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csgo-2060

AMD Ryzen 5 5600X 6-Core testing with a ASUS PRIME X570-P (2812 BIOS) and Zotac NVIDIA GeForce RTX 2060 6GB on Arch rolling via the Phoronix Test Suite.

Test Systems:

5600X with 2060 nVidia

Linux

LinuxX

Processor: AMD Ryzen 5 5600X 6-Core @ 3.70GHz (6 Cores / 12 Threads), Motherboard: ASUS PRIME X570-P (2812 BIOS), Chipset: AMD Starship/Matisse, Memory: 32GB, Disk: 2 x Samsung SSD 960 EVO 250GB + 2 x 3001GB Seagate ST3000VN007-2E41 + 120GB Samsung SSD 850, Graphics: Zotac NVIDIA GeForce RTX 2060 6GB, Audio: NVIDIA TU104 HD Audio, Monitor: C24F390, Network: Aquantia AQC107 NBase-T/IEEE + Realtek RTL8111/8168/8411

OS: Arch rolling, Kernel: 5.15.0-rc3-203-tkg-cfs (x86_64), Desktop: KDE Plasma 5.22.5, Display Server: X Server

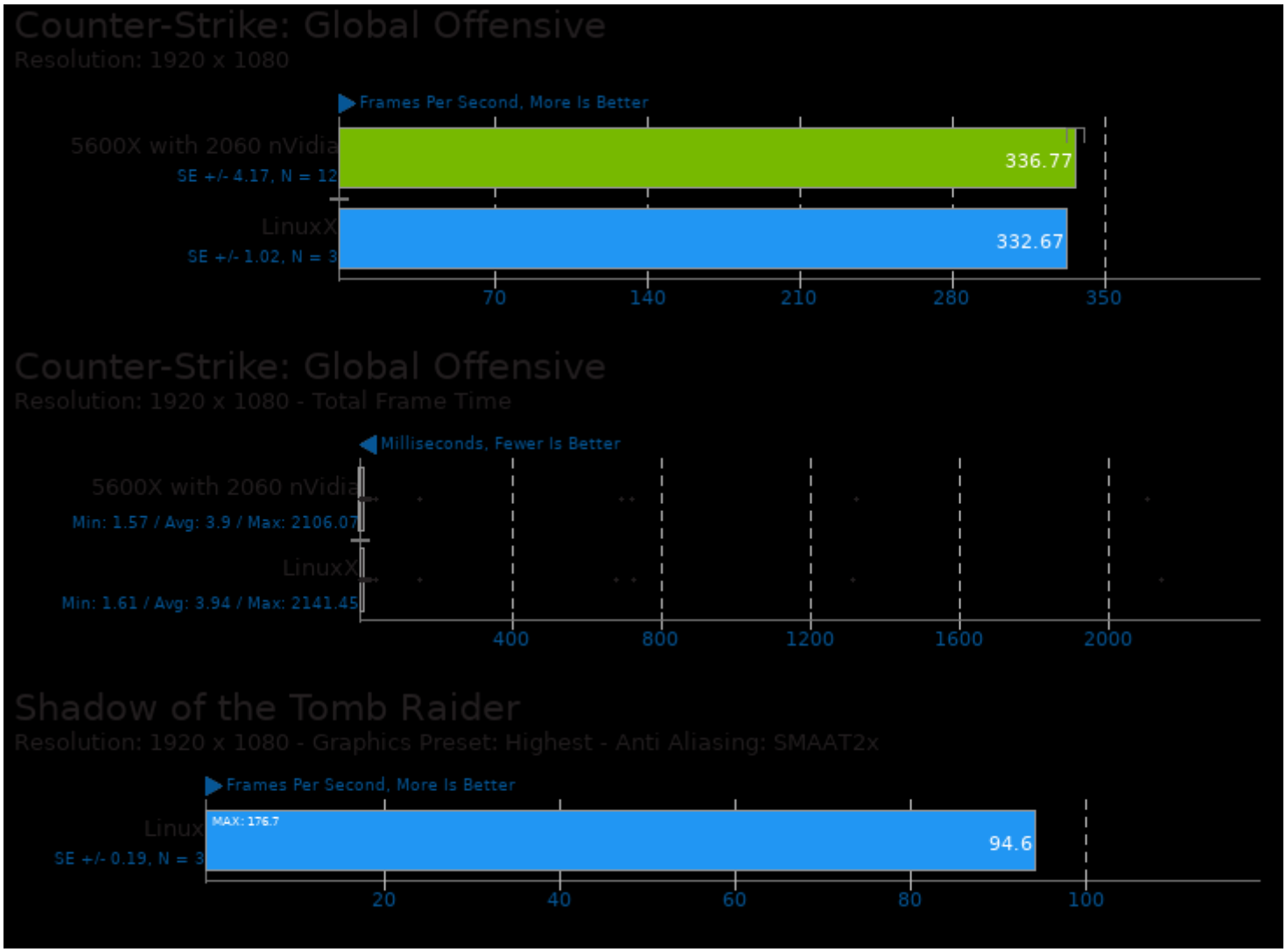
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1.20.13, Display Driver: NVIDIA 470.62.02, OpenGL: 4.6.0, Compiler: GCC 11.1.0, File-System: btrfs, Screen Resolution: 1920x1080

Kernel Notes: Transparent Huge Pages: madvise
Processor Notes: Scaling Governor: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201009
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

	5600X with 2060 nVidia	Linux	LinuxX
Counter-Strike: Global Offensive - 1920 x 1080 (FPS)	**336.77**		**332.67**
Normalized	100%		98.78%
Standard Deviation	4.3%		0.5%
Shadow of the Tomb Raider - 1920 x 1080 - Highest - SMAAT2x (FPS)		94.6	
Standard Deviation		0.3%	

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