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rx570xt

AMD Ryzen 5 1600 Six-Core testing with a Gigabyte B450 AORUS M (F60 BIOS) and Gigabyte AMD Radeon RX 5600 OEM/5600 XT / 5700/5700 8GB on ManjaroLinux 21.0.6 via the Phoronix Test Suite.

Test Systems:

rx5700xt

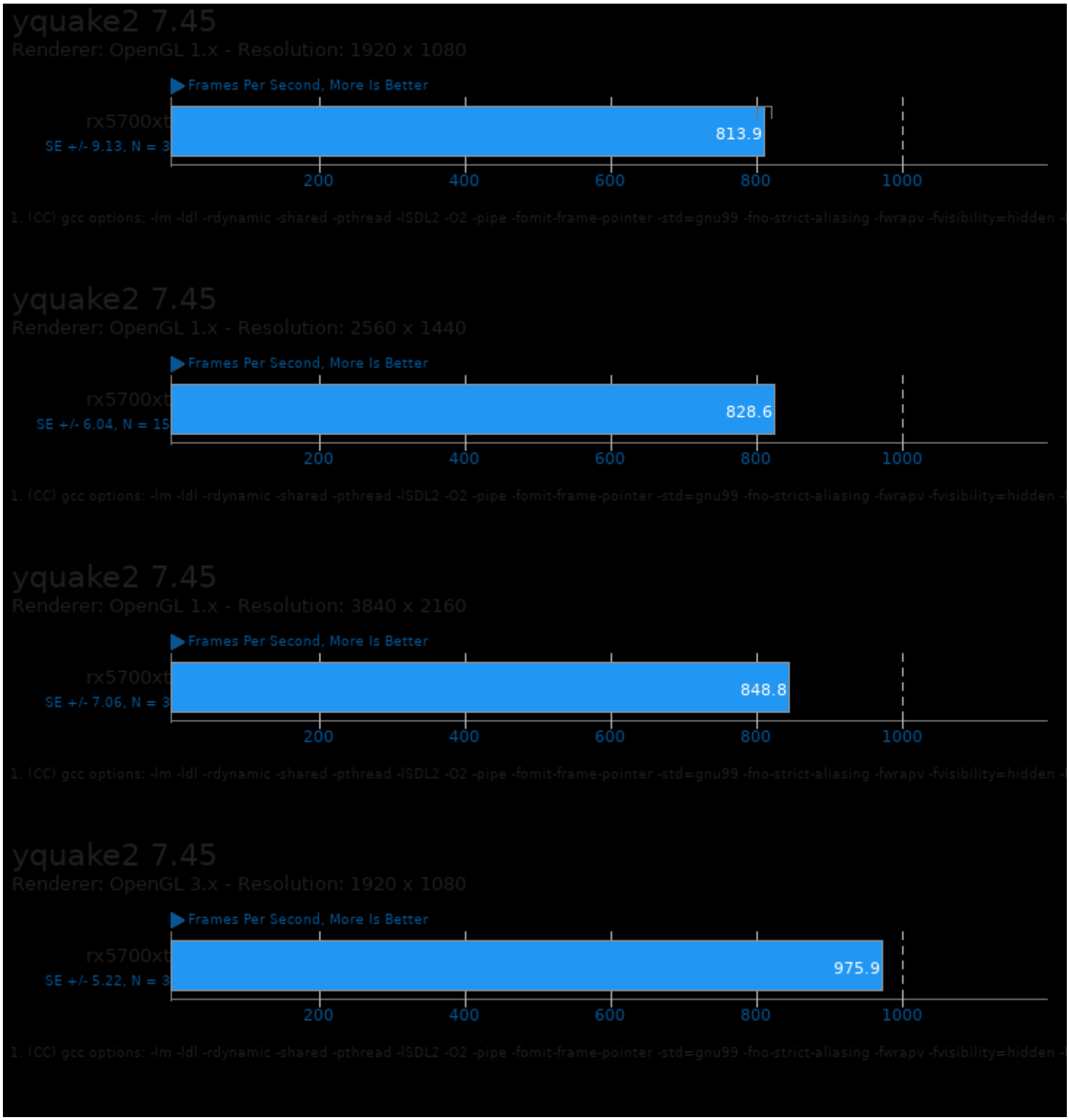
Processor: AMD Ryzen 5 1600 Six-Core @ 3.20GHz (6 Cores / 12 Threads), Motherboard: Gigabyte B450 AORUS M (F60 BIOS), Chipset: AMD 17h, Memory: 8GB, Disk: 120GB KINGSTON SA400S3, Graphics: Gigabyte AMD Radeon RX 5600 OEM/5600 XT / 5700/5700 8GB (2100/875MHz), Audio: AMD Navi 10 HDMI Audio, Monitor: 25UM58G, Network: Realtek RTL8111/8168/8411

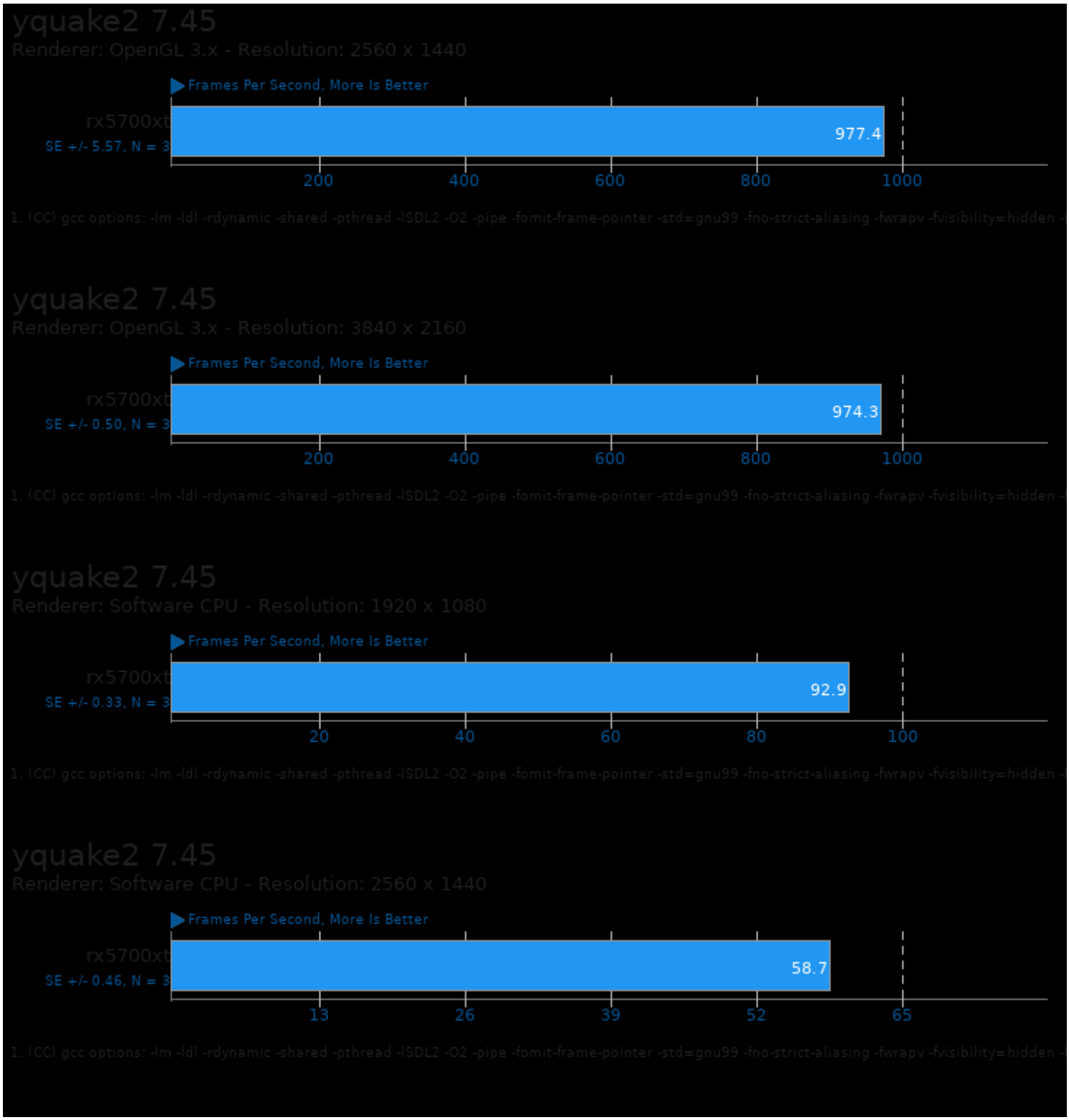
OS: ManjaroLinux 21.0.6, Kernel: 5.10.41-1-MANJARO (x86_64), Desktop: GNOME Shell 3.38.4, Display Server: X Server + Wayland, OpenGL: 4.6 Mesa 21.1.2 (LLVM 12.0.0), Compiler: GCC 11.1.0, File-System: ext4, Screen Resolution: 2560x1080

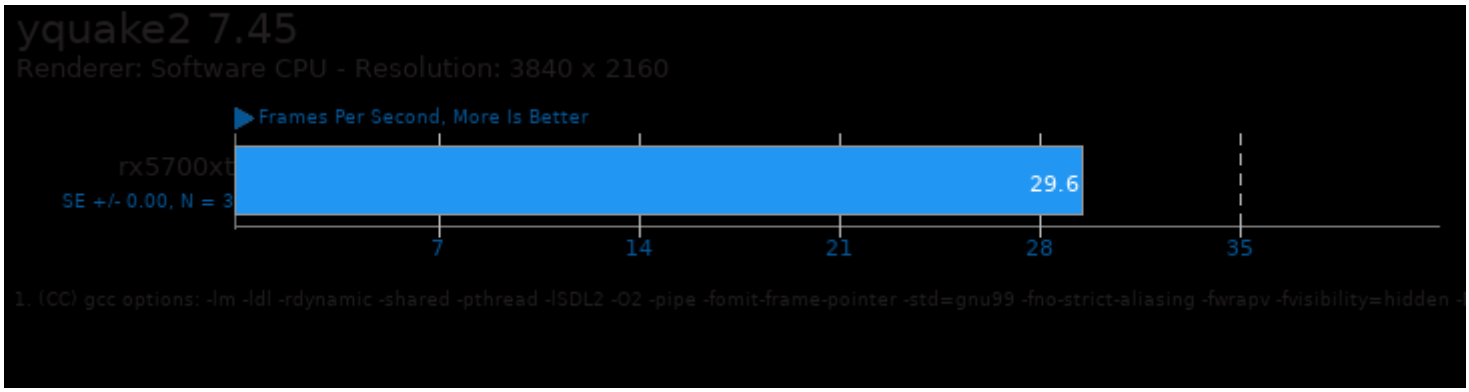
Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --disable-libssp --disable-libstdcxx-pch --disable-libunwind-exceptions --disable-werror --enable-__cxa_atexit --enable-cet=auto --enable-checking=release

--enable-clocale=gnu --enable-default-pie --enable-default-ssp --enable-gnu-indirect-function --enable-gnu-unique-object --enable-install-libiberty --enable-languages=c,c++,ada,fortran,go,lto,objc,obj-c++,d --enable-lto --enable-multilib --enable-plugin --enable-shared --enable-threads=posix --mandir=/usr/share/man --with-isl --with-linker-hash-style=gnu
Processor Notes: Scaling Governor: acpi-cpufreq schedutil (Boost: Enabled) - CPU Microcode: 0x800820d
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 STIBP: disabled RSB filling + srbds: Not affected + tsx_async_abort: Not affected

	rx5700xt
yquake2 - OpenGL 1.x - 1920 x 1080 (FPS)	813.9
Standard Deviation	1.9%
yquake2 - OpenGL 1.x - 2560 x 1440 (FPS)	828.6
Standard Deviation	2.8%
yquake2 - OpenGL 1.x - 3840 x 2160 (FPS)	848.8
Standard Deviation	1.4%
yquake2 - OpenGL 3.x - 1920 x 1080 (FPS)	975.9
Standard Deviation	0.9%
yquake2 - OpenGL 3.x - 2560 x 1440 (FPS)	977.4
Standard Deviation	1%
yquake2 - OpenGL 3.x - 3840 x 2160 (FPS)	974.3
Standard Deviation	0.1%
yquake2 - Software CPU - 1920 x 1080 (FPS)	92.9
Standard Deviation	0.6%
yquake2 - Software CPU - 2560 x 1440 (FPS)	58.7
Standard Deviation	1.4%
yquake2 - Software CPU - 3840 x 2160 (FPS)	29.6
Standard Deviation	0%


yquake2 7.45
Renderer: OpenGL 1.x - Resolution: 1920 x 1080
Frames Per Second, More Is Better
rx5700xt
SE +/- 9.13, N = 3
813.9
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: OpenGL 1.x - Resolution: 2560 x 1440
Frames Per Second, More Is Better
rx5700xt
SE +/- 6.04, N = 15
828.6
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: OpenGL 1.x - Resolution: 3840 x 2160
Frames Per Second, More Is Better
rx5700xt
SE +/- 7.06, N = 3
848.8
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: OpenGL 3.x - Resolution: 1920 x 1080
Frames Per Second, More Is Better
rx5700xt
SE +/- 5.22, N = 3
975.9
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden


yquake2 7.45
Renderer: OpenGL 3.x - Resolution: 2560 x 1440
Frames Per Second, More Is Better
rx5700xt
SE +/- 5.57, N = 3
977.4
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: OpenGL 3.x - Resolution: 3840 x 2160
Frames Per Second, More Is Better
rx5700xt
SE +/- 0.50, N = 3
974.3
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: Software CPU - Resolution: 1920 x 1080
Frames Per Second, More Is Better
rx5700xt
SE +/- 0.33, N = 3
92.9
20
40
60
80
100
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden
yquake2 7.45
Renderer: Software CPU - Resolution: 2560 x 1440
Frames Per Second, More Is Better
rx5700xt
SE +/- 0.46, N = 3
58.7
13
26
39
52
65
1. (CC) gcc options: -lm -ldl -rdynamic -shared -pthread -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden



This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 12:19.