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# Arch

AMD Ryzen 7 3700X 8-Core testing with a MSI B450 TOMAHAWK MAX (MS-7C02) v1.0 (3.40 BIOS) and Gigabyte NVIDIA GeForce RTX 2070 SUPER 8GB on Garuda Soaring via the Phoronix Test Suite.

## Test Systems:

### Graruda

Processor: AMD Ryzen 7 3700X 8-Core @ 3.60GHz (8 Cores / 16 Threads), Motherboard: MSI B450 TOMAHAWK MAX (MS-7C02) v1.0 (3.40 BIOS), Chipset: AMD Starship/Matisse, Memory: 16GB, Disk: 480GB Corsair Force MP510 + 12000GB Seagate ST12000VN0007-2G, Graphics: Gigabyte NVIDIA GeForce RTX 2070 SUPER 8GB, Audio: NVIDIA TU104 HD Audio, Monitor: VG279QM, Network: Realtek RTL8111/8168/8411

OS: Garuda Soaring, Kernel: 5.17.3-zen1-1-zen (x86_64), Desktop: KDE Plasma 5.24.4, Display Server: X Server 1.21.1.3, Display Driver: NVIDIA 510.60.02, OpenGL: 4.6.0, Vulkan: 1.3.194, Compiler: GCC 11.2.0, File-System: btrfs, Screen Resolution: 1920x1080

Kernel Notes: Transparent Huge Pages: always
Processor Notes: Scaling Governor: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0x8701013

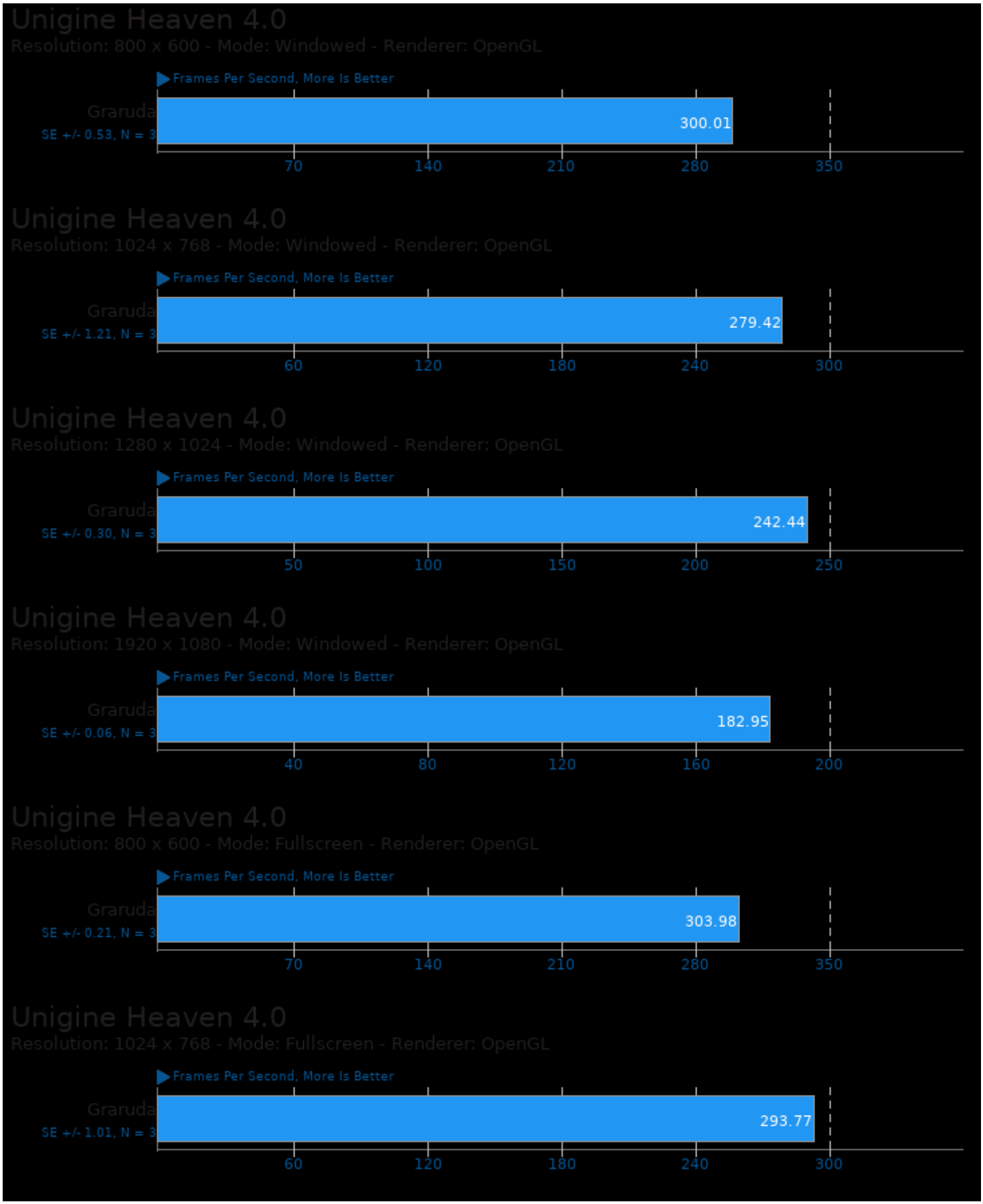
# Arch

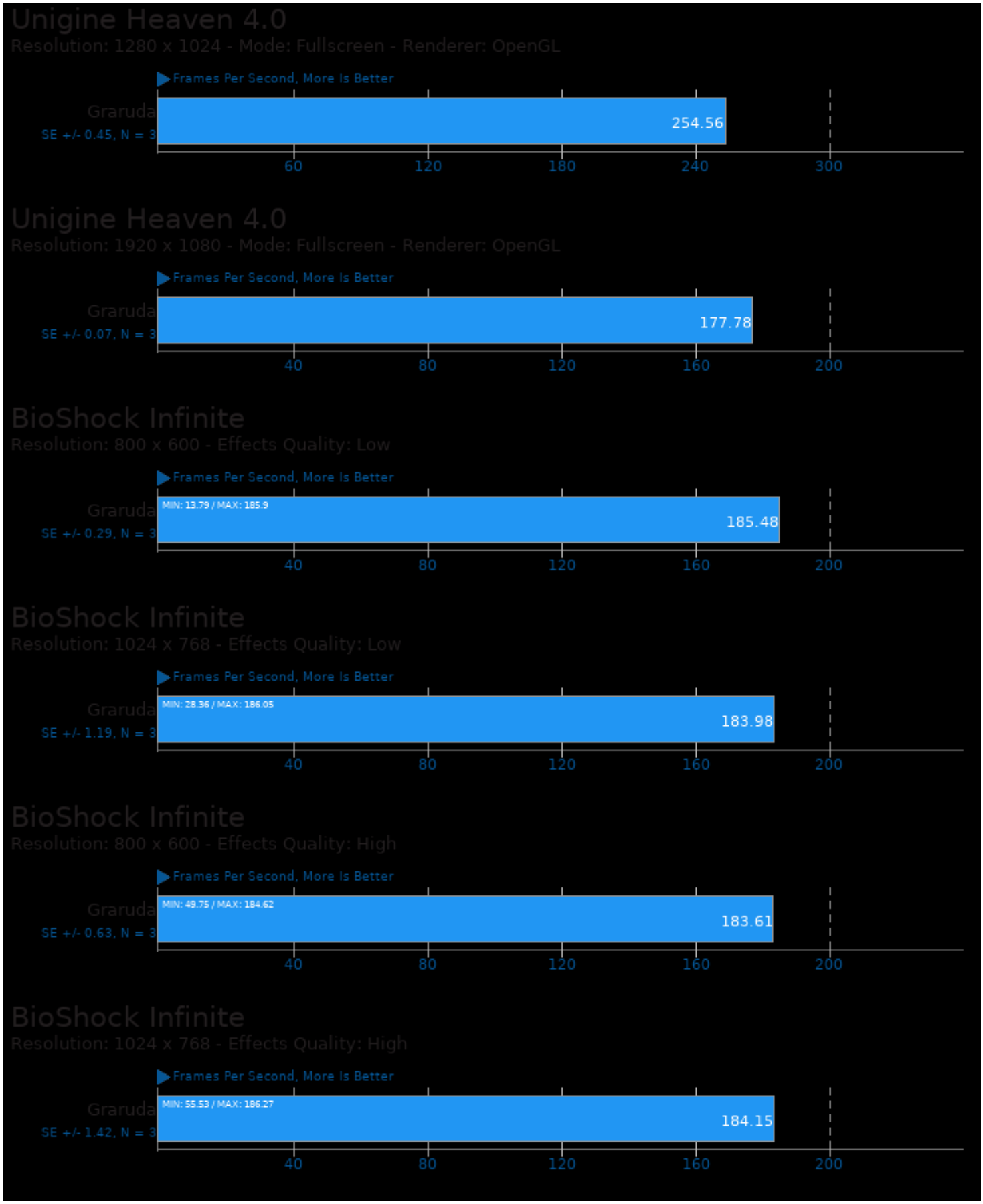
Graphics Notes: BAR1 / Visible vRAM Size: 256 MiB
Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional STIBP: conditional RSB filling + srbds: Not affected + tsx_async_abort: Not affected

| | Graruda |
|---|---|
| **Unigine Heaven - 800 x 600 - Windowed - OpenGL (FPS)** | 300.012 |
| **Standard Deviation** | 0.3% |
| **Unigine Heaven - 1024 x 768 - Windowed - OpenGL (FPS)** | 279.422 |
| **Standard Deviation** | 0.8% |
| **Unigine Heaven - 1280 x 1024 - Windowed - OpenGL (FPS)** | 242.442 |
| **Standard Deviation** | 0.2% |
| **Unigine Heaven - 1920 x 1080 - Windowed - OpenGL (FPS)** | 182.947 |
| **Standard Deviation** | 0.1% |
| **Unigine Heaven - 800 x 600 - Fullscreen - OpenGL (FPS)** | 303.982 |
| **Standard Deviation** | 0.1% |
| **Unigine Heaven - 1024 x 768 - Fullscreen - OpenGL (FPS)** | 293.769 |
| **Standard Deviation** | 0.6% |
| **Unigine Heaven - 1280 x 1024 - Fullscreen - OpenGL (FPS)** | 254.557 |
| **Standard Deviation** | 0.3% |
| **Unigine Heaven - 1920 x 1080 - Fullscreen - OpenGL (FPS)** | 177.775 |
| **Standard Deviation** | 0.1% |
| **BioShock Infinite - 800 x 600 - Low (FPS)** | 185.48 |
| **Standard Deviation** | 0.3% |
| **BioShock Infinite - 1024 x 768 - Low (FPS)** | 183.98 |
| **Standard Deviation** | 1.1% |
| **BioShock Infinite - 800 x 600 - High (FPS)** | 183.61 |
| **Standard Deviation** | 0.6% |
| **BioShock Infinite - 1024 x 768 - High (FPS)** | 184.15 |
| **Standard Deviation** | 1.3% |
| **BioShock Infinite - 1280 x 1024 - Low (FPS)** | 187.53 |
| **Standard Deviation** | 0.2% |
| **BioShock Infinite - 1920 x 1080 - Low (FPS)** | 170.49 |
| **Standard Deviation** | 0.8% |
| **BioShock Infinite - 800 x 600 - Ultra (FPS)** | 182.57 |
| **Standard Deviation** | 1% |
| **BioShock Infinite - 1024 x 768 - Ultra (FPS)** | 182.34 |
| **Standard Deviation** | 0.6% |
| **BioShock Infinite - 1280 x 1024 - High (FPS)** | 183.14 |
| **Standard Deviation** | 1.9% |
| **BioShock Infinite - 1920 x 1080 - High (FPS)** | 167.42 |
| **Standard Deviation** | 1% |
| **BioShock Infinite - 800 x 600 - Medium (FPS)** | 183.17 |
| **Standard Deviation** | 0.1% |
| **BioShock Infinite - 1024 x 768 - Medium (FPS)** | 181.89 |
| **Standard Deviation** | 0.6% |
| **BioShock Infinite - 1280 x 1024 - Ultra (FPS)** | 183.87 |
| **Standard Deviation** | 1.6% |
| **BioShock Infinite - 1920 x 1080 - Ultra (FPS)** | 169.86 |
| **Standard Deviation** | 0.7% |

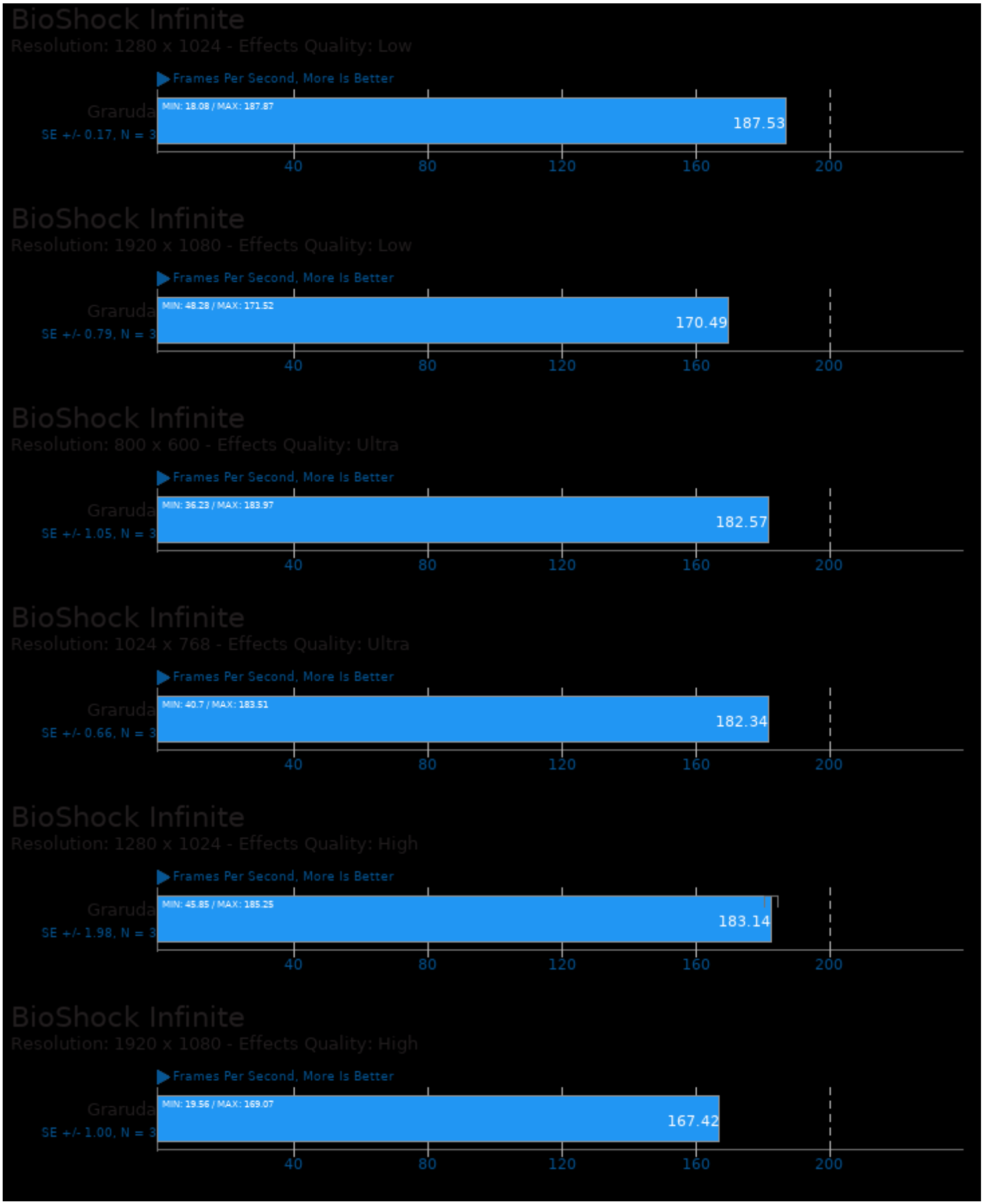
| | |
|---|---|
| **BioShock Infinite - 1280 x 1024 - Medium (FPS)** | 185.41 |
| **Standard Deviation** | 0.2% |
| **BioShock Infinite - 1920 x 1080 - Medium (FPS)** | 170.07 |
| **Standard Deviation** | 1.3% |
| **BioShock Infinite - 800 x 600 - Very High (FPS)** | 181.45 |
| **Standard Deviation** | 0.9% |
| **BioShock Infinite - 1024 x 768 - Very High (FPS)** | 181.07 |
| **Standard Deviation** | 0.7% |
| **BioShock Infinite - 1280 x 1024 - Very High (FPS)** | 183.70 |
| **Standard Deviation** | 0.3% |
| **BioShock Infinite - 1920 x 1080 - Very High (FPS)** | 167.84 |
| **Standard Deviation** | 1.2% |
| **Batman: Arkham Knight - 800 x 600 - Low (FPS)** | 147.68 |
| **Standard Deviation** | 3.7% |
| **Batman: Arkham Knight - 1024 x 768 - Low (FPS)** | 149.03 |
| **Standard Deviation** | 0.7% |
| **Batman: Arkham Knight - 800 x 600 - High (FPS)** | 139.56 |
| **Standard Deviation** | 0.4% |
| **Batman: Arkham Knight - 1024 x 768 - High (FPS)** | 137.96 |
| **Standard Deviation** | 0.4% |
| **Batman: Arkham Knight - 1280 x 1024 - Low (FPS)** | 146.35 |
| **Standard Deviation** | 0.2% |
| **Batman: Arkham Knight - 1920 x 1080 - Low (FPS)** | 152.38 |
| **Standard Deviation** | 0.8% |
| **Batman: Arkham Knight - 1280 x 1024 - High (FPS)** | 134.95 |
| **Standard Deviation** | 1.4% |
| **Batman: Arkham Knight - 1920 x 1080 - High (FPS)** | 140.78 |
| **Standard Deviation** | 1% |
| **Batman: Arkham Origins - 800 x 600 (FPS)** | 236.37 |
| **Standard Deviation** | 2.5% |
| **Batman: Arkham Origins - 1024 x 768 (FPS)** | 238.56 |
| **Standard Deviation** | 0% |
| **Batman: Arkham Origins - 1280 x 1024 (FPS)** | 238.52 |
| **Standard Deviation** | 0.1% |
| **Batman: Arkham Origins - 1920 x 1080 (FPS)** | 238.39 |
| **Standard Deviation** | 0.1% |
| **Half-Life 2: Episode Two - 800 x 600 - OpenGL (FPS)** | 74.95 |
| **Standard Deviation** | 0.1% |
| **Metro 2033 Redux (FPS)** | 206.74 |
| **Standard Deviation** | 0.9% |
| **Metro: Last Light Redux - 800 x 600 (FPS)** | 318.94 |
| **Standard Deviation** | 1.9% |
| **Metro: Last Light Redux - 1024 x 768 (FPS)** | 294.46 |
| **Standard Deviation** | 1.1% |
| **Metro: Last Light Redux - 1280 x 1024 (FPS)** | 280.38 |
| **Standard Deviation** | 0.6% |
| **Metro: Last Light Redux - 1920 x 1080 (FPS)** | 225.55 |
| **Standard Deviation** | 1% |
| **Serious Sam Fusion 2017 - 800 x 600 - Low - OpenGL (FPS)** | 658.5 |
| **Standard Deviation** | 0.7% |
| **Serious Sam Fusion 2017 - 800 x 600 - Low - Vulkan (FPS)** | 648.4 |
| **Standard Deviation** | 0.1% |
| **Serious Sam Fusion 2017 - 1024 x 768 - Low - OpenGL (FPS)** | 663.5 |

| | |
|---|---|
| **Standard Deviation** | 0.5% |
| **Serious Sam Fusion 2017 - 1024 x 768 - Low - Vulkan (FPS)** | 656.4 |
| **Standard Deviation** | 1.2% |
| **Serious Sam Fusion 2017 - 800 x 600 - High - OpenGL (FPS)** | 572.1 |
| **Standard Deviation** | 0.7% |
| **Serious Sam Fusion 2017 - 800 x 600 - High - Vulkan (FPS)** | 575.7 |
| **Standard Deviation** | 1.1% |
| **Serious Sam Fusion 2017 - 1024 x 768 - High - OpenGL (FPS)** | 548.3 |
| **Standard Deviation** | 0.4% |
| **Serious Sam Fusion 2017 - 1024 x 768 - High - Vulkan (FPS)** | 544.2 |
| **Standard Deviation** | 0.8% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - Low - OpenGL (FPS)** | 665.8 |
| **Standard Deviation** | 1.4% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - Low - Vulkan (FPS)** | 678.9 |
| **Standard Deviation** | 0.9% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - Low - OpenGL (FPS)** | 685.9 |
| **Standard Deviation** | 0.9% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - Low - Vulkan (FPS)** | 680.0 |
| **Standard Deviation** | 1.4% |
| **Serious Sam Fusion 2017 - 800 x 600 - Ultra - OpenGL (FPS)** | 504.2 |
| **Standard Deviation** | 0.4% |
| **Serious Sam Fusion 2017 - 800 x 600 - Ultra - Vulkan (FPS)** | 503.8 |
| **Standard Deviation** | 1% |
| **Serious Sam Fusion 2017 - 1024 x 768 - Ultra - OpenGL (FPS)** | 449.0 |
| **Standard Deviation** | 0.8% |
| **Serious Sam Fusion 2017 - 1024 x 768 - Ultra - Vulkan (FPS)** | 447.5 |
| **Standard Deviation** | 0.8% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - High - OpenGL (FPS)** | 458.7 |
| **Standard Deviation** | 2.3% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - High - Vulkan (FPS)** | 592.5 |
| **Standard Deviation** | 83.2% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - High - OpenGL (FPS)** | 578.9 |
| **Standard Deviation** | 1.2% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - High - Vulkan (FPS)** | 580.1 |
| **Standard Deviation** | 1.1% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - Ultra - OpenGL (FPS)** | 360.5 |
| **Standard Deviation** | 0.5% |
| **Serious Sam Fusion 2017 - 1280 x 1024 - Ultra - Vulkan (FPS)** | 359.3 |
| **Standard Deviation** | 0.8% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - Ultra - OpenGL (FPS)** | 501.0 |
| **Standard Deviation** | 0.8% |
| **Serious Sam Fusion 2017 - 1920 x 1080 - Ultra - Vulkan (FPS)** | 505.0 |
| **Standard Deviation** | 1.2% |

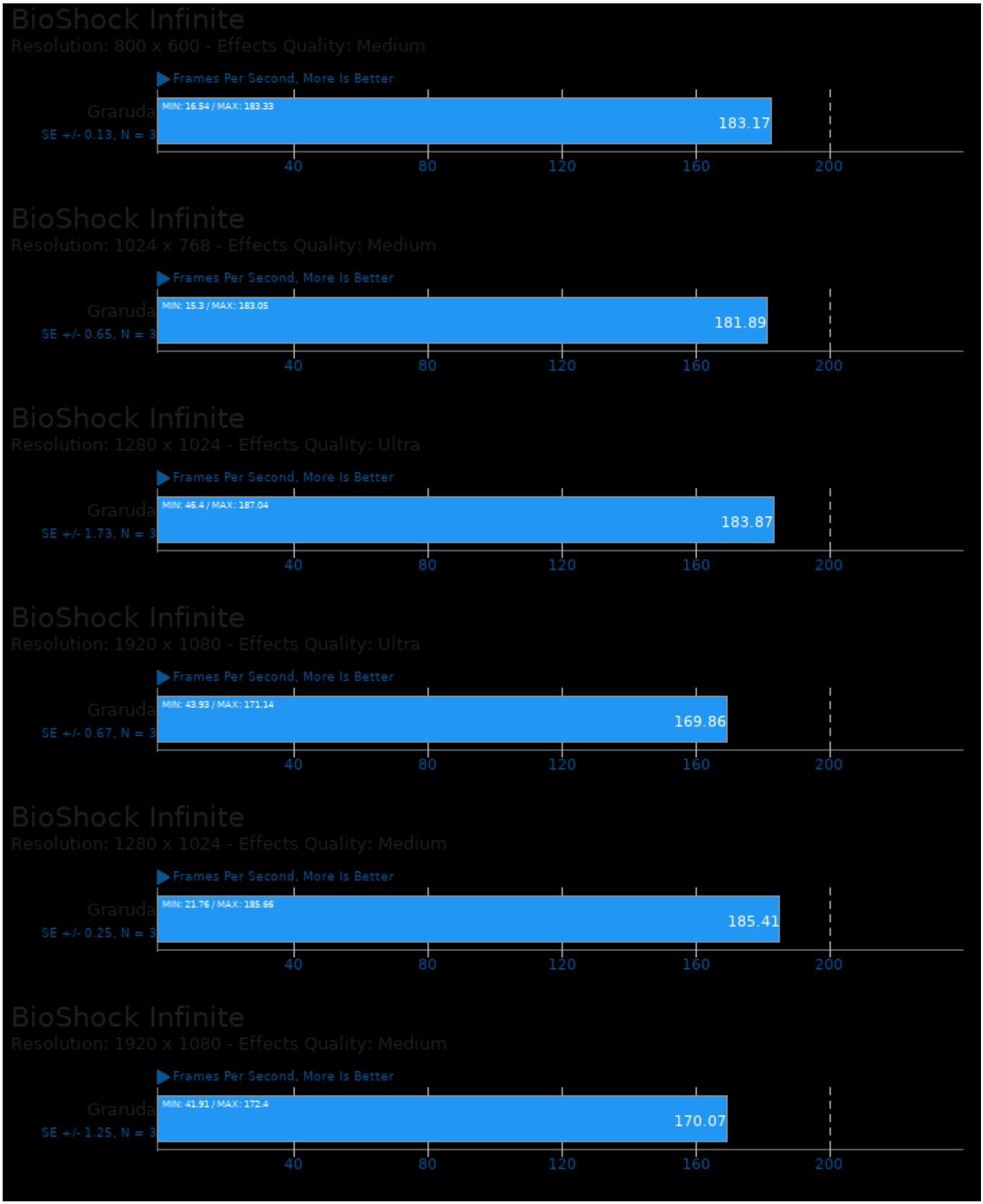

Unigine Heaven 4.0
Resolution: 800 x 600 - Mode: Windowed - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.53, N = 3
300.01
70
140
210
280
350
Unigine Heaven 4.0
Resolution: 1024 x 768 - Mode: Windowed - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 1.21, N = 3
279.42
60
120
180
240
300
Unigine Heaven 4.0
Resolution: 1280 x 1024 - Mode: Windowed - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.30, N = 3
242.44
50
100
150
200
250
Unigine Heaven 4.0
Resolution: 1920 x 1080 - Mode: Windowed - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.06, N = 3
182.95
40
80
120
160
200
Unigine Heaven 4.0
Resolution: 800 x 600 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.21, N = 3
303.98
70
140
210
280
350
Unigine Heaven 4.0
Resolution: 1024 x 768 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 1.01, N = 3
293.77
60
120
180
240
300

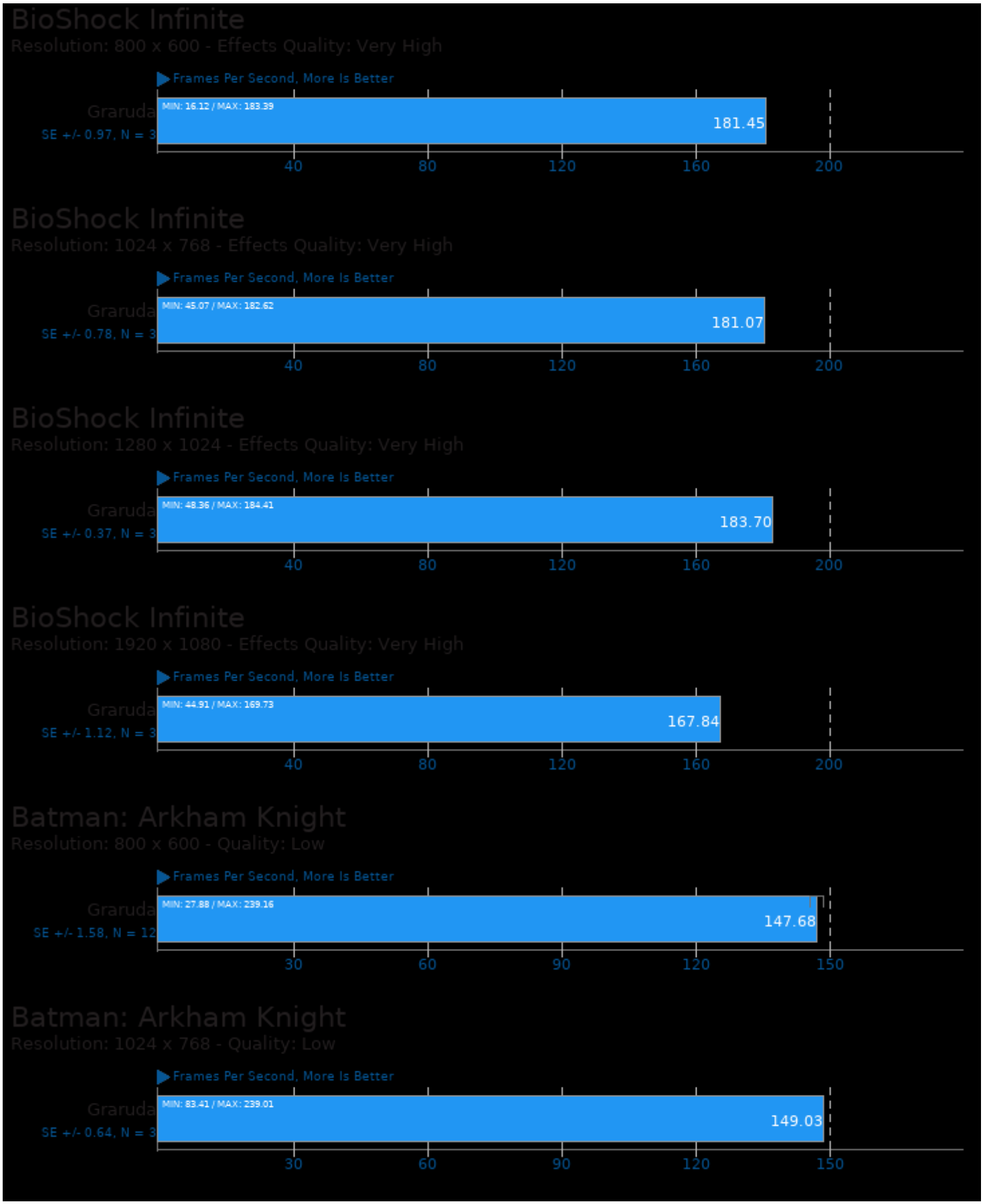

Unigine Heaven 4.0
Resolution: 1280 x 1024 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.45, N = 3
254.56
60
120
180
240
300
Unigine Heaven 4.0
Resolution: 1920 x 1080 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.07, N = 3
177.78
40
80
120
160
200
BioShock Infinite
Resolution: 800 x 600 - Effects Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.29, N = 3
MIN: 13.79 / MAX: 185.9
185.48
40
80
120
160
200
BioShock Infinite
Resolution: 1024 x 768 - Effects Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 1.19, N = 3
MIN: 28.36 / MAX: 186.05
183.98
40
80
120
160
200
BioShock Infinite
Resolution: 800 x 600 - Effects Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 0.63, N = 3
MIN: 49.75 / MAX: 184.62
183.61
40
80
120
160
200
BioShock Infinite
Resolution: 1024 x 768 - Effects Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 1.42, N = 3
MIN: 55.53 / MAX: 186.27
184.15
40
80
120
160
200

# Arch

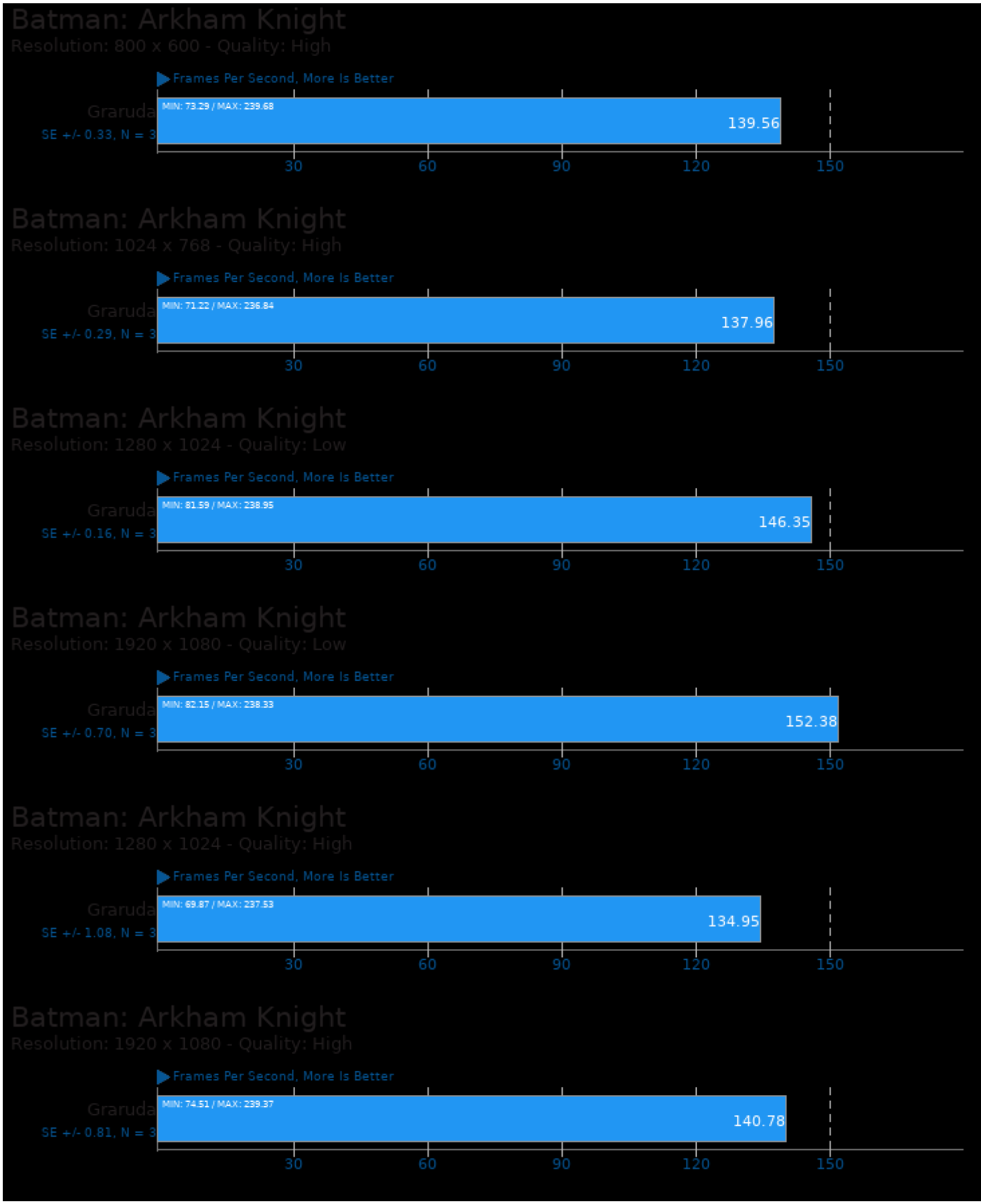

BioShock Infinite
Resolution: 1280 x 1024 - Effects Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.17, N = 3
MIN: 18.08 / MAX: 187.87
187.53
40
80
120
160
200
BioShock Infinite
Resolution: 1920 x 1080 - Effects Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.79, N = 3
MIN: 48.28 / MAX: 171.52
170.49
40
80
120
160
200
BioShock Infinite
Resolution: 800 x 600 - Effects Quality: Ultra
Frames Per Second, More Is Better
Graruda
SE +/- 1.05, N = 3
MIN: 36.23 / MAX: 183.97
182.57
40
80
120
160
200
BioShock Infinite
Resolution: 1024 x 768 - Effects Quality: Ultra
Frames Per Second, More Is Better
Graruda
SE +/- 0.66, N = 3
MIN: 40.7 / MAX: 183.51
182.34
40
80
120
160
200
BioShock Infinite
Resolution: 1280 x 1024 - Effects Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 1.98, N = 3
MIN: 45.85 / MAX: 185.25
183.14
40
80
120
160
200
BioShock Infinite
Resolution: 1920 x 1080 - Effects Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 1.00, N = 3
MIN: 19.56 / MAX: 169.07
167.42
40
80
120
160
200

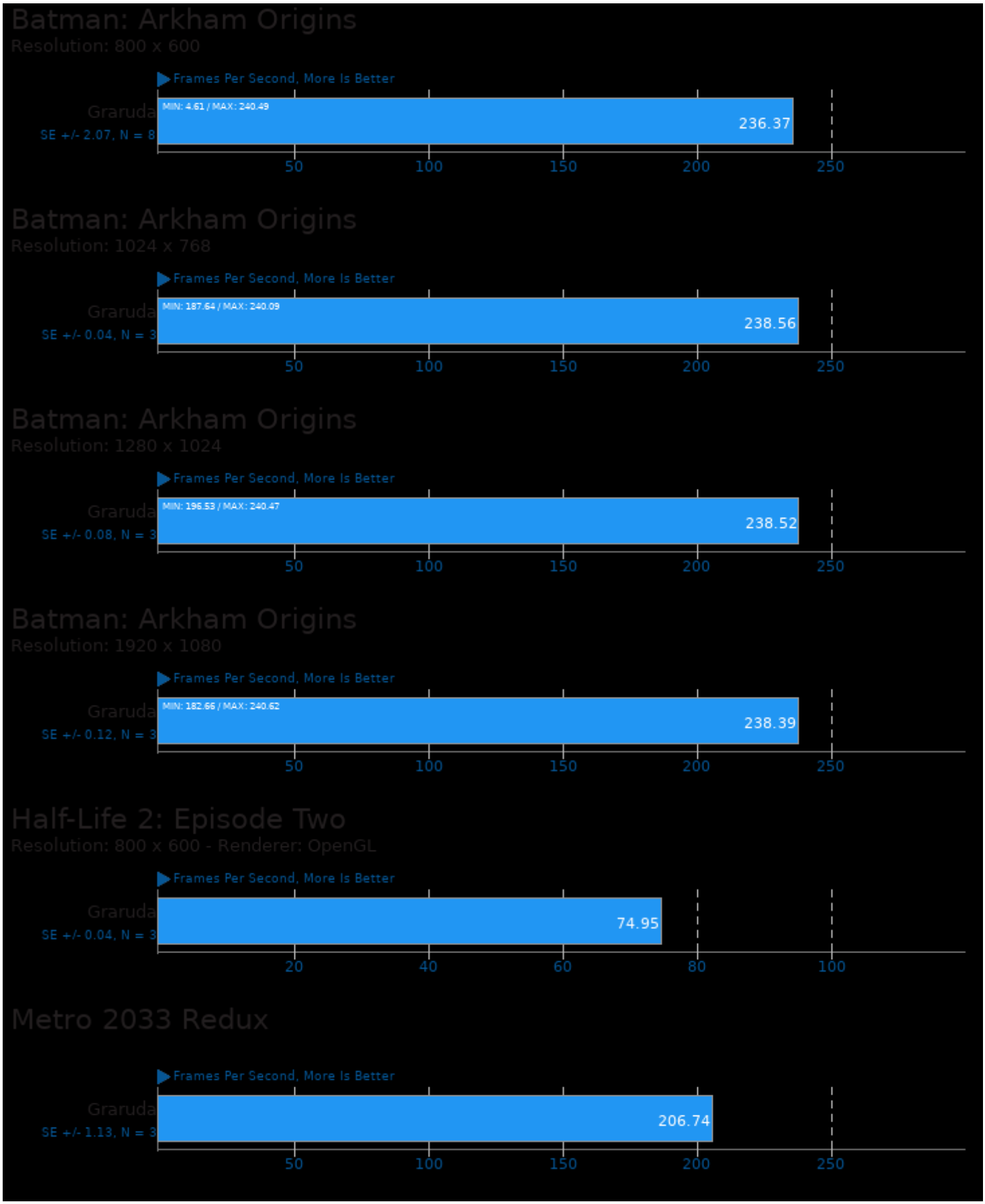
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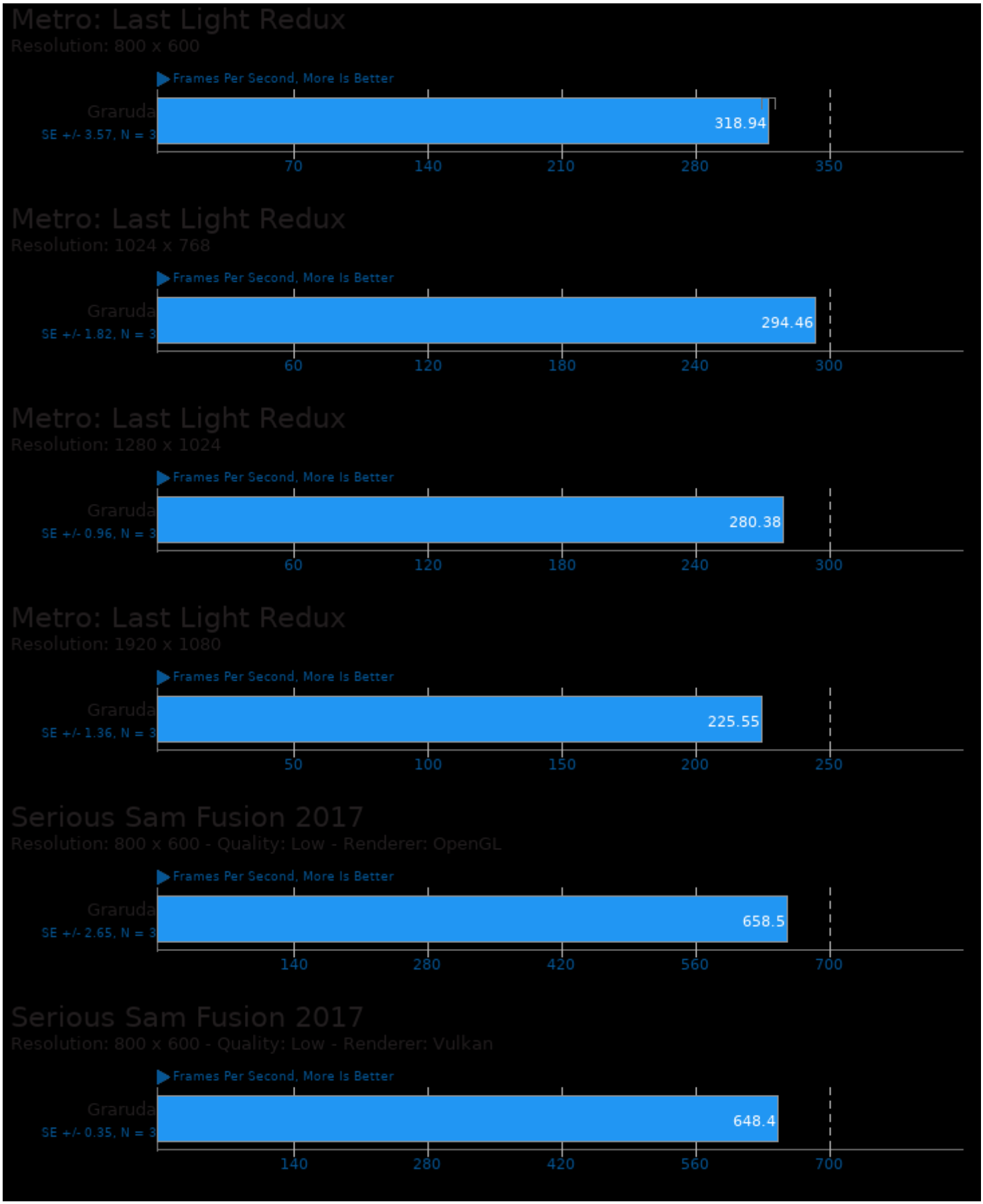

BioShock Infinite
Resolution: 800 x 600 - Effects Quality: Medium
Frames Per Second, More Is Better
Graruda
SE +/- 0.13, N = 3
MIN: 16.54 / MAX: 183.33
183.17
40
80
120
160
200
BioShock Infinite
Resolution: 1024 x 768 - Effects Quality: Medium
Frames Per Second, More Is Better
Graruda
SE +/- 0.65, N = 3
MIN: 15.3 / MAX: 183.05
181.89
40
80
120
160
200
BioShock Infinite
Resolution: 1280 x 1024 - Effects Quality: Ultra
Frames Per Second, More Is Better
Graruda
SE +/- 1.73, N = 3
MIN: 46.4 / MAX: 187.04
183.87
40
80
120
160
200
BioShock Infinite
Resolution: 1920 x 1080 - Effects Quality: Ultra
Frames Per Second, More Is Better
Graruda
SE +/- 0.67, N = 3
MIN: 43.93 / MAX: 171.14
169.86
40
80
120
160
200
BioShock Infinite
Resolution: 1280 x 1024 - Effects Quality: Medium
Frames Per Second, More Is Better
Graruda
SE +/- 0.25, N = 3
MIN: 21.76 / MAX: 185.66
185.41
40
80
120
160
200
BioShock Infinite
Resolution: 1920 x 1080 - Effects Quality: Medium
Frames Per Second, More Is Better
Graruda
SE +/- 1.25, N = 3
MIN: 41.91 / MAX: 172.4
170.07
40
80
120
160
200

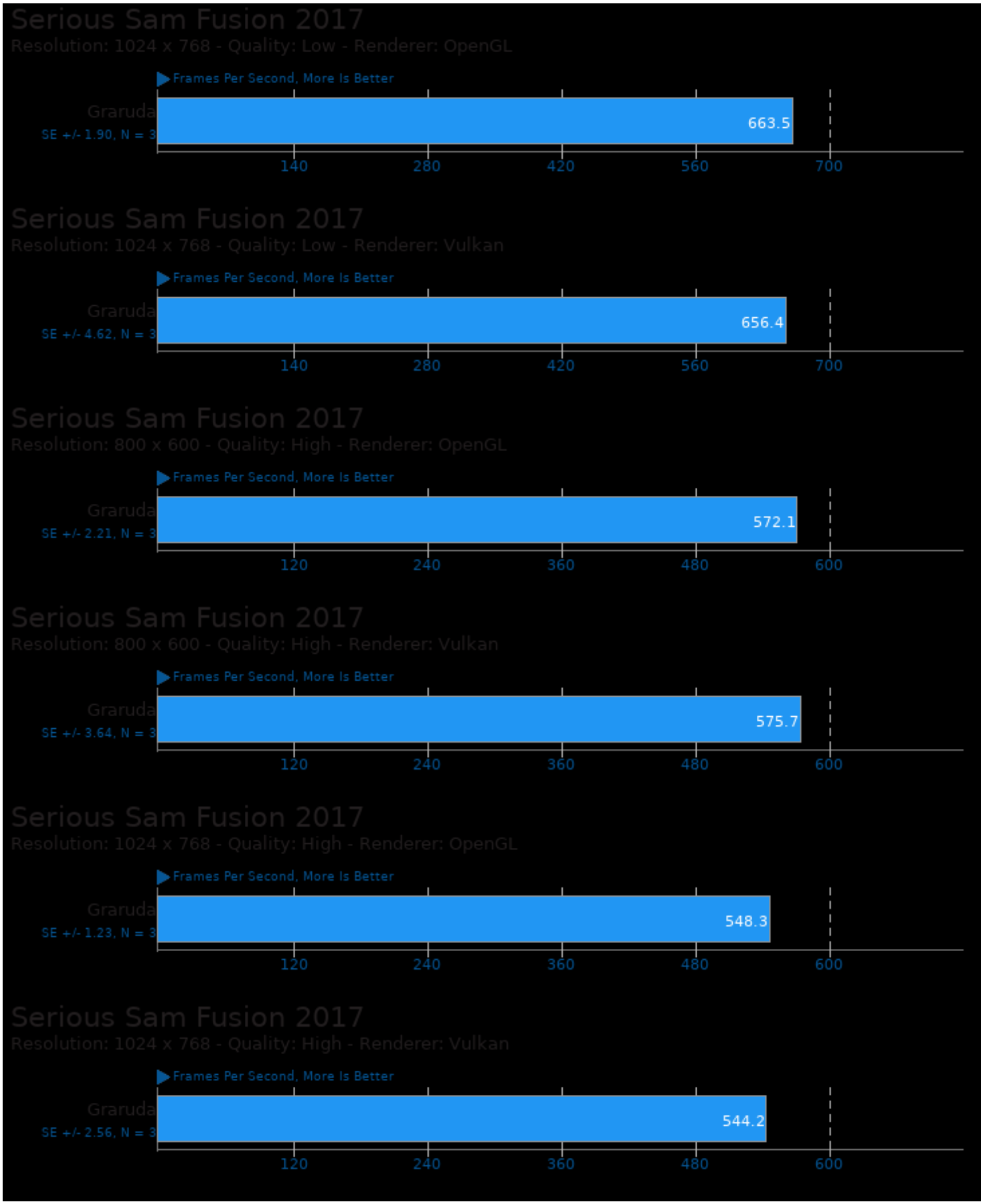

BioShock Infinite
Resolution: 800 x 600 - Effects Quality: Very High
Frames Per Second, More Is Better
Graruda
SE +/- 0.97, N = 3
MIN: 16.12 / MAX: 183.39
181.45
40
80
120
160
200
BioShock Infinite
Resolution: 1024 x 768 - Effects Quality: Very High
Frames Per Second, More Is Better
Graruda
SE +/- 0.78, N = 3
MIN: 45.07 / MAX: 182.62
181.07
40
80
120
160
200
BioShock Infinite
Resolution: 1280 x 1024 - Effects Quality: Very High
Frames Per Second, More Is Better
Graruda
SE +/- 0.37, N = 3
MIN: 48.36 / MAX: 184.41
183.70
40
80
120
160
200
BioShock Infinite
Resolution: 1920 x 1080 - Effects Quality: Very High
Frames Per Second, More Is Better
Graruda
SE +/- 1.12, N = 3
MIN: 44.91 / MAX: 169.73
167.84
40
80
120
160
200
Batman: Arkham Knight
Resolution: 800 x 600 - Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 1.58, N = 12
MIN: 27.88 / MAX: 239.16
147.68
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1024 x 768 - Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.64, N = 3
MIN: 83.41 / MAX: 239.01
149.03
30
60
90
120
150

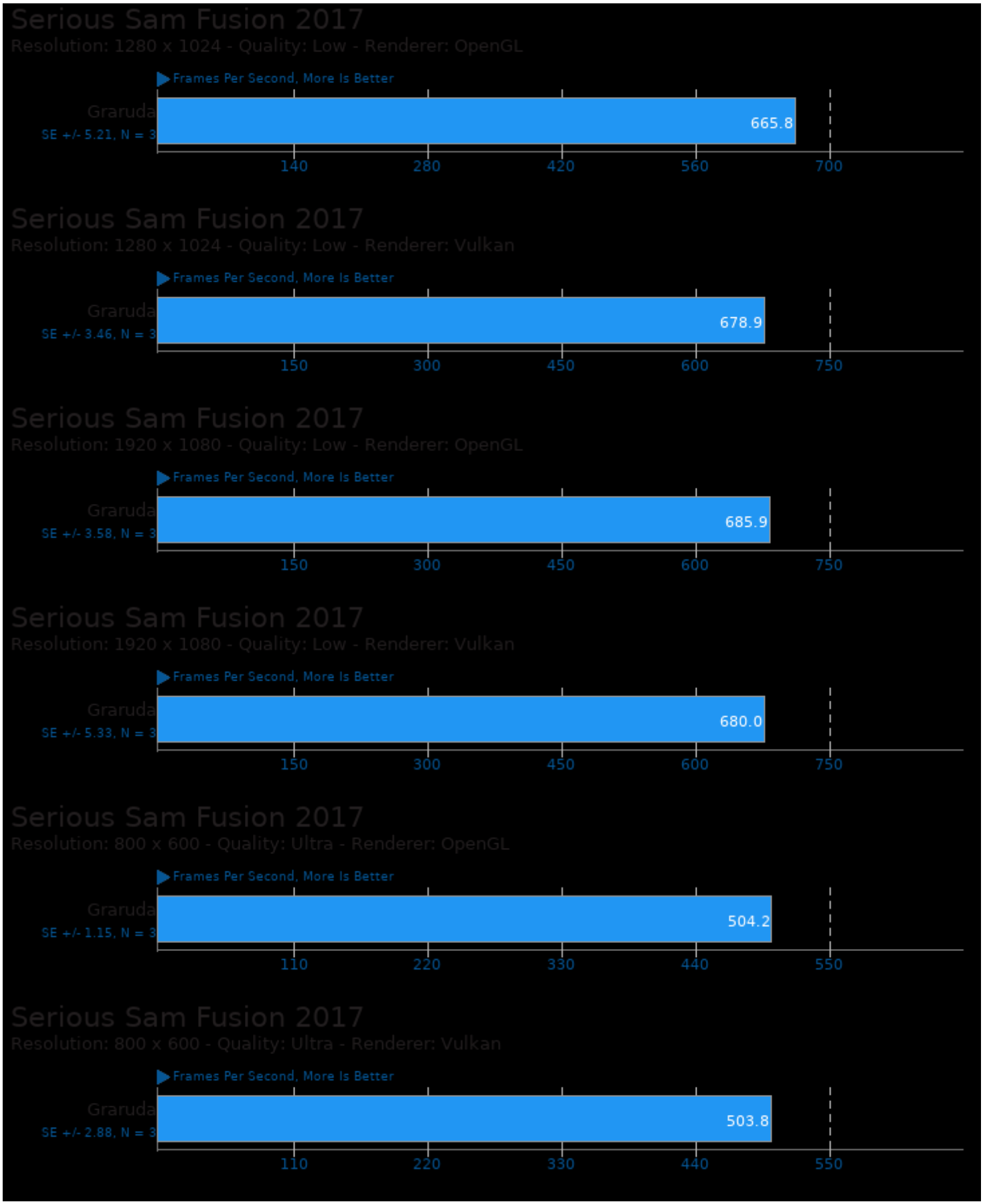
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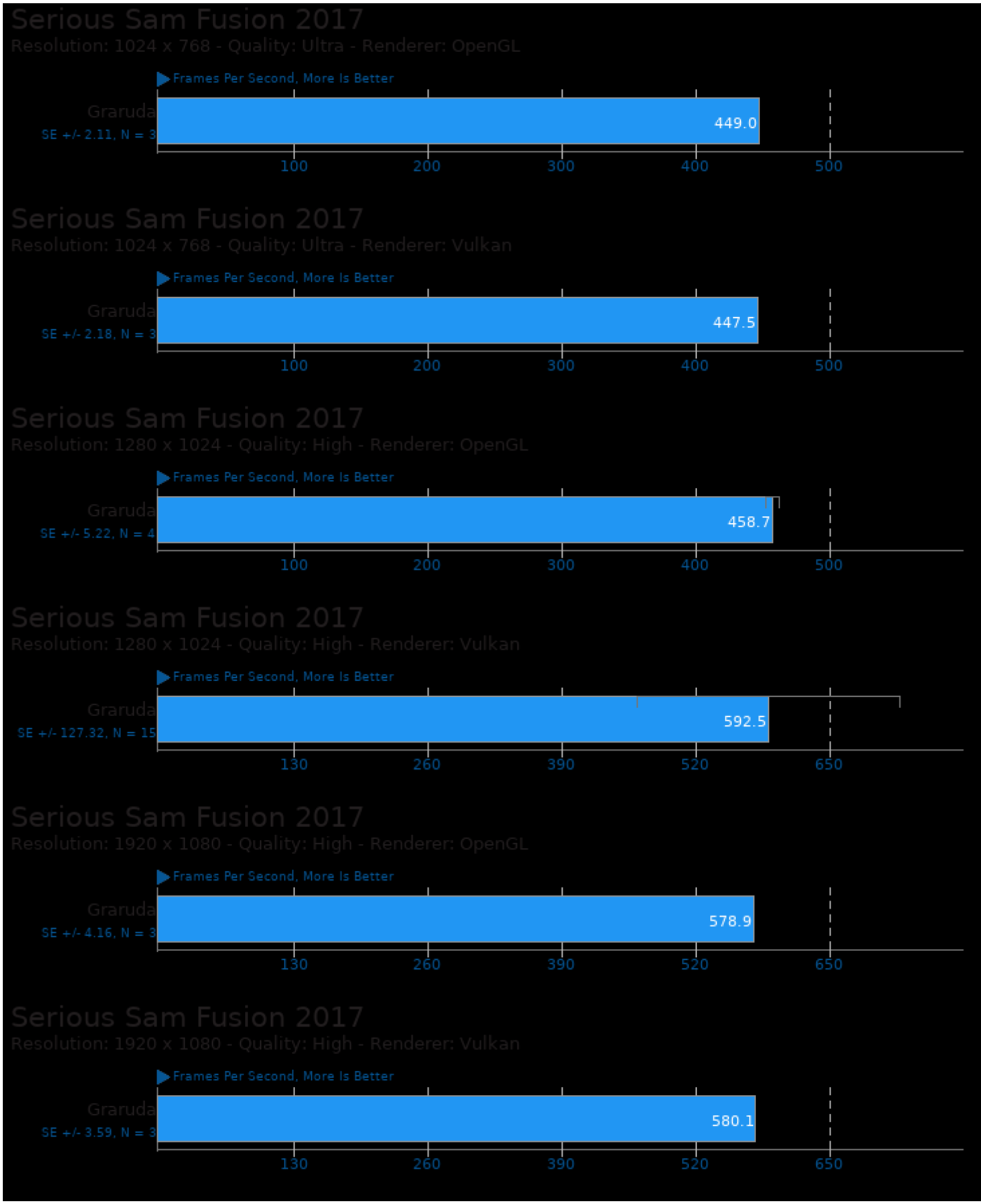

Batman: Arkham Knight
Resolution: 800 x 600 - Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 0.33, N = 3
MIN: 73.29 / MAX: 239.68
139.56
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1024 x 768 - Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 0.29, N = 3
MIN: 71.22 / MAX: 236.84
137.96
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1280 x 1024 - Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.16, N = 3
MIN: 81.59 / MAX: 238.95
146.35
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1920 x 1080 - Quality: Low
Frames Per Second, More Is Better
Graruda
SE +/- 0.70, N = 3
MIN: 82.15 / MAX: 238.33
152.38
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1280 x 1024 - Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 1.08, N = 3
MIN: 69.87 / MAX: 237.53
134.95
30
60
90
120
150
Batman: Arkham Knight
Resolution: 1920 x 1080 - Quality: High
Frames Per Second, More Is Better
Graruda
SE +/- 0.81, N = 3
MIN: 74.51 / MAX: 239.37
140.78
30
60
90
120
150

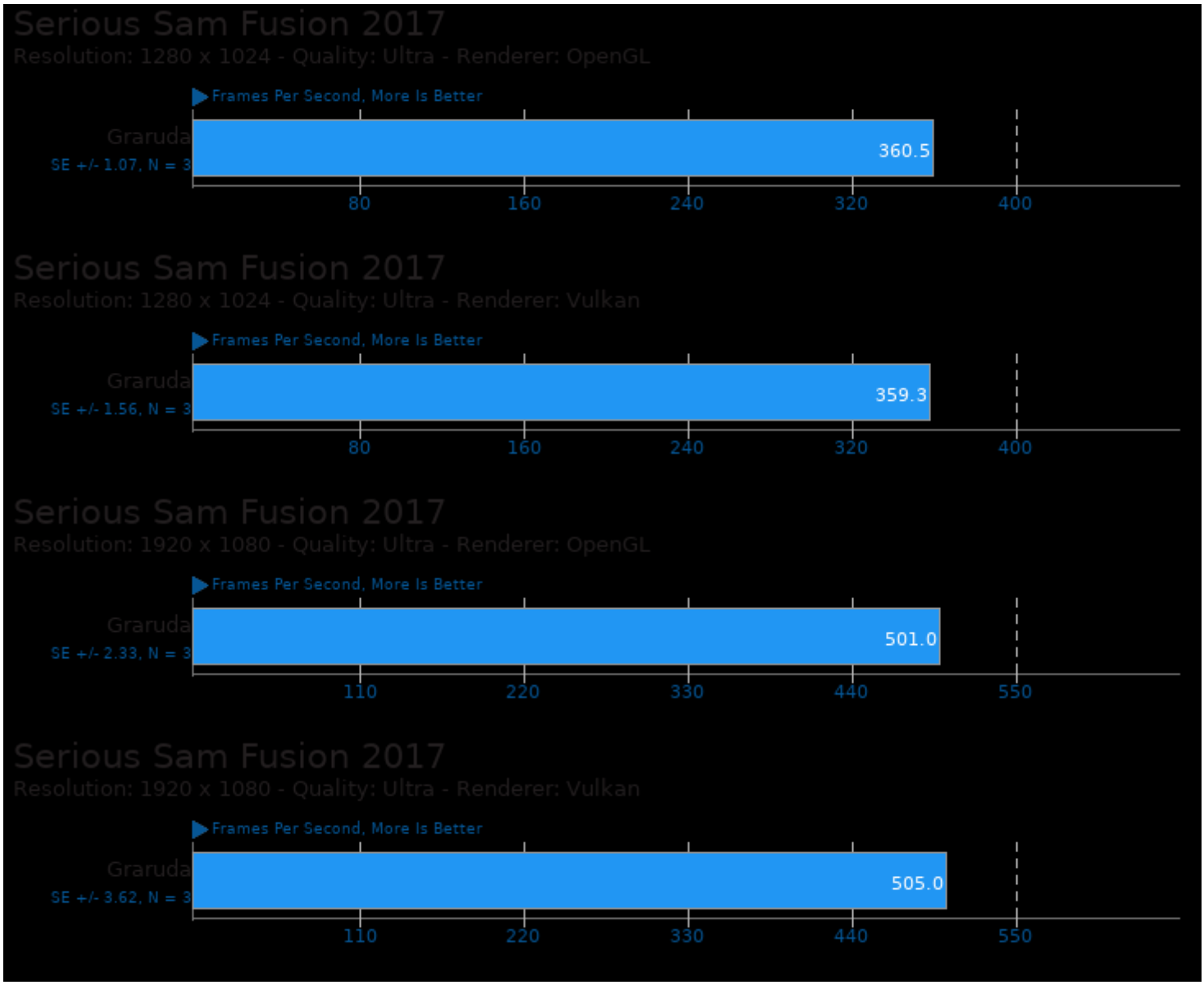

Batman: Arkham Origins
Resolution: 800 x 600
Frames Per Second, More Is Better
Graruda
SE +/- 2.07, N = 8
MIN: 4.61 / MAX: 240.49
236.37
50
100
150
200
250
Batman: Arkham Origins
Resolution: 1024 x 768
Frames Per Second, More Is Better
Graruda
SE +/- 0.04, N = 3
MIN: 187.64 / MAX: 240.09
238.56
50
100
150
200
250
Batman: Arkham Origins
Resolution: 1280 x 1024
Frames Per Second, More Is Better
Graruda
SE +/- 0.08, N = 3
MIN: 196.53 / MAX: 240.47
238.52
50
100
150
200
250
Batman: Arkham Origins
Resolution: 1920 x 1080
Frames Per Second, More Is Better
Graruda
SE +/- 0.12, N = 3
MIN: 182.66 / MAX: 240.62
238.39
50
100
150
200
250
Half-Life 2: Episode Two
Resolution: 800 x 600 - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 0.04, N = 3
74.95
20
40
60
80
100
Metro 2033 Redux
Frames Per Second, More Is Better
Graruda
SE +/- 1.13, N = 3
206.74
50
100
150
200
250


Metro: Last Light Redux
Resolution: 800 x 600
Frames Per Second, More Is Better
Graruda
SE +/- 3.57, N = 3
318.94
70
140
210
280
350
Metro: Last Light Redux
Resolution: 1024 x 768
Frames Per Second, More Is Better
Graruda
SE +/- 1.82, N = 3
294.46
60
120
180
240
300
Metro: Last Light Redux
Resolution: 1280 x 1024
Frames Per Second, More Is Better
Graruda
SE +/- 0.96, N = 3
280.38
60
120
180
240
300
Metro: Last Light Redux
Resolution: 1920 x 1080
Frames Per Second, More Is Better
Graruda
SE +/- 1.36, N = 3
225.55
50
100
150
200
250
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 2.65, N = 3
658.5
140
280
420
560
700
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: Low - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 0.35, N = 3
648.4
140
280
420
560
700


Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 1.90, N = 3
663.5
140
280
420
560
700
Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: Low - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 4.62, N = 3
656.4
140
280
420
560
700
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 2.21, N = 3
572.1
120
240
360
480
600
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: High - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 3.64, N = 3
575.7
120
240
360
480
600
Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 1.23, N = 3
548.3
120
240
360
480
600
Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: High - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 2.56, N = 3
544.2
120
240
360
480
600


Serious Sam Fusion 2017
Resolution: 1280 x 1024 - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 5.21, N = 3
665.8
140
280
420
560
700
Serious Sam Fusion 2017
Resolution: 1280 x 1024 - Quality: Low - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 3.46, N = 3
678.9
150
300
450
600
750
Serious Sam Fusion 2017
Resolution: 1920 x 1080 - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 3.58, N = 3
685.9
150
300
450
600
750
Serious Sam Fusion 2017
Resolution: 1920 x 1080 - Quality: Low - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 5.33, N = 3
680.0
150
300
450
600
750
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 1.15, N = 3
504.2
110
220
330
440
550
Serious Sam Fusion 2017
Resolution: 800 x 600 - Quality: Ultra - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 2.88, N = 3
503.8
110
220
330
440
550


Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 2.11, N = 3
449.0
100
200
300
400
500
Serious Sam Fusion 2017
Resolution: 1024 x 768 - Quality: Ultra - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 2.18, N = 3
447.5
100
200
300
400
500
Serious Sam Fusion 2017
Resolution: 1280 x 1024 - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 5.22, N = 4
458.7
100
200
300
400
500
Serious Sam Fusion 2017
Resolution: 1280 x 1024 - Quality: High - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 127.32, N = 15
592.5
130
260
390
520
650
Serious Sam Fusion 2017
Resolution: 1920 x 1080 - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
Graruda
SE +/- 4.16, N = 3
578.9
130
260
390
520
650
Serious Sam Fusion 2017
Resolution: 1920 x 1080 - Quality: High - Renderer: Vulkan
Frames Per Second, More Is Better
Graruda
SE +/- 3.59, N = 3
580.1
130
260
390
520
650




*This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 11:01.*