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8400 june

Intel Core i5-8400 testing with a MSI Z370M MORTAR (MS-7B54) v1.0 (1.80 BIOS) and MSI Intel UHD 630 CFL GT2 3GB on Ubuntu 20.04 via the Phoronix Test Suite.

Automated Executive Summary

1 had the most wins, coming in first place for 53% of the tests.

Based on the geometric mean of all complete results, the fastest (1) was 1.009x the speed of the slowest (3). 2 was 0.993x the speed of 1 and 3 was 0.998x the speed of 2.

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

srsRAN (Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM) at 1.07x
srsRAN (Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM) at 1.055x
srsRAN (Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM) at 1.054x
srsRAN (Test: OFDM_Test) at 1.05x
srsRAN (Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM) at 1.047x
srsRAN (Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM) at 1.04x
srsRAN (Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM) at 1.034x
srsRAN (Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM) at 1.031x
Zstd Compression (Compression Level: 3 - Compression Speed) at 1.028x

srsRAN (Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM) at 1.022x.

Test Systems:

1

2

3

Processor: Intel Core i5-8400 @ 4.00GHz (6 Cores), Motherboard: MSI Z370M MORTAR (MS-7B54) v1.0 (1.80 BIOS), Chipset: Intel 8th Gen Core, Memory: 8GB, Disk: 512GB INTEL SSDPEKNW512G8, Graphics: MSI Intel UHD 630 CFL GT2 3GB (1050MHz), Audio: Realtek ALC892, Monitor: VA2431, Network: Intel I219-V

OS: Ubuntu 20.04, Kernel: 5.9.0-050900rc7daily20200929-generic (x86_64) 20200928, Desktop: GNOME Shell 3.36.4, Display Server: X Server 1.20.9, OpenGL: 4.6 Mesa 20.0.8, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 1920x1080

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: intel_pstate powersave - CPU Microcode: 0xde - Thermald 1.9.1
Security Notes: itlb_multihit: KVM: Mitigation of VMX disabled + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT disabled + mds: Mitigation of Clear buffers; SMT disabled + 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: disabled RSB filling + srbds: Mitigation of Microcode + tsx_async_abort: Not affected

	1	2	3
Zstd Compression - 3 - Compression Speed (MB/s)	2066	**2034**	**2092**
Normalized	98.75%	97.26%	100%
Standard Deviation	0.7%		
Zstd Compression - 8 - Compression Speed (MB/s)	**210.5**	**208.8**	209.1
Normalized	100%	99.19%	99.33%
Standard Deviation	1.1%		
Zstd Compression - 8 - D.S (MB/s)	**3507**	**3515**	3512
Normalized	99.79%	100%	99.93%
Standard Deviation	0.2%		
Zstd Compression - 19 - Compression Speed (MB/s)	**23.1**	**23.2**	**23.1**
Normalized	99.57%	100%	99.57%
Standard Deviation	0.5%		

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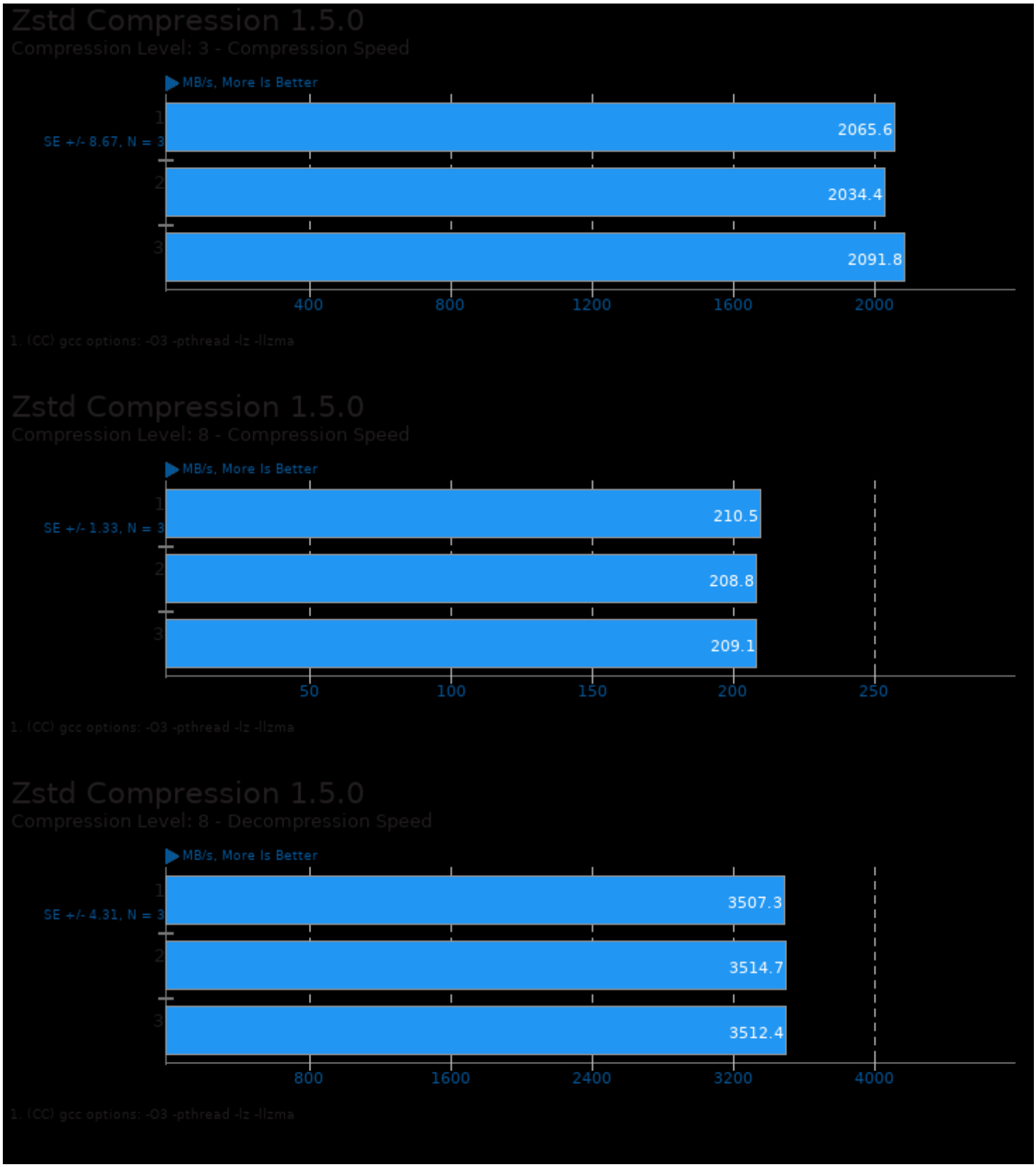
Zstd Compression - 19 - D.S (MB/s)	**3020**	3022	**3038**
Normalized	99.41%	99.48%	100%
Standard Deviation	0.2%		
Zstd Compression - 3, Long Mode - Compression Speed (MB/s)	**944.2**	946.2	**951.2**
Normalized	99.26%	99.47%	100%
Standard Deviation	0.1%		
Zstd Compression - 8, Long Mode - Compression Speed (MB/s)	**238.5**	**240.5**	239.5
Normalized	99.17%	100%	99.58%
Standard Deviation	1.9%		
Zstd Compression - 8, Long Mode - D.S	**3769**	**3782**	3777
Normalized	99.67%	100%	99.87%
Standard Deviation	0.1%		
Zstd Compression - 19, Long Mode - Compression Speed (MB/s)	18.2	**18.1**	**18.3**
Normalized	99.45%	98.91%	100%
Standard Deviation	0%		
Zstd Compression - 19, Long Mode - D.S (MB/s)	**3070**	**3061**	3063
Normalized	100%	99.69%	99.77%
Standard Deviation	0.2%		
srsRAN - OFDM_Test (Samples / Second)	**99466667**	**94700000**	95300000
Normalized	100%	95.21%	95.81%
Standard Deviation	0.7%		
srsRAN - 4.P.1.P.M.6.Q (eNb Mb/s)	**329.8**	320.1	**317**
Normalized	100%	97.06%	96.12%
Standard Deviation	0.2%		
srsRAN - 4.P.1.P.M.6.Q (UE Mb/s)	**108.1**	106.3	**102.5**
Normalized	100%	98.33%	94.82%
Standard Deviation	0.3%		
srsRAN - 4.P.1.P.S.6.Q (eNb Mb/s)	**334.1**	330.4	**323.9**
Normalized	100%	98.89%	96.95%
Standard Deviation	0.3%		
srsRAN - 4.P.1.P.S.6.Q (UE Mb/s)	**192.3**	184.3	**183.6**
Normalized	100%	95.84%	95.48%
Standard Deviation	0.2%		
srsRAN - 4.P.1.P.M.2.Q (eNb Mb/s)	**359.9**	354	**348.2**
Normalized	100%	98.36%	96.75%
Standard Deviation	0.2%		
srsRAN - 4.P.1.P.M.2.Q (UE Mb/s)	**118.2**	113.4	**112.1**
Normalized	100%	95.94%	94.84%
Standard Deviation	0.3%		
srsRAN - 4.P.1.P.S.2.Q (eNb Mb/s)	**362.3**	361	**354.4**
Normalized	100%	99.64%	97.82%
Standard Deviation	0.5%		
srsRAN - 4.P.1.P.S.2.Q (UE Mb/s)	**228.4**	222.5	**213.5**
Normalized	100%	97.42%	93.48%
Standard Deviation	0.2%		
srsRAN - 5.P.T.5.P.S.6.Q (eNb Mb/s)	111.2	**111.3**	**110.4**
Normalized	99.91%	100%	99.19%
Standard Deviation	0.2%		
srsRAN - 5.P.T.5.P.S.6.Q (UE Mb/s)	**50.3**	**49.5**	49.8
Normalized	100%	98.41%	99.01%
Standard Deviation	0.2%		

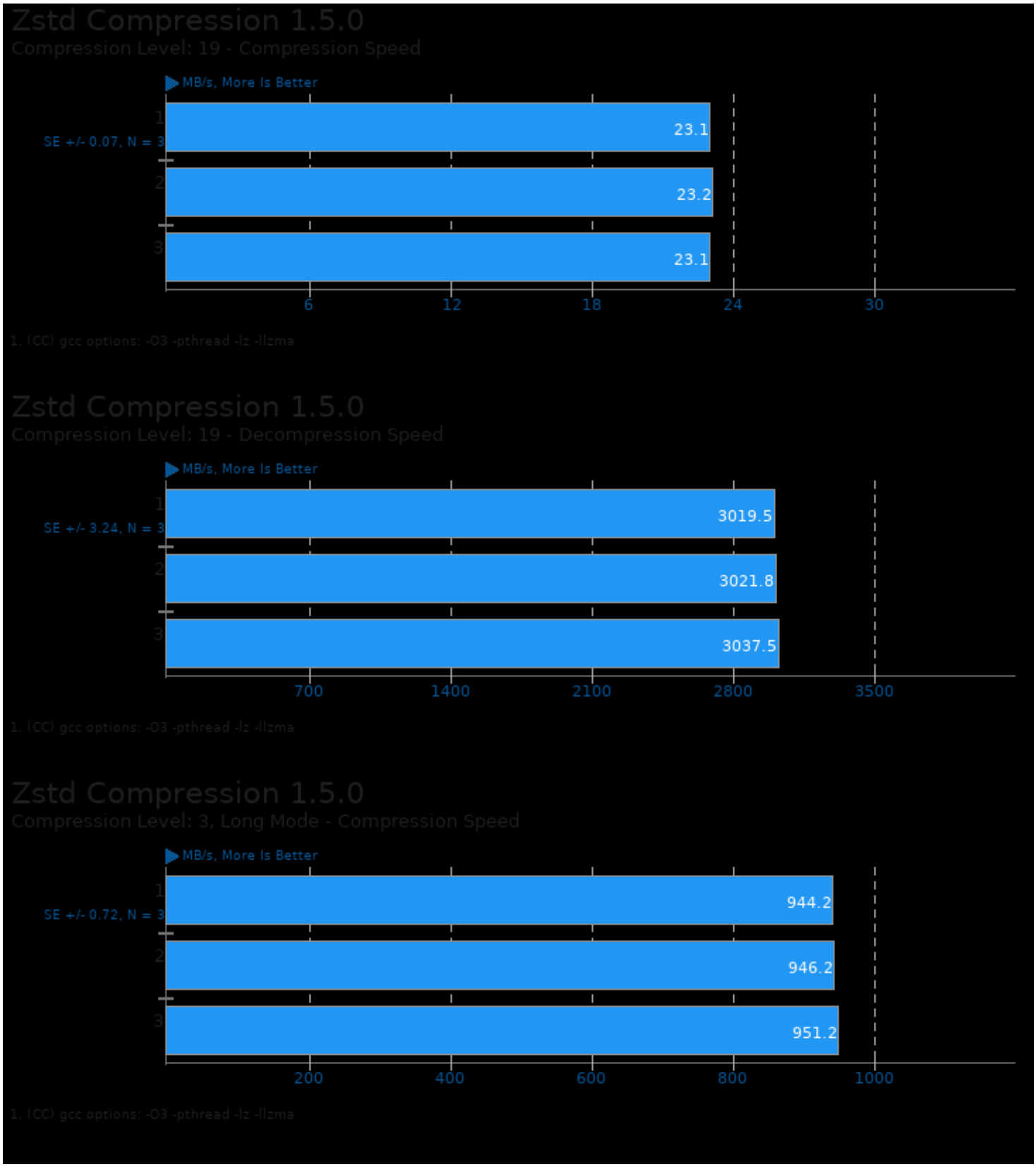
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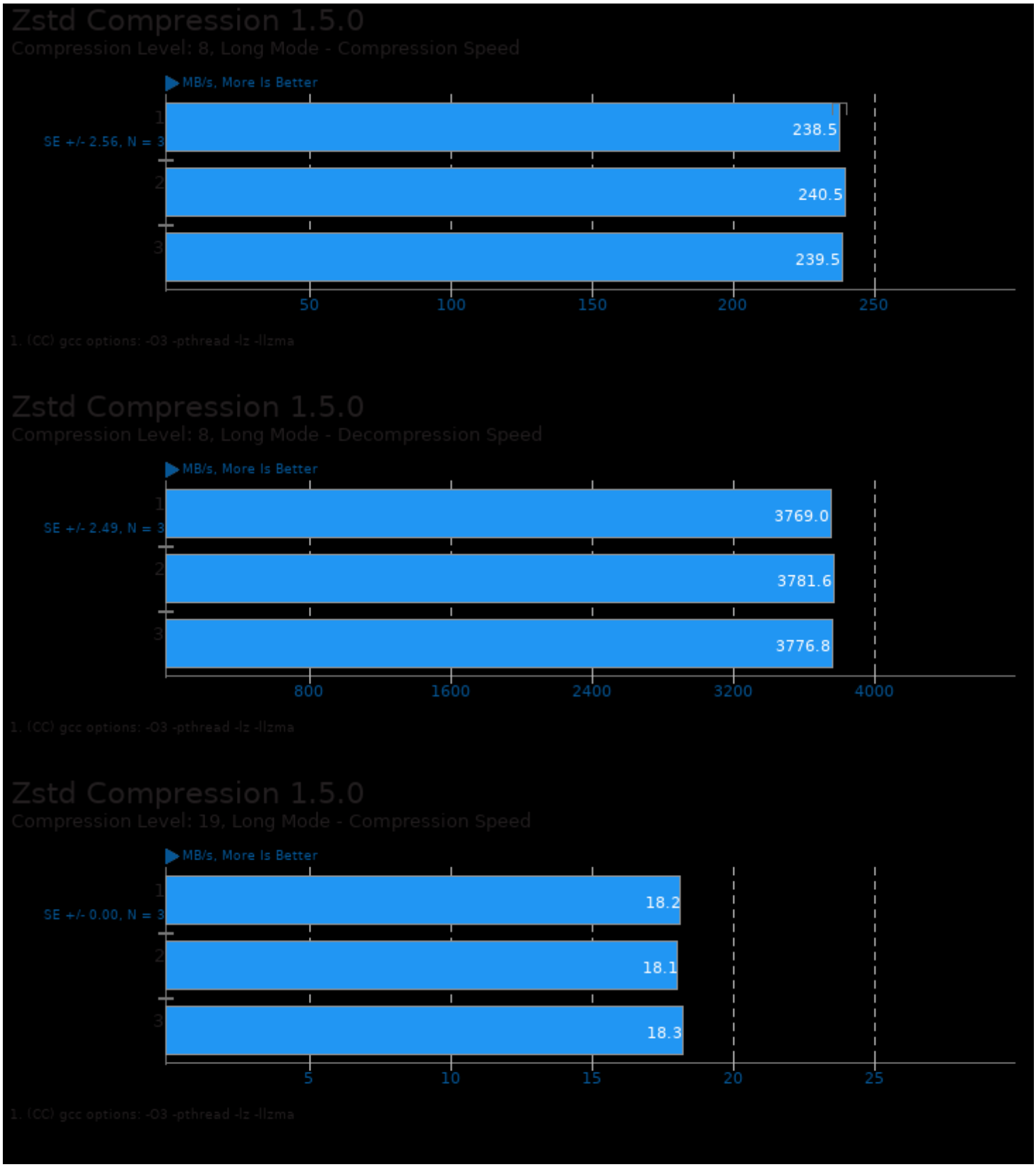
srsRAN - 5.P.T.2.P.S.2.Q (eNb Mb/s)	**124.7**	**124.4**	**124.4**
Normalized	100%	99.76%	99.76%
Standard Deviation	0.3%		
srsRAN - 5.P.T.2.P.S.2.Q (UE Mb/s)	68.8	**68.9**	**68.4**
Normalized	99.85%	100%	99.27%
Standard Deviation	0.3%		
dav1d - Chimera 1080p (FPS)	**374.86**	370.72	**369.36**
Normalized	100%	98.9%	98.53%
Standard Deviation	0.4%		
dav1d - Summer Nature 4K (FPS)	**104.82**	105.5	**105.92**
Normalized	98.96%	99.6%	100%
Standard Deviation	0.3%		
dav1d - S.N.1 (FPS)	354.83	**354.75**	**355.82**
Normalized	99.72%	99.7%	100%
Standard Deviation	0.5%		
dav1d - C.1.1.b (FPS)	**287.44**	289.8	**291.97**
Normalized	98.45%	99.26%	100%
Standard Deviation	0.2%		
VP9 libvpx Encoding - Speed 0 - Bosphorus 4K (FPS)	**3.84**	**3.85**	**3.84**
Normalized	99.74%	100%	99.74%
Standard Deviation	0.2%		
VP9 libvpx Encoding - Speed 5 - Bosphorus 4K (FPS)	**9.44**	**9.54**	9.47
Normalized	98.95%	100%	99.27%
Standard Deviation	0.4%		
VP9 libvpx Encoding - Speed 0 - Bosphorus 1080p (FPS)	**8.69**	8.7	**8.74**
Normalized	99.43%	99.54%	100%
Standard Deviation	0.2%		
VP9 libvpx Encoding - Speed 5 - Bosphorus 1080p (FPS)	**24.38**	**24.2**	24.35
Normalized	100%	99.26%	99.88%
Standard Deviation	0.2%		
Intel Open Image Denoise - RT.hdr_alb_nrm.3840x2160 (Images / Sec)	0.26	0.26	0.26
Standard Deviation	0.3%		
Intel Open Image Denoise - RT.ldr_alb_nrm.3840x2160 (Images / Sec)	0.26	0.26	0.26
Standard Deviation	0.1%		
Intel Open Image Denoise - RTLightmap.hdr.4096x4096 (Images / Sec)	0.13	0.13	0.13
Standard Deviation	0.2%		
Timed FFmpeg Compilation - Time To Compile (sec)	103.626	**104.057**	**103.489**
Normalized	99.87%	99.45%	100%
Standard Deviation	0.1%		
Timed GDB GNU Debugger Compilation - Time To Compile (sec)	**105.370**	**105.811**	105.656
Normalized	100%	99.58%	99.73%
Standard Deviation	0%		

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GROMACS - MPI CPU - water_GMX50_bare (Ns/Day)	**0.714**	**0.708**	0.711
Normalized	100%	99.16%	99.58%
Standard Deviation	0.3%		
ASTC Encoder - Medium (sec)	**6.5939**	**6.6275**	6.6036
Normalized	100%	99.49%	99.85%
Standard Deviation	0.3%		
ASTC Encoder - Thorough (sec)	14.3377	**14.3379**	**14.3226**
Normalized	99.89%	99.89%	100%
Standard Deviation	0.1%		
ASTC Encoder - Exhaustive (sec)	**130.6377**	**130.5951**	130.5967
Normalized	99.97%	100%	100%
Standard Deviation	0.1%		
BRL-CAD - V.P.M (VGR Performance Metric)	**64596**	**64077**	
Normalized	100%	99.2%	

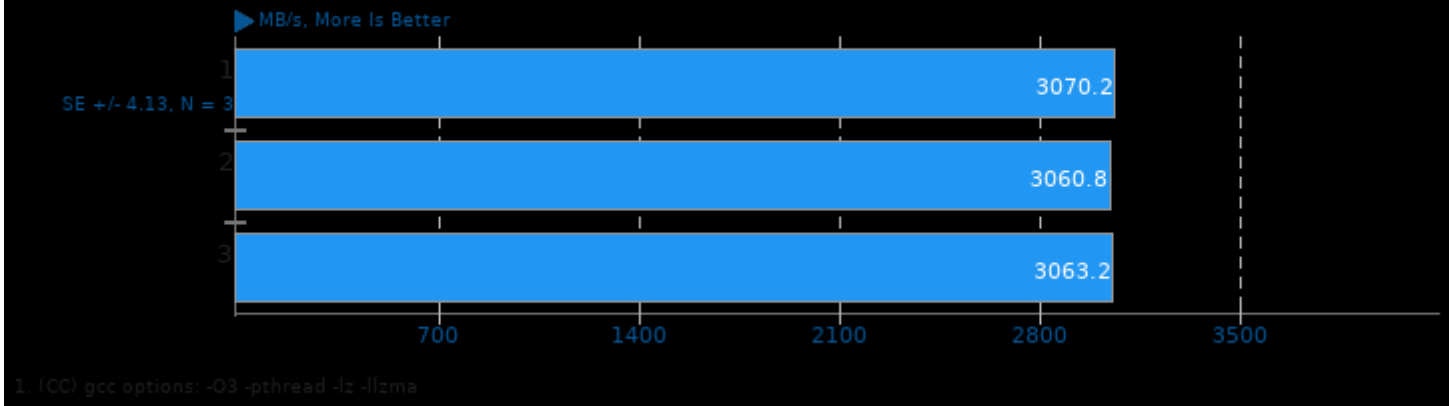

Zstd Compression 1.5.0
Compression Level: 3 - Compression Speed
MB/s, More Is Better
SE +/- 8.67, N = 3
1
2
3
2065.6
2034.4
2091.8
400
800
1200
1600
2000
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 8 - Compression Speed
MB/s, More Is Better
SE +/- 1.33, N = 3
1
2
3
210.5
208.8
209.1
50
100
150
200
250
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 8 - Decompression Speed
MB/s, More Is Better
SE +/- 4.31, N = 3
1
2
3
3507.3
3514.7
3512.4
800
1600
2400
3200
4000
1. (CC) gcc options: -O3 -pthread -lz -llzma


Zstd Compression 1.5.0
Compression Level: 19 - Compression Speed
MB/s, More Is Better
SE +/- 0.07, N = 3
1
2
3
23.1
23.2
23.1
6
12
18
24
30
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 19 - Decompression Speed
MB/s, More Is Better
SE +/- 3.24, N = 3
1
2
3
3019.5
3021.8
3037.5
700
1400
2100
2800
3500
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 3, Long Mode - Compression Speed
MB/s, More Is Better
SE +/- 0.72, N = 3
1
2
3
944.2
946.2
951.2
200
400
600
800
1000
1. (CC) gcc options: -O3 -pthread -lz -llzma


Zstd Compression 1.5.0
Compression Level: 8, Long Mode - Compression Speed
MB/s, More Is Better
SE +/- 2.56, N = 3
1
2
3
238.5
240.5
239.5
50
100
150
200
250
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 8, Long Mode - Decompression Speed
MB/s, More Is Better
SE +/- 2.49, N = 3
1
2
3
3769.0
3781.6
3776.8
800
1600
2400
3200
4000
1. (CC) gcc options: -O3 -pthread -lz -llzma
Zstd Compression 1.5.0
Compression Level: 19, Long Mode - Compression Speed
MB/s, More Is Better
SE +/- 0.00, N = 3
1
2
3
18.2
18.1
18.3
5
10
15
20
25
1. (CC) gcc options: -O3 -pthread -lz -llzma

Zstd Compression 1.5.0

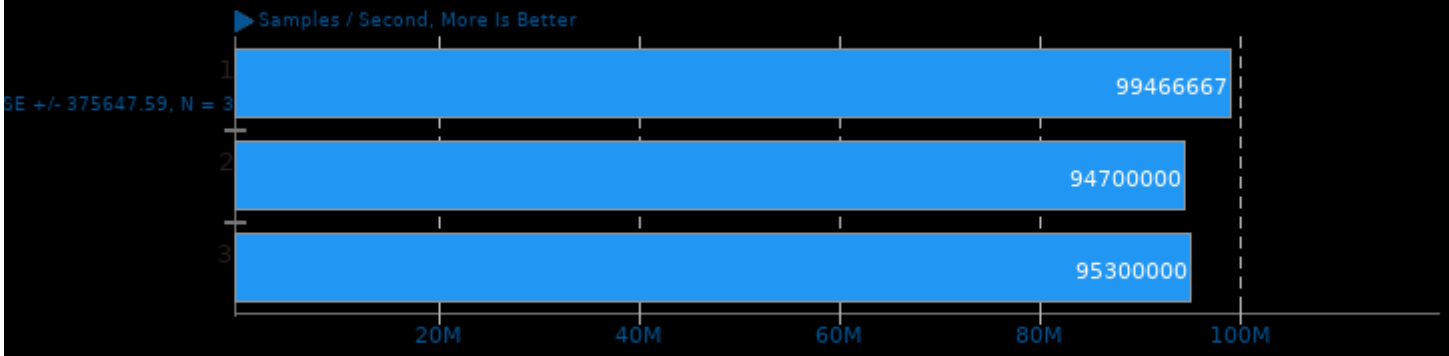
Compression Level: 19, Long Mode - Decompression Speed



1. (CC) gcc options: -O3 -pthread -lz -llzma

srsRAN 21.04

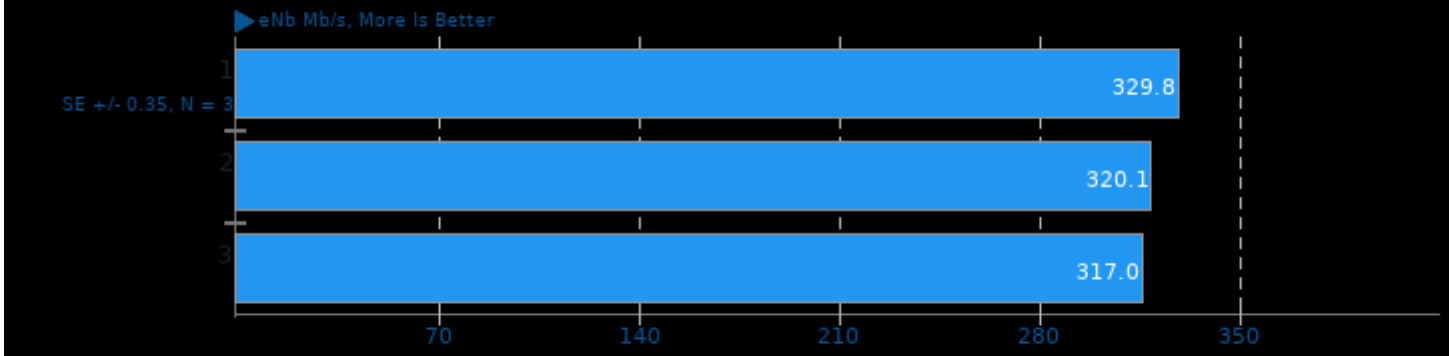
Test: OFDM_Test



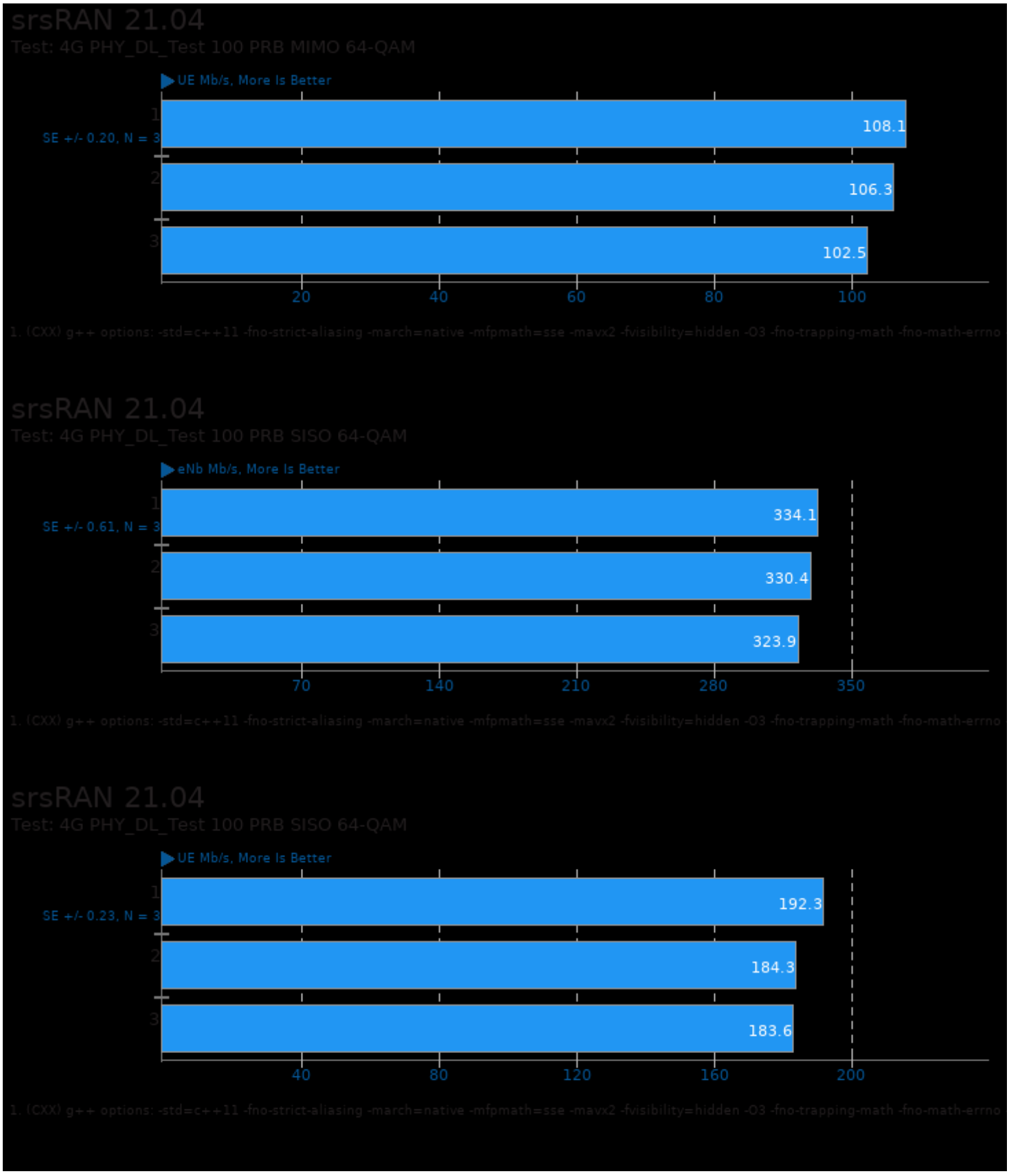
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

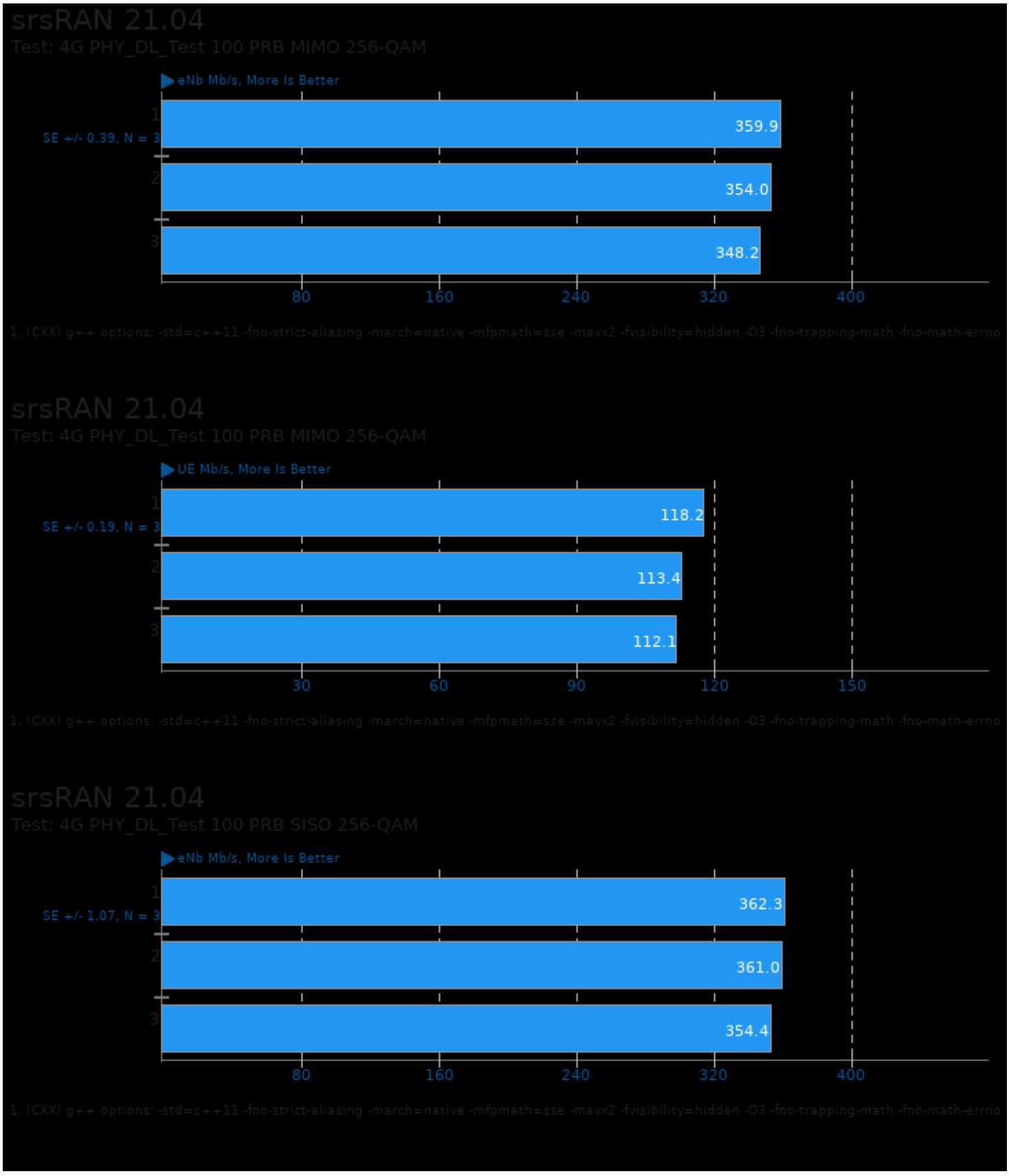
srsRAN 21.04

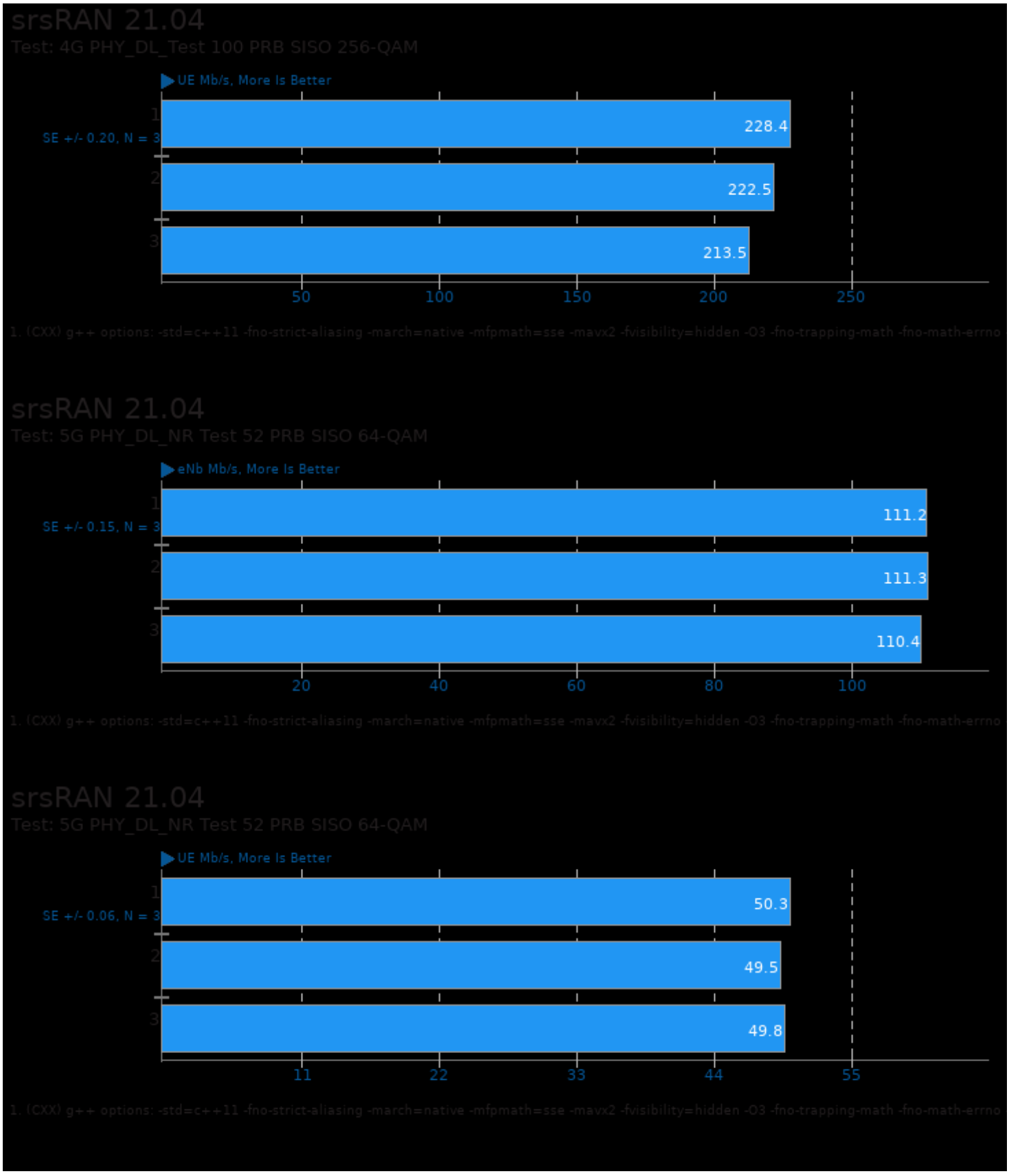
Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM

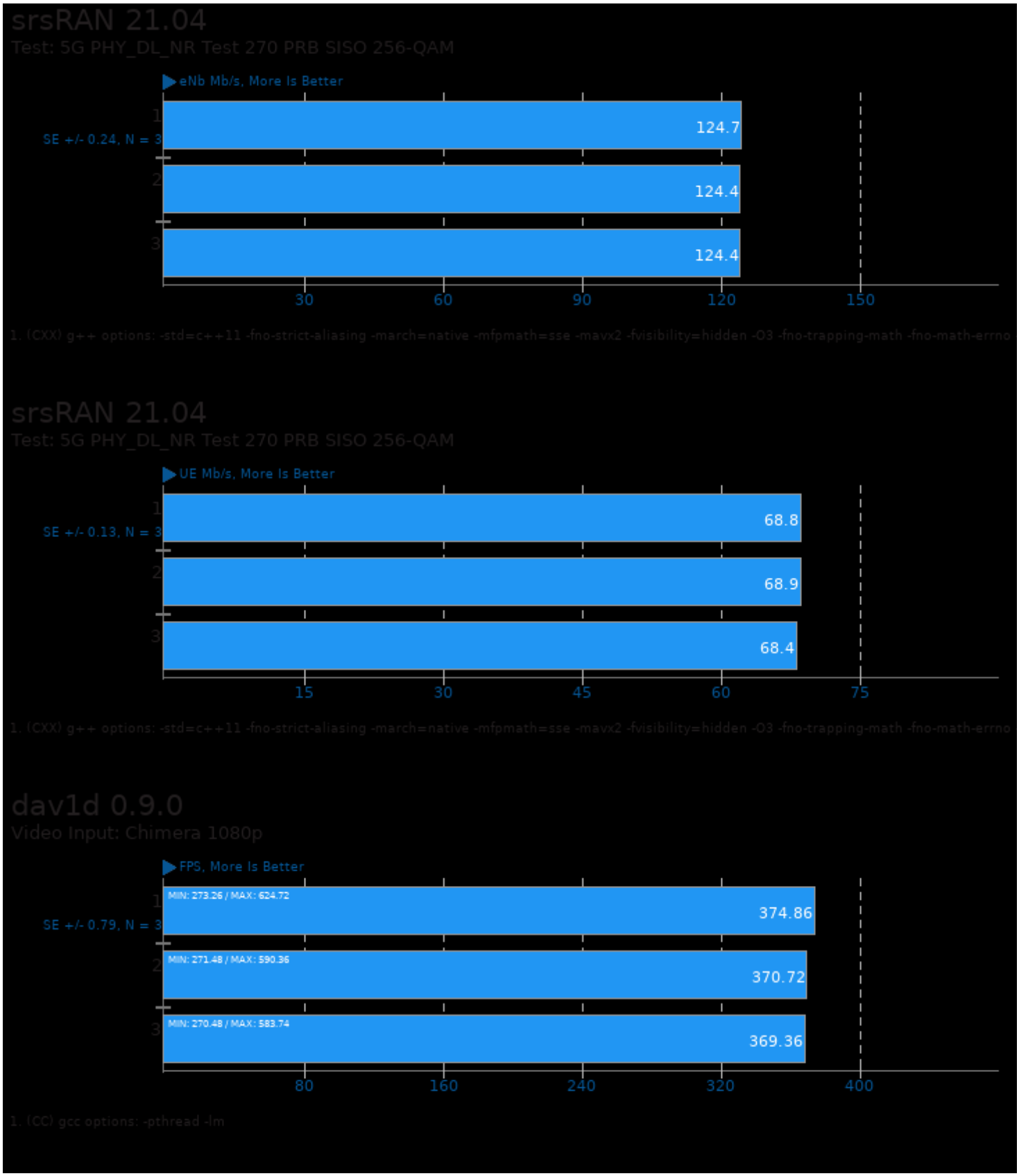


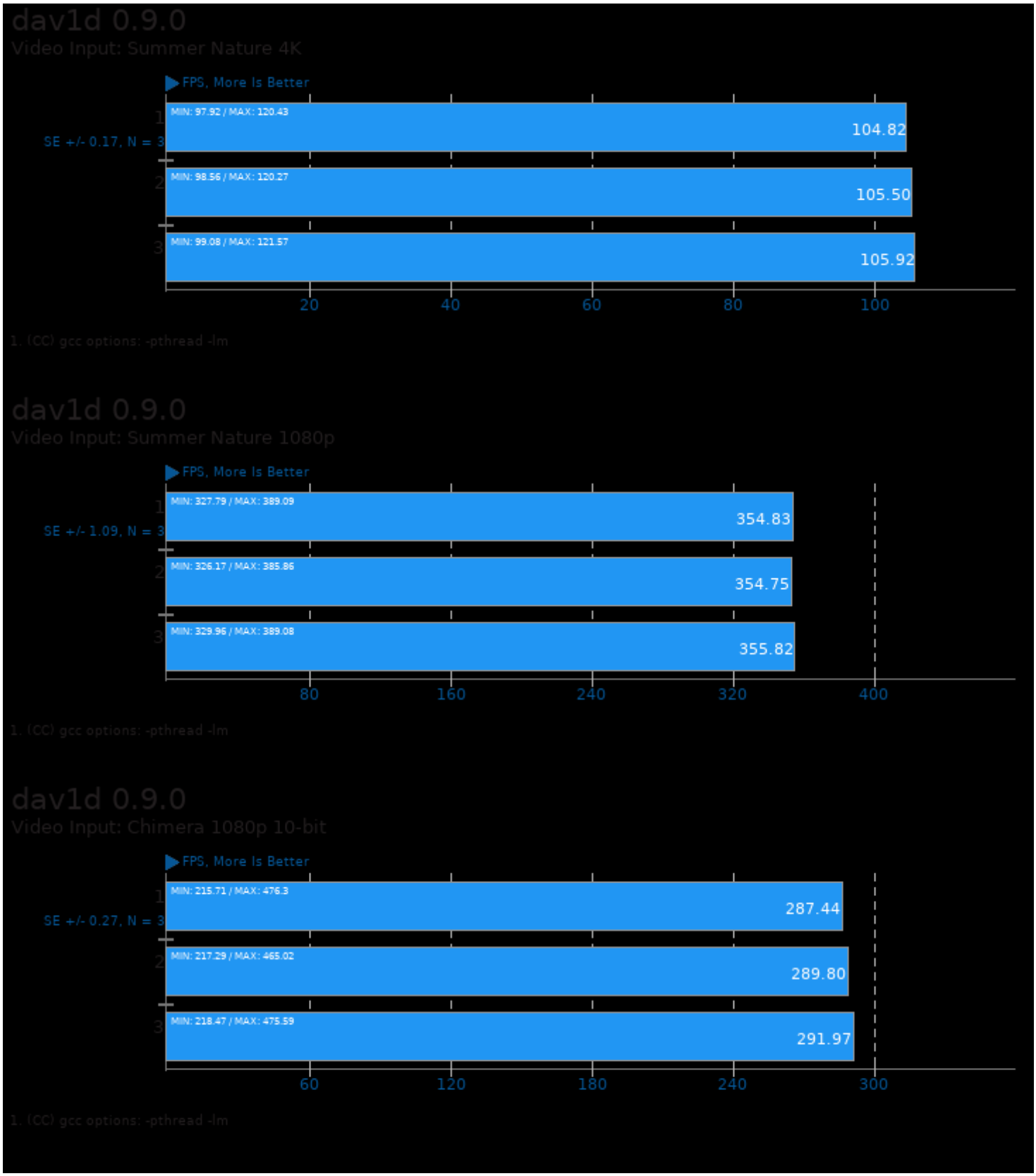
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

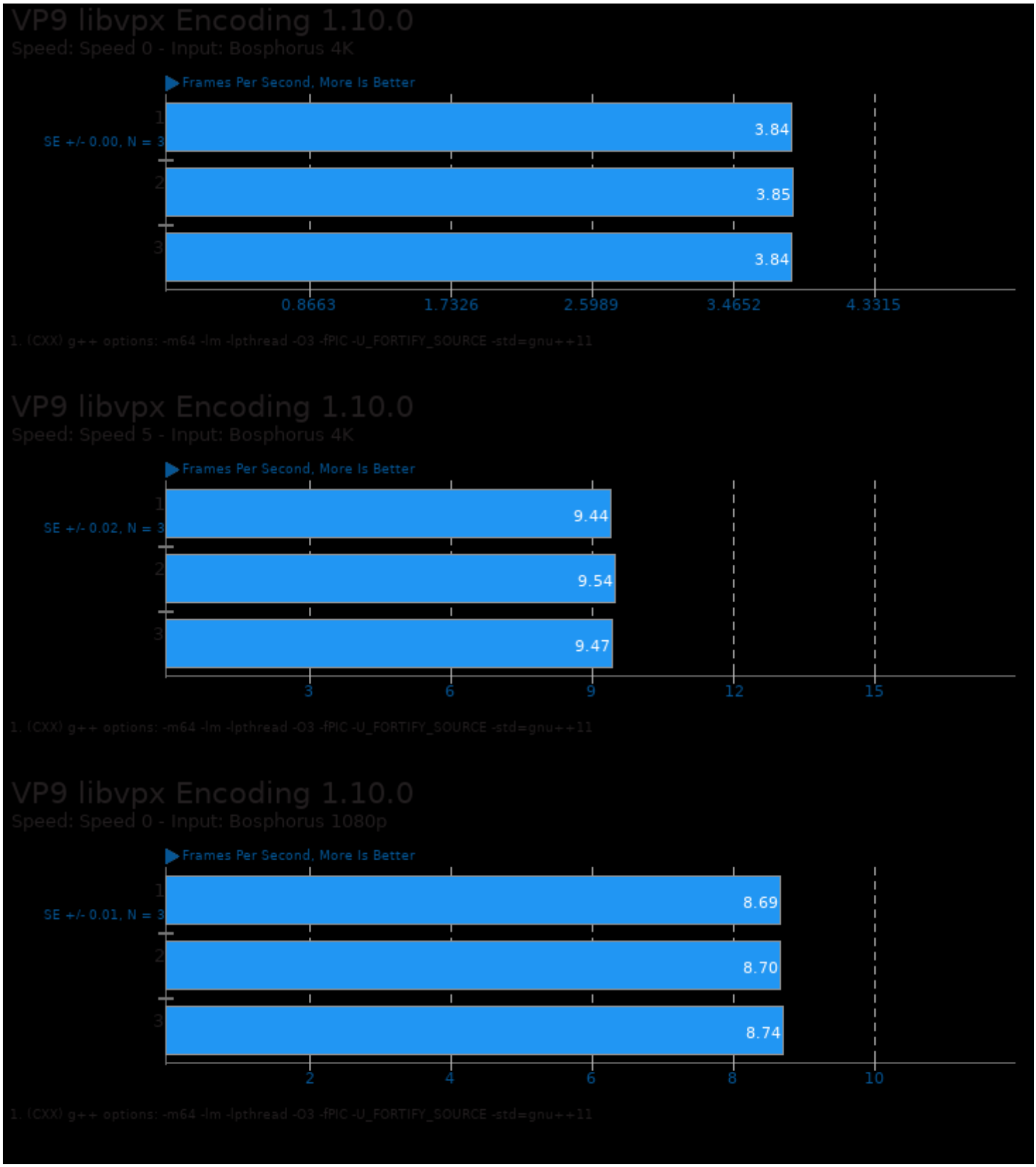

srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM
UE Mb/s, More Is Better
SE +/- 0.20, N = 3
1
2
3
108.1
106.3
102.5
20
40
60
80
100
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM
eNb Mb/s, More Is Better
SE +/- 0.61, N = 3
1
2
3
334.1
330.4
323.9
70
140
210
280
350
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM
UE Mb/s, More Is Better
SE +/- 0.23, N = 3
1
2
3
192.3
184.3
183.6
40
80
120
160
200
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno


srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM
eNb Mb/s, More Is Better
SE +/- 0.39, N = 3
1
2
3
359.9
354.0
348.2
80
160
240
320
400
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM
UE Mb/s, More Is Better
SE +/- 0.19, N = 3
1
2
3
118.2
113.4
112.1
30
60
90
120
150
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM
eNb Mb/s, More Is Better
SE +/- 1.07, N = 3
1
2
3
362.3
361.0
354.4
80
160
240
320
400
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno


srsRAN 21.04
Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM
UE Mb/s, More Is Better
SE +/- 0.20, N = 3
1
228.4
2
222.5
3
213.5
50
100
150
200
250
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 5G PHY_DL_NR Test 52 PRB SISO 64-QAM
eNb Mb/s, More Is Better
SE +/- 0.15, N = 3
1
111.2
2
111.3
3
110.4
20
40
60
80
100
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 5G PHY_DL_NR Test 52 PRB SISO 64-QAM
UE Mb/s, More Is Better
SE +/- 0.06, N = 3
1
50.3
2
49.5
3
49.8
11
22
33
44
55
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

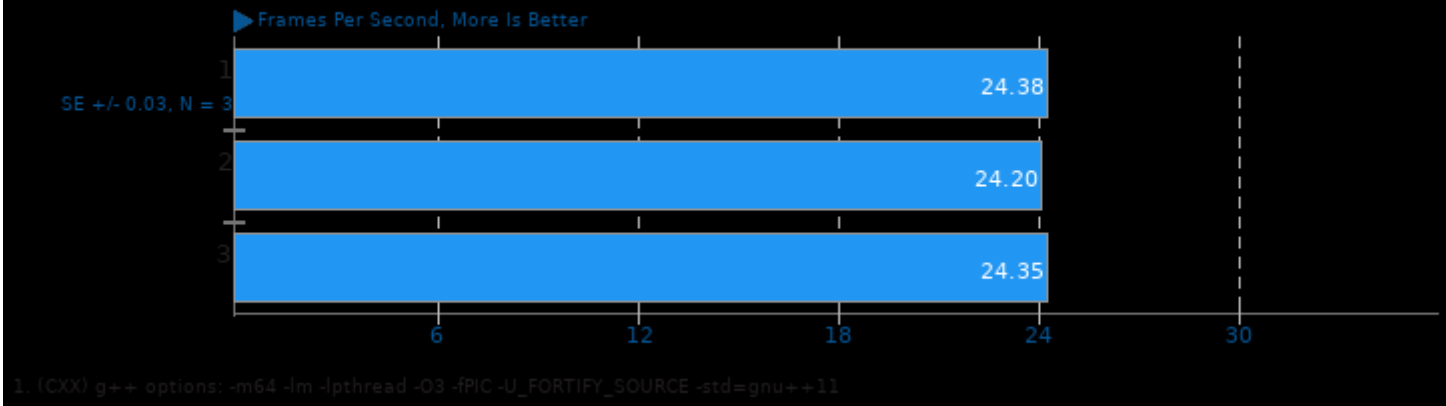

srsRAN 21.04
Test: 5G PHY_DL_NR Test 270 PRB SISO 256-QAM
eNb Mb/s, More Is Better
SE +/- 0.24, N = 3
124.7
124.4
124.4
30
60
90
120
150
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 21.04
Test: 5G PHY_DL_NR Test 270 PRB SISO 256-QAM
UE Mb/s, More Is Better
SE +/- 0.13, N = 3
68.8
68.9
68.4
15
30
45
60
75
1. (CXX) g++ options: -std=c++11 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
dav1d 0.9.0
Video Input: Chimera 1080p
FPS, More Is Better
SE +/- 0.79, N = 3
MIN: 273.26 / MAX: 624.72
374.86
MIN: 271.48 / MAX: 590.36
370.72
MIN: 270.48 / MAX: 583.74
369.36
80
160
240
320
400
1. (CC) gcc options: -pthread -lm


dav1d 0.9.0
Video Input: Summer Nature 4K
FPS, More Is Better
SE +/- 0.17, N = 3
1
MIN: 97.92 / MAX: 120.43
104.82
2
MIN: 98.56 / MAX: 120.27
105.50
3
MIN: 99.08 / MAX: 121.57
105.92
20
40
60
80
100
1. (CC) gcc options: -pthread -lm
dav1d 0.9.0
Video Input: Summer Nature 1080p
FPS, More Is Better
SE +/- 1.09, N = 3
1
MIN: 327.79 / MAX: 389.09
354.83
2
MIN: 326.17 / MAX: 385.86
354.75
3
MIN: 329.96 / MAX: 389.08
355.82
80
160
240
320
400
1. (CC) gcc options: -pthread -lm
dav1d 0.9.0
Video Input: Chimera 1080p 10-bit
FPS, More Is Better
SE +/- 0.27, N = 3
1
MIN: 215.71 / MAX: 476.3
287.44
2
MIN: 217.29 / MAX: 465.02
289.80
3
MIN: 218.47 / MAX: 475.59
291.97
60
120
180
240
300
1. (CC) gcc options: -pthread -lm


VP9 libvpx Encoding 1.10.0
Speed: Speed 0 - Input: Bosphorus 4K
Frames Per Second, More Is Better
SE +/- 0.00, N = 3
1
2
3
3.84
3.85
3.84
0.8663
1.7326
2.5989
3.4652
4.3315
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
VP9 libvpx Encoding 1.10.0
Speed: Speed 5 - Input: Bosphorus 4K
Frames Per Second, More Is Better
SE +/- 0.02, N = 3
1
2
3
9.44
9.54
9.47
3
6
9
12
15
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
VP9 libvpx Encoding 1.10.0
Speed: Speed 0 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
SE +/- 0.01, N = 3
1
2
3
8.69
8.70
8.74
2
4
6
8
10
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11

VP9 libvpx Encoding 1.10.0

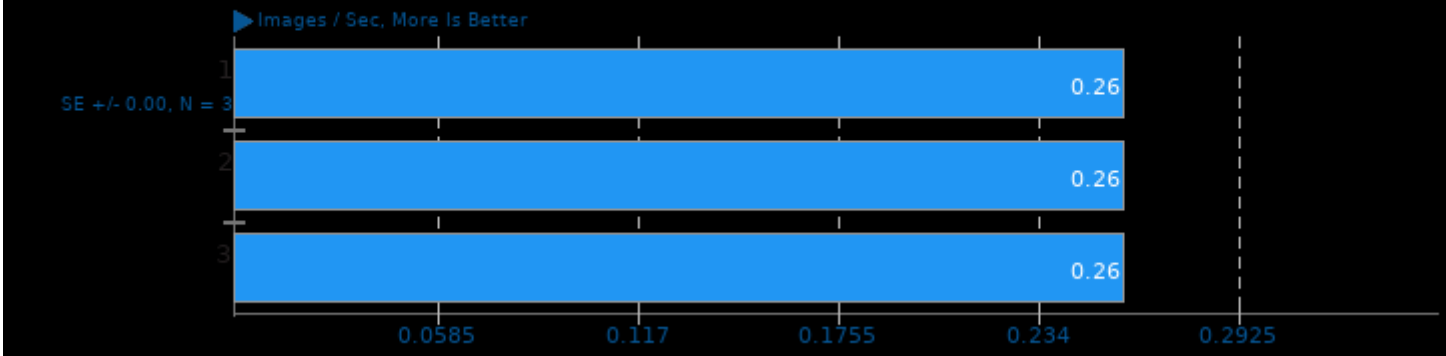
Speed: Speed 5 - Input: Bosphorus 1080p



1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11

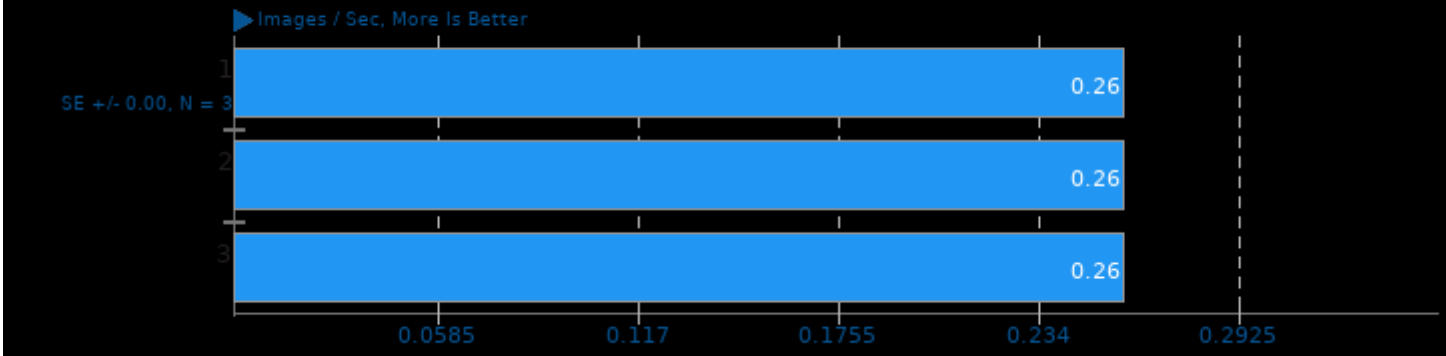
Intel Open Image Denoise 1.4.0

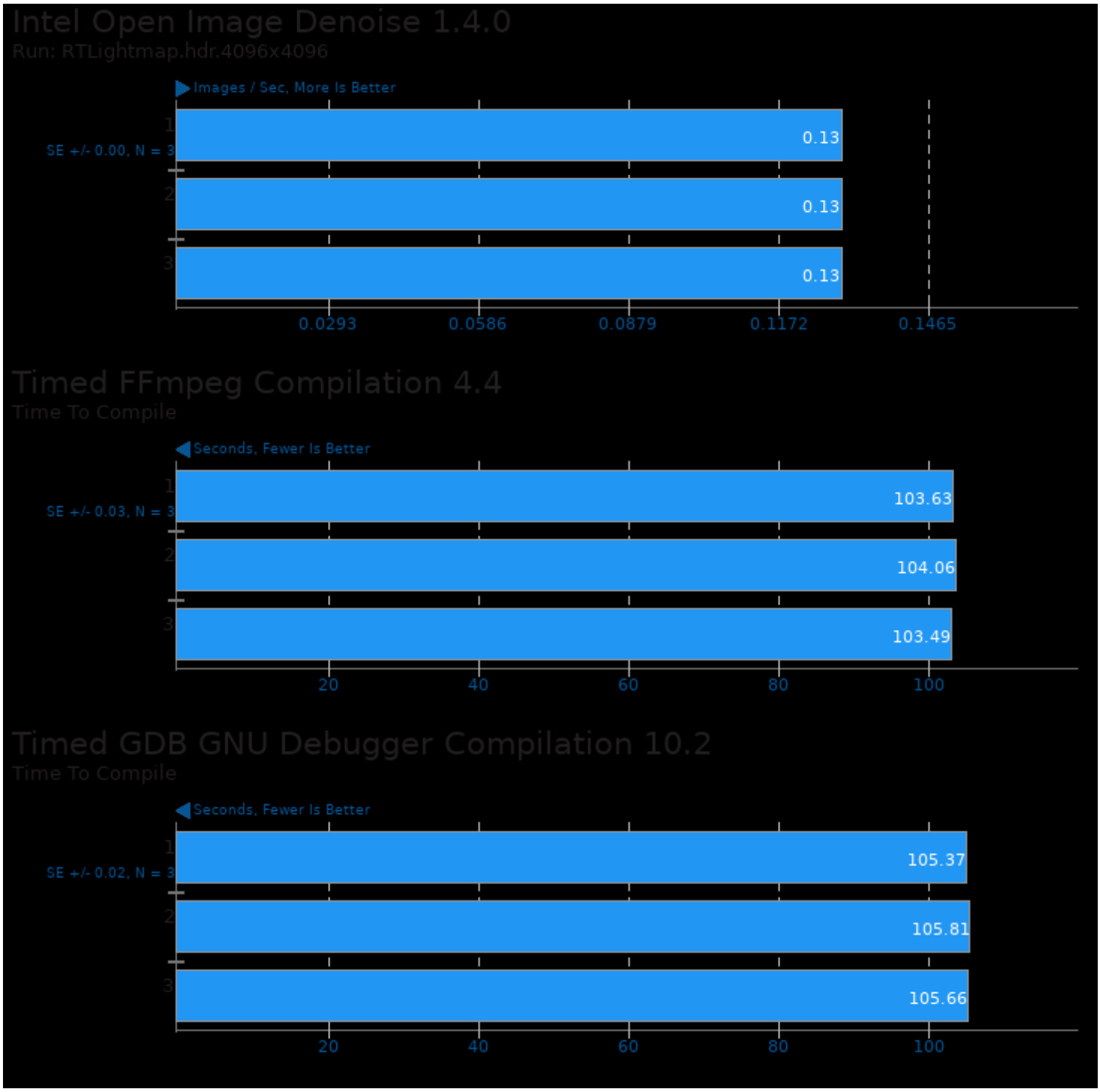
Run: RT.hdr_alb_nrm.3840x2160



Intel Open Image Denoise 1.4.0

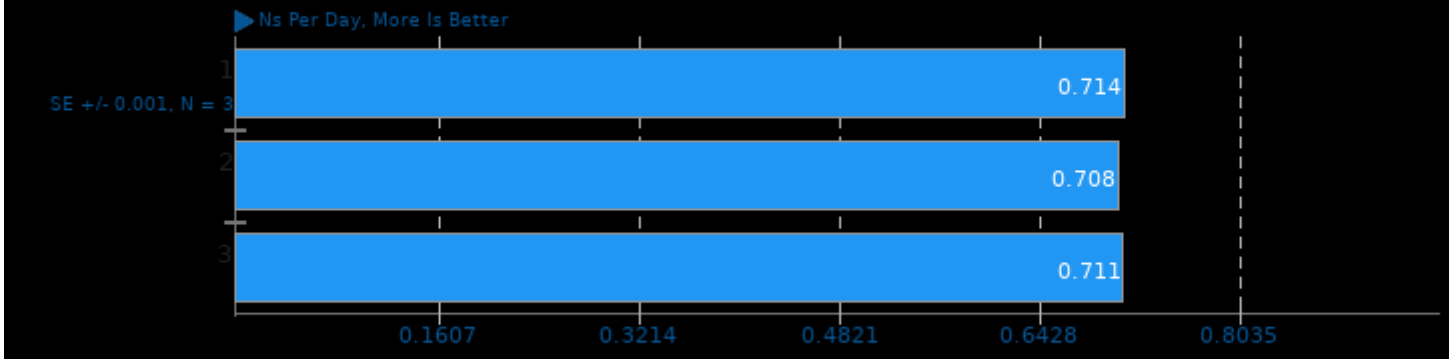
Run: RT.ldr_alb_nrm.3840x2160




Intel Open Image Denoise 1.4.0
Run: RTLightmap.hdr.4096x4096
Images / Sec, More Is Better
SE +/- 0.00, N = 3
1
2
3
0.13
0.13
0.13
0.0293
0.0586
0.0879
0.1172
0.1465
Timed FFmpeg Compilation 4.4
Time To Compile
Seconds, Fewer Is Better
SE +/- 0.03, N = 3
1
2
3
103.63
104.06
103.49
20
40
60
80
100
Timed GDB GNU Debugger Compilation 10.2
Time To Compile
Seconds, Fewer Is Better
SE +/- 0.02, N = 3
1
2
3
105.37
105.81
105.66
20
40
60
80
100

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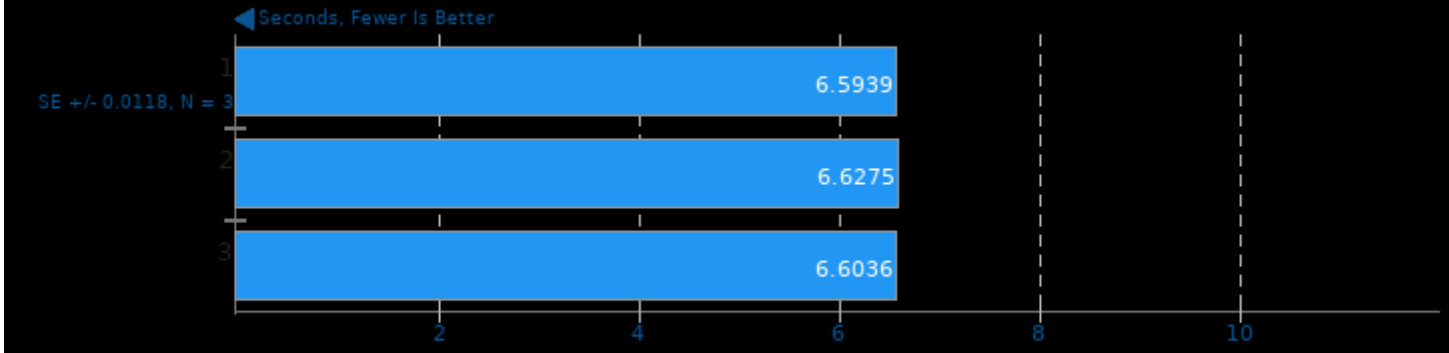
Implementation: MPI CPU - Input: water_GMX50_bare



1. (CXX) g++ options: -O3 -pthread

ASTC Encoder 3.0

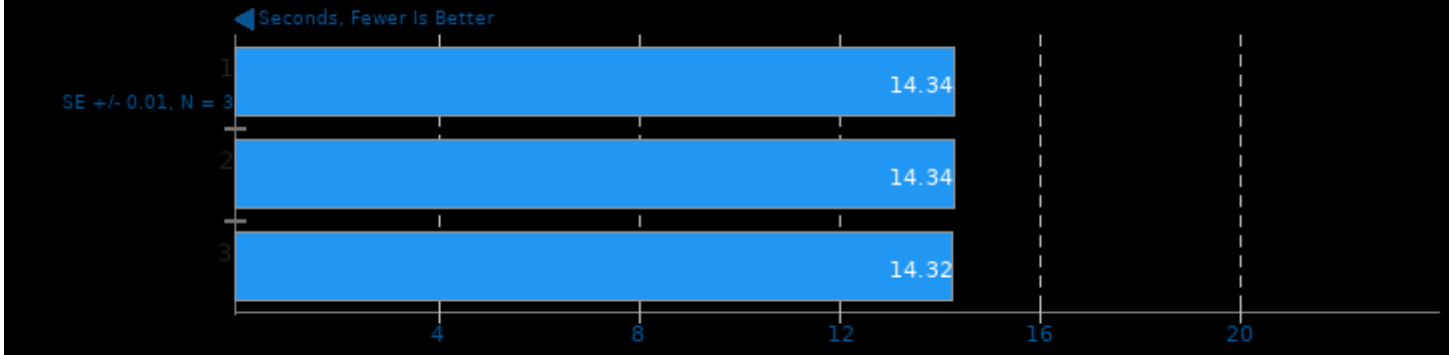
Preset: Medium



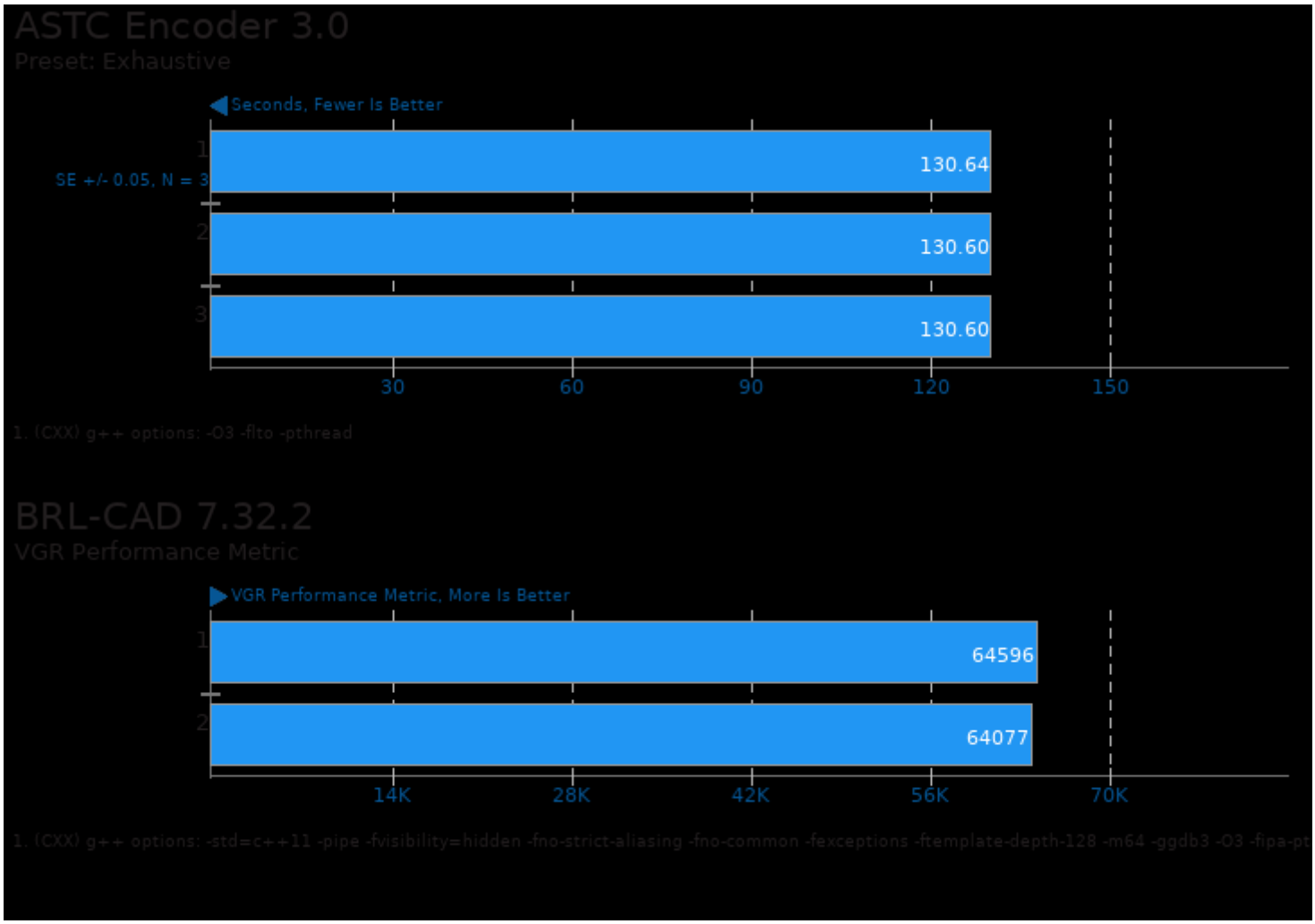
1. (CXX) g++ options: -O3 -flto -pthread

ASTC Encoder 3.0

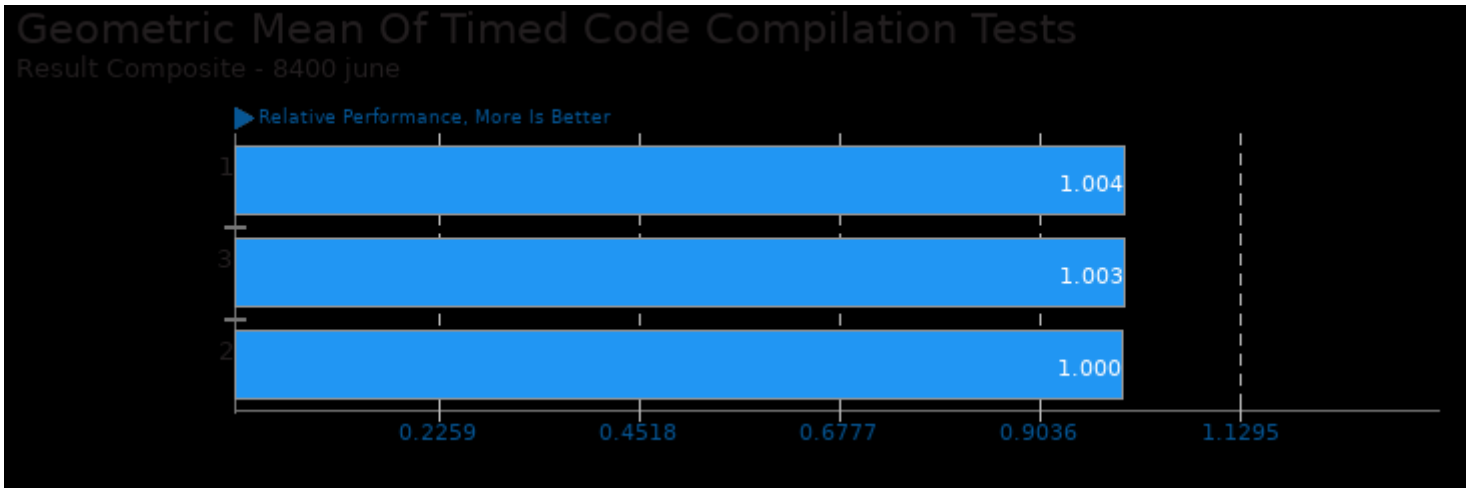
Preset: Thorough



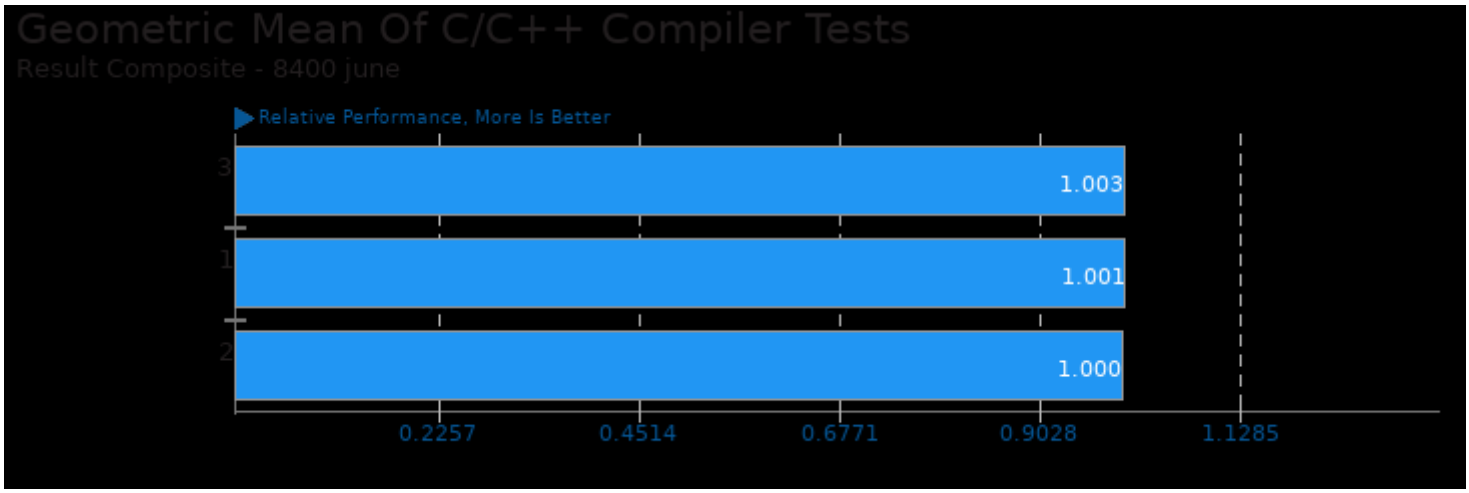
1. (CXX) g++ options: -O3 -flto -pthread


ASTC Encoder 3.0
Preset: Exhaustive
Seconds, Fewer Is Better
SE +/- 0.05, N = 3
130.64
130.60
130.60
30
60
90
120
150
1. (CXX) g++ options: -O3 -flto -pthread
BRL-CAD 7.32.2
VGR Performance Metric
VGR Performance Metric, More Is Better
64596
64077
14K
28K
42K
56K
70K
1. (CXX) g++ options: -std=c++11 -pipe -fvisibility=hidden -fno-strict-aliasing -fno-common -fexceptions -ftemplate-depth-128 -m64 -ggdb3 -O3 -fipa-pt

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



Geometric mean based upon tests: pts/build-gdb and pts/build-ffmpeg



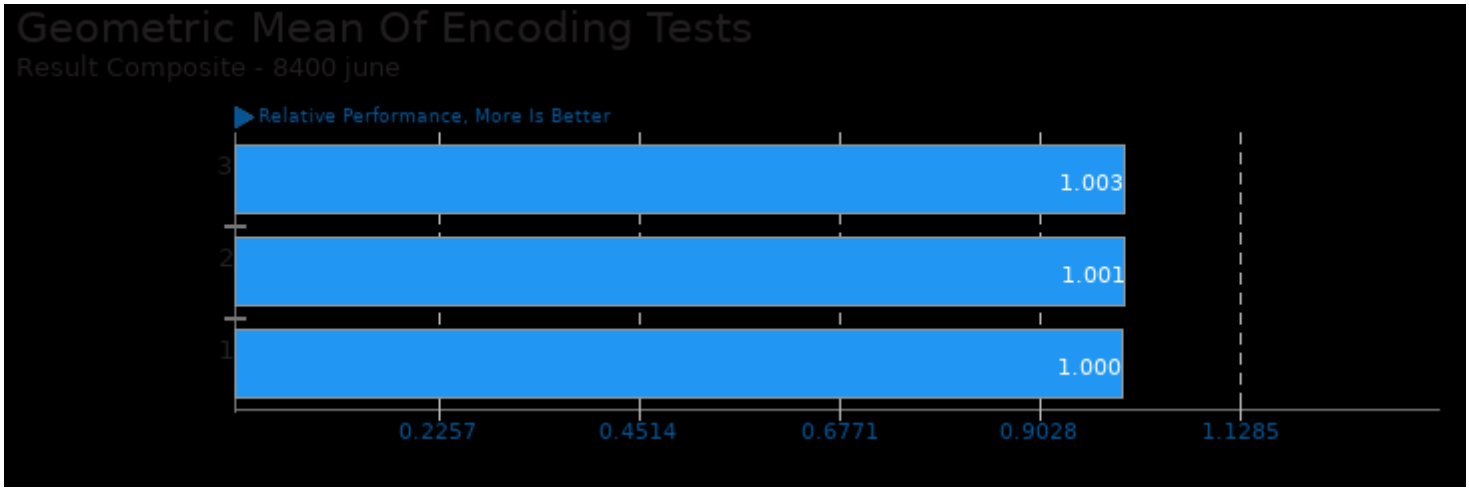
Geometric mean based upon tests: pts/vpxenc, pts/dav1d, pts/compress-zstd, pts/gromacs, pts/build-gdb and pts/build-ffmpeg



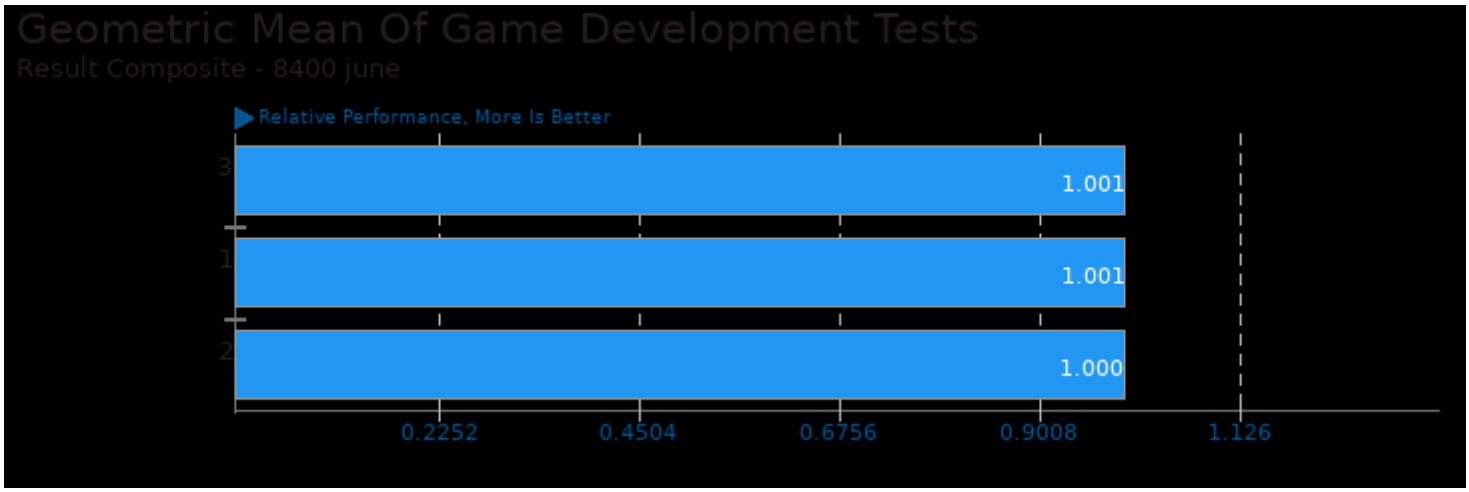
Geometric mean based upon tests: pts/brl-cad, pts/compress-zstd, pts/dav1d and pts/vpxenc



Geometric mean based upon tests: pts/vpxenc, pts/dav1d, pts/oidn, pts/astcenc and pts/brl-cad



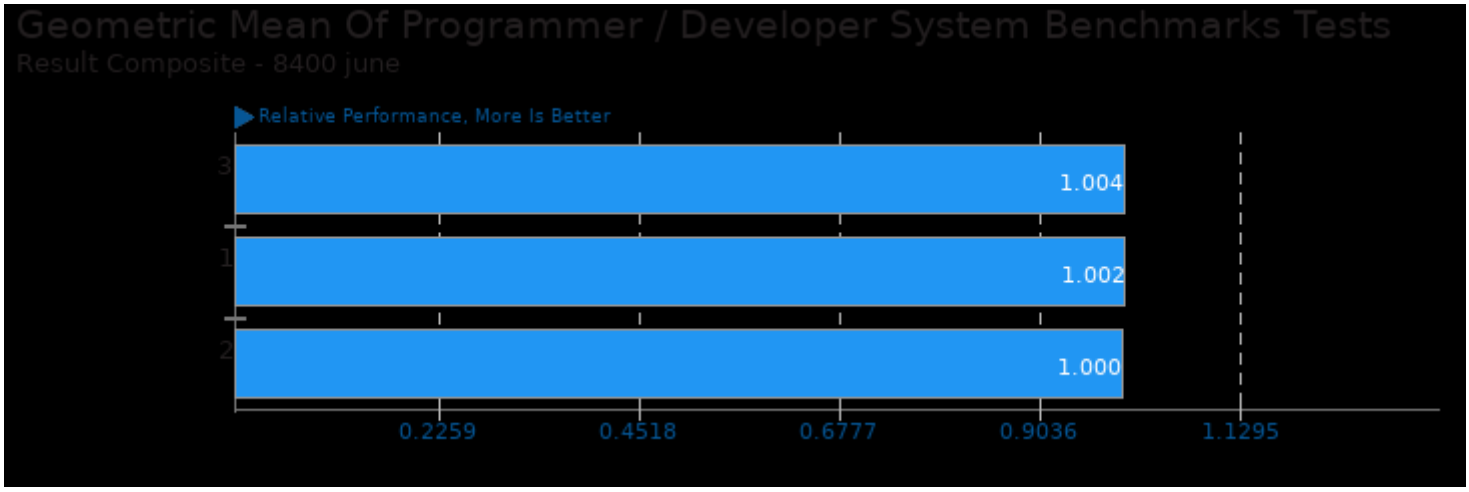
Geometric mean based upon tests: pts/vpxenc and pts/dav1d



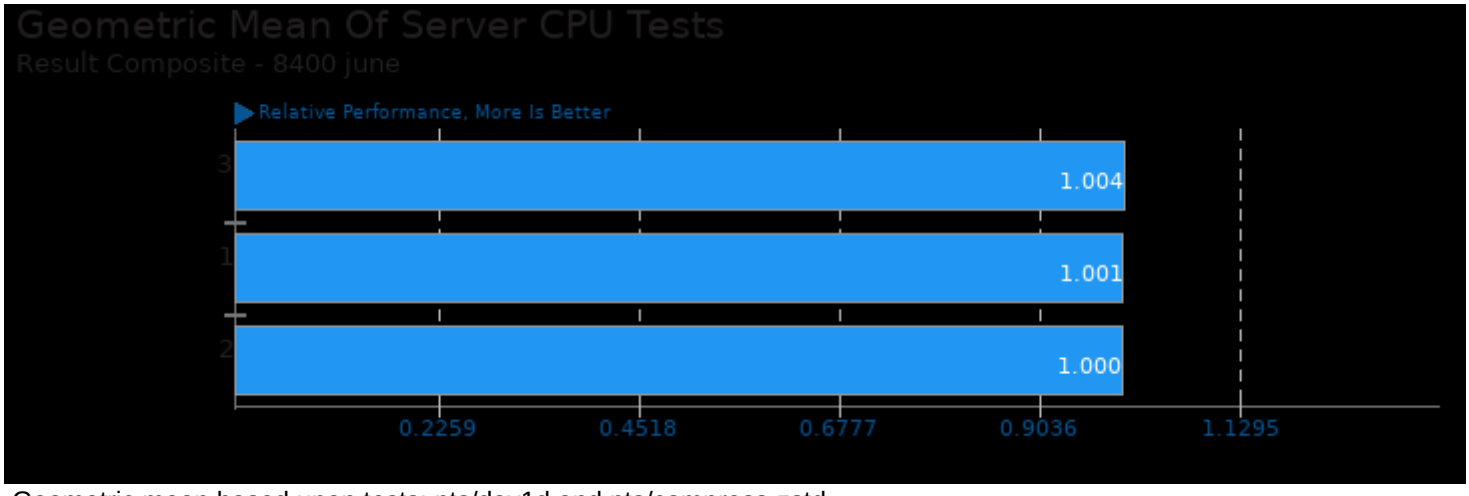
Geometric mean based upon tests: pts/astcenc and pts/oidn



Geometric mean based upon tests: pts/vpxenc, pts/dav1d, pts/gromacs, pts/compress-zstd, pts/build-gdb, pts/build-ffmpeg and pts/oidn

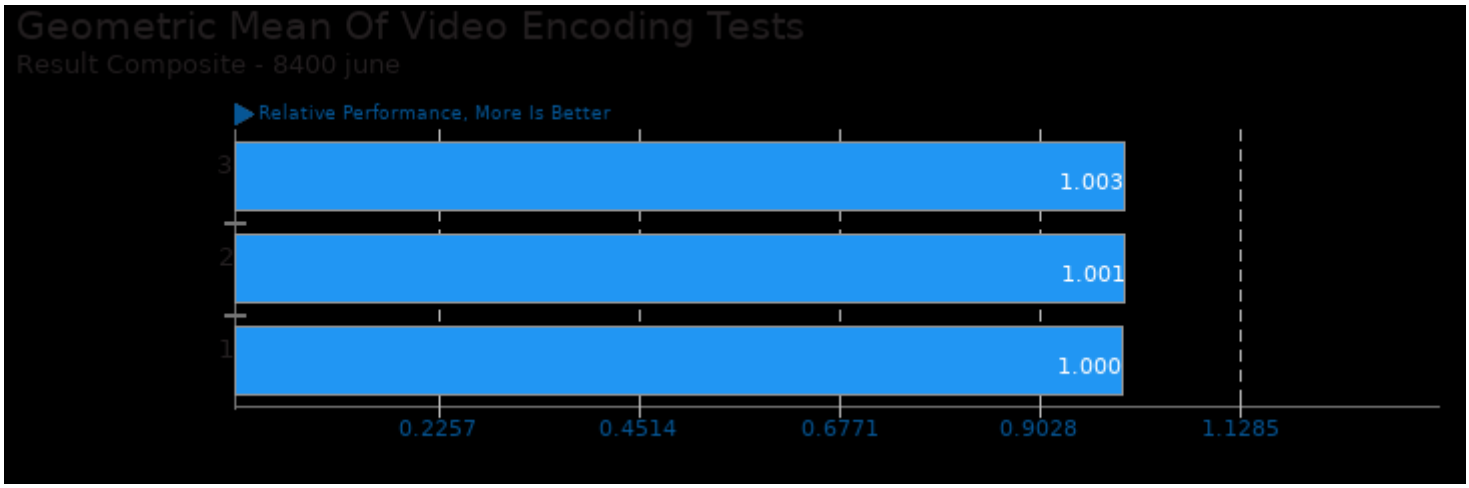


Geometric mean based upon tests: pts/compress-zstd, pts/build-gdb and pts/build-ffmpeg



Geometric mean based upon tests: pts/dav1d and pts/compress-zstd

8400 june



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

This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 08:43.