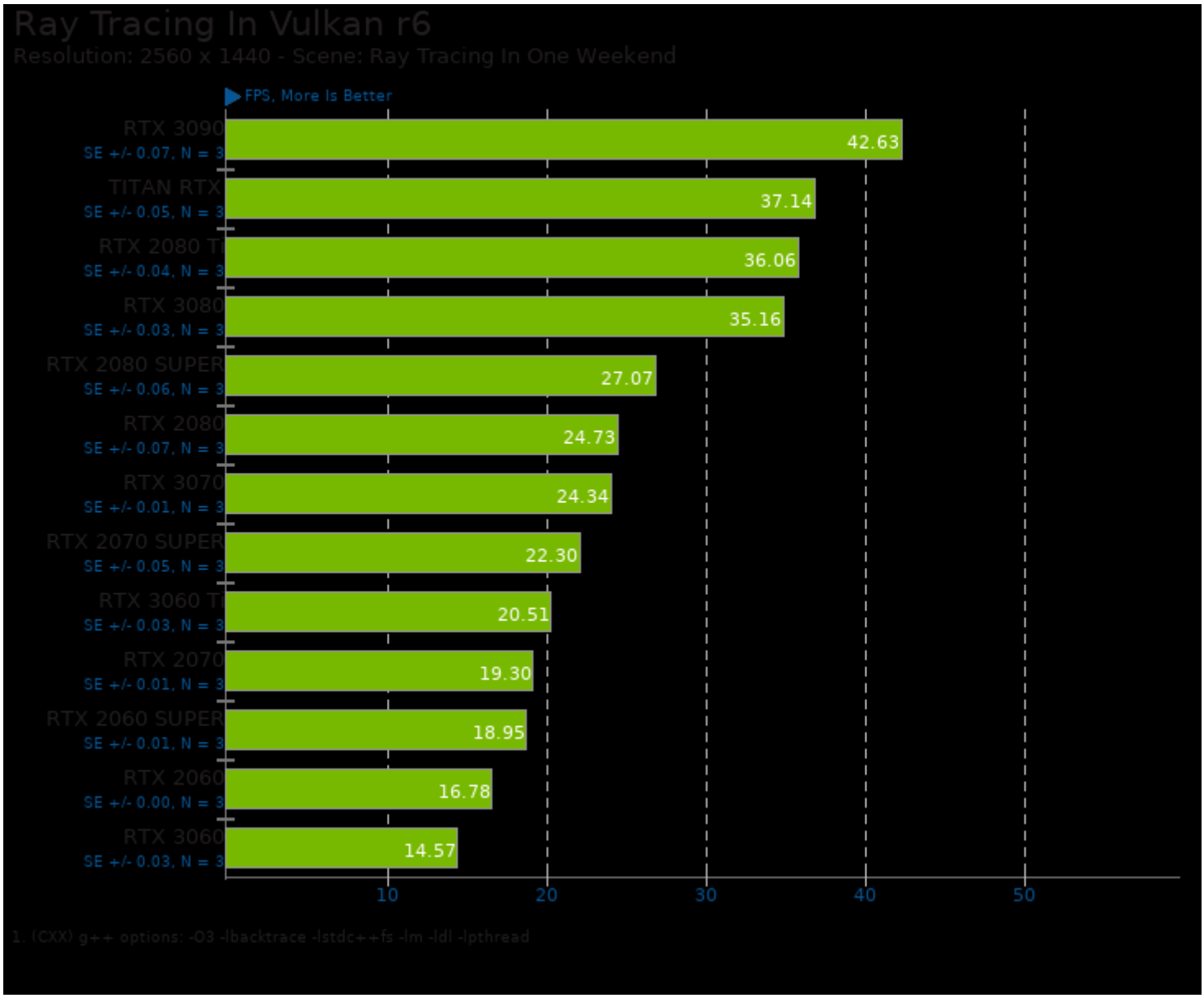

Ray Tracing In Vulkan r6
Resolution: 2560 x 1440 - Scene: Cornell Box + Lucy
FPS, More Is Better
RTX 3090
SE +/- 0.00062, N = 3
39.99620
RTX 3080
SE +/- 0.00972, N = 3
33.58750
RTX 3070
SE +/- 0.02554, N = 3
23.45280
TITAN RTX
SE +/- 0.03052, N = 3
22.70550
RTX 2080 Ti
SE +/- 0.01755, N = 3
21.87520
RTX 3060 Ti
SE +/- 0.02302, N = 3
19.59650
RTX 2080 SUPER
SE +/- 0.03031, N = 3
14.81120
RTX 2080
SE +/- 0.01604, N = 3
14.38900
RTX 2070 SUPER
SE +/- 0.01103, N = 3
14.07590
RTX 2070
SE +/- 0.01402, N = 3
12.74340
RTX 2060 SUPER
SE +/- 0.01001, N = 3
12.53820
RTX 3060
SE +/- 0.00741, N = 3
11.84650
RTX 2060
SE +/- 0.00557, N = 3
9.80080
9
18
27
36
45
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread

1440p Linux Gaming

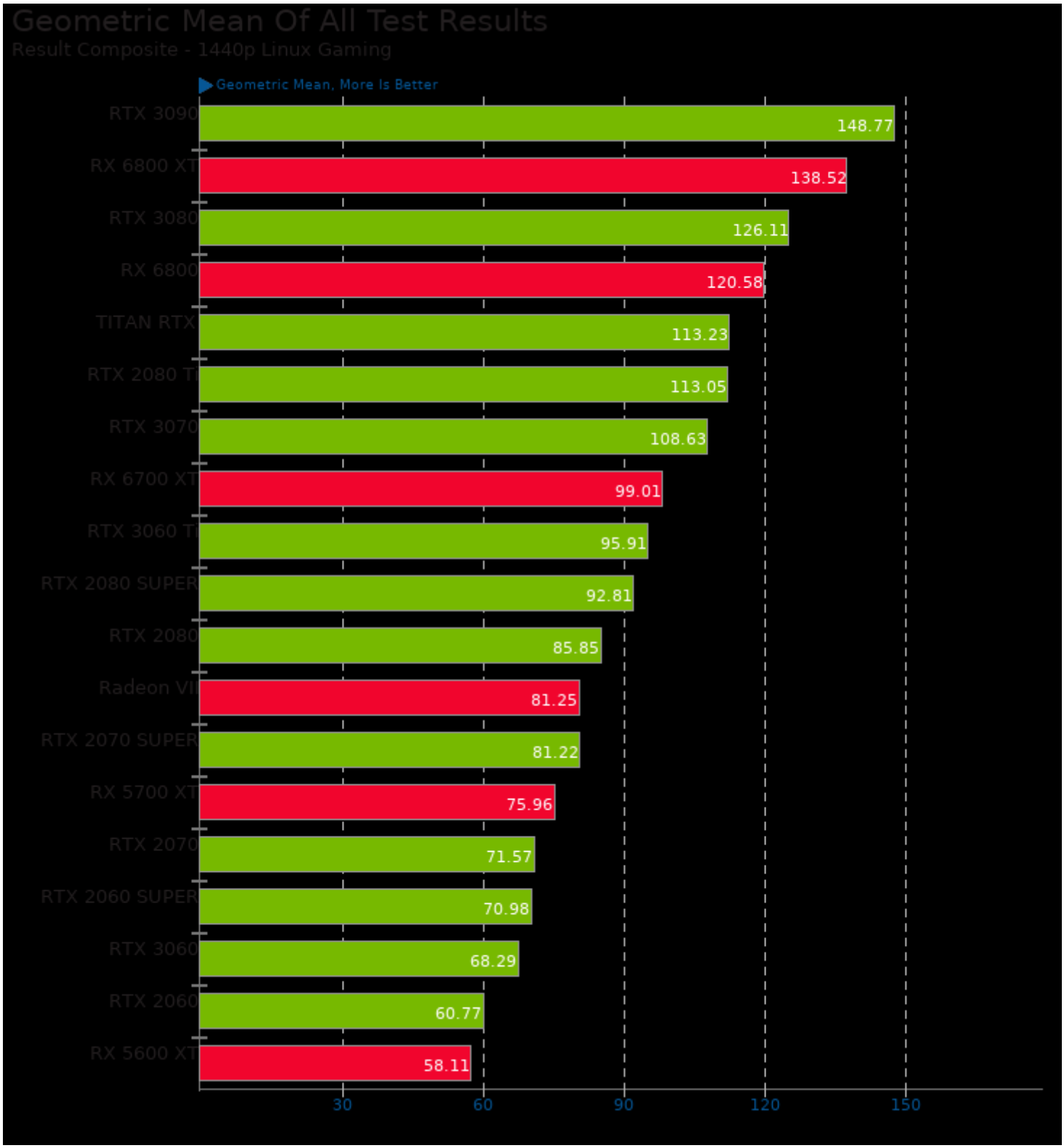



Ray Tracing In Vulkan r6
Resolution: 2560 x 1440 - Scene: Planets In One Weekend
FPS, More Is Better
RTX 3090
SE +/- 0.04, N = 3
43.55
TITAN RTX
SE +/- 0.05, N = 3
37.90
RTX 2080 T
SE +/- 0.04, N = 3
36.81
RTX 3080
SE +/- 0.01, N = 3
35.91
RTX 2080 SUPER
SE +/- 0.05, N = 3
27.69
RTX 2080
SE +/- 0.07, N = 3
25.25
RTX 3070
SE +/- 0.02, N = 3
24.85
RTX 2070 SUPER
SE +/- 0.06, N = 3
22.75
RTX 3060 T
SE +/- 0.07, N = 3
20.96
RTX 2070
SE +/- 0.24, N = 3
19.48
RTX 2060 SUPER
SE +/- 0.00, N = 3
19.33
RTX 2060
SE +/- 0.00, N = 3
17.12
RTX 3060
SE +/- 0.01, N = 3
14.87
10
20
30
40
50
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread

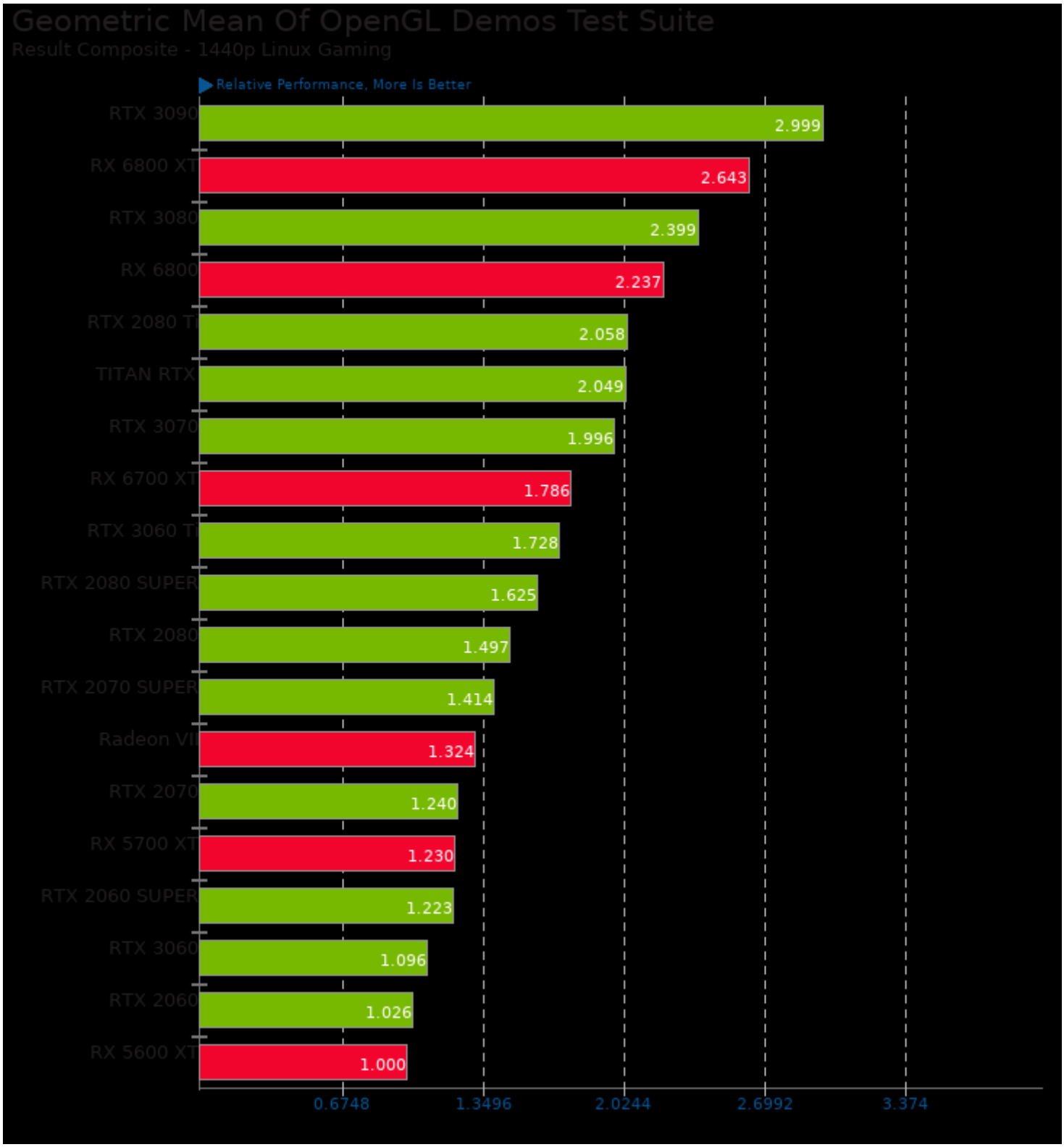
1440p Linux Gaming



1440p Linux Gaming

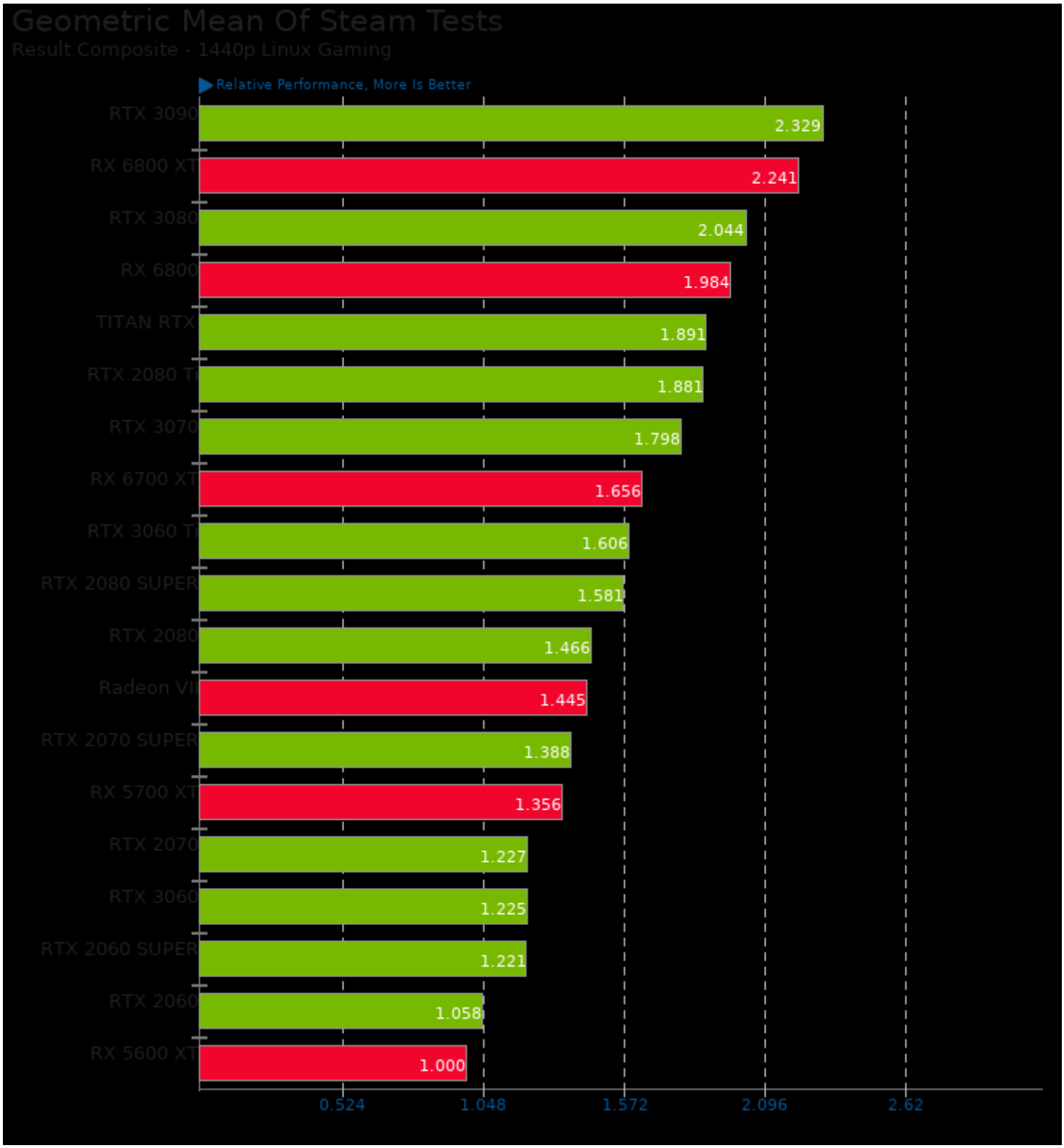


These geometric means are based upon test groupings / test suites for this result file.



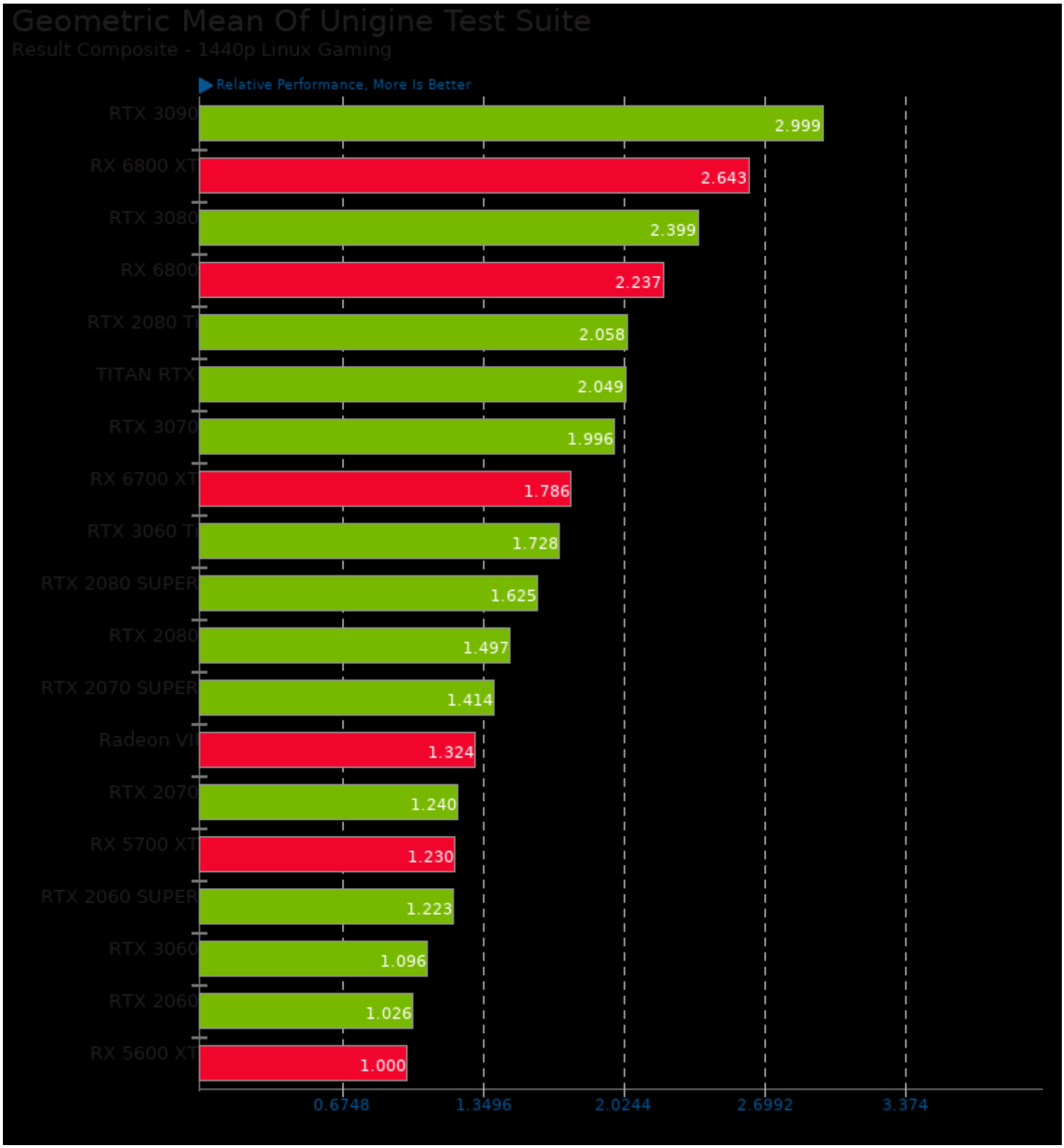
Geometric mean based upon tests: pts/unigine-heaven and pts/unigine-super

1440p Linux Gaming



Geometric mean based upon tests: pts/batman-knight, pts/dirt-rally2, pts/f12020, pts/hitman2, pts/shadowofthetombraider and pts/strange-brigade

1440p Linux Gaming



Geometric mean based upon tests: pts/unigine-heaven and pts/unigine-super

This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 03:03.