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5950xtightenproc05

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Test Systems:

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Processor: AMD Ryzen 9 5950X 16-Core @ 3.40GHz (16 Cores / 32 Threads), Motherboard: ASRock X570 Phantom Gaming 4 WiFi ax (P4.00 BIOS), Chipset: AMD Starship/Matisse, Memory: 126GB, Disk: 2 x 2000GB Sabrent Rocket 4.0 2TB, Graphics: Sapphire AMD Radeon HD 7970/8970 OEM / R9 280X 3GB, Audio: ATI Generic, Monitor: LG Ultra HD + Acer B276HK + U2879G6, Network: Intel I211 + Intel Wi-Fi 6 AX200

OS: Gentoo/Linux, Kernel: 5.10.27-gentoo-Sqeaky (x86_64), Desktop: KDE Plasma 5.20.5, Display Server: X Server 1.20.11, OpenGL: 4.5 Mesa 21.0.3 (LLVM 11.1.0), Compiler: Clang 11.1.0 + LLVM 11.1.0, File-System: ext4, Screen Resolution: 3840x2160

Compiler Notes: --bindir=/usr/x86_64-pc-linux-gnu/gcc-bin/10.3.0 --build=x86_64-pc-linux-gnu --datadir=/usr/share/gcc-data/x86_64-pc-linux-gnu/10.3.0 --disable-esp --disable-fixed-point --disable-libada --disable-libssp --disable-libvtv --disable-systemtap --disable-vtable-verify --disable-werror --enable-__cxa_atexit --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-default-ssp --enable-host-shared --enable-languages=c,c++,d,go,jit,objc,fortran

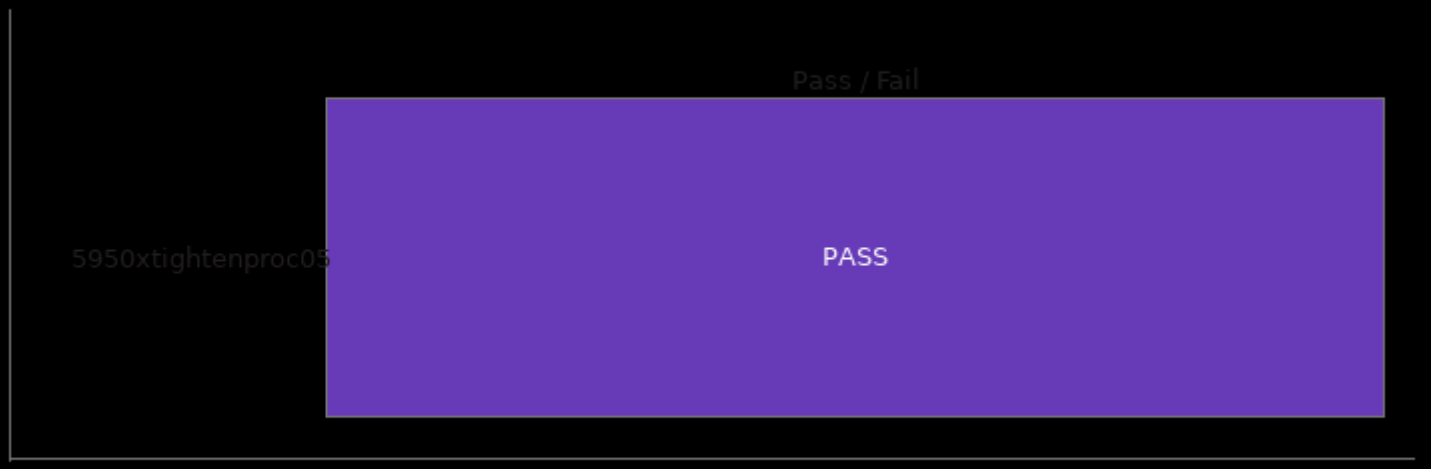
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--enable-libgomp --enable-libstdcxx-time --enable-lto --enable-multilib --enable-nls --enable-obsolete --enable-secureplt --enable-shared --enable-targets=all --enable-threads=posix --host=x86_64-pc-linux-gnu --includedir=/usr/lib/gcc/x86_64-pc-linux-gnu/10.3.0/include --mandir=/usr/share/gcc-data/x86_64-pc-linux-gnu/10.3.0/man --with-build-config=bootstrap-lto --with-multilib-list=m32,m64 --with-python-dir=/share/gcc-data/x86_64-pc-linux-gnu/10.3.0/python --with-zstd --without-isl
Processor Notes: Scaling Governor: acpi-cpufreq userspace (Boost: Enabled) - CPU Microcode: 0xa201009
Python Notes: Python 3.9.4
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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pmbench - 32 - 50% (us - Page Latency)	0.1119
Standard Deviation	0.5%
pmbench - 32 - 100% Reads (us - Page Latency)	0.0469
Standard Deviation	0.2%
pmbench - 32 - 100% Writes (us - Page Latency)	0.0934
Standard Deviation	0.5%
pmbench - 32 - 8.R.2.W (us - Page Latency)	0.1195
Standard Deviation	0.1%
Timed ImageMagick Compilation - Time To Compile (sec)	17.607
Standard Deviation	0.9%
Timed Node.js Compilation - Time To Compile (sec)	242.664
Standard Deviation	0.2%
Timed PHP Compilation - Time To Compile (sec)	37.752
Standard Deviation	0.2%
Timed Wasmer Compilation - Time To Compile (sec)	37.178
Standard Deviation	1%
Bullet Physics Engine - 3000 Fall (sec)	2.726228
Standard Deviation	2.2%
Bullet Physics Engine - 1000 Stack (sec)	3.305677
Standard Deviation	1.7%
Bullet Physics Engine - 1000 Convex (sec)	2.964675
Standard Deviation	1.5%
Bullet Physics Engine - 136 Ragdolls (sec)	1.792057
Standard Deviation	1.7%
Bullet Physics Engine - Prim Trimesh (sec)	0.649020
Standard Deviation	1.9%
Bullet Physics Engine - Convex Trimesh (sec)	0.759268
Standard Deviation	1.7%
GnuPG - L.4.3.P.F.E (sec)	9.154
Standard Deviation	1.5%

Stressful Application Test

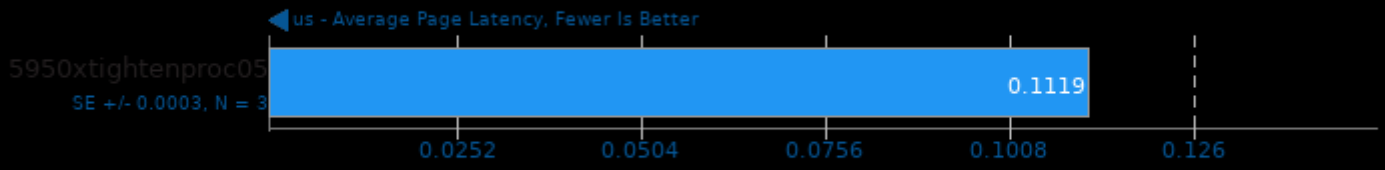
Threads: 32 - RAM To Test: 64GB - Duration: 10 Minutes



1. (CC) gcc options: -O2 -lrt -laio -lpthread

pmbench

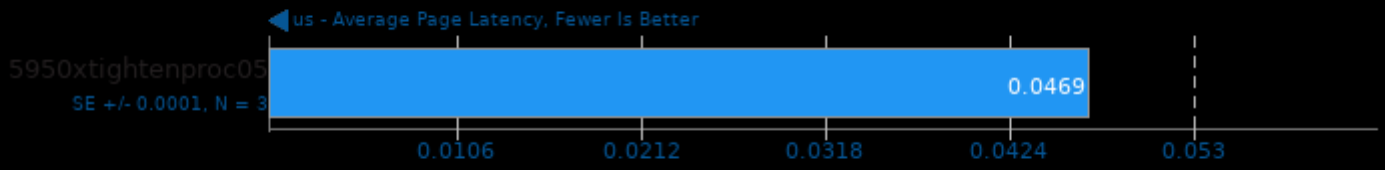
Concurrent Worker Threads: 32 - Read-Write Ratio: 50%



1. (CC) gcc options: -lm -luuid -lxml2 -m64 -pthread

pmbench

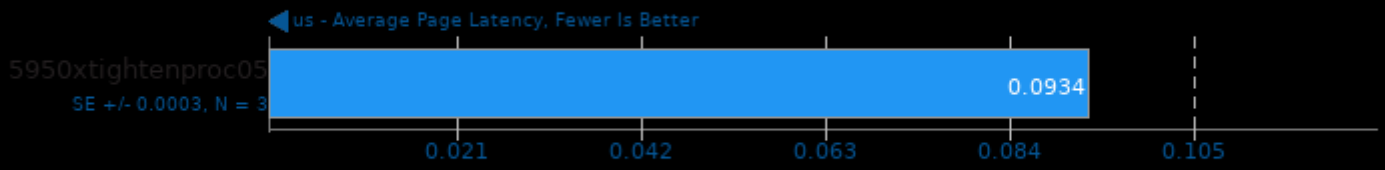
Concurrent Worker Threads: 32 - Read-Write Ratio: 100% Reads



1. (CC) gcc options: -lm -luuid -lxml2 -m64 -pthread

pmbench

Concurrent Worker Threads: 32 - Read-Write Ratio: 100% Writes

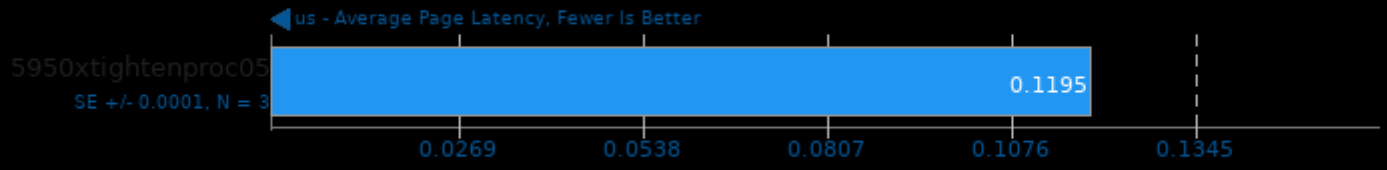


1. (CC) gcc options: -lm -luuid -lxml2 -m64 -pthread

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pmbench

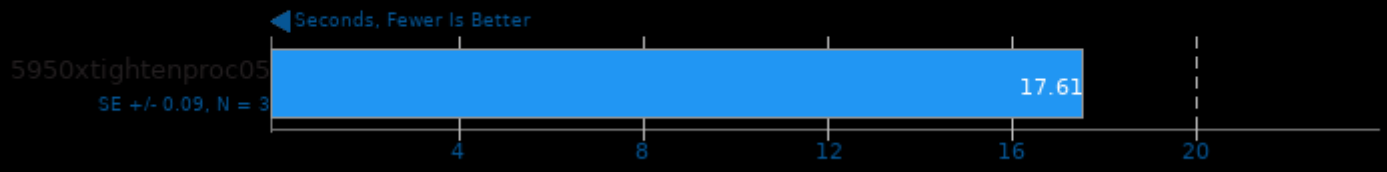
Concurrent Worker Threads: 32 - Read-Write Ratio: 80% Reads 20% Writes



1. (CC) gcc options: -lm -luuid -lxml2 -m64 -pthread

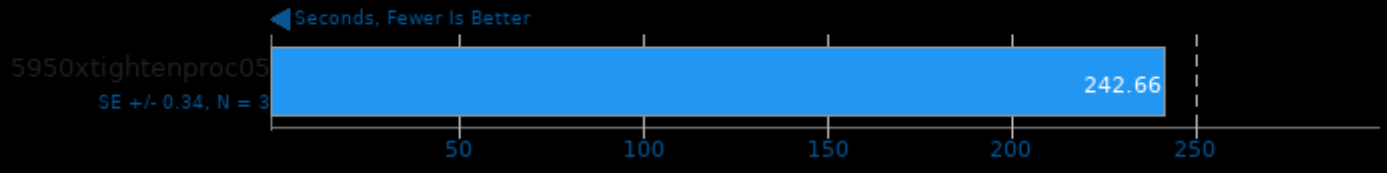
Timed ImageMagick Compilation 6.9.0

Time To Compile



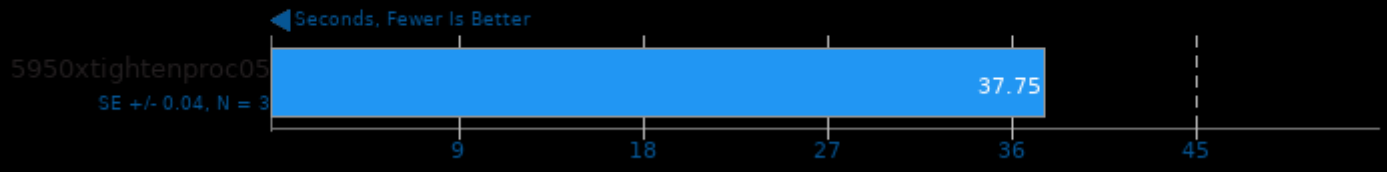
Timed Node.js Compilation 15.11

Time To Compile



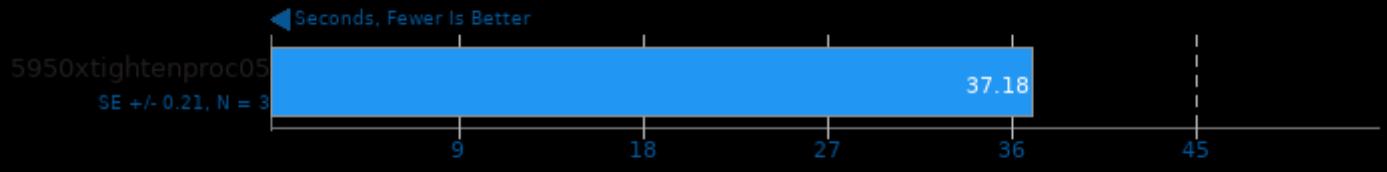
Timed PHP Compilation 7.4.2

Time To Compile



Timed Wasmer Compilation 1.0.2

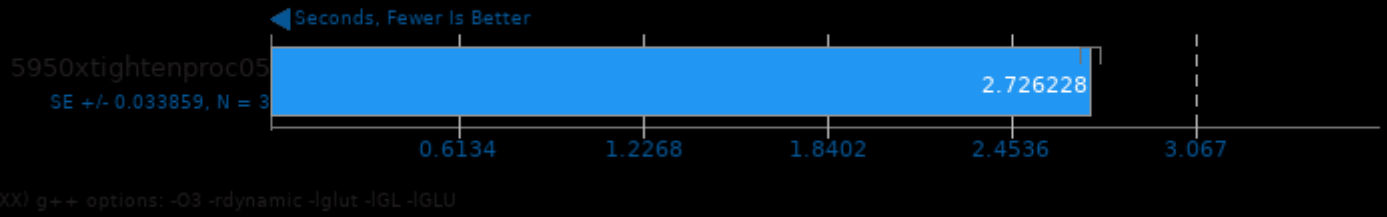
Time To Compile



1. (CC) gcc options: -O0 -ffunction-sections -fdata-sections -fPIC -m64 -mavx512vl

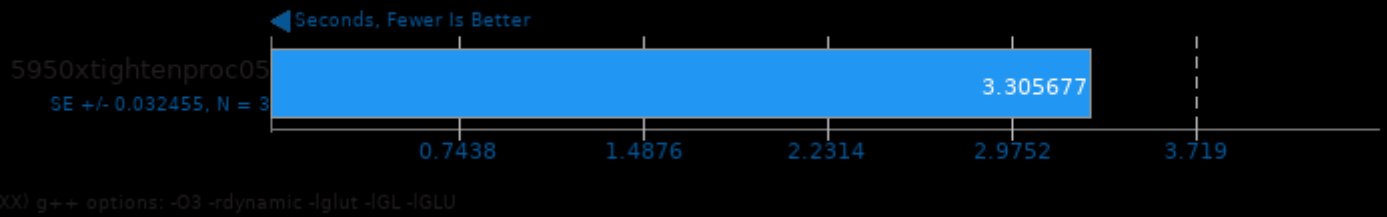
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Bullet Physics Engine 2.81
Test: 3000 Fall



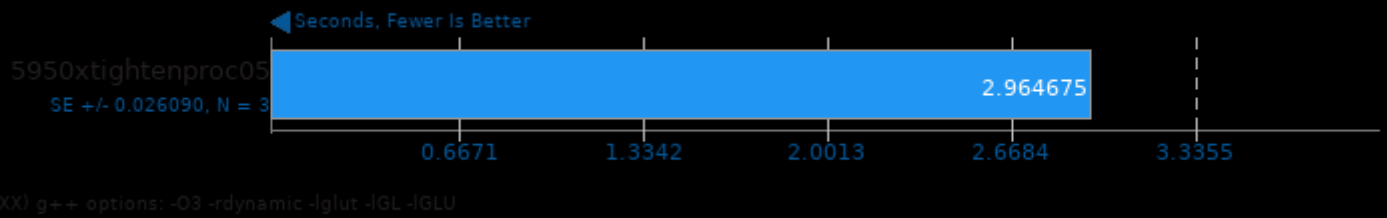
1. (CXX) g++ options: -O3 -rdynamic -lglut -lGL -lGLU

Bullet Physics Engine 2.81
Test: 1000 Stack



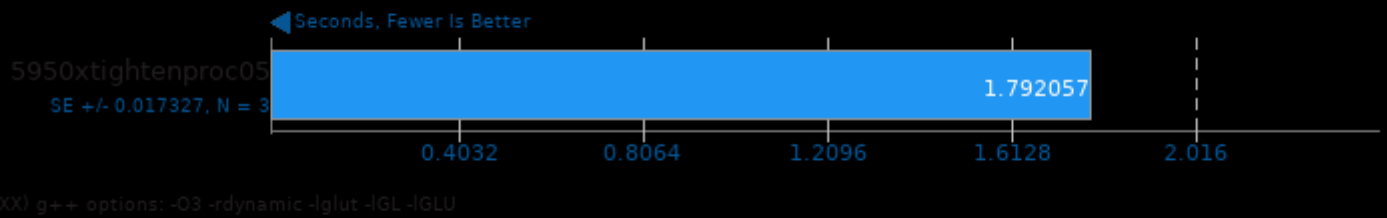
1. (CXX) g++ options: -O3 -rdynamic -lglut -lGL -lGLU

Bullet Physics Engine 2.81
Test: 1000 Convex



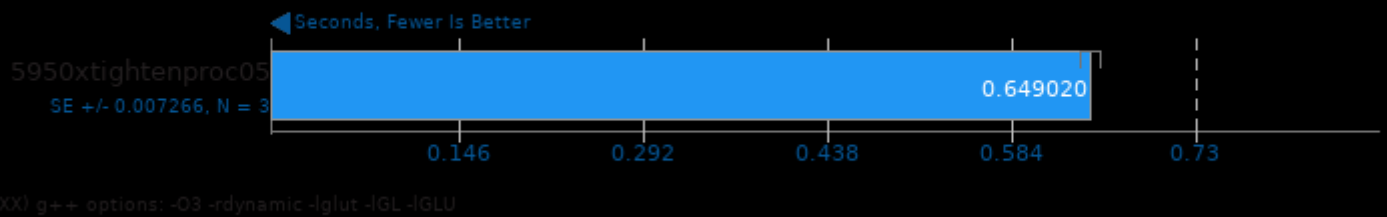
1. (CXX) g++ options: -O3 -rdynamic -lglut -lGL -lGLU

Bullet Physics Engine 2.81
Test: 136 Ragdolls



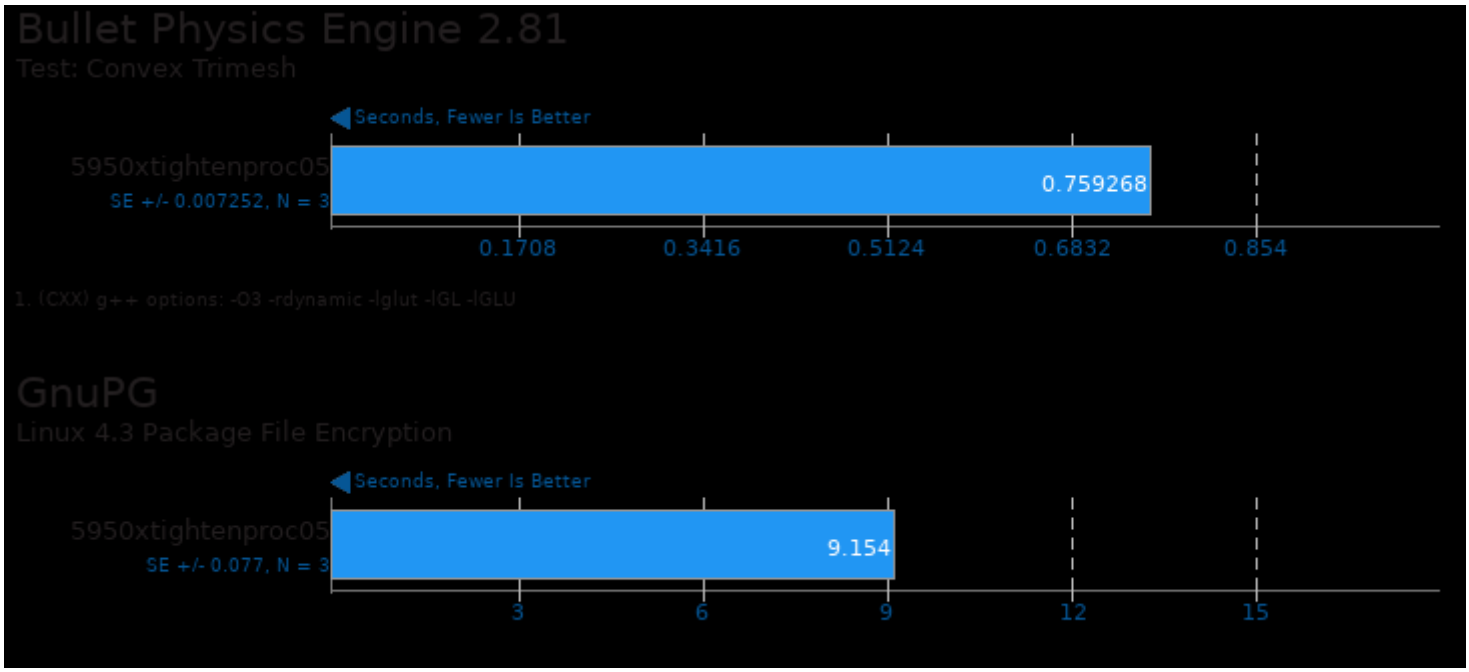
1. (CXX) g++ options: -O3 -rdynamic -lglut -lGL -lGLU

Bullet Physics Engine 2.81
Test: Prim Trimesh



1. (CXX) g++ options: -O3 -rdynamic -lglut -lGL -lGLU

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