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nvidia linux

AMD Ryzen 9 5900X 12-Core testing with a ASUS ROG CROSSHAIR VIII HERO (3801 BIOS) and eVGA NVIDIA GeForce RTX 3060 12GB on Ubuntu 20.04 via the Phoronix Test Suite.

Automated Executive Summary

NVIDIA RTX 3060 had the most wins, coming in first place for 50% of the tests.

The results with the greatest spread from best to worst included:

OctaneBench (Total Score) at 3.61x
Chaos Group V-RAY (Mode: NVIDIA CUDA GPU) at 3.418x
Hashcat (Benchmark: 7-Zip) at 2.169x
Hashcat (Benchmark: TrueCrypt RIPEMD160 + XTS) at 2.117x
Hashcat (Benchmark: SHA-512) at 2.053x
Hashcat (Benchmark: MD5) at 1.892x
Hashcat (Benchmark: SHA1) at 1.748x
ET: Legacy (Resolution: 3840 x 2160) at 1.327x
ET: Legacy (Resolution: 1920 x 1080) at 1.032x
NCNN (Target: Vulkan GPU - Model: resnet18) at 1.016x.

Test Systems:

GTX 1660Ti

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3801 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WDS100T1X0E-00AFY0 + 2000GB, Graphics: eVGA NVIDIA GeForce GTX 1660 Ti 6GB, Audio: NVIDIA TU116 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-37-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.74, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.136, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

Kernel Notes: Transparent Huge Pages: madvise
Processor Notes: Scaling Governor: acpi-cpufreq ondemand (Boost: Enabled) - CPU Microcode: 0xa201016
Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB
OpenCL Notes: GPU Compute Cores: 1536
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

GTX 1060

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3801 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WDS100T1X0E-00AFY0 + 2000GB, Graphics: NVIDIA GeForce GTX 1060 6GB, Audio: NVIDIA GP106 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-37-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.74, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.136, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

Kernel Notes: Transparent Huge Pages: madvise
Processor Notes: Scaling Governor: acpi-cpufreq ondemand (Boost: Enabled) - CPU Microcode: 0xa201016
Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB
OpenCL Notes: GPU Compute Cores: 1280
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

GTX 1660 SUPER

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3801 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WDS100T1X0E-00AFY0 + 2000GB, Graphics: eVGA NVIDIA GeForce GTX 1660 SUPER 6GB, Audio: NVIDIA TU116 HD Audio, Monitor: ASUS VP28U, Network: Realtek RTL8125 2.5GbE + Intel I211

OS: Ubuntu 20.04, Kernel: 5.11.0-37-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.74, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.136, Vulkan: 1.2.175, Compiler: GCC 9.3.0, File-System: ext4, Screen Resolution: 3840x2160

Kernel Notes: Transparent Huge Pages: madvise
Processor Notes: Scaling Governor: acpi-cpufreq ondemand (Boost: Enabled) - CPU Microcode: 0xa201016
Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB
OpenCL Notes: GPU Compute Cores: 1408
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

NVIDIA RTX 3060

Processor: AMD Ryzen 9 5900X 12-Core @ 3.70GHz (12 Cores / 24 Threads), Motherboard: ASUS ROG CROSSHAIR VIII HERO (3801 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 1000GB Western Digital WDS100T1X0E-00AFY0 + 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: 5.11.0-37-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.11, Display Driver: NVIDIA 470.74, OpenGL: 4.6.0, OpenCL: OpenCL 3.0 CUDA 11.4.136, 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 ondemand (Boost: Enabled) - CPU Microcode: 0xa201016
Graphics Notes: BAR1 / Visible vRAM Size: 16384 MiB
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

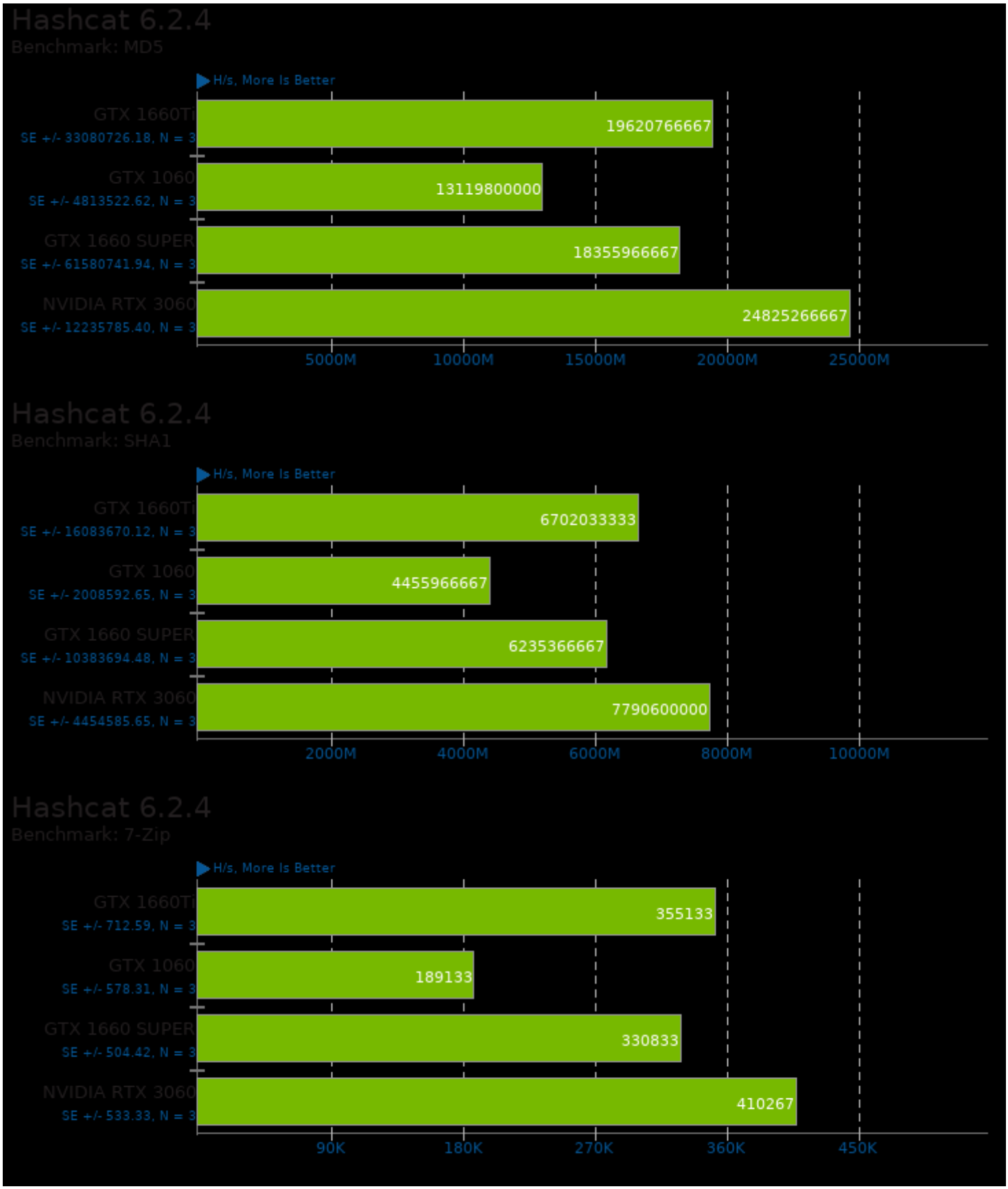
	GTX 1660Ti	GTX 1060	GTX 1660 SUPER	RTX 3060	NVIDIA RTX 3060
Hashcat - MD5 (H/s)	19620766667	**13119800000**	18355966667		**24825266667**
Normalized	79.04%	52.85%	73.94%		100%
Standard Deviation	0.3%	0.1%	0.6%		0.1%
Hashcat - SHA1 (H/s)	6702033333	**4455966667**	6235366667		**7790600000**
Normalized	86.03%	57.2%	80.04%		100%
Standard Deviation	0.4%	0.1%	0.3%		0.1%
Hashcat - 7-Zip (H/s)	355133	**189133**	330833		**410267**
Normalized	86.56%	46.1%	80.64%		100%
Standard Deviation	0.3%	0.5%	0.3%		0.2%
Hashcat - SHA-512 (H/s)	854600000	**483533333**	792333333		**992833333**
Normalized	86.08%	48.7%	79.81%		100%
Standard Deviation	0%	0%	0.2%		0.2%
Hashcat - T.R.X (H/s)	253767	**137633**	235133		**291333**
Normalized	87.11%	47.24%	80.71%		100%
Standard Deviation	0.4%	0%	0.4%		0.4%
ET: Legacy - 1920 x 1080 (FPS)	**645.8**	**666.3**	647.3		654.2
Normalized	96.92%	100%	97.15%		98.18%
Standard Deviation	0.5%	0.2%	2.3%		0.4%
ET: Legacy - 3840 x 2160 (FPS)	495.2	**445.2**	482.9		**590.6**
Normalized	83.85%	75.38%	81.76%		100%
Standard Deviation	1.4%	0.5%	1.4%		0.6%
OctaneBench - Total Score	133.125997	**81.44449**	133.086823		**294.020104**
Normalized	45.28%	27.7%	45.26%		100%

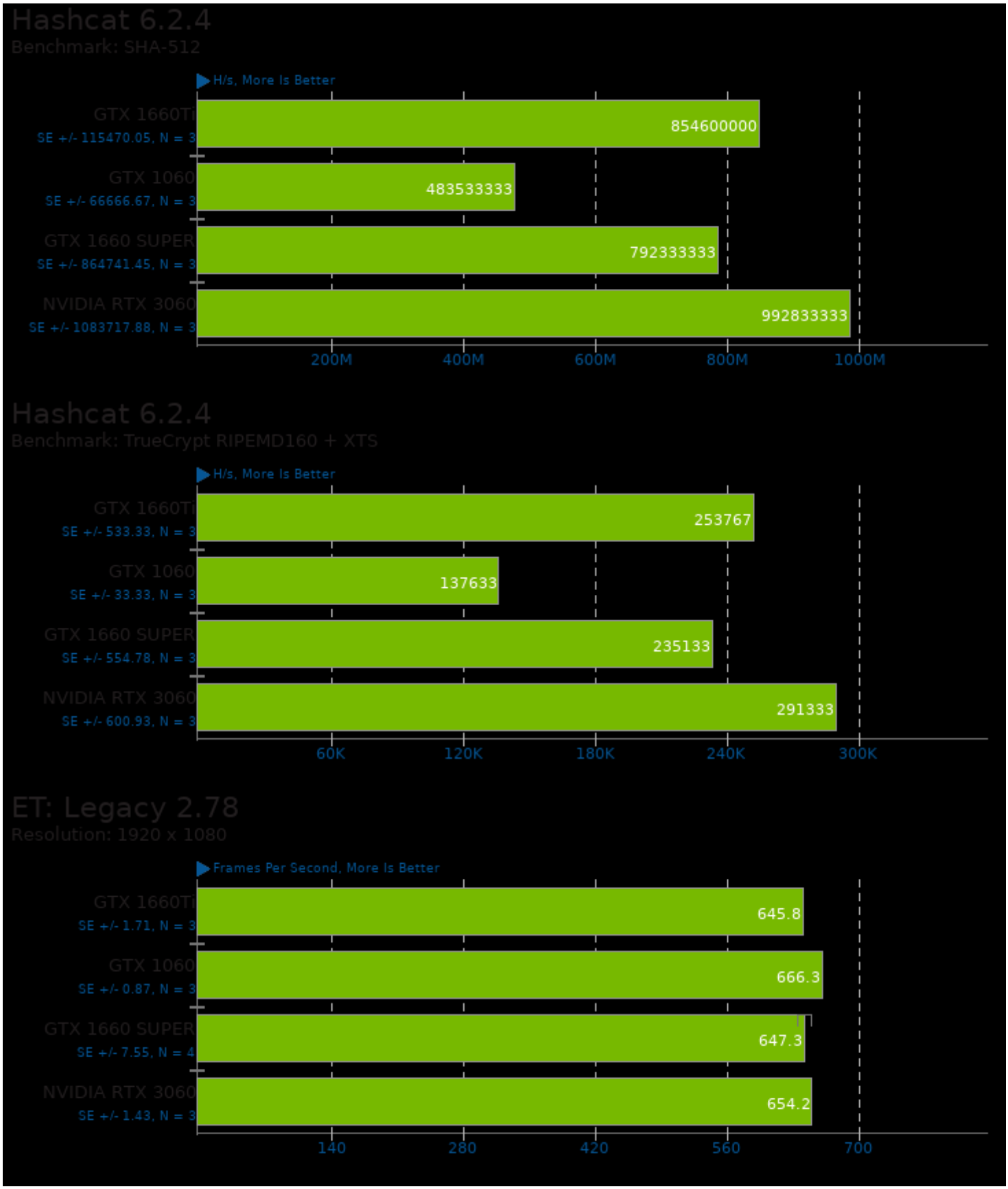
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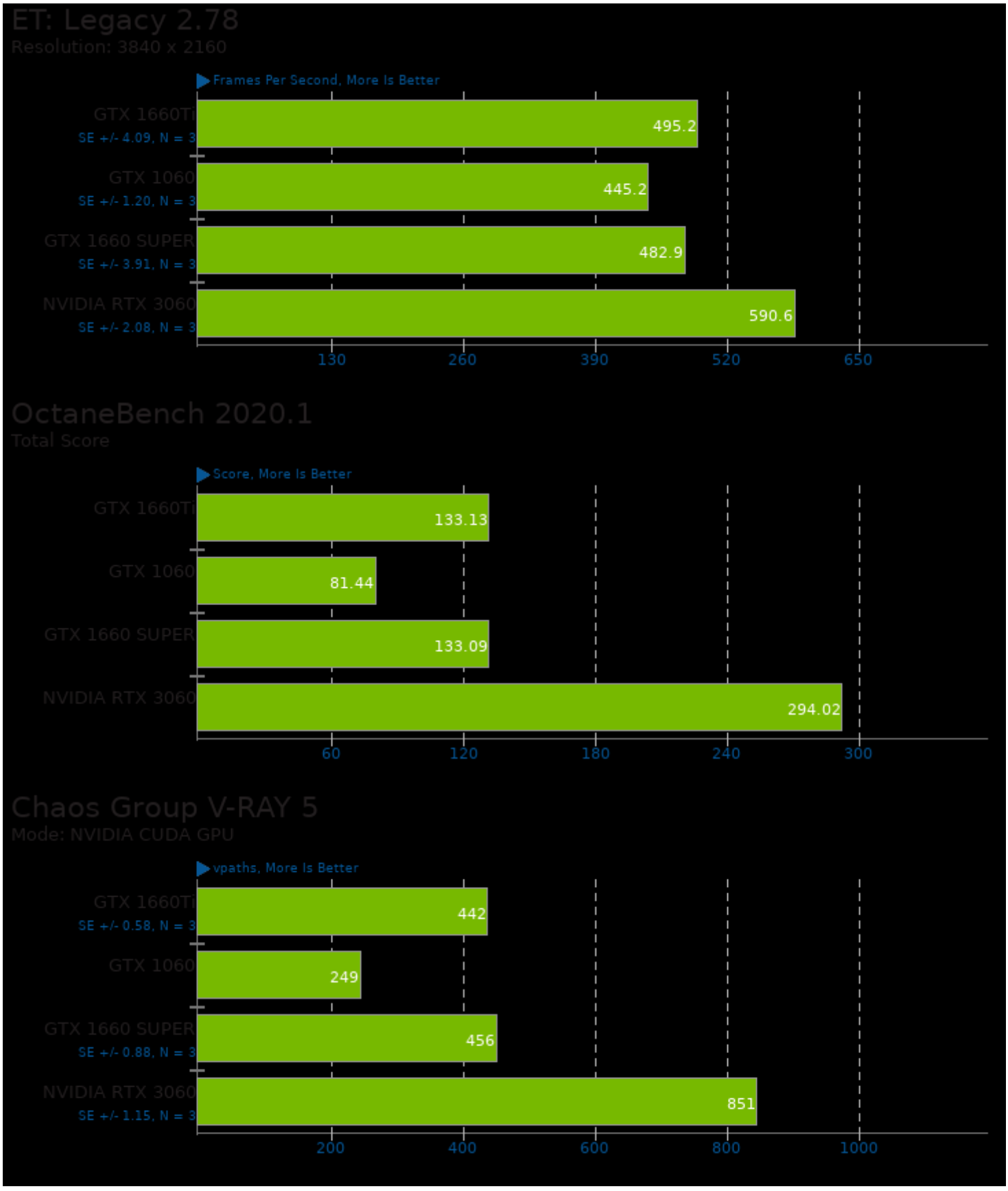
Chaos Group V-RAY - NVIDIA CUDA GPU (vpaths)	442	**249**	456		**851**
Normalized	51.94%	29.26%	53.58%		100%
Standard Deviation	0.2%		0.3%		0.2%
NCNN - Vulkan GPU - mobilenet (ms)				**4.38**	**4.39**
Normalized				100%	99.77%
Standard Deviation				0.8%	0.2%
NCNN - Vulkan GPU-v2-v2 - mobilenet-v2 (ms)				**1.92**	**1.91**
Normalized				99.48%	100%
Standard Deviation				1.1%	0.6%
NCNN - Vulkan GPU-v3-v3 - mobilenet-v3 (ms)				**2.14**	**2.15**
Normalized				100%	99.53%
Standard Deviation				1%	0.7%
NCNN - Vulkan GPU - shufflenet-v2 (ms)				**1.70**	**1.71**
Normalized				100%	99.42%
Standard Deviation				0.6%	0.3%
NCNN - Vulkan GPU - mnasnet (ms)				**2.02**	**2.01**
Normalized				99.5%	100%
Standard Deviation				1.2%	0.3%
NCNN - Vulkan GPU - efficientnet-b0 (ms)				**3.21**	**3.24**
Normalized				100%	99.07%
Standard Deviation				0.5%	0.6%
NCNN - Vulkan GPU - blazeface (ms)				0.95	0.95
Standard Deviation				0.6%	0%
NCNN - Vulkan GPU - googlenet (ms)				**4.30**	**4.28**
Normalized				99.53%	100%
Standard Deviation				2.9%	4.6%
NCNN - Vulkan GPU - vgg16 (ms)				**7.24**	**7.25**
Normalized				100%	99.86%
Standard Deviation				0.2%	0.4%
NCNN - Vulkan GPU - resnet18 (ms)				**1.90**	**1.93**
Normalized				100%	98.45%
Standard Deviation				0.4%	0.8%
NCNN - Vulkan GPU - alexnet				2.07	2.07
Standard Deviation				0.7%	0.3%
NCNN - Vulkan GPU - resnet50 (ms)				**4.17**	**4.18**
Normalized				100%	99.76%
Standard Deviation				0.2%	0.4%
NCNN - Vulkan GPU - yolov4-tiny (ms)				**6.71**	**6.73**
Normalized				100%	99.7%
Standard Deviation				0.6%	0.1%

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NCNN - Vulkan GPU - squeezenet_ssd (ms)	**4.77**	**4.83**
Normalized	100%	98.76%
Standard Deviation	0.3%	0.2%
NCNN - Vulkan GPU - regnety_400m (ms)	**2.42**	**2.41**
Normalized	99.59%	100%
Standard Deviation	0.2%	0.4%
Blender - BMW27 - NVIDIA OptiX (sec)	26.10	
Standard Deviation	39%	
Blender - Classroom - NVIDIA OptiX (sec)	73.10	
Standard Deviation	0.2%	
Blender - Fishy Cat - NVIDIA OptiX (sec)	56.45	
Standard Deviation	18.6%	
Blender - Pabellon Barcelona - NVIDIA OptiX (sec)	113.55	
Standard Deviation	0.1%	
VkFFT (Benchmark Score)		27278
Standard Deviation		1.2%
GravityMark - 1920 x 1080 - OpenGL (FPS)		110.4
Standard Deviation		0.1%
GravityMark - 1920 x 1080 - Vulkan (FPS)		149.3
Standard Deviation		0.2%
GravityMark - 2560 x 1440 - OpenGL (FPS)		93.3
Standard Deviation		0.2%
GravityMark - 2560 x 1440 - Vulkan (FPS)		120.0
Standard Deviation		0.3%
GravityMark - 3840 x 2160 - OpenGL (FPS)		72.8
Standard Deviation		0.4%
GravityMark - 3840 x 2160 - Vulkan (FPS)		84.0
Standard Deviation		0.1%

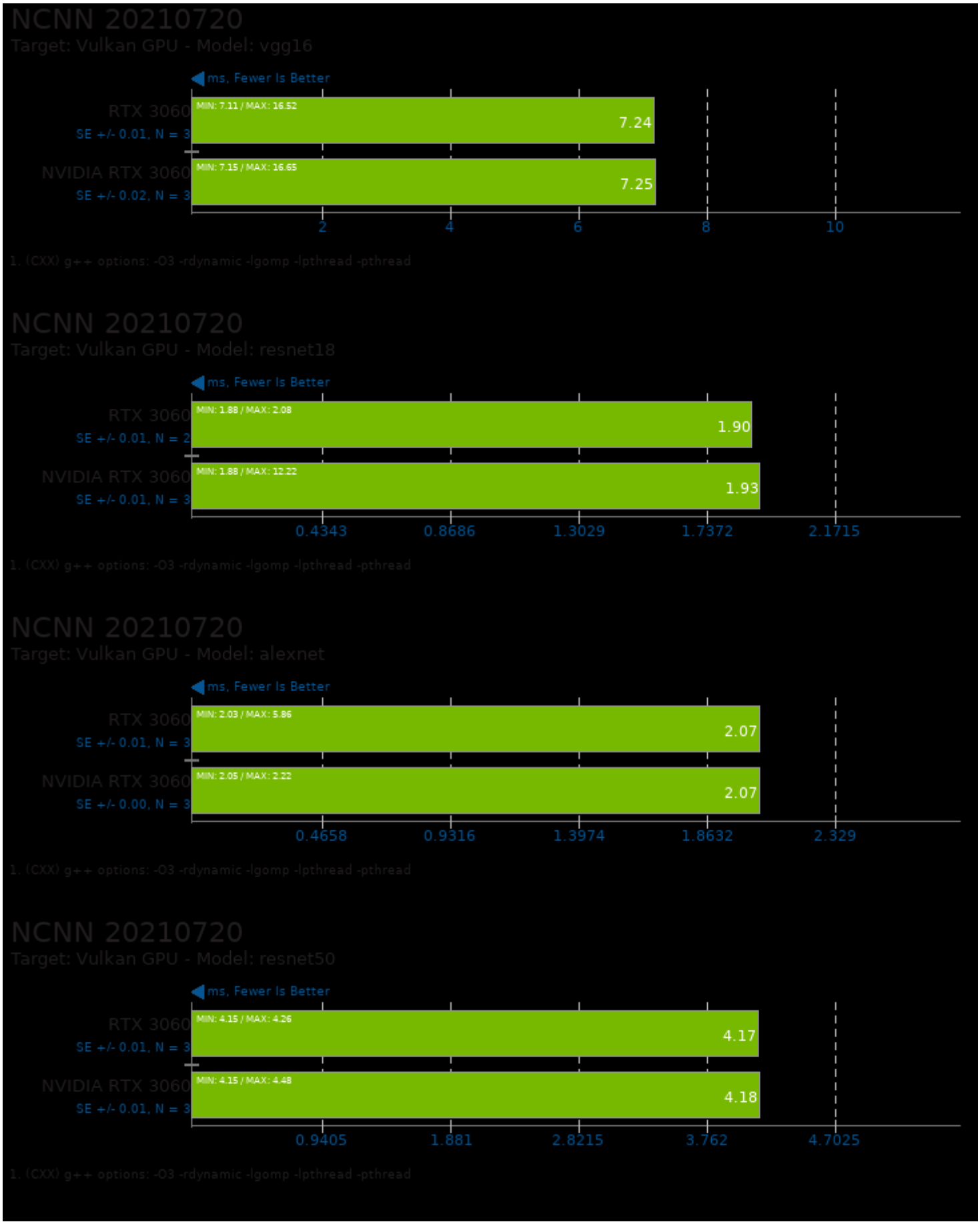

Hashcat 6.2.4
Benchmark: MD5
H/s, More Is Better
GTX 1660TI
SE +/- 33080726.18, N = 3
19620766667
GTX 1060
SE +/- 4813522.62, N = 3
13119800000
GTX 1660 SUPER
SE +/- 61580741.94, N = 3
18355966667
NVIDIA RTX 3060
SE +/- 12235785.40, N = 3
24825266667
5000M
10000M
15000M
20000M
25000M
Hashcat 6.2.4
Benchmark: SHA1
H/s, More Is Better
GTX 1660TI
SE +/- 16083670.12, N = 3
6702033333
GTX 1060
SE +/- 2008592.65, N = 3
4455966667
GTX 1660 SUPER
SE +/- 10383694.48, N = 3
6235366667
NVIDIA RTX 3060
SE +/- 4454585.65, N = 3
7790600000
2000M
4000M
6000M
8000M
10000M
Hashcat 6.2.4
Benchmark: 7-Zip
H/s, More Is Better
GTX 1660TI
SE +/- 712.59, N = 3
355133
GTX 1060
SE +/- 578.31, N = 3
189133
GTX 1660 SUPER
SE +/- 504.42, N = 3
330833
NVIDIA RTX 3060
SE +/- 533.33, N = 3
410267
90K
180K
270K
360K
450K

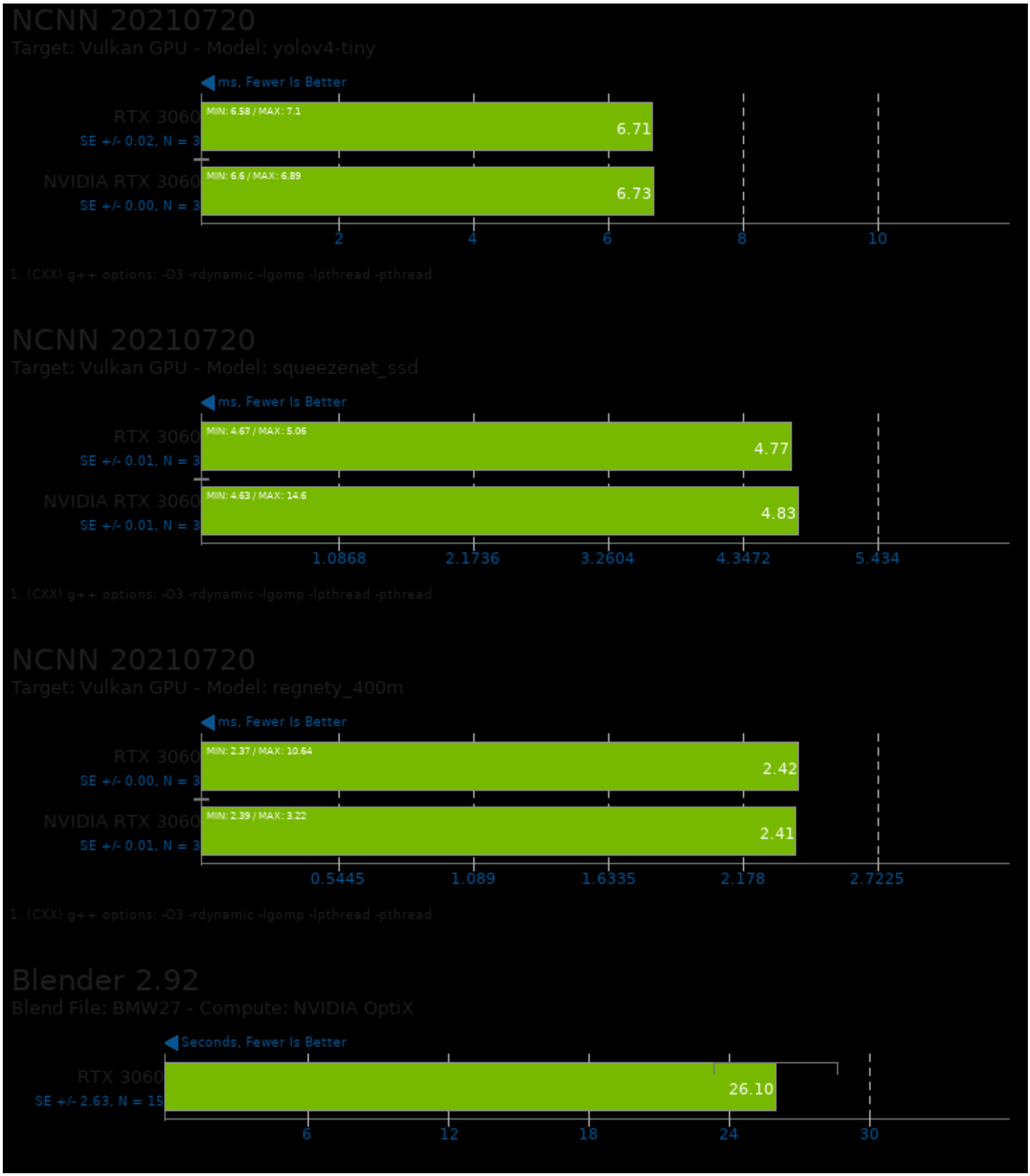

Hashcat 6.2.4
Benchmark: SHA-512
H/s, More Is Better
GTX 1660TI
SE +/- 115470.05, N = 3
854600000
GTX 1060
SE +/- 66666.67, N = 3
483533333
GTX 1660 SUPER
SE +/- 864741.45, N = 3
792333333
NVIDIA RTX 3060
SE +/- 1083717.88, N = 3
992833333
200M
400M
600M
800M
1000M
Hashcat 6.2.4
Benchmark: TrueCrypt RIPEMD160 + XTS
H/s, More Is Better
GTX 1660TI
SE +/- 533.33, N = 3
253767
GTX 1060
SE +/- 33.33, N = 3
137633
GTX 1660 SUPER
SE +/- 554.78, N = 3
235133
NVIDIA RTX 3060
SE +/- 600.93, N = 3
291333
60K
120K
180K
240K
300K
ET: Legacy 2.78
Resolution: 1920 x 1080
Frames Per Second, More Is Better
GTX 1660TI
SE +/- 1.71, N = 3
645.8
GTX 1060
SE +/- 0.87, N = 3
666.3
GTX 1660 SUPER
SE +/- 7.55, N = 4
647.3
NVIDIA RTX 3060
SE +/- 1.43, N = 3
654.2
140
280
420
560
700

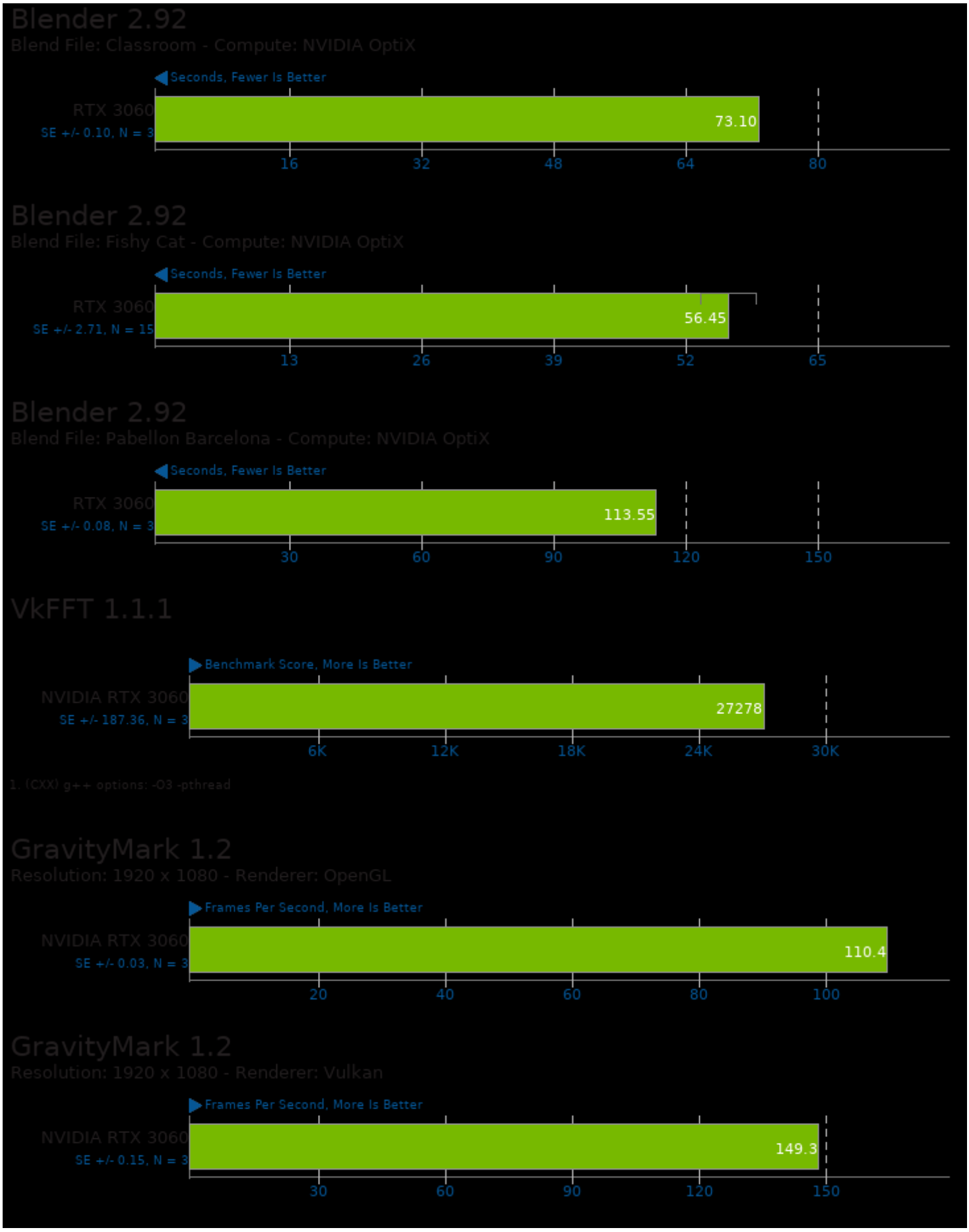

ET: Legacy 2.78
Resolution: 3840 x 2160
Frames Per Second, More Is Better
GTX 1660TI
SE +/- 4.09, N = 3
495.2
GTX 1060
SE +/- 1.20, N = 3
445.2
GTX 1660 SUPER
SE +/- 3.91, N = 3
482.9
NVIDIA RTX 3060
SE +/- 2.08, N = 3
590.6
130
260
390
520
650
OctaneBench 2020.1
Total Score
Score, More Is Better
GTX 1660TI
133.13
GTX 1060
81.44
GTX 1660 SUPER
133.09
NVIDIA RTX 3060
294.02
60
120
180
240
300
Chaos Group V-RAY 5
Mode: NVIDIA CUDA GPU
vpaths, More Is Better
GTX 1660TI
SE +/- 0.58, N = 3
442
GTX 1060
249
GTX 1660 SUPER
SE +/- 0.88, N = 3
456
NVIDIA RTX 3060
SE +/- 1.15, N = 3
851
200
400
600
800
1000

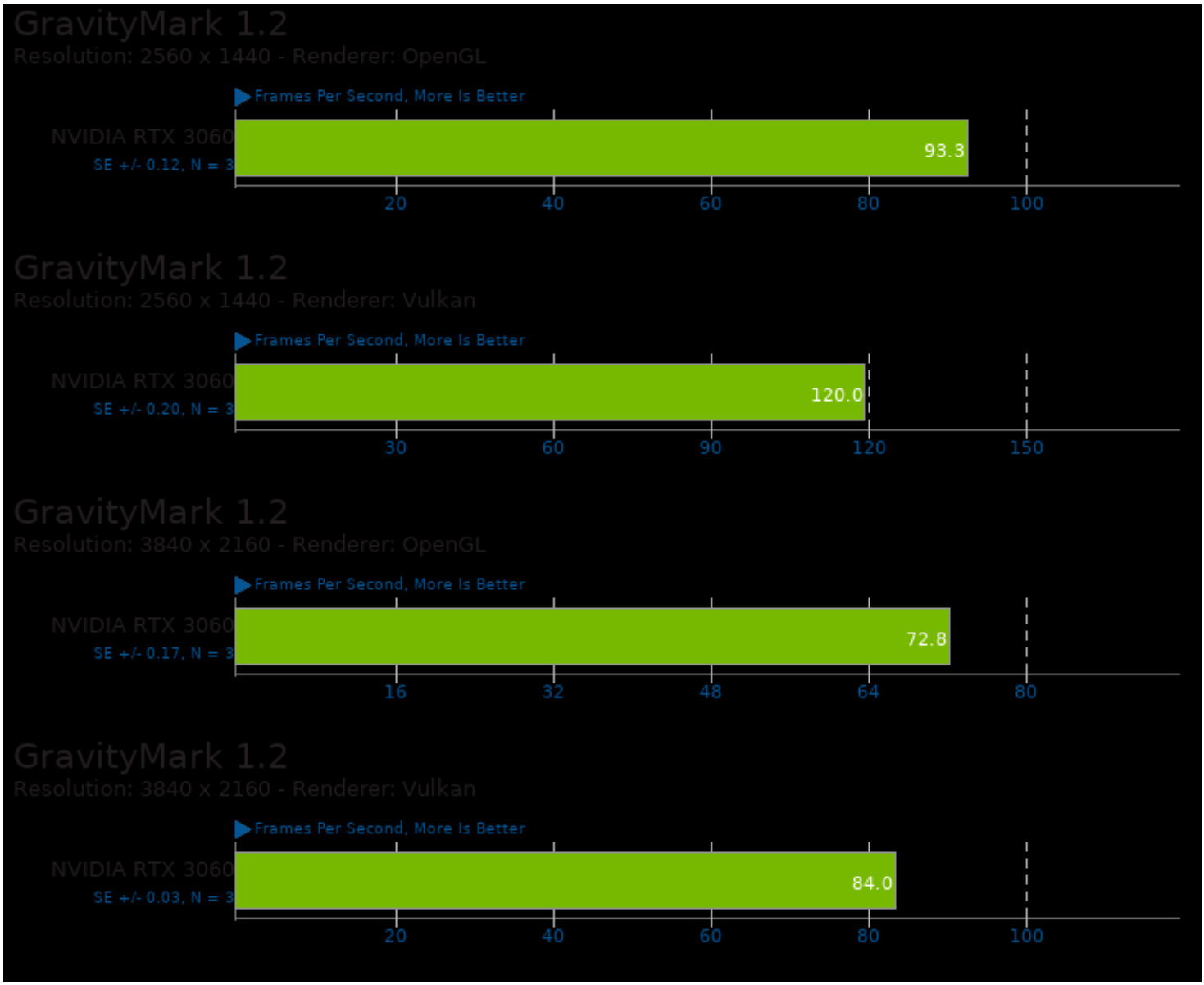

NCNN 20210720
Target: Vulkan GPU - Model: mobilenet
ms, Fewer Is Better
RTX 3060
SE +/- 0.02, N = 3
MIN: 4.31 / MAX: 4.57
4.38
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 4.33 / MAX: 4.54
4.39
0.9878
1.9756
2.9634
3.9512
4.939
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU-v2-v2 - Model: mobilenet-v2
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 1.88 / MAX: 8.45
1.92
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 1.89 / MAX: 2.84
1.91
0.432
0.864
1.296
1.728
2.16
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU-v3-v3 - Model: mobilenet-v3
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 2.11 / MAX: 4.76
2.14
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 2.12 / MAX: 4.81
2.15
0.4838
0.9676
1.4514
1.9352
2.419
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: shufflenet-v2
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 1.68 / MAX: 2.76
1.70
NVIDIA RTX 3060
SE +/- 0.00, N = 3
MIN: 1.69 / MAX: 2.81
1.71
0.3848
0.7696
1.1544
1.5392
1.924
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread


NCNN 20210720
Target: Vulkan GPU - Model: mnasnet
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 1.97 / MAX: 12.09
2.02
NVIDIA RTX 3060
SE +/- 0.00, N = 3
MIN: 1.98 / MAX: 5.81
2.01
0.4545
0.909
1.3635
1.818
2.2725
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: efficientnet-b0
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 3.18 / MAX: 4.81
3.21
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 3.19 / MAX: 4.87
3.24
0.729
1.458
2.187
2.916
3.645
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: blazeface
ms, Fewer Is Better
RTX 3060
SE +/- 0.00, N = 3
MIN: 0.93 / MAX: 1.89
0.95
NVIDIA RTX 3060
SE +/- 0.00, N = 3
MIN: 0.93 / MAX: 1.92
0.95
0.2138
0.4276
0.6414
0.8552
1.069
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: googlenet
ms, Fewer Is Better
RTX 3060
SE +/- 0.07, N = 3
MIN: 3.91 / MAX: 15
4.30
NVIDIA RTX 3060
SE +/- 0.11, N = 3
MIN: 3.91 / MAX: 22.46
4.28
0.9675
1.935
2.9025
3.87
4.8375
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread


NCNN 20210720
Target: Vulkan GPU - Model: vgg16
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 7.11 / MAX: 16.52
7.24
NVIDIA RTX 3060
SE +/- 0.02, N = 3
MIN: 7.15 / MAX: 16.65
7.25
2
4
6
8
10
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: resnet18
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 2
MIN: 1.88 / MAX: 2.08
1.90
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 1.88 / MAX: 12.22
1.93
0.4343
0.8686
1.3029
1.7372
2.1715
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: alexnet
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 2.03 / MAX: 5.86
2.07
NVIDIA RTX 3060
SE +/- 0.00, N = 3
MIN: 2.05 / MAX: 2.22
2.07
0.4658
0.9316
1.3974
1.8632
2.329
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: resnet50
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 4.15 / MAX: 4.26
4.17
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 4.15 / MAX: 4.48
4.18
0.9405
1.881
2.8215
3.762
4.7025
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread


NCNN 20210720
Target: Vulkan GPU - Model: yolov4-tiny
ms, Fewer Is Better
RTX 3060
SE +/- 0.02, N = 3
MIN: 6.58 / MAX: 7.1
6.71
NVIDIA RTX 3060
SE +/- 0.00, N = 3
MIN: 6.6 / MAX: 6.89
6.73
2
4
6
8
10
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: squeezenet_ssd
ms, Fewer Is Better
RTX 3060
SE +/- 0.01, N = 3
MIN: 4.67 / MAX: 5.06
4.77
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 4.63 / MAX: 14.6
4.83
1.0868
2.1736
3.2604
4.3472
5.434
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
NCNN 20210720
Target: Vulkan GPU - Model: regnety_400m
ms, Fewer Is Better
RTX 3060
SE +/- 0.00, N = 3
MIN: 2.37 / MAX: 10.64
2.42
NVIDIA RTX 3060
SE +/- 0.01, N = 3
MIN: 2.39 / MAX: 3.22
2.41
0.5445
1.089
1.6335
2.178
2.7225
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread -pthread
Blender 2.92
Blend File: BMW27 - Compute: NVIDIA OptiX
Seconds, Fewer Is Better
RTX 3060
SE +/- 2.63, N = 15
26.10
6
12
18
24
30


Blender 2.92
Blend File: Classroom - Compute: NVIDIA OptiX
Seconds, Fewer Is Better
RTX 3060
SE +/- 0.10, N = 3
73.10
16
32
48
64
80
Blender 2.92
Blend File: Fishy Cat - Compute: NVIDIA OptiX
Seconds, Fewer Is Better
RTX 3060
SE +/- 2.71, N = 15
56.45
13
26
39
52
65
Blender 2.92
Blend File: Pabellon Barcelona - Compute: NVIDIA OptiX
Seconds, Fewer Is Better
RTX 3060
SE +/- 0.08, N = 3
113.55
30
60
90
120
150
VkFFT 1.1.1
Benchmark Score, More Is Better
NVIDIA RTX 3060
SE +/- 187.36, N = 3
27278
6K
12K
18K
24K
30K
1. (CXX) g++ options: -O3 -pthread
GravityMark 1.2
Resolution: 1920 x 1080 - Renderer: OpenGL
Frames Per Second, More Is Better
NVIDIA RTX 3060
SE +/- 0.03, N = 3
110.4
20
40
60
80
100
GravityMark 1.2
Resolution: 1920 x 1080 - Renderer: Vulkan
Frames Per Second, More Is Better
NVIDIA RTX 3060
SE +/- 0.15, N = 3
149.3
30
60
90
120
150



This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 18:32.