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ray trace 1

nothing special

Test Systems:

defualt

Processor: Intel Core i7-6700 @ 4.00GHz (4 Cores / 8 Threads), Motherboard: Gigabyte H170M-D3H-CF (F22 BIOS), Chipset: Intel Xeon E3-1200 v5/E3-1500, Memory: 32GB, Disk: 500GB CT500MX500SSD4 + 120GB TS120GSSD220S + 1000GB Western Digital WD10EZEX-08W + 16GB Cruzer Blade, Graphics: ASUS NVIDIA GeForce RTX 2060 6GB, Audio: Realtek ALC892, Monitor: PHL 288E2, Network: Intel I219-V

OS: Pop 20.04, Kernel: 5.11.0-7612-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, Vulkan: 1.2.155, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 6144x3456

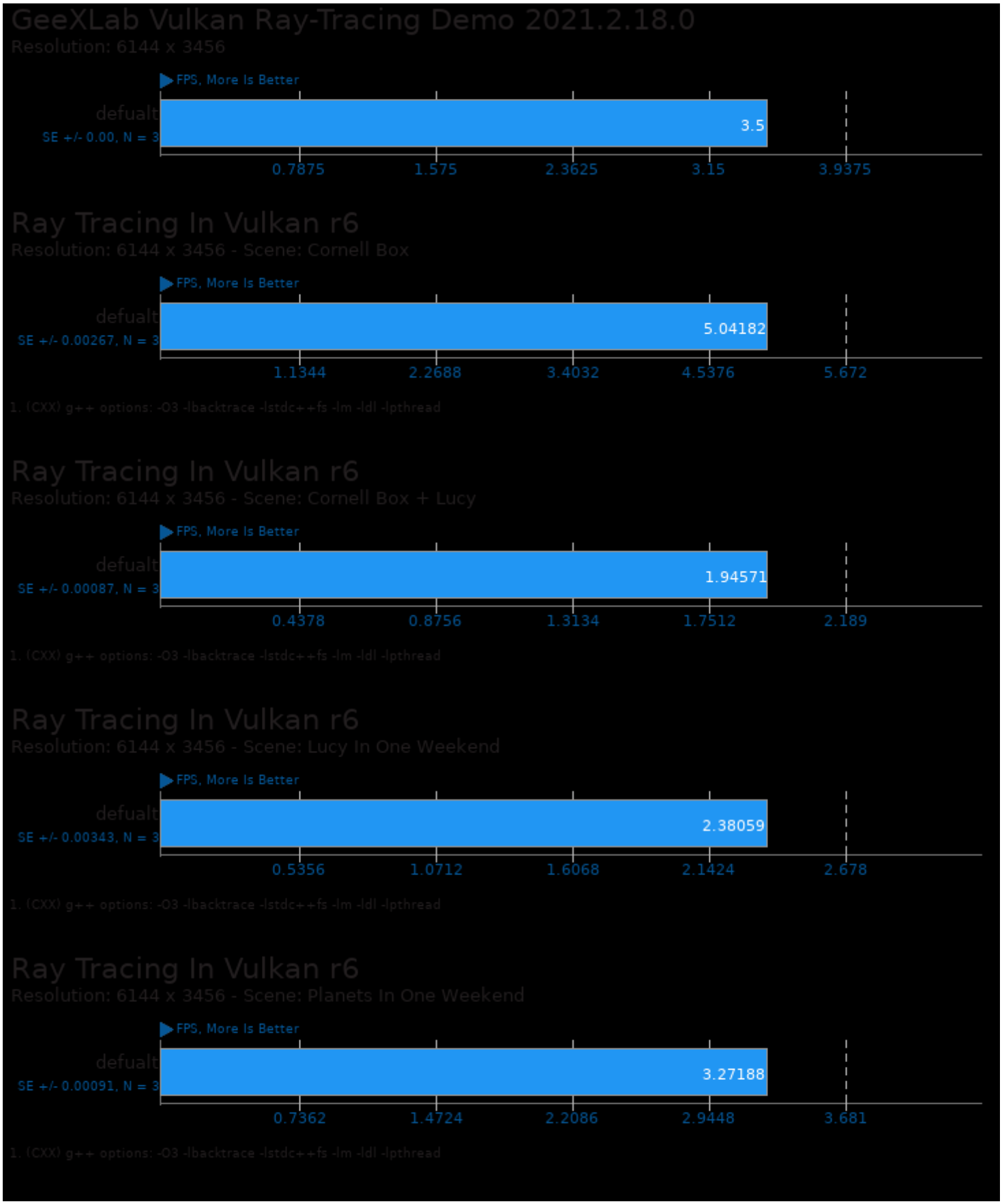
Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,gm2 --enable-libstdcxx-debug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

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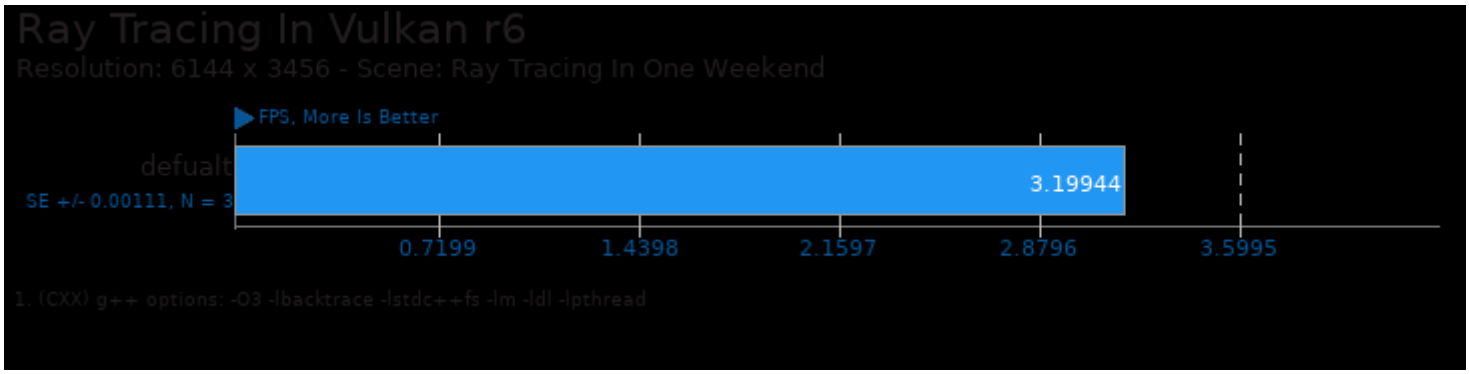
--enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-9-HskZEa/gcc-9-9.3.0/debian/tmp-nvptx/usr,hsa --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --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: intel_pstate powersave - CPU Microcode: 0xe2 - Thermald 1.9.1
Security Notes: itlb_multihit: KVM: Mitigation of VMX disabled + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT vulnerable + mds: Mitigation of Clear buffers; SMT vulnerable + meltdown: Mitigation of PTI + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Full generic retpoline IBPB: conditional IBRS_FW STIBP: conditional RSB filling + srbds: Mitigation of Microcode + tsx_async_abort: Mitigation of Clear buffers; SMT vulnerable

	defualt
GeeXLab Vulkan Ray-Tracing Demo - 6144 x 3456 (FPS)	3.5
Standard Deviation	0%
Ray Tracing In Vulkan - 6144 x 3456 - Cornell Box (FPS)	5.04182
Standard Deviation	0.1%
Ray Tracing In Vulkan - 6144 x 3456 - Cornell Box + Lucy (FPS)	1.94571
Standard Deviation	0.1%
Ray Tracing In Vulkan - 6144 x 3456 - L.I.O.W (FPS)	2.38059
Standard Deviation	0.2%
Ray Tracing In Vulkan - 6144 x 3456 - P.I.O.W (FPS)	3.27188
Standard Deviation	0%
Ray Tracing In Vulkan - 6144 x 3456 - R.T.I.O.W (FPS)	3.19944
Standard Deviation	0.1%

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GeeXLab Vulkan Ray-Tracing Demo 2021.2.18.0
Resolution: 6144 x 3456
FPS, More Is Better
defualt
SE +/- 0.00, N = 3
3.5
0.7875
1.575
2.3625
3.15
3.9375
Ray Tracing In Vulkan r6
Resolution: 6144 x 3456 - Scene: Cornell Box
FPS, More Is Better
defualt
SE +/- 0.00267, N = 3
5.04182
1.1344
2.2688
3.4032
4.5376
5.672
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread
Ray Tracing In Vulkan r6
Resolution: 6144 x 3456 - Scene: Cornell Box + Lucy
FPS, More Is Better
defualt
SE +/- 0.00087, N = 3
1.94571
0.4378
0.8756
1.3134
1.7512
2.189
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread
Ray Tracing In Vulkan r6
Resolution: 6144 x 3456 - Scene: Lucy In One Weekend
FPS, More Is Better
defualt
SE +/- 0.00343, N = 3
2.38059
0.5356
1.0712
1.6068
2.1424
2.678
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread
Ray Tracing In Vulkan r6
Resolution: 6144 x 3456 - Scene: Planets In One Weekend
FPS, More Is Better
defualt
SE +/- 0.00091, N = 3
3.27188
0.7362
1.4724
2.2086
2.9448
3.681
1. (CXX) g++ options: -O3 -lbacktrace -lstdc++fs -lm -ldl -lpthread

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This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 09:32.