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2021-06-19-0311

Intel Core i9-10900K testing with a Dell 0D4MD1 (1.2.3 BIOS) and NVIDIA GeForce RTX 3090 24GB on ManjaroLinux 21.0.7 via the Phoronix Test Suite.

Test Systems:

NVIDIA GeForce RTX 3090

Processor: Intel Core i9-10900K @ 5.30GHz (10 Cores / 20 Threads), Motherboard: Dell 0D4MD1 (1.2.3 BIOS), Chipset: Intel Comet Lake PCH, Memory: 64GB, Disk: 2048GB INTEL SSDPEKKW020T8 + 0GB SD/MMC CRW, Graphics: NVIDIA GeForce RTX 3090 24GB, Audio: Realtek ALC3246, Monitor: 2 x DELL U2415 + DELL S2715H, Network: Intel + Intel Comet Lake PCH CNVi WiFi

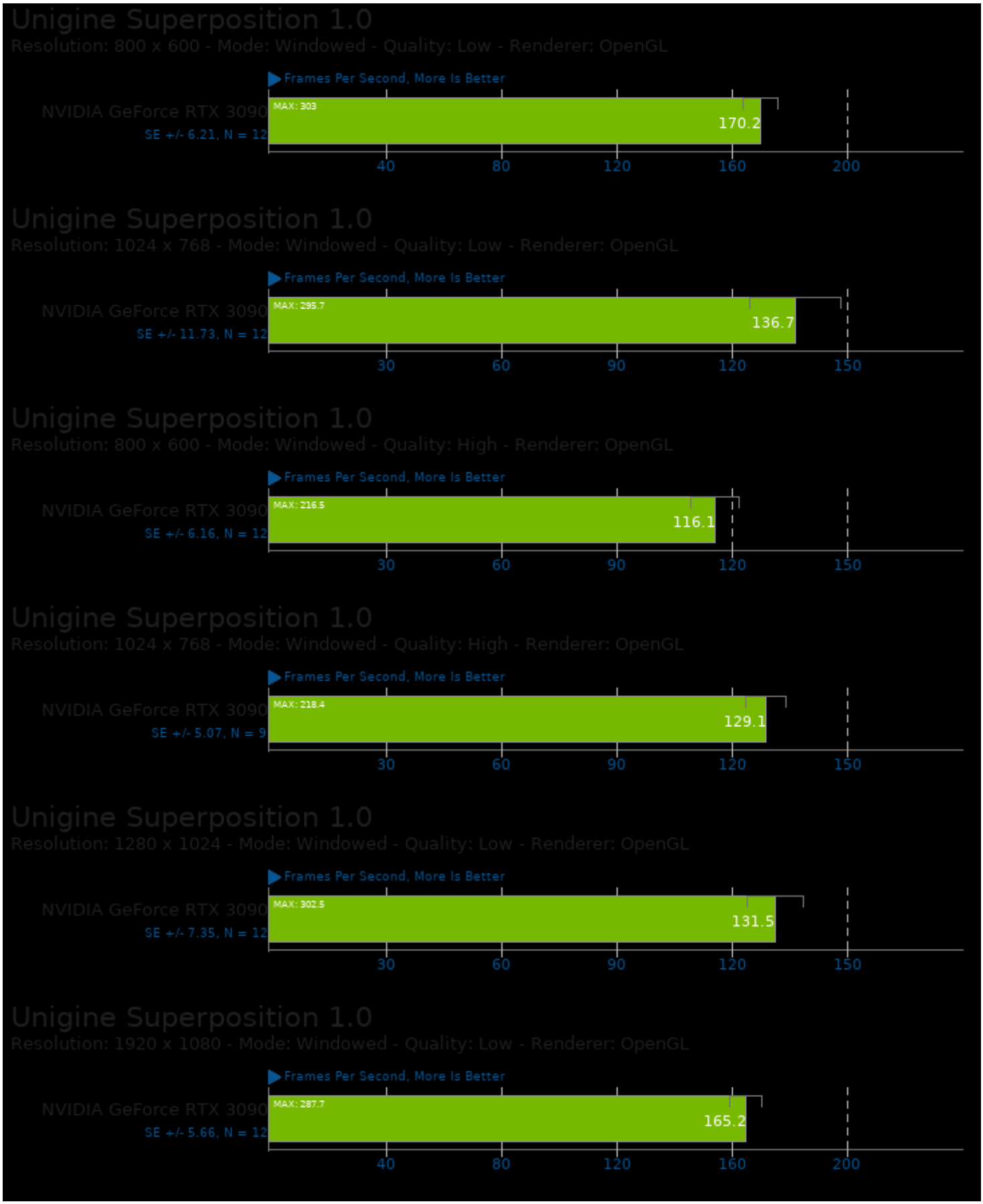
OS: ManjaroLinux 21.0.7, Kernel: 5.12.9-1-MANJARO (x86_64), Desktop: KDE Plasma 5.21.5, Display Server: X Server 1.20.11, Display Driver: NVIDIA 465.31, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 + OpenCL 3.0 CUDA 11.3.116, Vulkan: 1.2.168, Compiler: Clang 12.0.0 + LLVM 12.0.0 + CUDA 11.3, File-System: ext4, Screen Resolution: 1920x1080

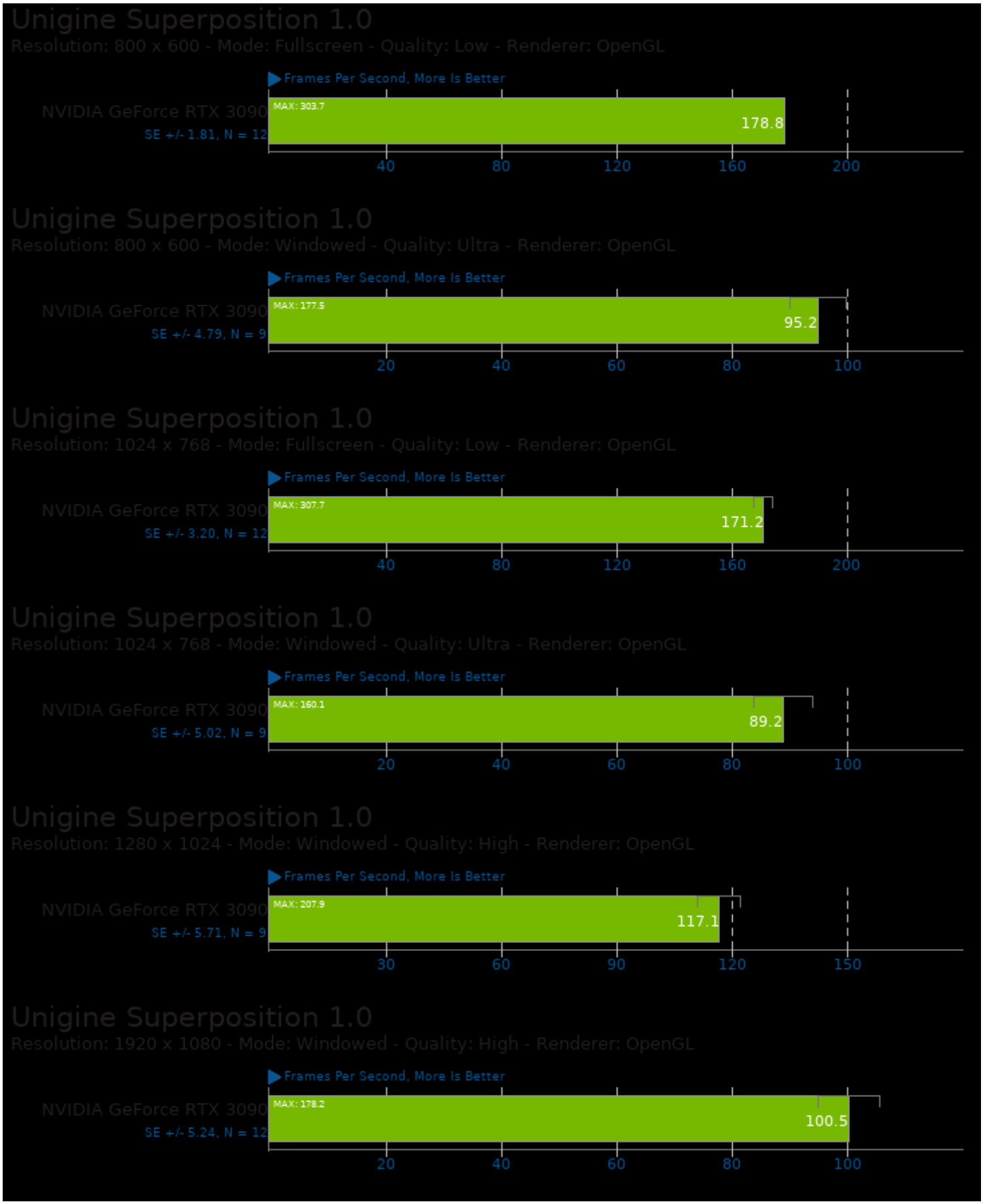
Kernel Notes: Transparent Huge Pages: madvise
Environment Notes: NVM_CD_FLAGS=

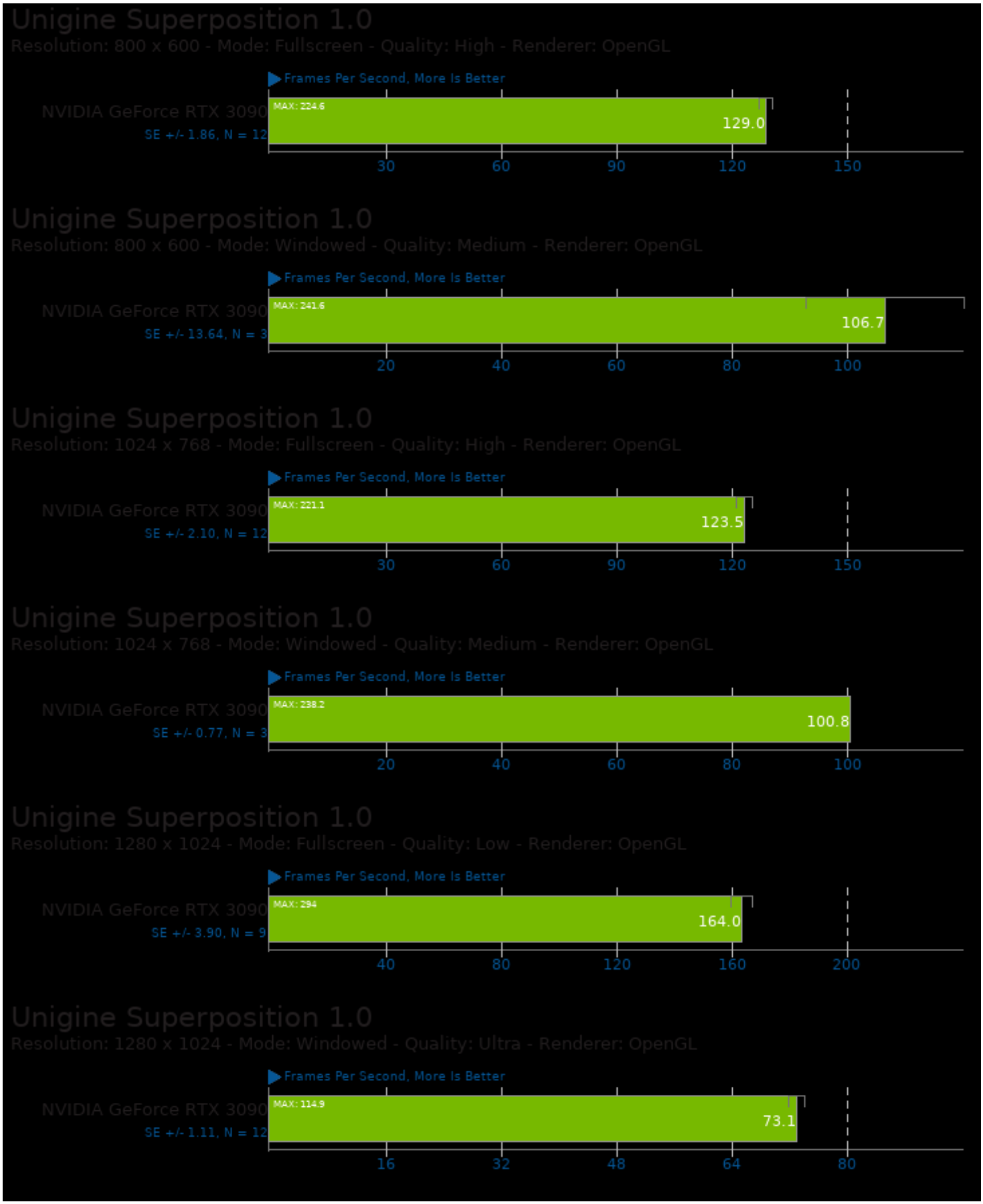
Processor Notes: Scaling Governor: intel_pstate powersave - CPU Microcode: 0xe0
Security Notes: itlb_multihit: KVM: Mitigation of VMX disabled + l1tf: Not affected + mds: Not affected + meltdown: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Enhanced IBRS IBPB: conditional RSB filling + srbds: Not affected + tsx_async_abort: Not affected

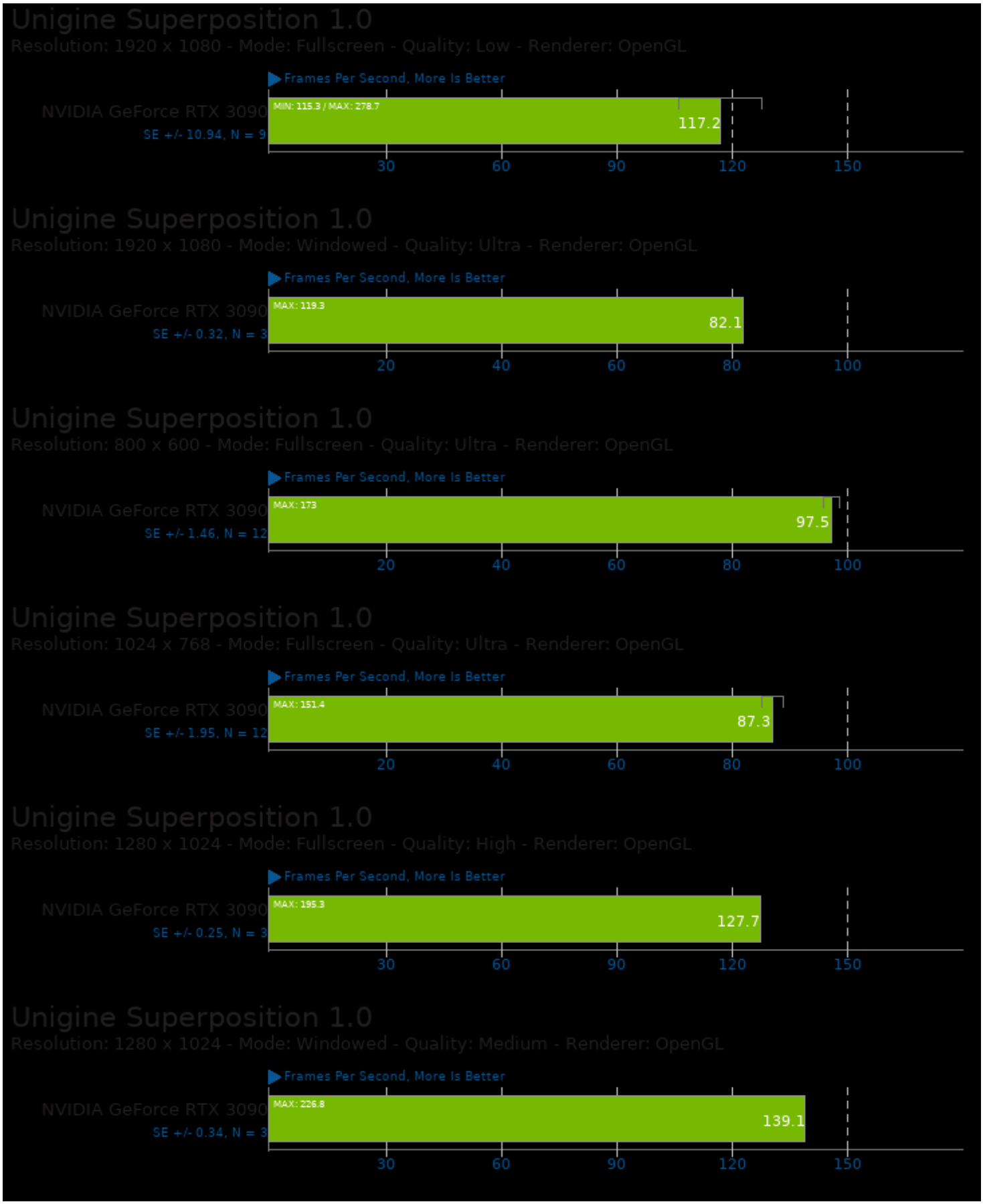
	NVIDIA GeForce RTX 3090
Unigine Superposition - 800 x 600 - Windowed - Low - OpenGL	170.2
Standard Deviation	12.7%
Unigine Superposition - 1024 x 768 - Windowed - Low - OpenGL	136.7
Standard Deviation	29.7%
Unigine Superposition - 800 x 600 - Windowed - High - OpenGL	116.1
Standard Deviation	18.4%
Unigine Superposition - 1024 x 768 - Windowed - High - OpenGL	129.1
Standard Deviation	11.8%
Unigine Superposition - 1280 x 1024 - Windowed - Low - OpenGL	131.5
Standard Deviation	19.4%
Unigine Superposition - 1920 x 1080 - Windowed - Low - OpenGL	165.2
Standard Deviation	11.9%
Unigine Superposition - 800 x 600 - Fullscreen - Low - OpenGL	178.8
Standard Deviation	3.5%
Unigine Superposition - 800 x 600 - Windowed - Ultra - OpenGL	95.2
Standard Deviation	15.1%
Unigine Superposition - 1024 x 768 - Fullscreen - Low - OpenGL	171.2
Standard Deviation	6.5%
Unigine Superposition - 1024 x 768 - Windowed - Ultra - OpenGL	89.2
Standard Deviation	16.9%
Unigine Superposition - 1280 x 1024 - Windowed - High - OpenGL (FPS)	117.1
Standard Deviation	14.6%
Unigine Superposition - 1920 x 1080 - Windowed - High - OpenGL (FPS)	100.5
Standard Deviation	18.1%
Unigine Superposition - 800 x 600 - Fullscreen - High - OpenGL	129.0
Standard Deviation	5%
Unigine Superposition - 800 x 600 - Windowed - Medium - OpenGL (FPS)	106.7
Standard Deviation	22.1%
Unigine Superposition - 1024 x 768 - Fullscreen - High - OpenGL	123.5
Standard Deviation	5.9%
Unigine Superposition - 1024 x 768 - Windowed - Medium - OpenGL (FPS)	100.8
Standard Deviation	1.3%
Unigine Superposition - 1280 x 1024 - Fullscreen - Low - OpenGL	164.0
Standard Deviation	7.1%
Unigine Superposition - 1280 x 1024 - Windowed - Ultra - OpenGL (FPS)	73.1
Standard Deviation	5.3%
Unigine Superposition - 1920 x 1080 - Fullscreen - Low - OpenGL	117.2
Standard Deviation	28%

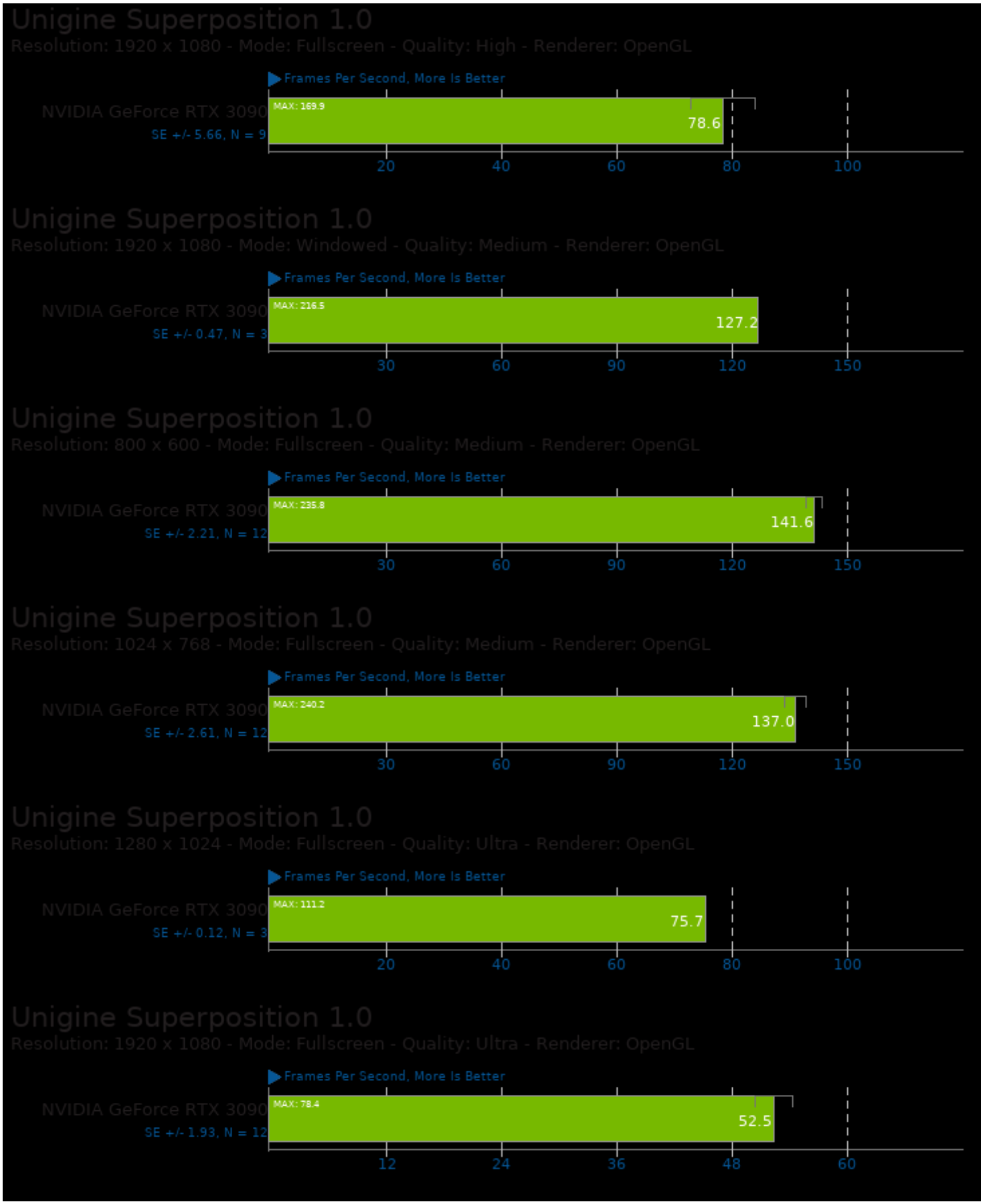
Unigine Superposition - 1920 x 1080 - Windowed - Ultra - OpenGL (FPS)	82.1
Standard Deviation	0.7%
Unigine Superposition - 800 x 600 - Fullscreen - Ultra - OpenGL	97.5
Standard Deviation	5.2%
Unigine Superposition - 1024 x 768 - Fullscreen - Ultra - OpenGL	87.3
Standard Deviation	7.7%
Unigine Superposition - 1280 x 1024 - Fullscreen - High - OpenGL (FPS)	127.7
Standard Deviation	0.3%
Unigine Superposition - 1280 x 1024 - Windowed - Medium - OpenGL (FPS)	139.1
Standard Deviation	0.4%
Unigine Superposition - 1920 x 1080 - Fullscreen - High - OpenGL (FPS)	78.6
Standard Deviation	21.6%
Unigine Superposition - 1920 x 1080 - Windowed - Medium - OpenGL (FPS)	127.2
Standard Deviation	0.6%
Unigine Superposition - 800 x 600 - Fullscreen - Medium - OpenGL (FPS)	141.6
Standard Deviation	5.4%
Unigine Superposition - 1024 x 768 - Fullscreen - Medium - OpenGL (FPS)	137.0
Standard Deviation	6.6%
Unigine Superposition - 1280 x 1024 - Fullscreen - Ultra - OpenGL (FPS)	75.7
Standard Deviation	0.3%
Unigine Superposition - 1920 x 1080 - Fullscreen - Ultra - OpenGL (FPS)	52.5
Standard Deviation	12.8%
Unigine Superposition - 1280 x 1024 - Fullscreen - Medium - OpenGL (FPS)	123.4
Standard Deviation	0.6%
Unigine Superposition - 1920 x 1080 - Fullscreen - Medium - OpenGL (FPS)	109.7
Standard Deviation	12.4%


Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Windowed - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 6.21, N = 12
MAX: 303
170.2
40
80
120
160
200
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Windowed - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 11.73, N = 12
MAX: 295.7
136.7
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Windowed - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 6.16, N = 12
MAX: 216.5
116.1
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Windowed - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.07, N = 9
MAX: 218.4
129.1
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Windowed - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 7.35, N = 12
MAX: 302.5
131.5
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Windowed - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.66, N = 12
MAX: 287.7
165.2
40
80
120
160
200


Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Fullscreen - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.81, N = 12
MAX: 303.7
178.8
40
80
120
160
200
Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Windowed - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 4.79, N = 9
MAX: 177.5
95.2
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Fullscreen - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 3.20, N = 12
MAX: 307.7
171.2
40
80
120
160
200
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Windowed - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.02, N = 9
MAX: 160.1
89.2
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Windowed - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.71, N = 9
MAX: 207.9
117.1
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Windowed - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.24, N = 12
MAX: 178.2
100.5
20
40
60
80
100


Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Fullscreen - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.86, N = 12
MAX: 224.6
129.0
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Windowed - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 13.64, N = 3
MAX: 241.6
106.7
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Fullscreen - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 2.10, N = 12
MAX: 221.1
123.5
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Windowed - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.77, N = 3
MAX: 238.2
100.8
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Fullscreen - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 3.90, N = 9
MAX: 294
164.0
40
80
120
160
200
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Windowed - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.11, N = 12
MAX: 114.9
73.1
16
32
48
64
80


Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 10.94, N = 9
MIN: 115.3 / MAX: 278.7
117.2
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Windowed - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.32, N = 3
MAX: 119.3
82.1
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.46, N = 12
MAX: 173
97.5
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.95, N = 12
MAX: 151.4
87.3
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Fullscreen - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.25, N = 3
MAX: 195.3
127.7
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Windowed - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.34, N = 3
MAX: 226.8
139.1
30
60
90
120
150


Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 5.66, N = 9
MAX: 169.9
78.6
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Windowed - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.47, N = 3
MAX: 216.5
127.2
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 800 x 600 - Mode: Fullscreen - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 2.21, N = 12
MAX: 235.8
141.6
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1024 x 768 - Mode: Fullscreen - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 2.61, N = 12
MAX: 240.2
137.0
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 1280 x 1024 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 0.12, N = 3
MAX: 111.2
75.7
20
40
60
80
100
Unigine Superposition 1.0
Resolution: 1920 x 1080 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA GeForce RTX 3090
SE +/- 1.93, N = 12
MAX: 78.4
52.5
12
24
36
48
60



This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 20:20.