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retest

RAM 3600 3080TI 5950X

Test Systems:

Newram

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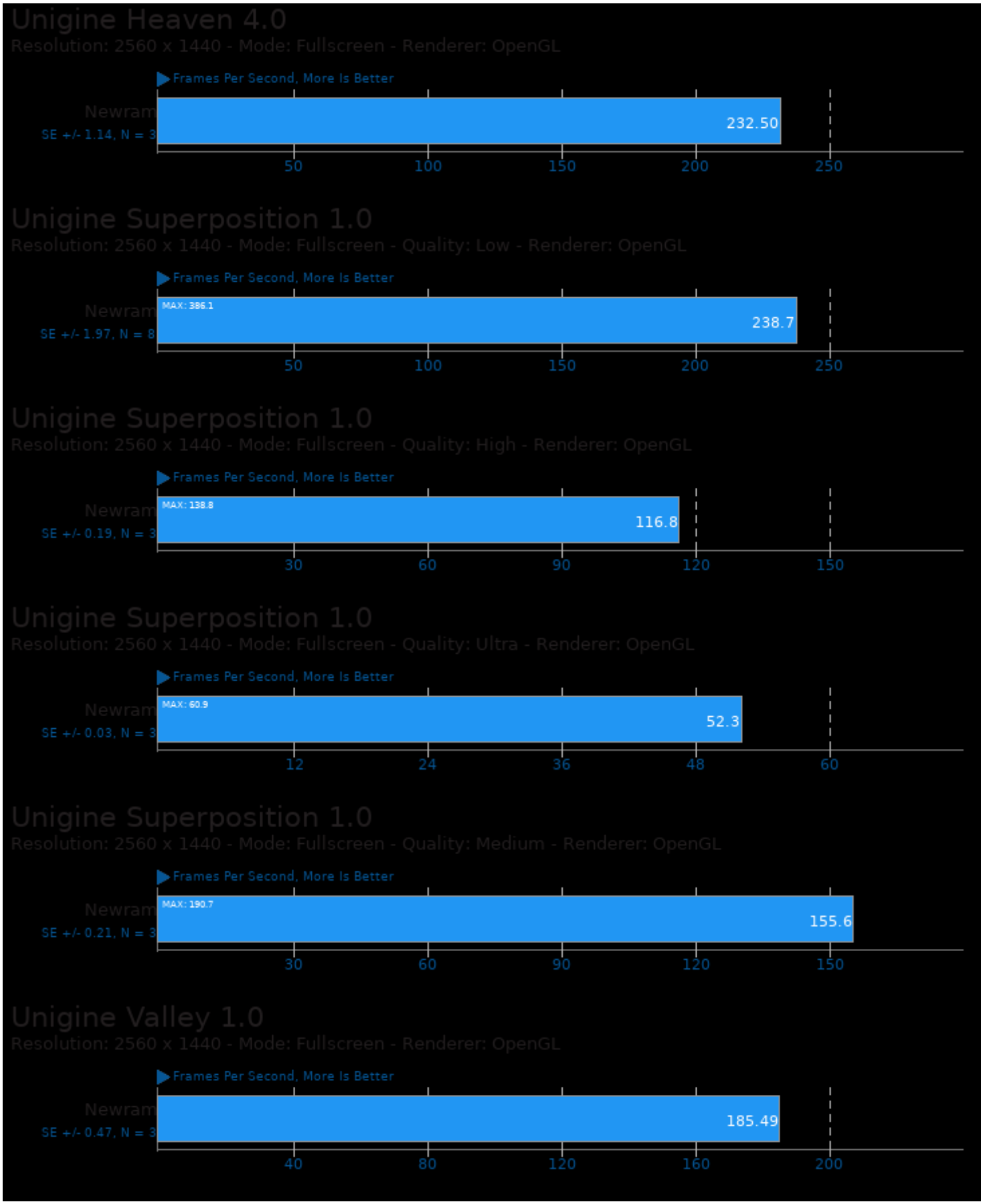
Processor: AMD Ryzen 9 5950X 16-Core @ 5.08GHz (16 Cores / 32 Threads), Motherboard: Gigabyte X570 AORUS MASTER (F36e BIOS), Chipset: AMD Starship/Matisse, Memory: 64GB, Disk: 500GB Western Digital WDS500G3X0C-00SJG0 + 1000GB Samsung SSD 860, Graphics: Gigabyte NVIDIA GeForce RTX 3080 Ti 12GB, Audio: NVIDIA Device 1aef, Monitor: PL2730Q, Network: Intel I211 + Realtek RTL8125 2.5GbE + Intel Wi-Fi 6 AX200

OS: Ubuntu 20.04, Kernel: 5.13.0-41-generic (x86_64), Desktop: GNOME Shell 3.36.9, Display Server: X Server 1.20.13, Display Driver: NVIDIA 510.60.02, OpenGL: 4.6.0, Compiler: GCC 9.4.0 + Clang 10.0.0-4ubuntu1 + CUDA 11.6, File-System: ext4, Screen Resolution: 2560x1440

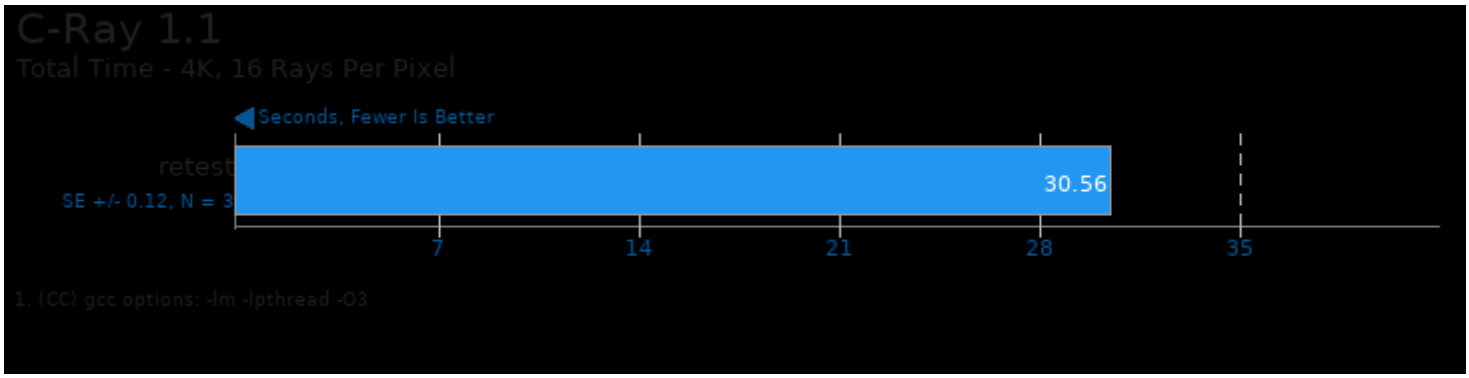
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Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,brig,d,fortran,objc,obj-c++,gm2 --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-Av3uEd/gcc-9-9.4.0/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: 0xa20120a
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 Retpolines IBPB: conditional IBRS_FW STIBP: always-on RSB filling + srbds: Not affected + tsx_async_abort: Not affected

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Unigine Heaven - 2560 x 1440 - Fullscreen - OpenGL (FPS)	232.500	
Standard Deviation	0.9%	
Unigine Superposition - 2560 x 1440 - Fullscreen - Low - OpenGL (FPS)	238.7	
Standard Deviation	2.3%	
Unigine Superposition - 2560 x 1440 - Fullscreen - High - OpenGL (FPS)	116.8	
Standard Deviation	0.3%	
Unigine Superposition - 2560 x 1440 - Fullscreen - Ultra - OpenGL (FPS)	52.3	
Standard Deviation	0.1%	
Unigine Superposition - 2560 x 1440 - Fullscreen - Medium - OpenGL (FPS)	155.6	
Standard Deviation	0.2%	
Unigine Valley - 2560 x 1440 - Fullscreen - OpenGL (FPS)	185.489	
Standard Deviation	0.4%	
C-Ray - Total Time - 4.1.R.P.P (sec)		30.564
Standard Deviation		0.7%


Unigine Heaven 4.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 1.14, N = 3
232.50
50
100
150
200
250
Unigine Superposition 1.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Quality: Low - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 1.97, N = 8
MAX: 386.1
238.7
50
100
150
200
250
Unigine Superposition 1.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Quality: High - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 0.19, N = 3
MAX: 138.8
116.8
30
60
90
120
150
Unigine Superposition 1.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Quality: Ultra - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 0.03, N = 3
MAX: 60.9
52.3
12
24
36
48
60
Unigine Superposition 1.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Quality: Medium - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 0.21, N = 3
MAX: 190.7
155.6
30
60
90
120
150
Unigine Valley 1.0
Resolution: 2560 x 1440 - Mode: Fullscreen - Renderer: OpenGL
Frames Per Second, More Is Better
Newram
SE +/- 0.47, N = 3
185.49
40
80
120
160
200

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This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 02:42.