www.phoronix-test-suite.com

NVIDIA Compute RTX 30

NVIDIA RTX 30 series benchmarks by Michael Larabel.

Test Systems:

RTX 3060

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: eVGA NVIDIA GeForce RTX 3060 12GB, Audio: NVIDIA Device 228e, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 3584
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

RTX 3060 Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3060 Ti 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 4864
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

RTX 3070

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3070 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 5888
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

RTX 3070 Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3070 Ti 8GB, Audio: NVIDIA Device 228b, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 6144
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

RTX 3080

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3080 10GB, Audio: NVIDIA Device 1aef, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 8704
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

RTX 3080 Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3080 Ti 12GB, Audio: NVIDIA Device 1aef, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 10240
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

RTX 3090

NVIDIA Compute RTX 30

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3501 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WD_BLACK SN850 1TB + 2000GB, Graphics: NVIDIA GeForce RTX 3090 24GB, Audio: NVIDIA Device 1aef, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-25-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.63.01, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.112, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

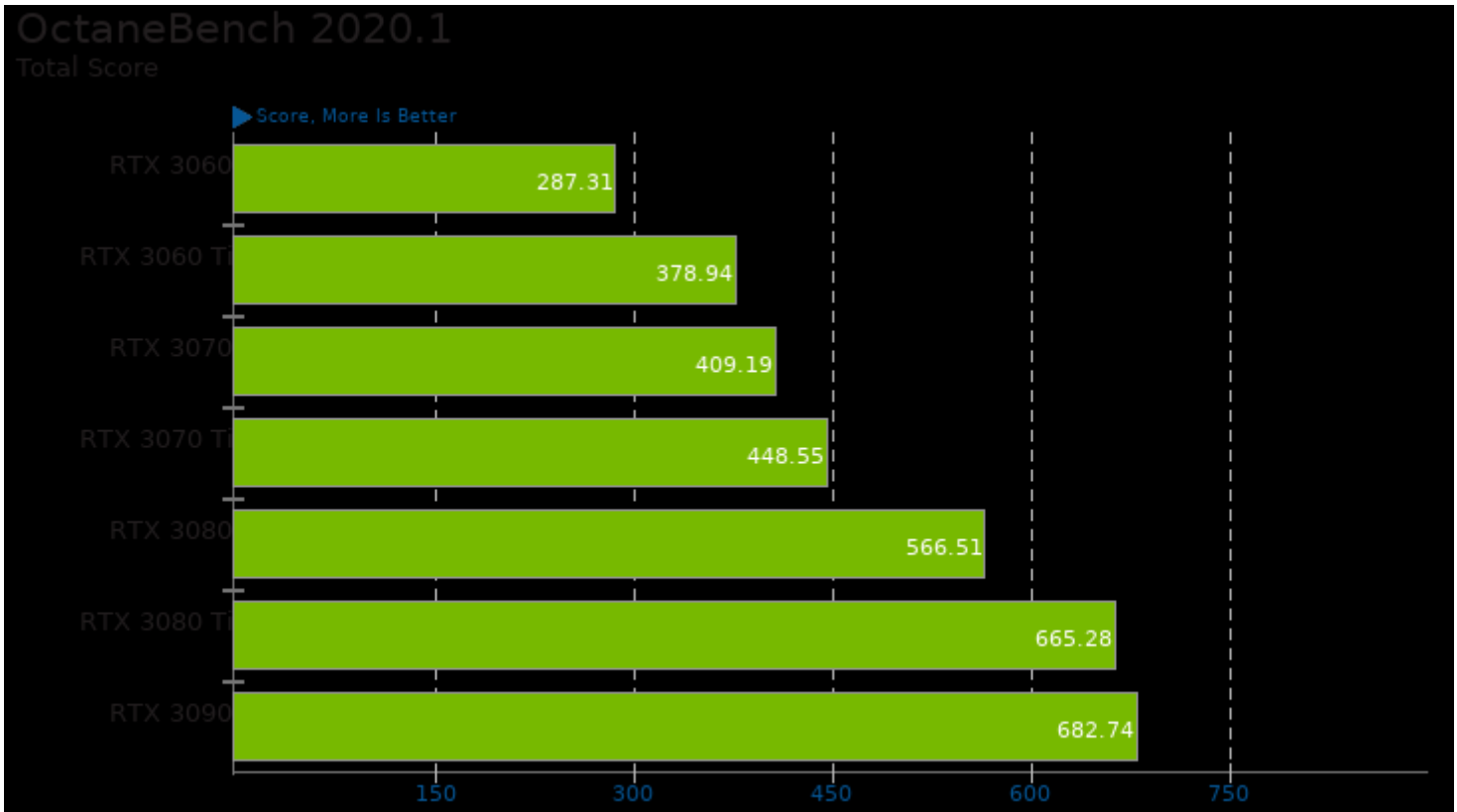
Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,gm2 --enable-libstdcxx-debug --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: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
OpenCL Notes: GPU Compute Cores: 10496
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

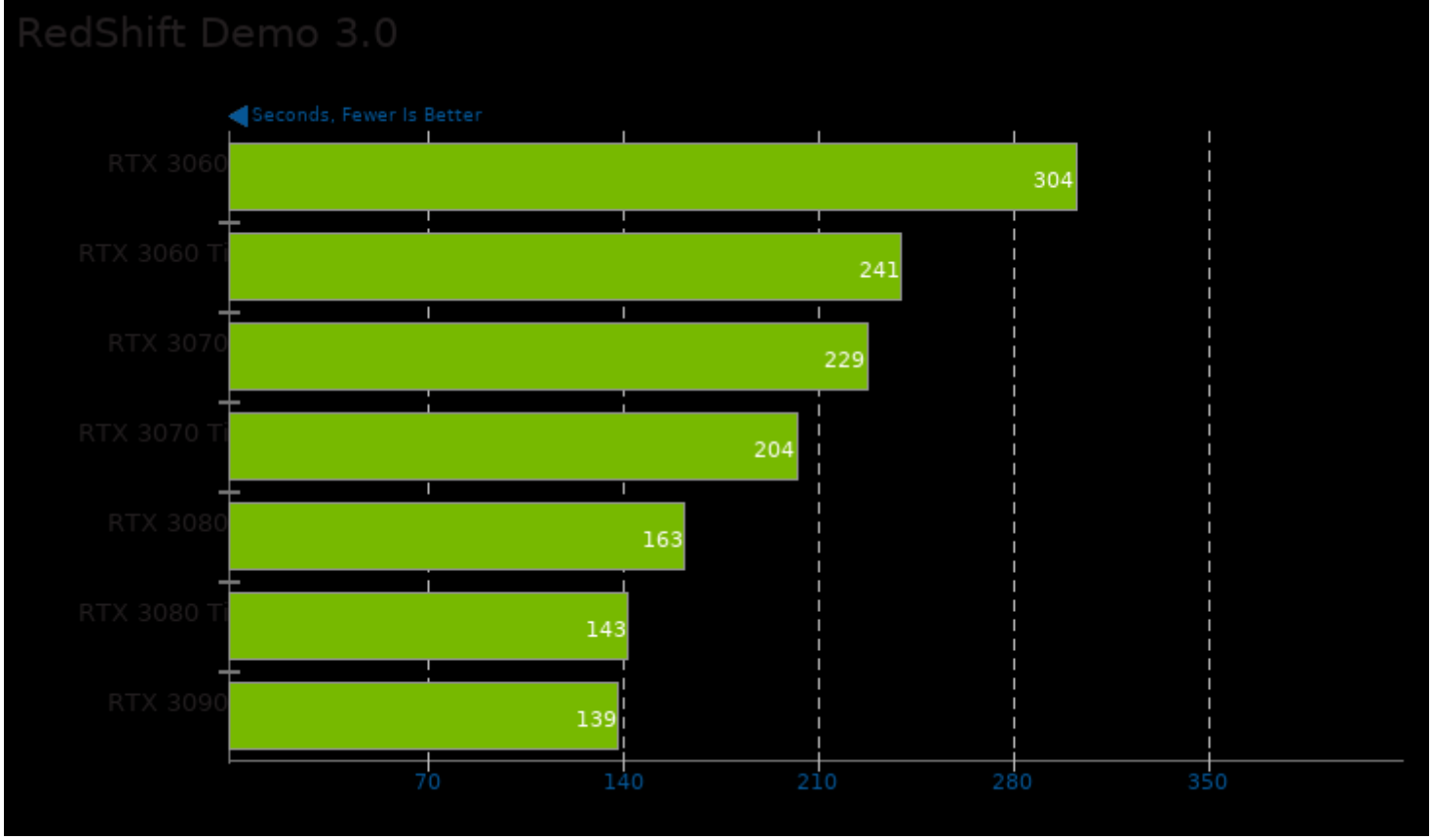
	RTX 3060	RTX 3060 Ti	RTX 3070	RTX 3070 Ti	RTX 3080	RTX 3080 Ti	RTX 3090
OctaneBench - Total Score (Score)	287.30692	378.940906	409.18581	448.548304	566.506957	665.280044	682.738115
Normalized	42.08%	55.5%	59.93%	65.7%	82.98%	97.44%	100%
RedShift Demo (sec)	304	241	229	204	163	143	139
Normalized	45.72%	57.68%	60.7%	68.14%	85.28%	97.2%	100%
LuxCoreRender - DLSC - GPU (M samples/sec)	4.20	5.69	6.59	6.93	9.54	10.92	11.46
Normalized	36.65%	49.65%	57.5%	60.47%	83.25%	95.29%	100%
Standard Deviation	0.3%	0.4%	0.1%	0.6%	0.1%	0.1%	0.1%
LuxCoreRender - Danish Mood - GPU (M samples/sec)	3.05	4.32	5.15	5.39	7.32	8.28	8.90
Normalized	34.27%	48.54%	57.87%	60.56%	82.25%	93.03%	100%
Standard Deviation	1.6%	0.9%	2.4%	2.5%	1.6%	1.1%	1.8%
LuxCoreRender - Orange Juice - GPU (M samples/sec)	4.64	6.11	6.95	7.04	9.09	10.03	10.47
Normalized	44.32%	58.36%	66.38%	67.24%	86.82%	95.8%	100%
Standard Deviation	0.4%	1%	0.4%	0.4%	0.3%	0.7%	0.9%
LuxCoreRender - LuxCore Benchmark - GPU (M samples/sec)	3.86	5.32	6.12	6.50	9.15	10.40	10.94
Normalized	35.28%	48.63%	55.94%	59.41%	83.64%	95.06%	100%
Standard Deviation	0.3%	0.1%	0.6%	0.6%	0.1%	0.2%	0.1%
LuxCoreRender - R.C.a.P - GPU (M samples/sec)	13.08	18.72	21.04	22.27	27.36	32.14	32.34
Normalized	40.45%	57.88%	65.06%	68.86%	84.6%	99.38%	100%
Standard Deviation	0.3%	0.4%	1%	2%	0.1%	2.4%	0.9%

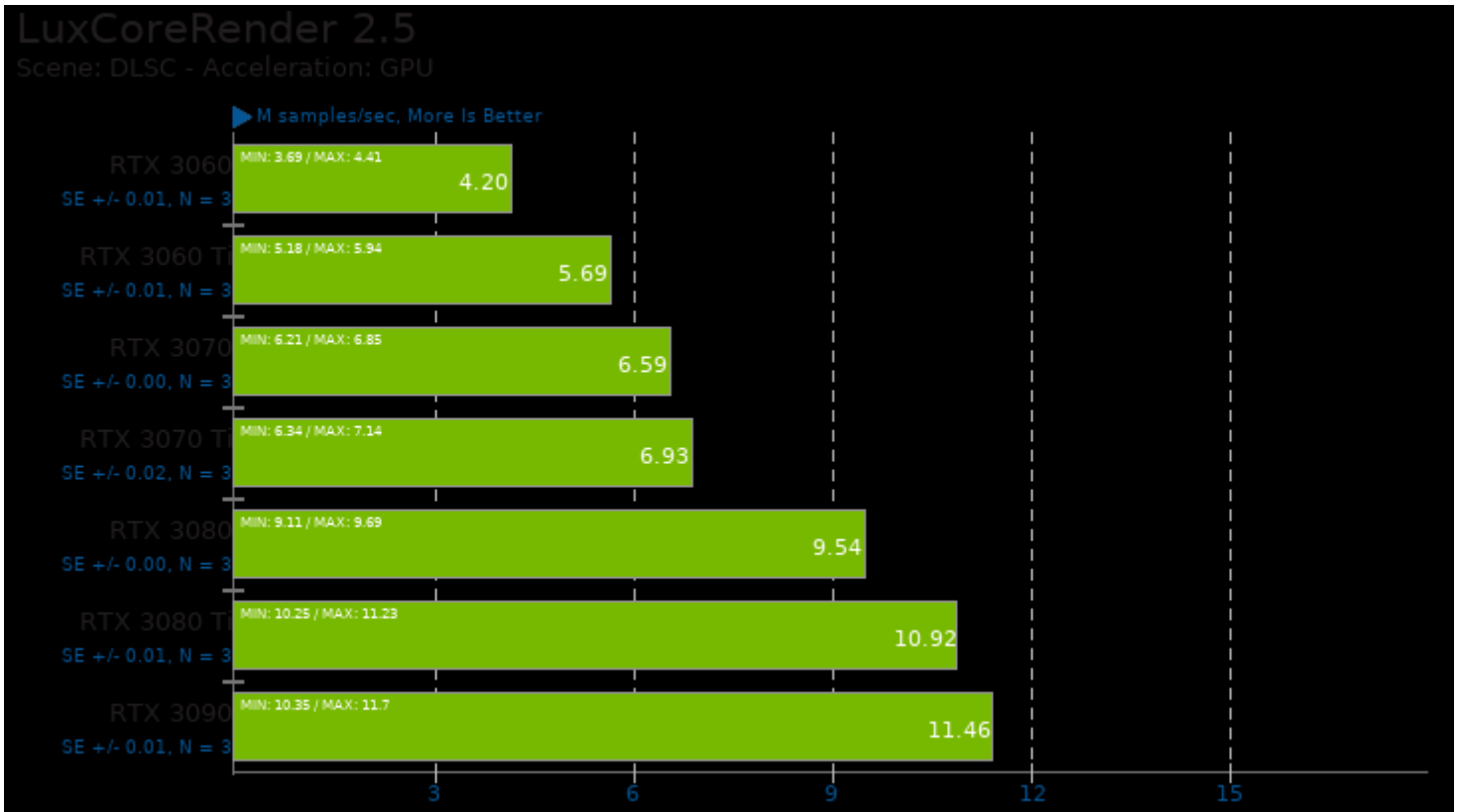
NVIDIA Compute RTX 30

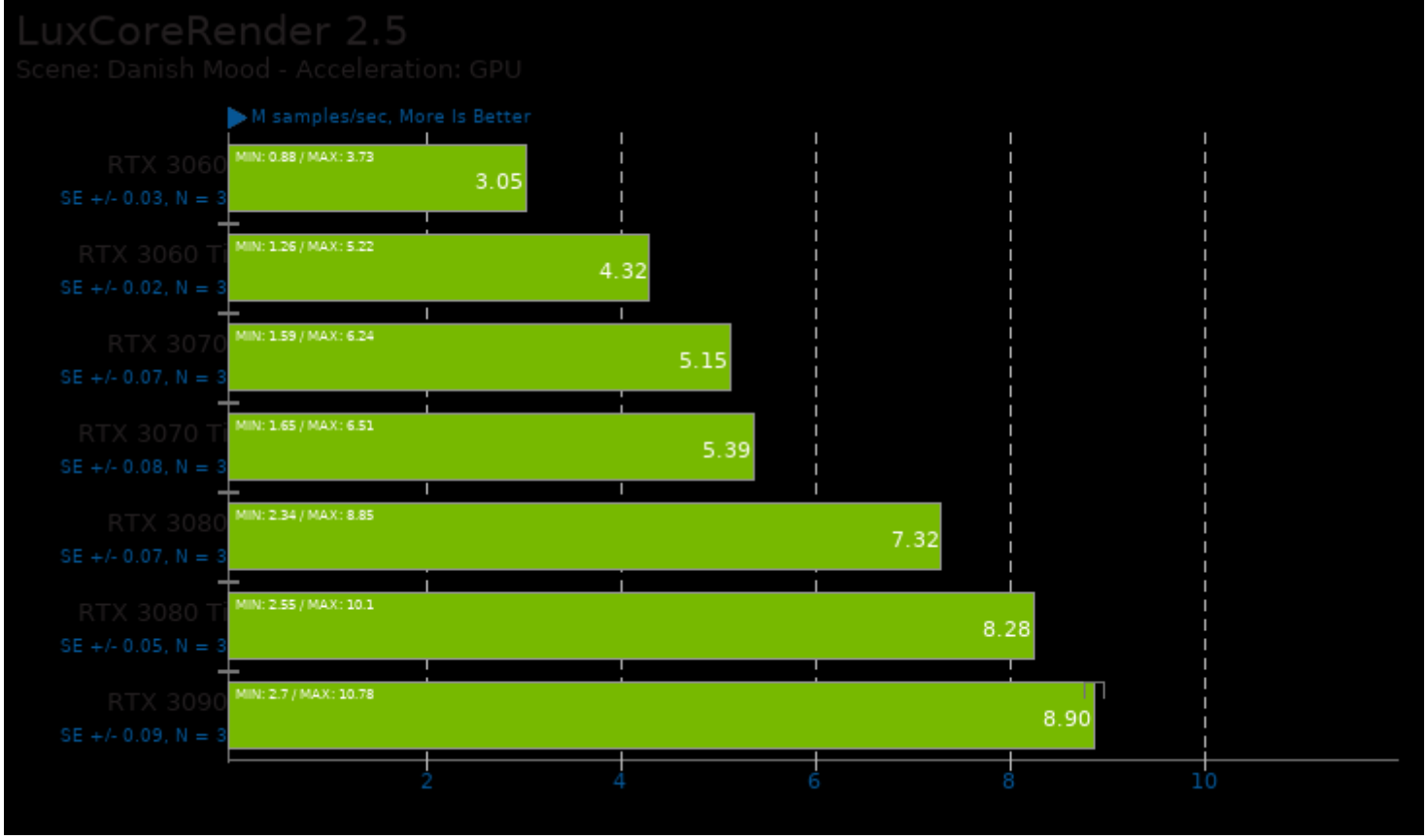
IndigoBench - OpenCL GPU - Bedroom (M samples/s)	**8.408**	11.346	12.753	13.560	17.564	20.015	**20.829**
Normalized	40.37%	54.47%	61.23%	65.1%	84.32%	96.09%	100%
Standard Deviation	0.2%	0.3%	0.5%	0.4%	0%	0.2%	0.2%
IndigoBench - OpenCL GPU - Supercar (M samples/s)	**25.320**	33.380	37.168	38.058	46.380	51.488	**53.246**
Normalized	47.55%	62.69%	69.8%	71.48%	87.11%	96.7%	100%
Standard Deviation	0.4%	0.8%	0.5%	0.2%	0.1%	0.2%	0%
Blender - BMW27 - NVIDIA OptiX (sec)	**26.51**	17.59	15.91	14.62	11.22	9.77	**9.44**
Normalized	35.61%	53.67%	59.33%	64.57%	84.14%	96.62%	100%
Standard Deviation	39.4%	0.2%	0.3%	0.2%	0.1%	0.1%	0.1%
Blender - Classroom - NVIDIA OptiX (sec)	**74.49**	52.77	46.43	43.34	33.80	29.62	**28.66**
Normalized	38.47%	54.31%	61.73%	66.13%	84.79%	96.76%	100%
Standard Deviation	0.1%	0.3%	0.2%	0.2%	0.2%	0.1%	1%
Blender - Fishy Cat - NVIDIA OptiX (sec)	**57.17**	39.48	33.74	31.80	22.63	19.93	**18.96**
Normalized	33.16%	48.02%	56.19%	59.62%	83.78%	95.13%	100%
Standard Deviation	17.6%	0%	0.2%	0.1%	0%	0.1%	0%
Blender - Barbershop - NVIDIA OptiX (sec)	**822.42**	525.08	442.41		372.96		**315.90**
Normalized	38.41%	60.16%	71.4%		84.7%		100%
Standard Deviation	0.1%	0.1%	0.2%		0.1%		0.5%
Blender - Pabellon Barcelona - NVIDIA OptiX (sec)	**115.28**	82.54	73.69		52.23		**43.52**
Normalized	37.75%	52.73%	59.06%		83.32%		100%
Standard Deviation	0.1%	0.1%	0%		0.1%		0.1%
Chaos Group V-RAY - NVIDIA RTX GPU (vrays)	**1184**	1695	1857		2464		**2939**
Normalized	40.29%	57.67%	63.18%		83.84%		100%
Standard Deviation	0.1%	0.1%	0.1%		0.2%		0.2%
Chaos Group V-RAY - NVIDIA CUDA GPU (vpaths)	**842**	1243	1400		1786		**2111**
Normalized	39.89%	58.88%	66.32%		84.6%		100%
Standard Deviation		0.1%	0%		0.1%		0.1%

NVIDIA Compute RTX 30

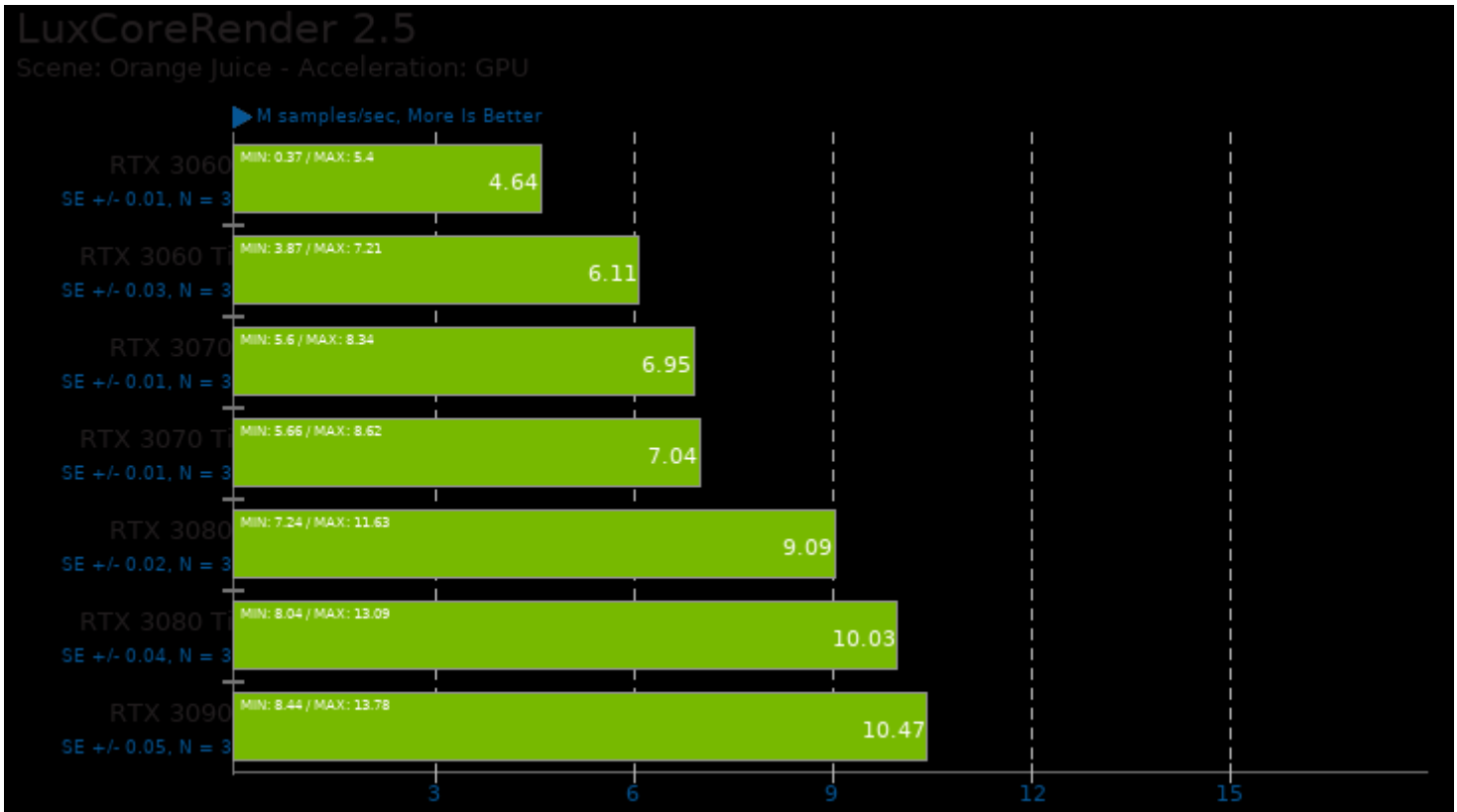


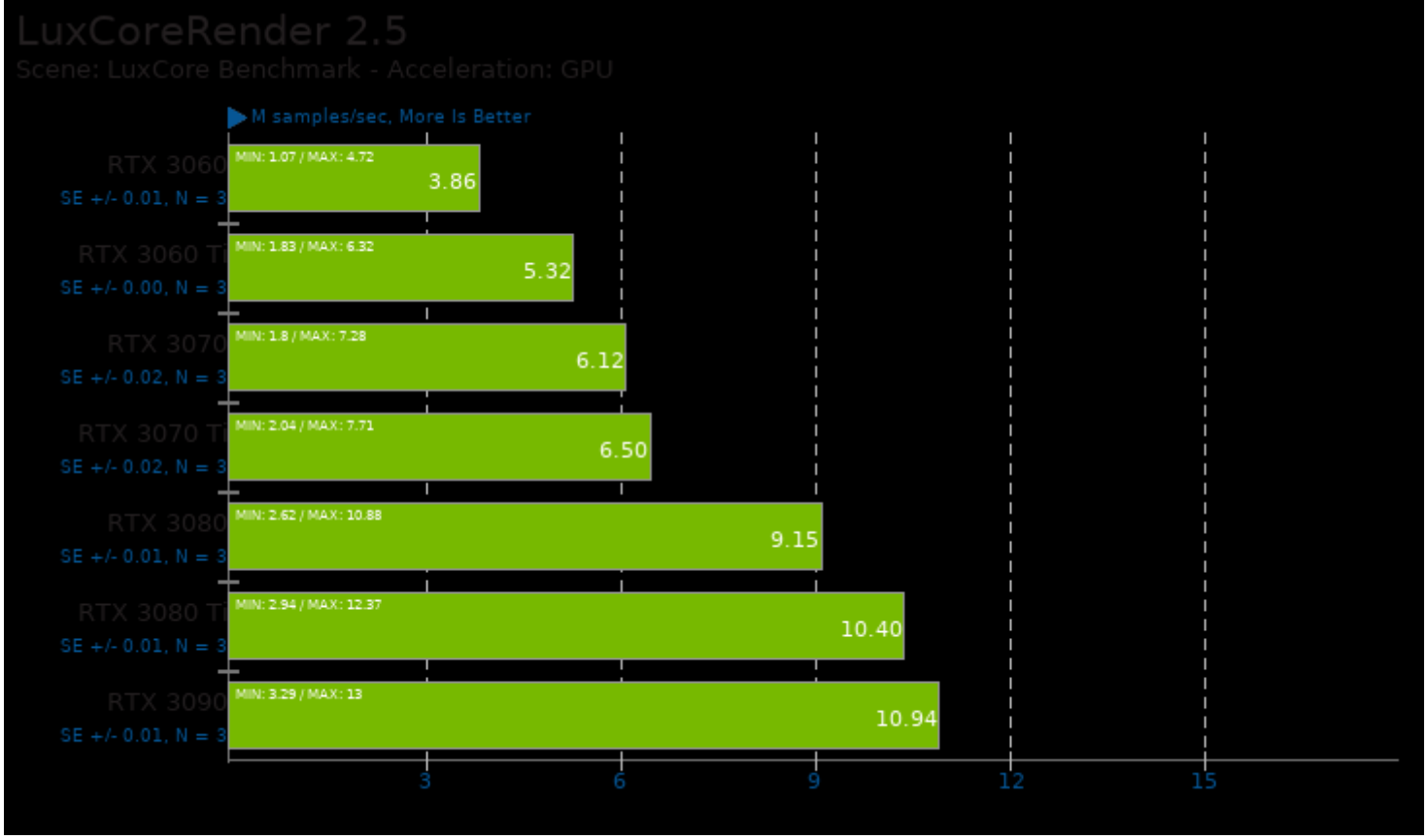



LuxCoreRender 2.5
Scene: DLSC - Acceleration: GPU
M samples/sec, More Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 3.69 / MAX: 4.41
4.20
RTX 3060 Ti
SE +/- 0.01, N = 3
MIN: 5.18 / MAX: 5.94
5.69
RTX 3070
SE +/- 0.00, N = 3
MIN: 6.21 / MAX: 6.85
6.59
RTX 3070 Ti
SE +/- 0.02, N = 3
MIN: 6.34 / MAX: 7.14
6.93
RTX 3080
SE +/- 0.00, N = 3
MIN: 9.11 / MAX: 9.69
9.54
RTX 3080 Ti
SE +/- 0.01, N = 3
MIN: 10.25 / MAX: 11.23
10.92
RTX 3090
SE +/- 0.01, N = 3
MIN: 10.35 / MAX: 11.7
11.46
3
6
9
12
15

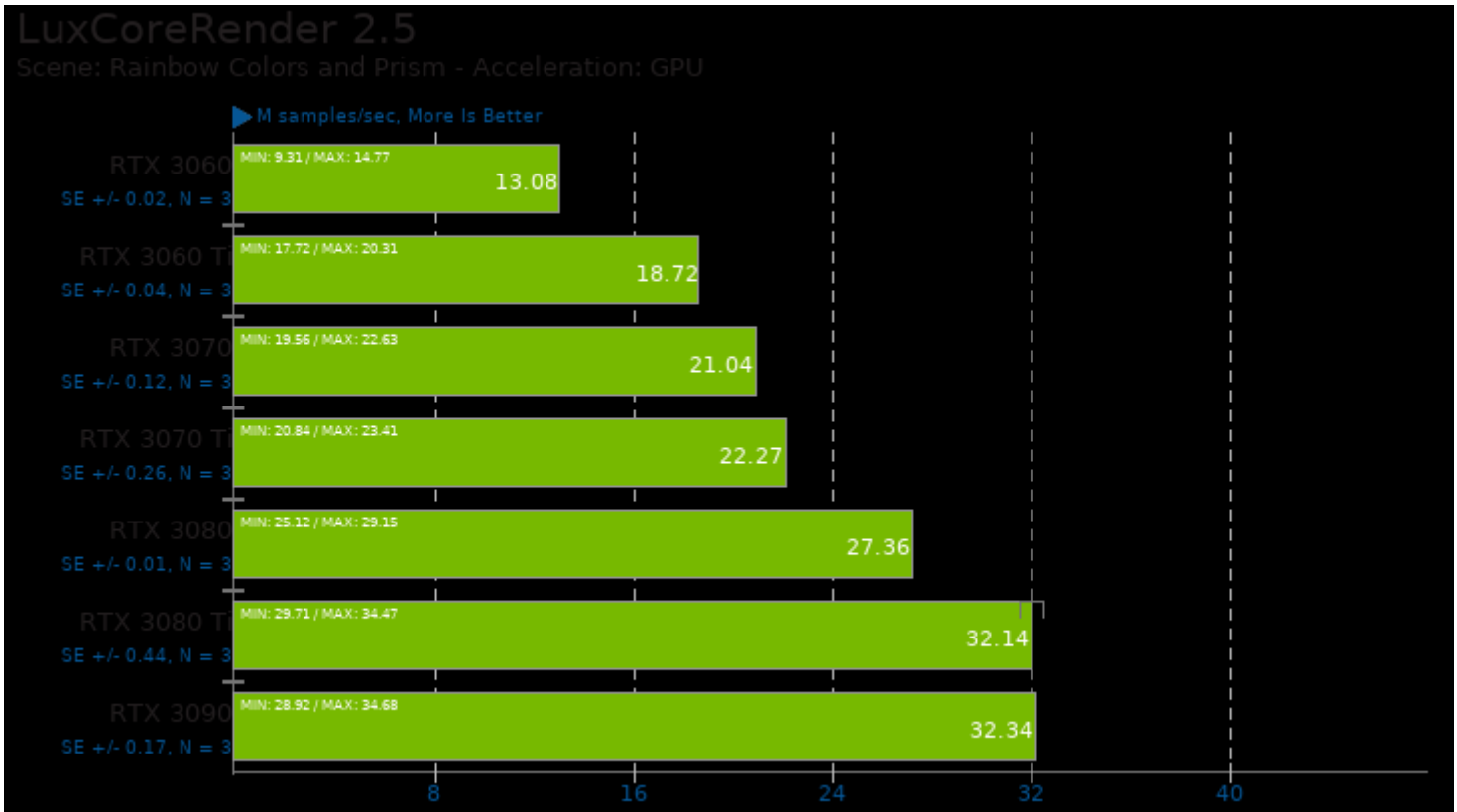

LuxCoreRender 2.5
Scene: Danish Mood - Acceleration: GPU
M samples/sec, More Is Better
RTX 3060
SE +/- 0.03, N = 3
MIN: 0.88 / MAX: 3.73
3.05
RTX 3060 Ti
SE +/- 0.02, N = 3
MIN: 1.26 / MAX: 5.22
4.32
RTX 3070
SE +/- 0.07, N = 3
MIN: 1.59 / MAX: 6.24
5.15
RTX 3070 Ti
SE +/- 0.08, N = 3
MIN: 1.65 / MAX: 6.51
5.39
RTX 3080
SE +/- 0.07, N = 3
MIN: 2.34 / MAX: 8.85
7.32
RTX 3080 Ti
SE +/- 0.05, N = 3
MIN: 2.55 / MAX: 10.1
8.28
RTX 3090
SE +/- 0.09, N = 3
MIN: 2.7 / MAX: 10.78
8.90
2
4
6
8
10

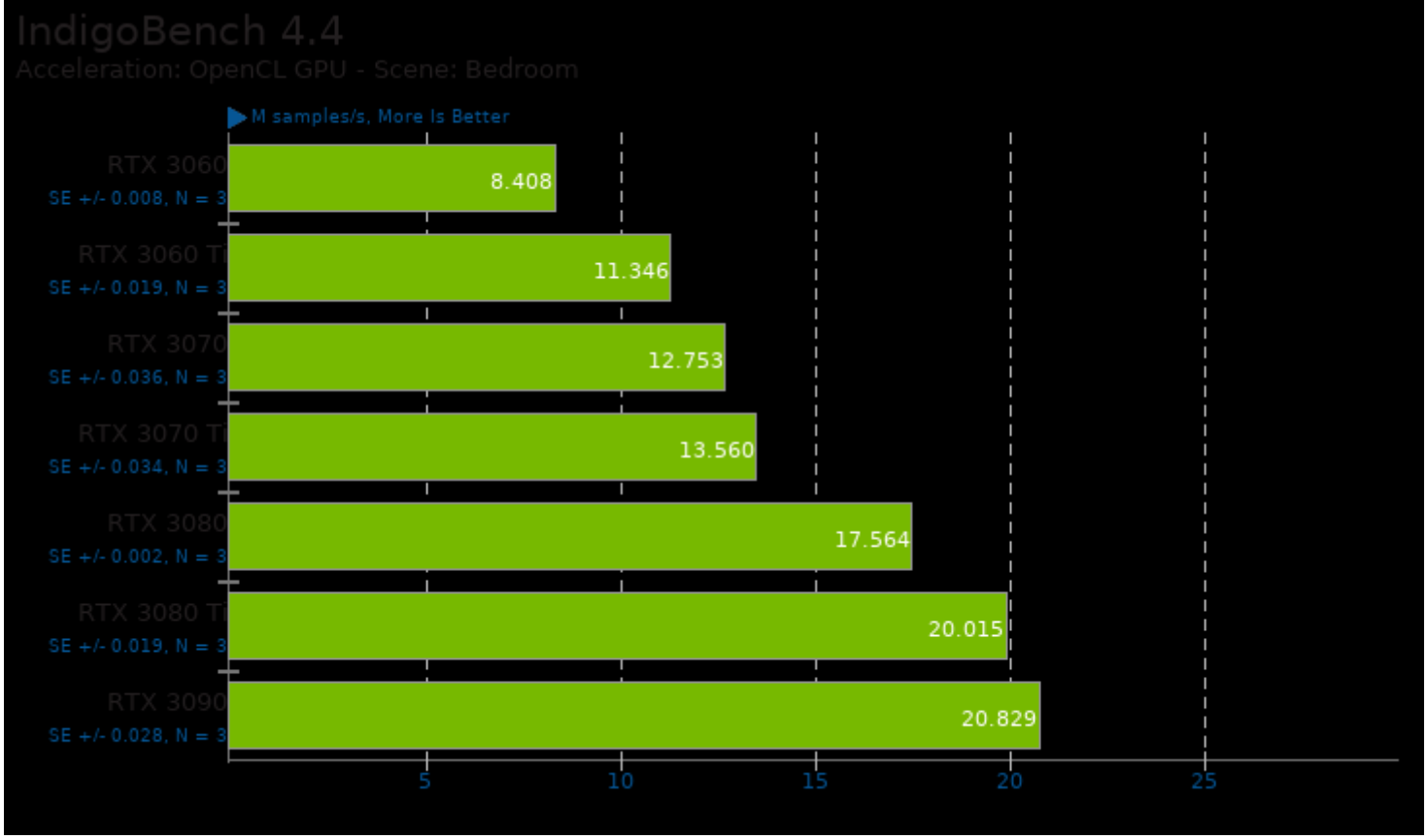
NVIDIA Compute RTX 30



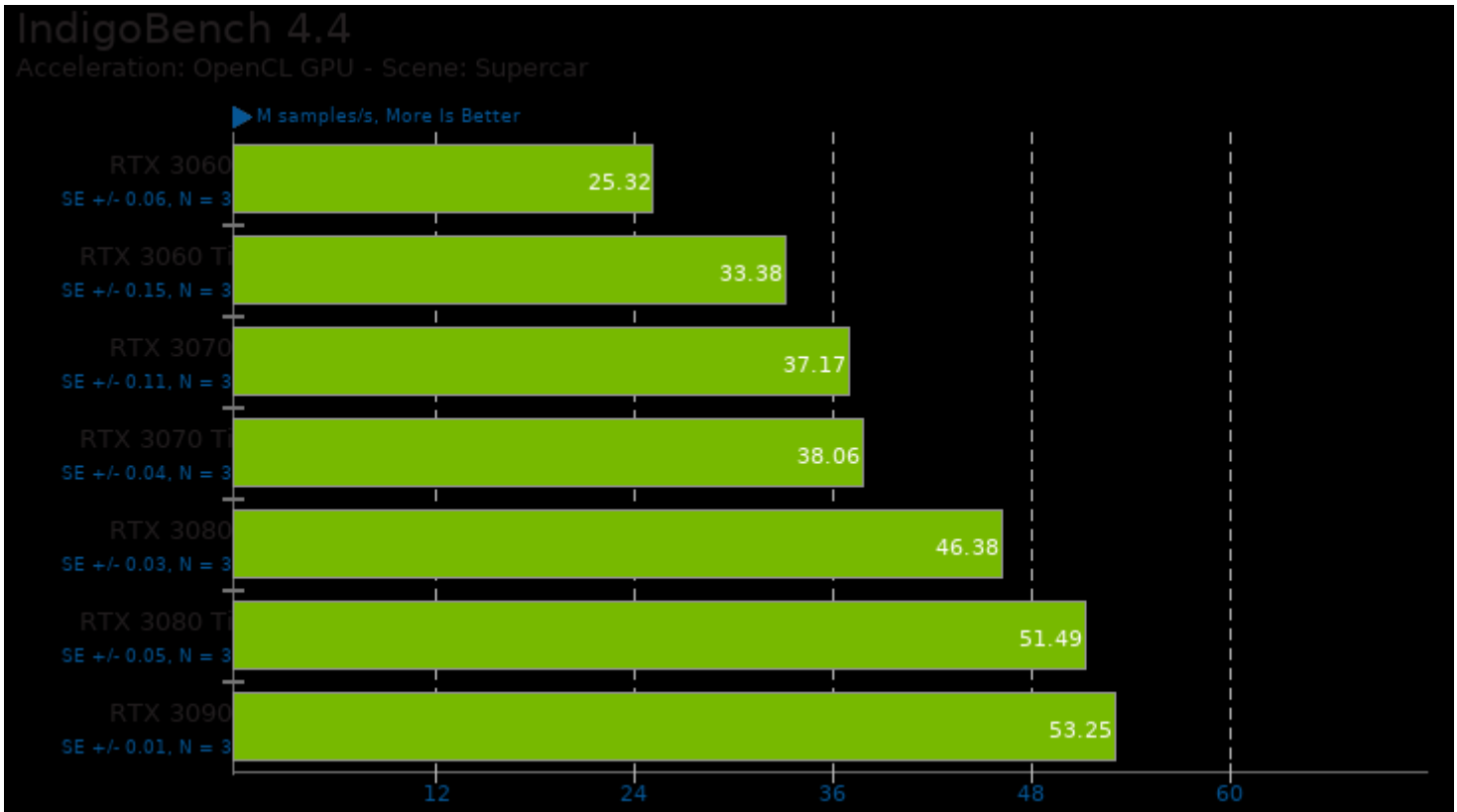


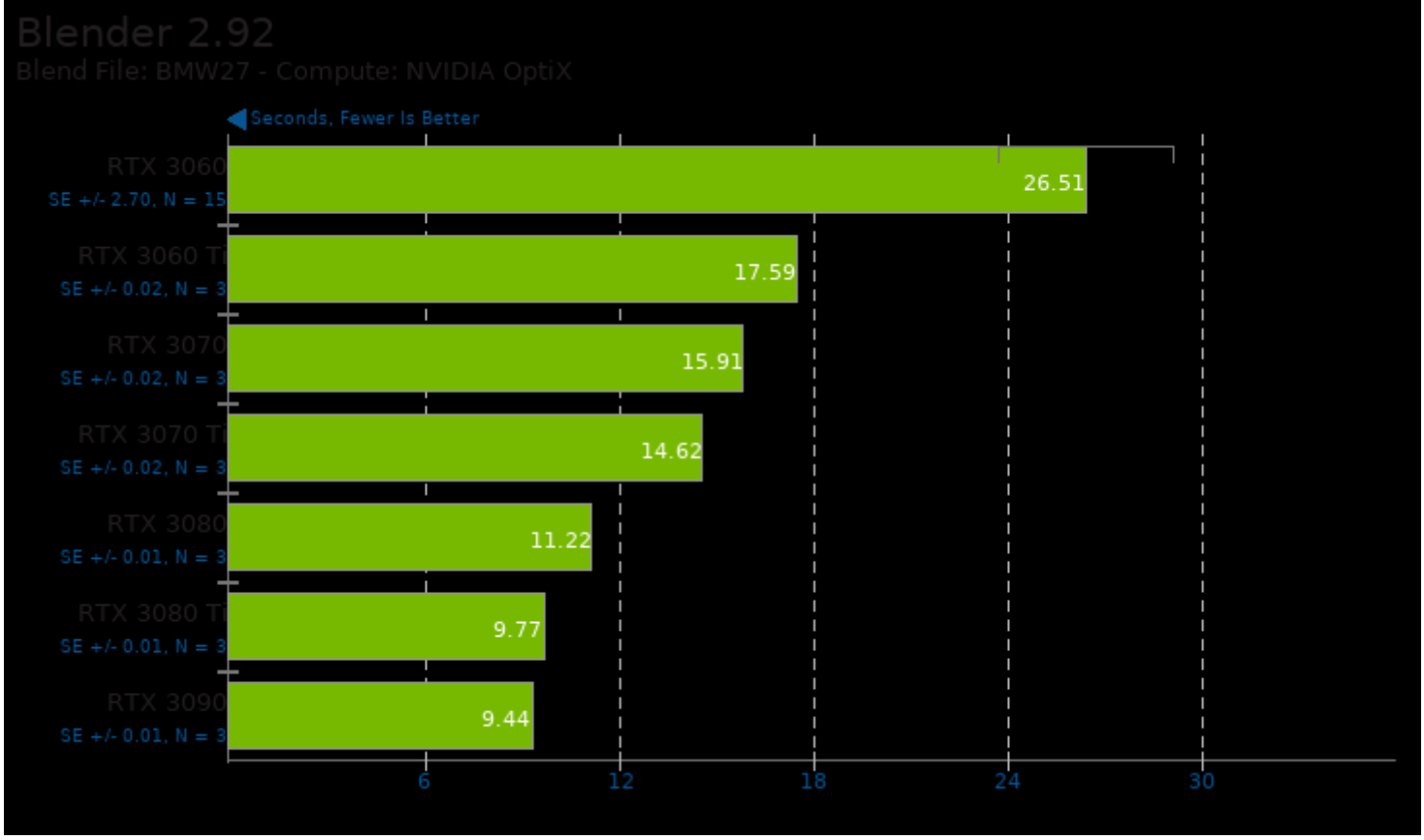
NVIDIA Compute RTX 30



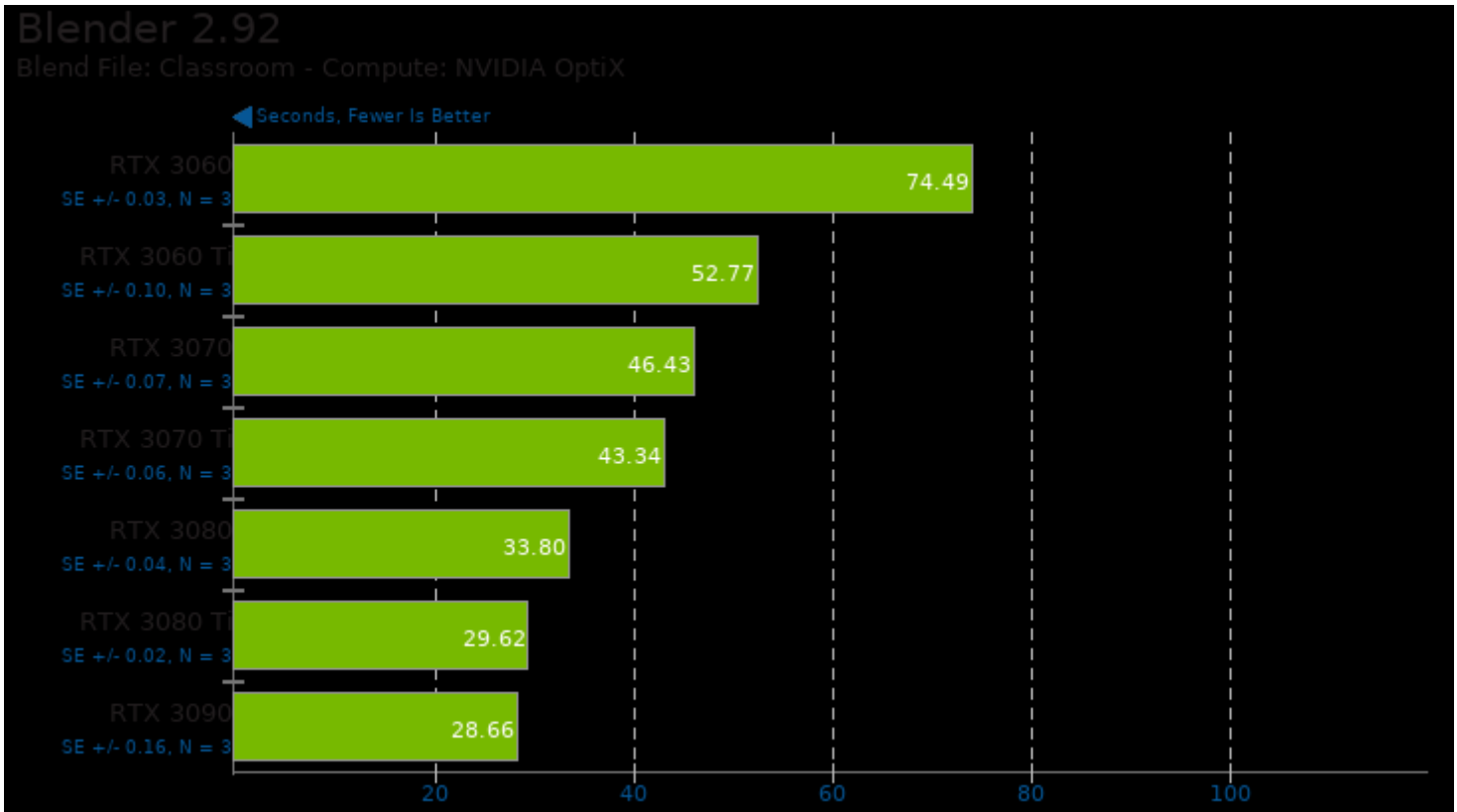


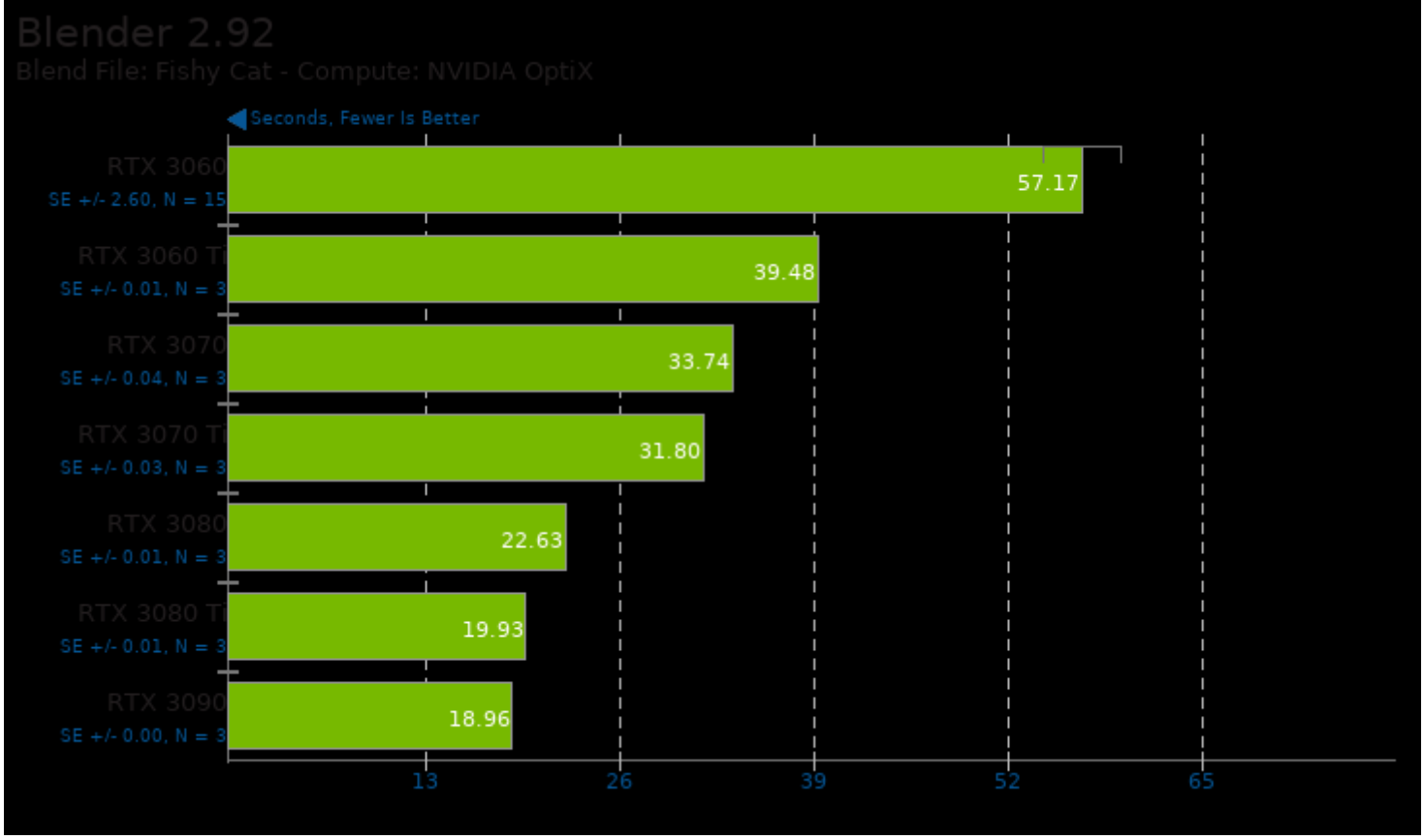
NVIDIA Compute RTX 30



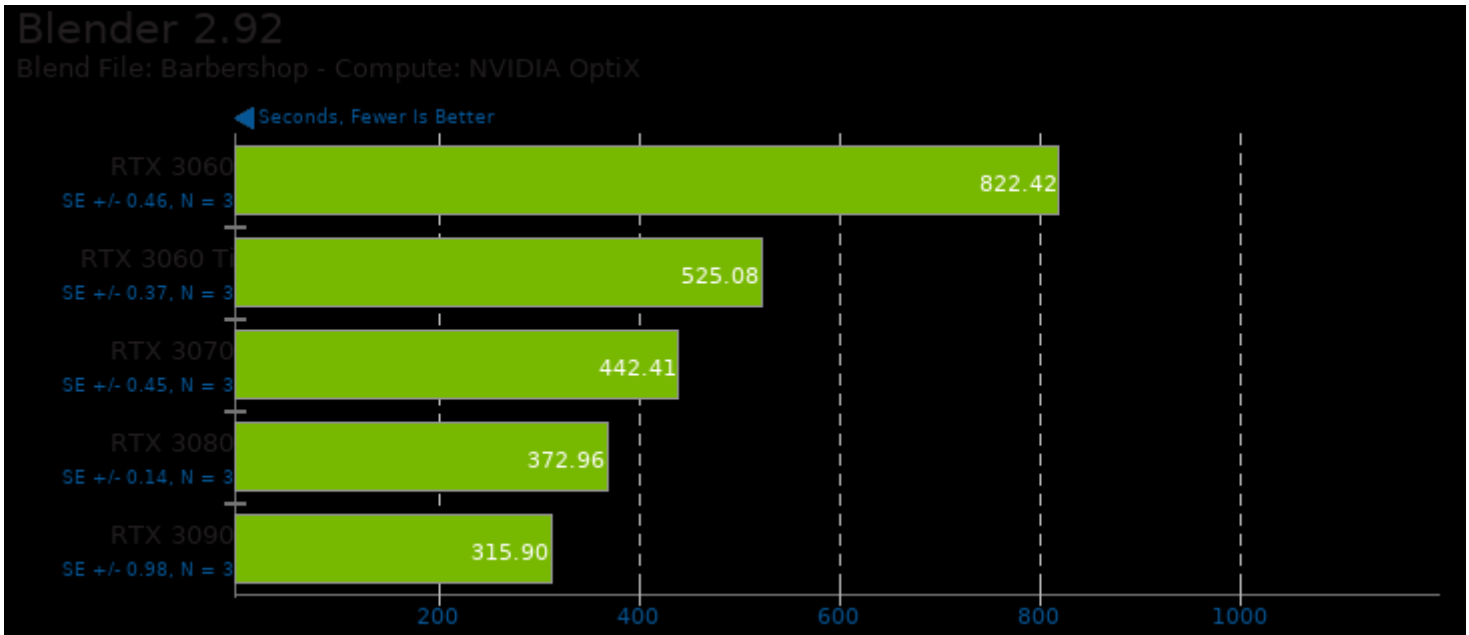


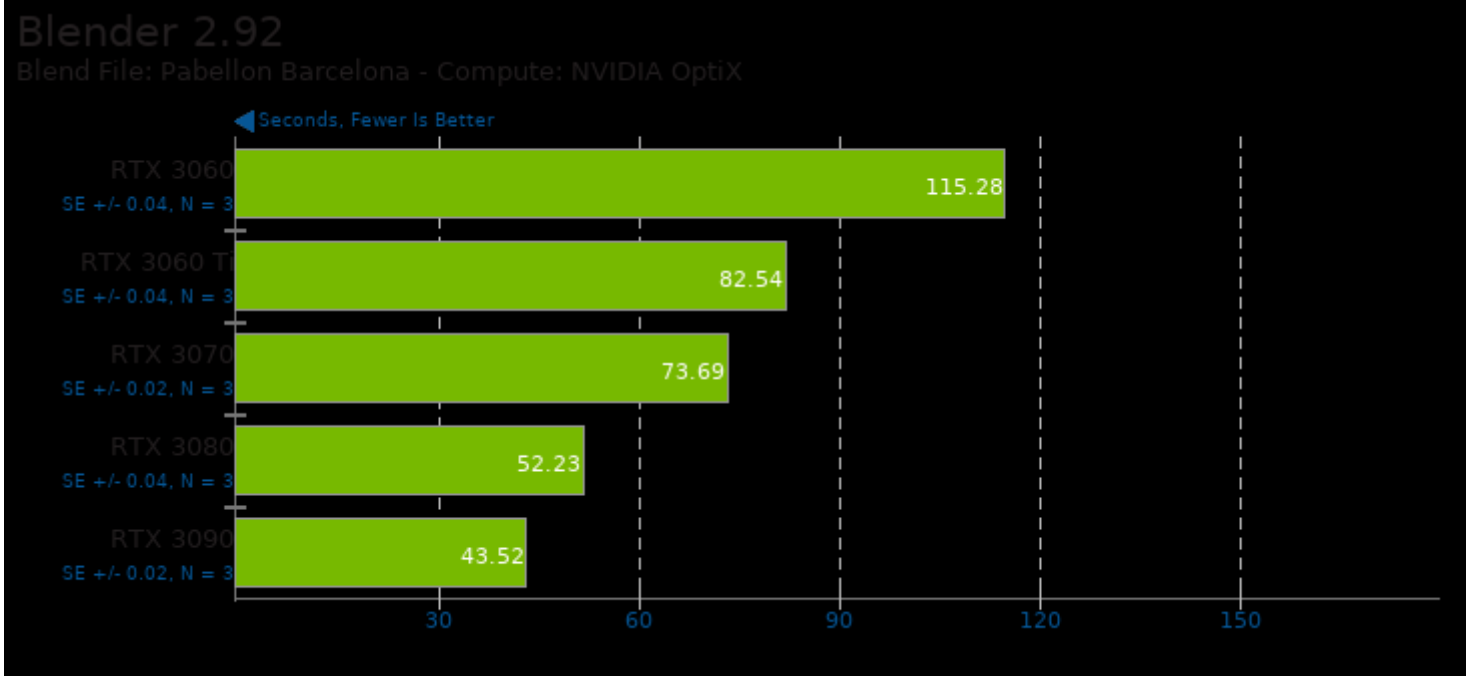
NVIDIA Compute RTX 30



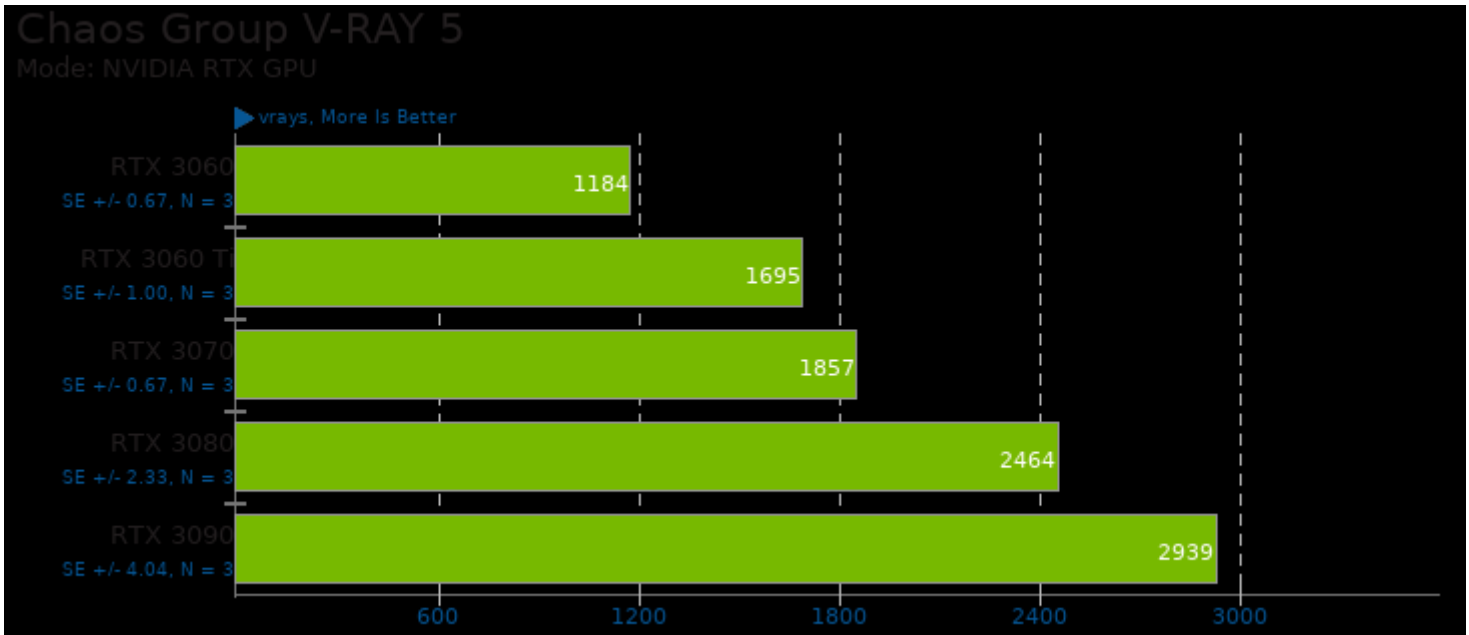


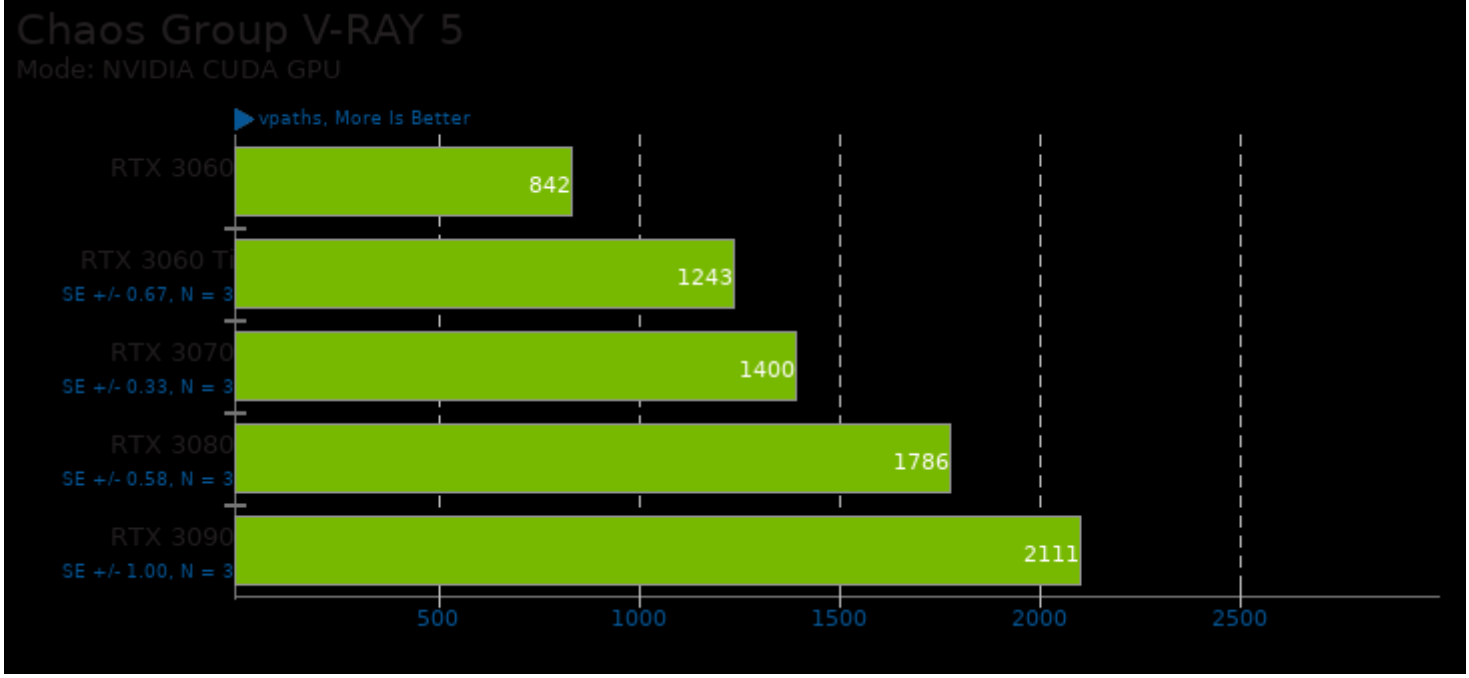
NVIDIA Compute RTX 30



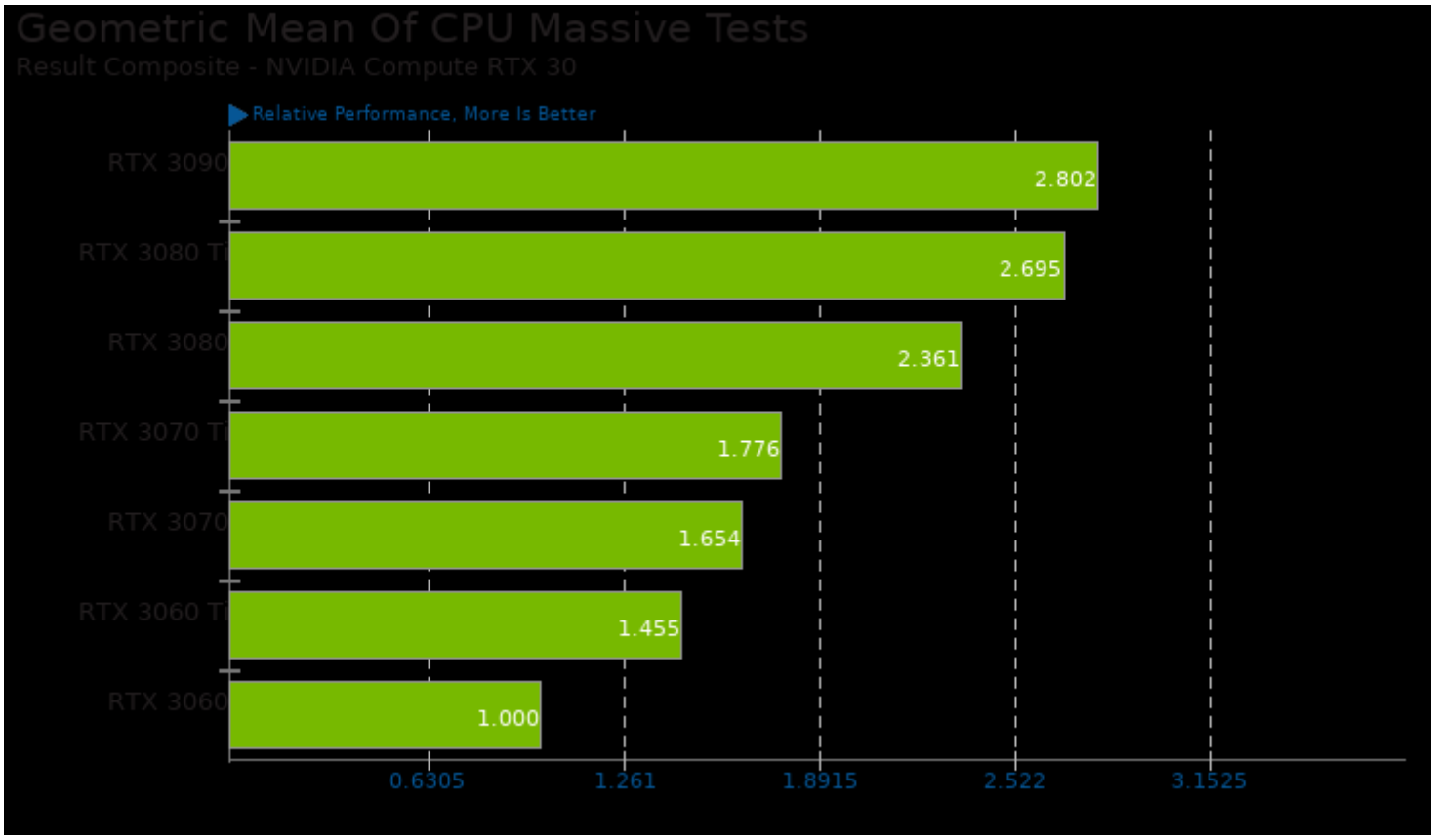


NVIDIA Compute RTX 30

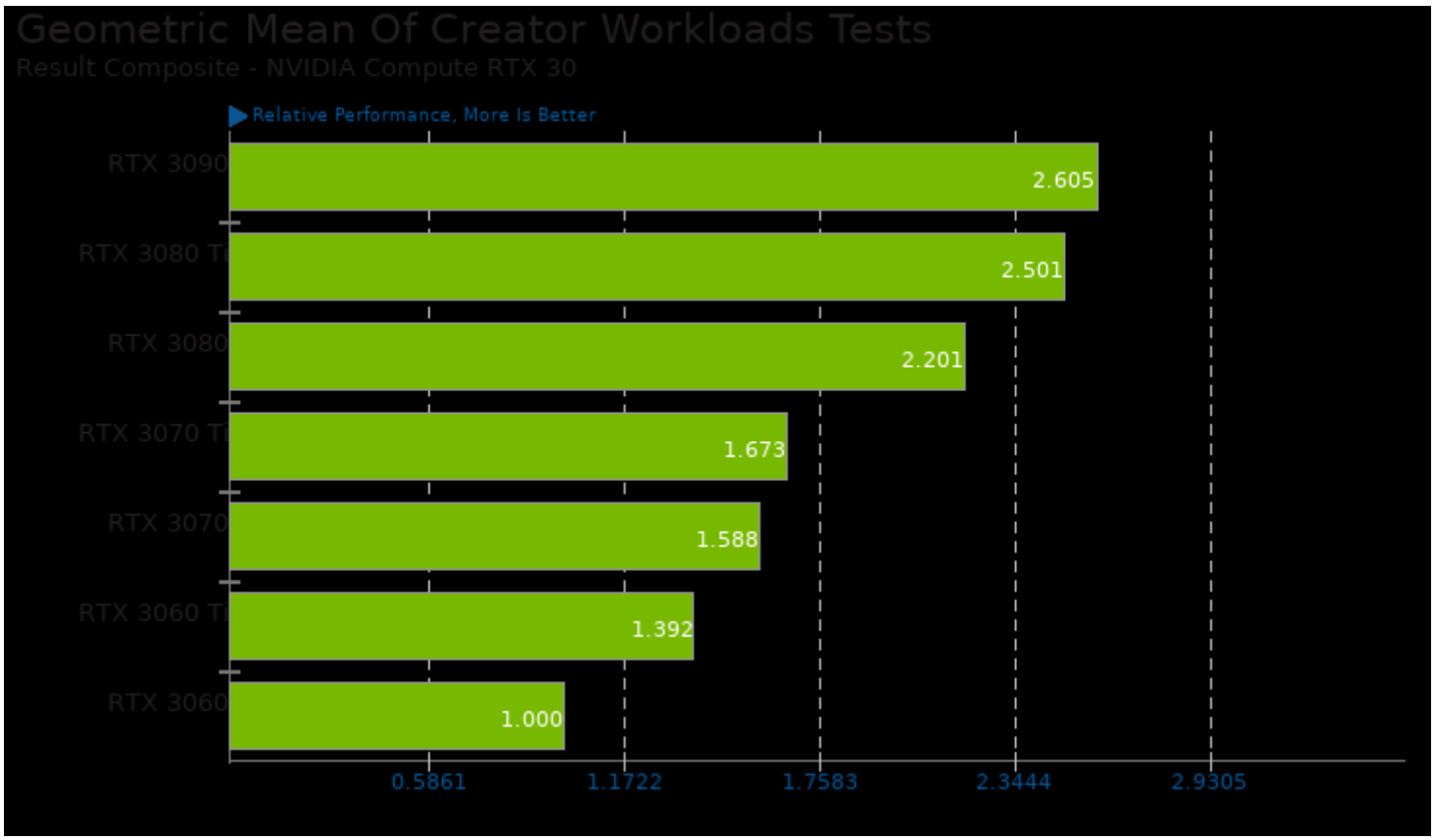




These geometric means are based upon test groupings / test suites for this result file.

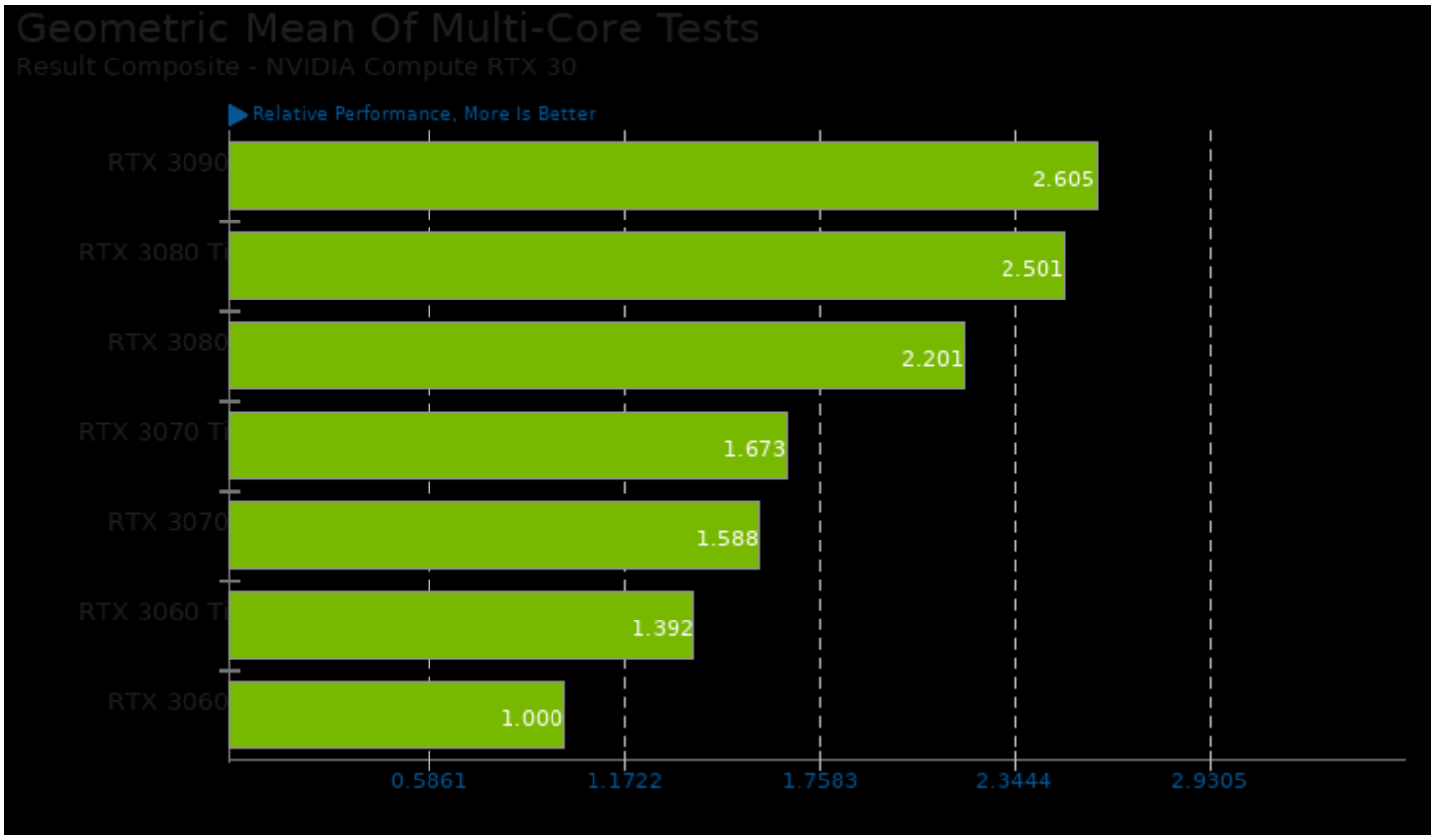


Geometric mean based upon tests: pts/v-ray and pts/blender

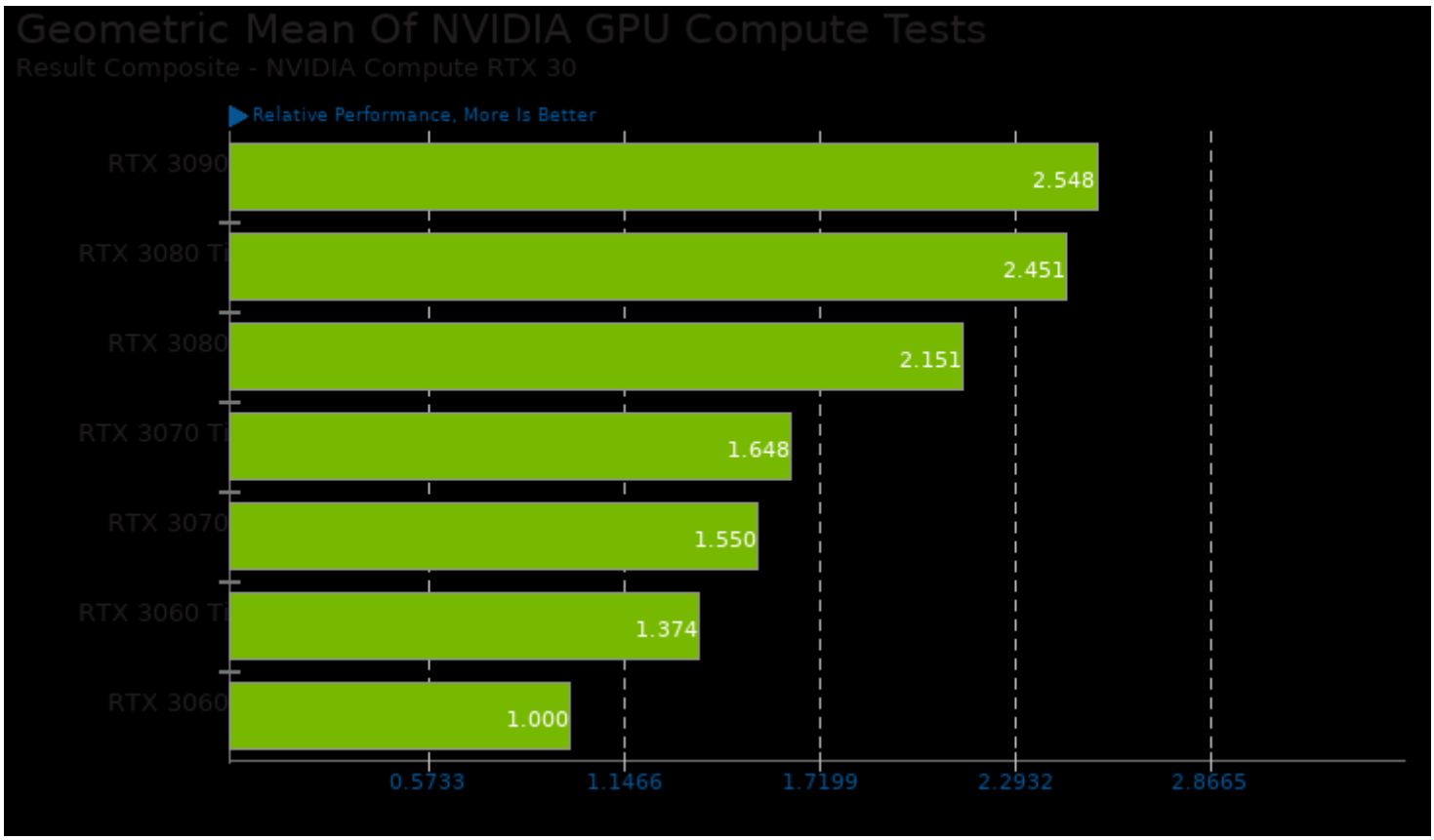


NVIDIA Compute RTX 30

Geometric mean based upon tests: pts/blender, pts/luxcorerender, pts/v-ray and pts/indigobench



Geometric mean based upon tests: pts/blender, pts/luxcorerender, pts/v-ray and pts/indigobench



NVIDIA Compute RTX 30

Geometric mean based upon tests: pts/octanebench, pts/luxcorerender, pts/redshift, pts/indigobench, pts/v-ray and pts/blender

Geometric mean based upon tests: pts/blender, pts/luxcorerender, pts/v-ray and pts/indigobench

This file was automatically generated via the Phoronix Test Suite benchmarking software on Saturday, 28 December 2024 08:02.