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11600K June

Intel Core i5-11600K testing with a ASUS ROG STRIX Z590-I GAMING WIFI (1007 BIOS) and ASUS Intel RKL GT1 3GB on Ubuntu 21.10 via the Phoronix Test Suite.

Automated Executive Summary

C had the most wins, coming in first place for 53% of the tests.

Based on the geometric mean of all complete results, the fastest (C) was 1.002x the speed of the slowest (B). A was 0.999x the speed of C and B was 0.999x the speed of A.

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

Stress-NG (Test: CPU Cache) at 1.277x
AOM AV1 (Encoder Mode: Speed 10 Realtime - Input: Bosphorus 1080p) at 1.204x
Stress-NG (Test: Atomic) at 1.118x
Stress-NG (Test: Futex) at 1.089x
AOM AV1 (Encoder Mode: Speed 6 Realtime - Input: Bosphorus 1080p) at 1.066x
Renaissance (Test: Genetic Algorithm Using Jenetics + Futures) at 1.059x
WebP2 Image Encode (Encode Settings: Default) at 1.059x
Stress-NG (Test: Semaphores) at 1.057x
Renaissance (Test: Finagle HTTP Requests) at 1.048x

Stress-NG (Test: Matrix Math) at 1.046x.

Test Systems:

A

B

C

Processor: Intel Core i5-11600K @ 4.90GHz (6 Cores / 12 Threads), Motherboard: ASUS ROG STRIX Z590-I GAMING WIFI (1007 BIOS), Chipset: Intel Tiger Lake-H, Memory: 16GB, Disk: 1000GB Sabrent Rocket 4.0 Plus, Graphics: ASUS Intel RKL GT1 3GB (1300MHz), Audio: Intel Tiger Lake-H HD Audio, Monitor: DELL S2409W, Network: Intel I225-V + Intel Wi-Fi 6 AX210/AX211/AX411

OS: Ubuntu 21.10, Kernel: 5.13.0-27-generic (x86_64), Desktop: GNOME Shell 40.5, Display Server: X Server + Wayland, OpenGL: 4.6 Mesa 21.2.6, Vulkan: 1.2.182, Compiler: GCC 11.2.0, File-System: ext4, Screen Resolution: 1920x1080

Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-bootstrap --enable-cet --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++,m2 --enable-libphobos-checking=release --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-link-serialization=2 --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-targets=nvptx-none=/build/gcc-11-ZPT0kp/gcc-11-11.2.0/debian/tmp-nvptx/usr,amdgcn-amdhsa=/build/gcc-11-ZPT0kp/gcc-11-11.2.0/debian/tmp-gcn/usr --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-build-config=bootstrap-lto-lean --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: intel_pstate powersave (EPP: balance_performance) - CPU Microcode: 0x40 - Thermald 2.4.6
Java Notes: OpenJDK Runtime Environment (build 11.0.15+10-Ubuntu-0ubuntu0.21.10.1)
Python Notes: Python 3.9.7
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 Enhanced IBRS IBPB: conditional RSB filling + srbds: Not affected + tsx_async_abort: Not affected

	A	B	C
Xonotic - 1920 x 1080 - Low (FPS)	**324.3505126**	326.5456678	**326.8892184**
Normalized	99.22%	99.89%	100%
Xonotic - 1920 x 1080 - High (FPS)	**125.7953306**	126.0329017	**126.0727782**
Normalized	99.78%	99.97%	100%
Xonotic - 1920 x 1080 - Ultra (FPS)	**103.3372768**	103.5080164	**103.9013335**
Normalized	99.46%	99.62%	100%
Xonotic - 1920 x 1080 - Ultimate (FPS)	**81.0643511**	81.3916014	**81.4194906**
Normalized	99.56%	99.97%	100%
yquake2 - Vulkan - On - On - 1920 x 1080 (FPS)	**35.9**	36.1	**36.3**
Normalized	98.9%	99.45%	100%

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yquake2 - Vulkan - Off - On - 1920 x 1080 (FPS)	36.8	36.7	36.7
Normalized	100%	99.73%	99.73%
yquake2 - Vulkan - On - Off - 1920 x 1080 (FPS)	319	324.8	322.9
Normalized	98.21%	100%	99.42%
yquake2 - Vulkan - Off - Off - 1920 x 1080 (FPS)	331.8	340.5	330.9
Normalized	97.44%	100%	97.18%
yquake2 - OpenGL 3.x - On - On - 1920 x 1080 (FPS)	133.8	133.6	134
Normalized	99.85%	99.7%	100%
yquake2 - OpenGL 3.x - Off - On - 1920 x 1080 (FPS)	134.5	134.8	135
Normalized	99.63%	99.85%	100%
yquake2 - OpenGL 3.x - On - Off - 1920 x 1080 (FPS)	466.8	472	470.2
Normalized	98.9%	100%	99.62%
yquake2 - OpenGL 3.x - Off - Off - 1920 x 1080 (FPS)	491.8	496.1	490.3
Normalized	99.13%	100%	98.83%
yquake2 - Software CPU - On - On - 1920 x 1080 (FPS)	120	120.7	119.5
Normalized	99.42%	100%	99.01%
yquake2 - OpenGL ES 3.x - On - On - 1920 x 1080 (FPS)	134.4	134	133.6
Normalized	100%	99.7%	99.4%
yquake2 - Software CPU - Off - On - 1920 x 1080 (FPS)	123.3	122.9	123.6
Normalized	99.76%	99.43%	100%
yquake2 - Software CPU - On - Off - 1920 x 1080 (FPS)	120	120.3	120.3
Normalized	99.75%	100%	100%
yquake2 - OpenGL ES 3.x - Off - On - 1920 x 1080 (FPS)	134.3	135.2	135.2
Normalized	99.33%	100%	100%
yquake2 - OpenGL ES 3.x - On - Off - 1920 x 1080 (FPS)	475.5	473.4	471.3
Normalized	100%	99.56%	99.12%
yquake2 - Software CPU - Off - Off - 1920 x 1080 (FPS)	123.4	123.6	122.9
Normalized	99.84%	100%	99.43%
yquake2 - OpenGL ES 3.x - Off - Off - 1920 x 1080 (FPS)	491.1	495.7	490.7
Normalized	99.07%	100%	98.99%
yquake2 - S.C.C.L - On - On - 1920 x 1080 (FPS)	113.6	113.3	113.9
Normalized	99.74%	99.47%	100%
yquake2 - S.C.C.L - Off - On - 1920 x 1080 (FPS)	116.5	116.3	116.9
Normalized	99.66%	99.49%	100%

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yquake2 - S.C.C.L - On - Off - 1920 x 1080 (FPS)	113.7	114.2	114.1
Normalized	99.56%	100%	99.91%
yquake2 - S.C.C.L - Off - Off - 1920 x 1080 (FPS)	117.4	117.1	116.7
Normalized	100%	99.74%	99.4%
ParaView - Many Spheres - 1920 x 1080 (Frames / Sec)	5.74	5.75	5.74
Normalized	99.83%	100%	99.83%
ParaView - Many Spheres - 1920 x 1080 (MiPolys / Sec)	575.469	576.782	575.723
Normalized	99.77%	100%	99.82%
ParaView - Wavelet Volume - 1920 x 1080 (Frames / Sec)	48.09	48.27	48.2
Normalized	99.63%	100%	99.85%
ParaView - Wavelet Volume - 1920 x 1080 (MiVoxels / Sec)	769.445	772.336	771.235
Normalized	99.63%	100%	99.86%
ParaView - Wavelet Contour - 1920 x 1080 (Frames / Sec)	37.55	37.46	37.58
Normalized	99.92%	99.68%	100%
ParaView - Wavelet Contour - 1920 x 1080 (MiPolys / Sec)	391.271	390.385	391.642
Normalized	99.91%	99.68%	100%
Etcpak - Multi-Threaded - ETC2 (Mpx/s)	1857	1851	1859
Normalized	99.89%	99.56%	100%
Etcpak - Single-Threaded - ETC2 (Mpx/s)	283.612	283.413	283.422
Normalized	100%	99.93%	99.93%
OpenFOAM - motorBike - Mesh Time (sec)	51.24	51.51	51.56
Normalized	100%	99.48%	99.38%
OpenFOAM - motorBike - Execution Time	287.45	287.99	288.52
Normalized	100%	99.81%	99.63%
simdjson - Kostya (GB/s)	4.16	4.18	4.17
Normalized	99.52%	100%	99.76%
simdjson - TopTweet (GB/s)	8.41	8.41	8.43
Normalized	99.76%	99.76%	100%
simdjson - LargeRand (GB/s)	1.37	1.37	1.37
simdjson - PartialTweets (GB/s)	7.04	7.04	7.03
Normalized	100%	100%	99.86%
simdjson - DistinctUserID (GB/s)	8.62	8.63	8.51
Normalized	99.88%	100%	98.61%
Chia Blockchain VDF - Square Plain C++	203400	204300	204500
Normalized	99.46%	99.9%	100%
Chia Blockchain VDF - S.A.O (IPS)	239800	234600	239600
Normalized	100%	97.83%	99.92%
Renaissance - Scala Dotty (ms)	840.8	840.2	854.0
Normalized	99.93%	100%	98.38%
Renaissance - Rand Forest (ms)	543.4	553.4	536.8
Normalized	98.79%	97%	100%
Renaissance - ALS Movie Lens (ms)	14800	15107	15100
Normalized	100%	97.97%	98.01%
Renaissance - Apache Spark ALS (ms)	21611	22189	22069

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Normalized	100%	97.39%	97.92%
Renaissance - Apache Spark Bayes (ms)	1948	1950	1939
Normalized	99.53%	99.44%	100%
Renaissance - Savina Reactors.IO (ms)	8497	8487	8510
Normalized	99.88%	100%	99.73%
Renaissance - A.S.P (ms)	3131	3113	3158
Normalized	99.44%	100%	98.59%
Renaissance - F.H.R (ms)	3084	3022	2944
Normalized	95.45%	97.41%	100%
Renaissance - I.M.D.S (ms)	2637	2629	2581
Normalized	97.9%	98.19%	100%
Renaissance - A.U.C.T (ms)	10512	10505	10522
Normalized	99.93%	100%	99.84%
Renaissance - G.A.U.J.F (ms)	1420	1358	1341
Normalized	94.39%	98.71%	100%
Nettle - aes256 (Mbyte/s)	11286	11287	11295
Normalized	99.93%	99.94%	100%
Nettle - chacha (Mbyte/s)	1404	1404	1403
Normalized	99.99%	100%	99.95%
Nettle - sha512 (Mbyte/s)	693.2	692.63	692.4
Normalized	100%	99.92%	99.88%
Nettle - poly1305-aes (Mbyte/s)	4289	4291	4292
Normalized	99.94%	99.97%	100%
AOM AV1 - Speed 0 Two-Pass - Bosphorus 4K (FPS)	0.12	0.12	0.12
AOM AV1 - Speed 4 Two-Pass - Bosphorus 4K (FPS)	4.23	4.22	4.25
Normalized	99.53%	99.29%	100%
AOM AV1 - Speed 6 Realtime - Bosphorus 4K (FPS)	25.42	25.49	25.62
Normalized	99.22%	99.49%	100%
AOM AV1 - Speed 6 Two-Pass - Bosphorus 4K (FPS)	7.86	7.83	7.92
Normalized	99.24%	98.86%	100%
AOM AV1 - Speed 8 Realtime - Bosphorus 4K (FPS)	36.87	36.8	37.03
Normalized	99.57%	99.38%	100%
AOM AV1 - Speed 9 Realtime - Bosphorus 4K (FPS)	55.28	55.2	55.33
Normalized	99.91%	99.77%	100%
AOM AV1 - Speed 10 Realtime - Bosphorus 4K (FPS)	52.48	52.57	52.8
Normalized	99.39%	99.56%	100%
AOM AV1 - Speed 0 Two-Pass - Bosphorus 1080p (FPS)	0.4	0.4	0.41
Normalized	97.56%	97.56%	100%
AOM AV1 - Speed 4 Two-Pass - Bosphorus 1080p (FPS)	10.84	10.82	10.83
Normalized	100%	99.82%	99.91%
AOM AV1 - Speed 6 Realtime - Bosphorus 1080p (FPS)	55.81	53.19	56.68
Normalized	98.47%	93.84%	100%

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AOM AV1 - Speed 6 Two-Pass - Bosphorus 1080p (FPS)	**27.55**	**27.62**	27.57
Normalized	99.75%	100%	99.82%
AOM AV1 - Speed 8 Realtime - Bosphorus 1080p (FPS)	**132.23**	131.36	**130.56**
Normalized	100%	99.34%	98.74%
AOM AV1 - Speed 9 Realtime - Bosphorus 1080p (FPS)	141.97	**141.13**	**145.15**
Normalized	97.81%	97.23%	100%
AOM AV1 - Speed 10 Realtime - Bosphorus 1080p (FPS)	173.97	**146.13**	**175.96**
Normalized	98.87%	83.05%	100%
SVT-AV1 - Preset 4 - Bosphorus 4K (FPS)	**1.587**	1.592	**1.596**
Normalized	99.44%	99.75%	100%
SVT-AV1 - Preset 8 - Bosphorus 4K (FPS)	21.807	**21.724**	**21.812**
Normalized	99.98%	99.6%	100%
SVT-AV1 - Preset 10 - Bosphorus 4K (FPS)	**54.8**	54.954	**55.148**
Normalized	99.37%	99.65%	100%
SVT-AV1 - Preset 12 - Bosphorus 4K (FPS)	**73.904**	74.038	**74.537**
Normalized	99.15%	99.33%	100%
SVT-AV1 - Preset 4 - Bosphorus 1080p (FPS)	**5.285**	5.326	**5.334**
Normalized	99.08%	99.85%	100%
SVT-AV1 - Preset 8 - Bosphorus 1080p (FPS)	**81.637**	82.131	**82.183**
Normalized	99.34%	99.94%	100%
SVT-AV1 - Preset 10 - Bosphorus 1080p	165.307	**164.642**	**165.35**
Normalized	99.97%	99.57%	100%
SVT-AV1 - Preset 12 - Bosphorus 1080p	291.673	**290**	**291.779**
Normalized	99.96%	99.39%	100%
SVT-HEVC - 1 - Bosphorus 4K (FPS)	1.49	1.49	
SVT-HEVC - 7 - Bosphorus 4K (FPS)	30.04	**29.97**	**30.87**
Normalized	97.31%	97.08%	100%
SVT-HEVC - 10 - Bosphorus 4K (FPS)	55.69	**56.07**	**53.67**
Normalized	99.32%	100%	95.72%
SVT-VP9 - VMAF Optimized - Bosphorus 4K (FPS)	**38.48**	**38.2**	38.4
Normalized	100%	99.27%	99.79%
SVT-VP9 - VMAF Optimized - Bosphorus 1080p (FPS)	**135.35**	**134.5**	134.79
Normalized	100%	99.37%	99.59%
SVT-VP9 - P.S.O - Bosphorus 4K (FPS)	40.78	**40.69**	**40.92**
Normalized	99.66%	99.44%	100%
SVT-VP9 - P.S.O - Bosphorus 1080p (FPS)	**135.67**	**136.37**	135.73
Normalized	99.49%	100%	99.53%
SVT-VP9 - V.Q.O - Bosphorus 4K (FPS)	35.89	**35.93**	**35.81**
Normalized	99.89%	100%	99.67%
SVT-VP9 - V.Q.O - Bosphorus 1080p (FPS)	**121.71**	**121.34**	121.39
Normalized	100%	99.7%	99.74%
x264 - Bosphorus 4K (FPS)	**21.3**	21.49	**21.95**
Normalized	97.04%	97.9%	100%
x264 - Bosphorus 1080p (FPS)	**94.24**	**94.92**	94.73
Normalized	99.28%	100%	99.8%

OSPRay - particle_volume/ao/real_time (Items/sec)	3.13456	3.15645	3.24704
Normalized	96.54%	97.21%	100%
OSPRay - particle_volume/scivis/real_time (Items/sec)	3.17727	3.18912	3.17829
Normalized	99.63%	100%	99.66%
OSPRay - particle_volume/pathtracer/real_time	135.436	137.654	138.618
Normalized	97.7%	99.3%	100%
OSPRay - gravity_spheres_volume/dim_512/ao/real_time (Items/sec)	2.8053	2.81903	2.83787
Normalized	98.85%	99.34%	100%
OSPRay - gravity_spheres_volume/dim_512/scivis/real_time (Items/sec)	2.73896	2.76366	2.77442
Normalized	98.72%	99.61%	100%
OSPRay - gravity_spheres_volume/dim_512/pathtracer/real_time (Items/sec)	3.33405	3.40842	3.47843
Normalized	95.85%	97.99%	100%
7-Zip Compression - Compression Rating (MIPS)	54446	55184	55772
Normalized	97.62%	98.95%	100%
7-Zip Compression - D.R (MIPS)	44300	44389	44333
Normalized	99.8%	100%	99.87%
libavif avifenc - 0 (sec)	208.726	208.379	209.225
Normalized	99.83%	100%	99.6%
libavif avifenc - 2 (sec)	94.012	94.66	93.931
Normalized	99.91%	99.23%	100%
libavif avifenc - 6 (sec)	12.674	12.648	12.612
Normalized	99.51%	99.72%	100%
libavif avifenc - 6, Lossless (sec)	15.858	15.813	15.737
Normalized	99.24%	99.52%	100%
libavif avifenc - 10, Lossless (sec)	6.418	6.347	6.331
Normalized	98.64%	99.75%	100%
Timed Linux Kernel Compilation - defconfig (sec)	115.889	115.586	115.148
Normalized	99.36%	99.62%	100%
Timed Linux Kernel Compilation - allmodconfig (sec)	1494	1492	1487
Normalized	99.52%	99.66%	100%
OSPRay Studio - 1 - 4K - 1 - Path Tracer (ms)	12287	12406	12337
Normalized	100%	99.04%	99.59%
OSPRay Studio - 2 - 4K - 1 - Path Tracer (ms)	12467	12636	12420
Normalized	99.62%	98.29%	100%
OSPRay Studio - 3 - 4K - 1 - Path Tracer (ms)	14967	14864	14937
Normalized	99.31%	100%	99.51%
OSPRay Studio - 1 - 4K - 16 - Path Tracer	200708	200781	201271
Normalized	100%	99.96%	99.72%
OSPRay Studio - 1 - 4K - 32 - Path Tracer	399446	401148	400295
Normalized	100%	99.58%	99.79%

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OSPRay Studio - 2 - 4K - 16 - Path Tracer	**204483**	**205595**	204838
Normalized	100%	99.46%	99.83%
OSPRay Studio - 2 - 4K - 32 - Path Tracer	406401	**406357**	**408698**
Normalized	99.99%	100%	99.43%
OSPRay Studio - 3 - 4K - 16 - Path Tracer	**243471**	243039	**241875**
Normalized	99.34%	99.52%	100%
OSPRay Studio - 3 - 4K - 32 - Path Tracer	483397	**483437**	**482619**
Normalized	99.84%	99.83%	100%
OSPRay Studio - 1 - 1080p - 1 - Path Tracer (ms)	**3130**	3129	**3125**
Normalized	99.84%	99.87%	100%
OSPRay Studio - 2 - 1080p - 1 - Path Tracer (ms)	**3181**	**3181**	**3182**
Normalized	100%	100%	99.97%
OSPRay Studio - 3 - 1080p - 1 - Path Tracer (ms)	**3789**	3787	**3784**
Normalized	99.87%	99.92%	100%
OSPRay Studio - 1 - 1080p - 16 - Path Tracer (ms)	**49817**	**50010**	49925
Normalized	100%	99.61%	99.78%
OSPRay Studio - 1 - 1080p - 32 - Path Tracer (ms)	**102912**	**102323**	102847
Normalized	99.43%	100%	99.49%
OSPRay Studio - 2 - 1080p - 16 - Path Tracer (ms)	**50823**	50794	**50433**
Normalized	99.23%	99.29%	100%
OSPRay Studio - 2 - 1080p - 32 - Path Tracer (ms)	**104762**	**104274**	104367
Normalized	99.53%	100%	99.91%
OSPRay Studio - 3 - 1080p - 16 - Path Tracer (ms)	63026	**63675**	**62825**
Normalized	99.68%	98.67%	100%
OSPRay Studio - 3 - 1080p - 32 - Path Tracer (ms)	123582	**124146**	**123412**
Normalized	99.86%	99.41%	100%
WebP2 Image Encode - Default (sec)	**4.289**	**4.542**	4.475
Normalized	100%	94.43%	95.84%
WebP2 Image Encode - Q.7.C.E.7 (sec)	**270.852**	269.803	**268.555**
Normalized	99.15%	99.54%	100%
WebP2 Image Encode - Q.9.C.E.7 (sec)	558.574	**559.794**	**557.208**
Normalized	99.76%	99.54%	100%
WebP2 Image Encode - Q.1.C.E.5 (sec)	6.865	**6.842**	**6.868**
Normalized	99.66%	100%	99.62%
WebP2 Image Encode - Q.1.L.C (sec)	1191	**1193**	**1184**
Normalized	99.37%	99.18%	100%
GROMACS - MPI CPU - water_GMX50_bare (Ns/Day)	**0.681**	**0.68**	**0.68**
Normalized	100%	99.85%	99.85%
TensorFlow Lite - SqueezeNet (us)	**2874**	2824	**2789**
Normalized	97.05%	98.78%	100%
TensorFlow Lite - Inception V4 (us)	40935	**40979**	**40854**
Normalized	99.8%	99.69%	100%

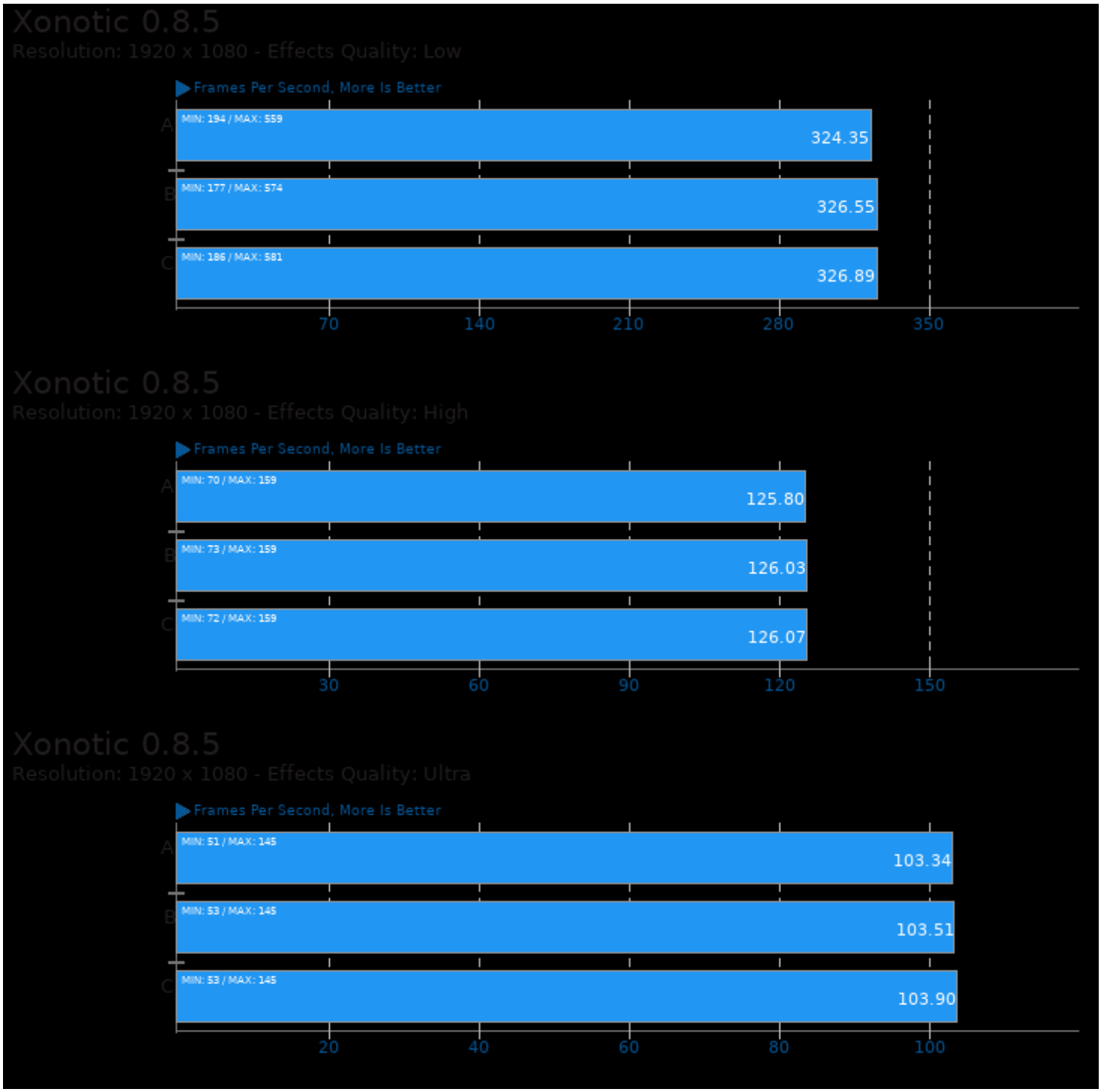
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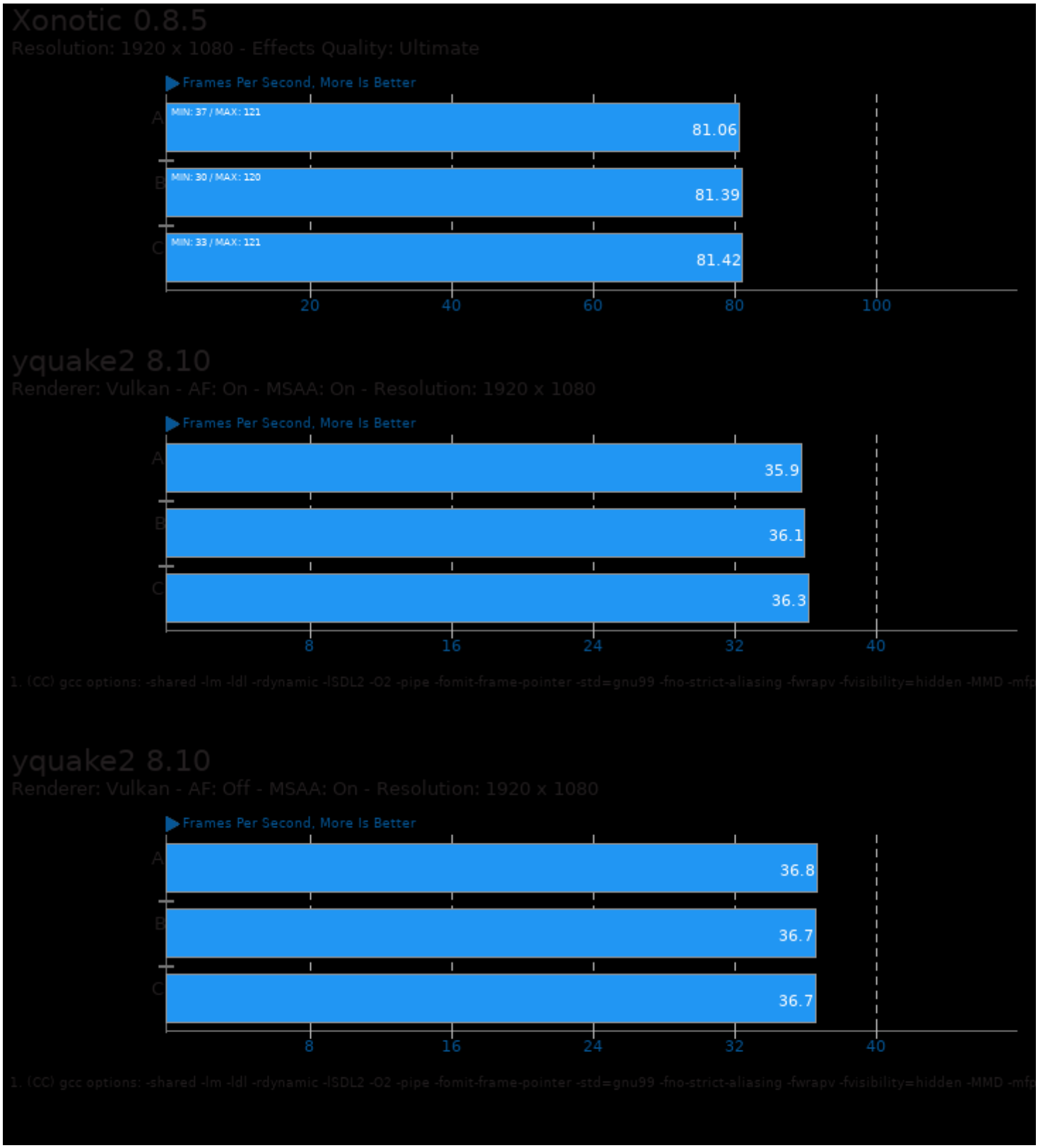
TensorFlow Lite - NASNet Mobile (us)	9284	**9120**	**9319**
Normalized	98.23%	100%	97.86%
TensorFlow Lite - Mobilenet Float (us)	**2549**	2546	**2531**
Normalized	99.27%	99.38%	100%
TensorFlow Lite - Mobilenet Quant (us)	**4083**	4105	**4209**
Normalized	100%	99.46%	97.01%
TensorFlow Lite - I.R.V (us)	38445	**38573**	**38374**
Normalized	99.82%	99.49%	100%
Stress-NG - MMAP (Bogo Ops/s)	**148.8**	148.87	**149.43**
Normalized	99.58%	99.63%	100%
Stress-NG - NUMA (Bogo Ops/s)	**236.56**	236.93	**237.43**
Normalized	99.63%	99.79%	100%
Stress-NG - Futex (Bogo Ops/s)	**1432403**	**1559984**	1479368
Normalized	91.82%	100%	94.83%
Stress-NG - MEMFD (Bogo Ops/s)	**648.88**	**655**	653
Normalized	99.07%	100%	99.69%
Stress-NG - Atomic (Bogo Ops/s)	**346597**	342886	**309931**
Normalized	100%	98.93%	89.42%
Stress-NG - Crypto (Bogo Ops/s)	**9744**	9765	**9802**
Normalized	99.41%	99.62%	100%
Stress-NG - Malloc (Bogo Ops/s)	4843990	**4871014**	**4831734**
Normalized	99.45%	100%	99.19%
Stress-NG - Forking (Bogo Ops/s)	56108	**56461**	**55930**
Normalized	99.38%	100%	99.06%
Stress-NG - IO_uring (Bogo Ops/s)	**24658**	24639	**24066**
Normalized	100%	99.92%	97.6%
Stress-NG - SENDFILE (Bogo Ops/s)	163485	**163717**	**157542**
Normalized	99.86%	100%	96.23%
Stress-NG - CPU Cache (Bogo Ops/s)	**196.76**	182.96	**154.13**
Normalized	100%	92.99%	78.33%
Stress-NG - CPU Stress (Bogo Ops/s)	**16645**	16717	**17205**
Normalized	96.74%	97.16%	100%
Stress-NG - Semaphores (Bogo Ops/s)	912086	**911632**	**963850**
Normalized	94.63%	94.58%	100%
Stress-NG - Matrix Math (Bogo Ops/s)	**39895**	39787	**38150**
Normalized	100%	99.73%	95.63%
Stress-NG - Vector Math (Bogo Ops/s)	**41989**	42045	**42046**
Normalized	99.86%	100%	100%
Stress-NG - x86_64 RdRand (Bogo Ops/s)	**78067**	78068	**78072**
Normalized	99.99%	100%	100%
Stress-NG - Memory Copying (Bogo Ops/s)	**1133**	1150	**1176**
Normalized	96.3%	97.76%	100%
Stress-NG - Socket Activity (Bogo Ops/s)	7420	**7325**	**7497**
Normalized	98.97%	97.71%	100%
Stress-NG - Context Switching (Bogo Ops/s)	**3180659**	**3165739**	3177396
Normalized	100%	99.53%	99.9%
Stress-NG - G.C.S.F (Bogo Ops/s)	1182934	**1161928**	**1195738**
Normalized	98.93%	97.17%	100%
Stress-NG - G.Q.D.S (Bogo Ops/s)	**129.17**	**127.5**	128.73
Normalized	100%	98.71%	99.66%
Stress-NG - S.V.M.P (Bogo Ops/s)	**7588415**	7602282	**7616885**
Normalized	99.63%	99.81%	100%
Blender - BMW27 - CPU-Only (sec)	**201.75**	200.38	**199.01**

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Normalized	98.64%	99.32%	100%
Blender - Classroom - CPU-Only (sec)	**560.48**	557.32	**555.83**
Normalized	99.17%	99.73%	100%
Blender - Fishy Cat - CPU-Only (sec)	268.26	**268.92**	**267.03**
Normalized	99.54%	99.3%	100%
Blender - Barbershop - CPU-Only (sec)	2225	**2227**	**2213**
Normalized	99.47%	99.39%	100%
Blender - Pabellon Barcelona - CPU-Only	**714.16**	711.78	**706.67**
Normalized	98.95%	99.28%	100%
nginx - 1 (Reqs/sec)	121928	**121304**	**122185**
Normalized	99.79%	99.28%	100%
nginx - 20 (Reqs/sec)	553889	**554412**	**553147**
Normalized	99.91%	100%	99.77%
nginx - 100 (Reqs/sec)	**527229**	527599	**531136**
Normalized	99.26%	99.33%	100%
nginx - 200 (Reqs/sec)	**506469**	**511208**	509882
Normalized	99.07%	100%	99.74%
nginx - 500 (Reqs/sec)	493742	**493745**	**491270**
Normalized	100%	100%	99.5%
nginx - 1000 (Reqs/sec)	**469668**	**468723**	469420
Normalized	100%	99.8%	99.95%
Chaos Group V-RAY - CPU (vsamples)	8247	**8196**	**8293**
Normalized	99.45%	98.83%	100%
InfluxDB - 4 - 10000 - 2,5000,1 - 10000	**1535608**		**1548226**
Normalized	99.19%		100%
InfluxDB - 64 - 10000 - 2,5000,1 - 10000 (val/sec)	**1538739**		**1549272**
Normalized	99.32%		100%

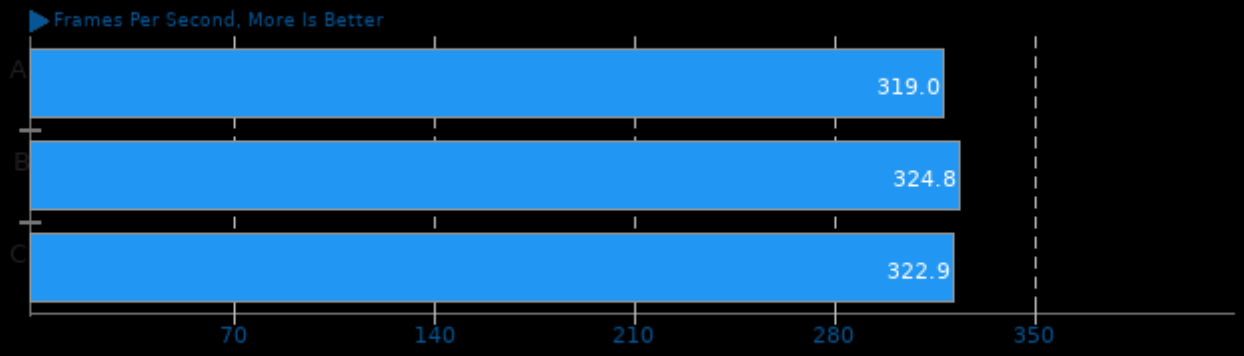
11600K June


Xonotic 0.8.5
Resolution: 1920 x 1080 - Effects Quality: Low
Frames Per Second, More Is Better
A
MIN: 194 / MAX: 559
324.35
B
MIN: 177 / MAX: 574
326.55
C
MIN: 186 / MAX: 581
326.89
70
140
210
280
350
Xonotic 0.8.5
Resolution: 1920 x 1080 - Effects Quality: High
Frames Per Second, More Is Better
A
MIN: 70 / MAX: 159
125.80
B
MIN: 73 / MAX: 159
126.03
C
MIN: 72 / MAX: 159
126.07
30
60
90
120
150
Xonotic 0.8.5
Resolution: 1920 x 1080 - Effects Quality: Ultra
Frames Per Second, More Is Better
A
MIN: 51 / MAX: 145
103.34
B
MIN: 53 / MAX: 145
103.51
C
MIN: 53 / MAX: 145
103.90
20
40
60
80
100


Xonotic 0.8.5
Resolution: 1920 x 1080 - Effects Quality: Ultimate
Frames Per Second, More Is Better
A
MIN: 37 / MAX: 121
81.06
B
MIN: 30 / MAX: 120
81.39
C
MIN: 33 / MAX: 121
81.42
20
40
60
80
100
yquake2 8.10
Renderer: Vulkan - AF: On - MSAA: On - Resolution: 1920 x 1080
Frames Per Second, More Is Better
A
35.9
B
36.1
C
36.3
8
16
24
32
40
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf
yquake2 8.10
Renderer: Vulkan - AF: Off - MSAA: On - Resolution: 1920 x 1080
Frames Per Second, More Is Better
A
36.8
B
36.7
C
36.7
8
16
24
32
40
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

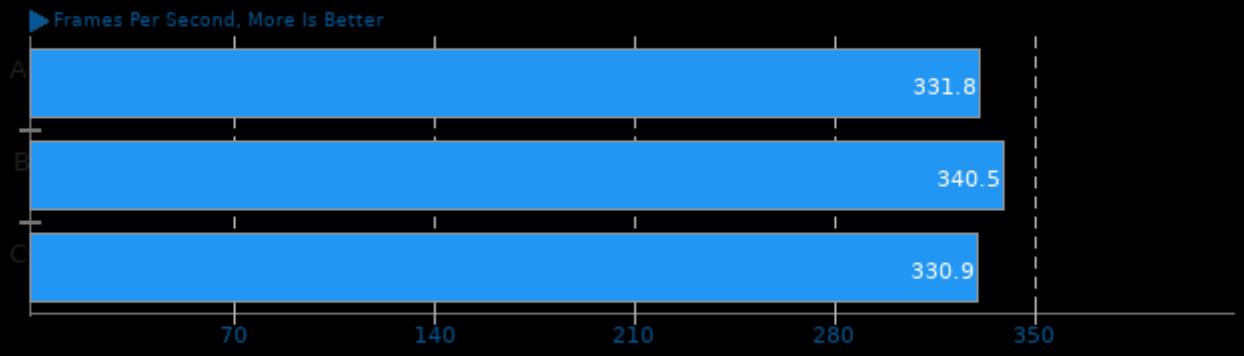
Renderer: Vulkan - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

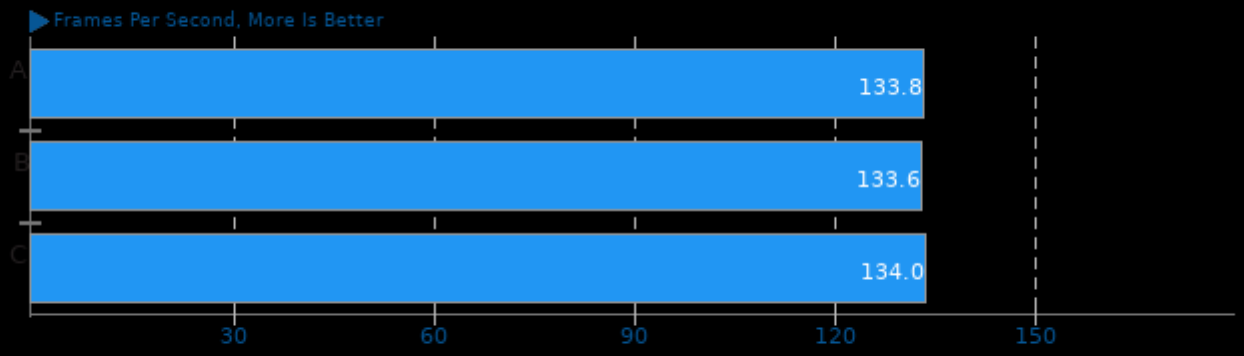
Renderer: Vulkan - AF: Off - MSAA: Off - Resolution: 1920 x 1080



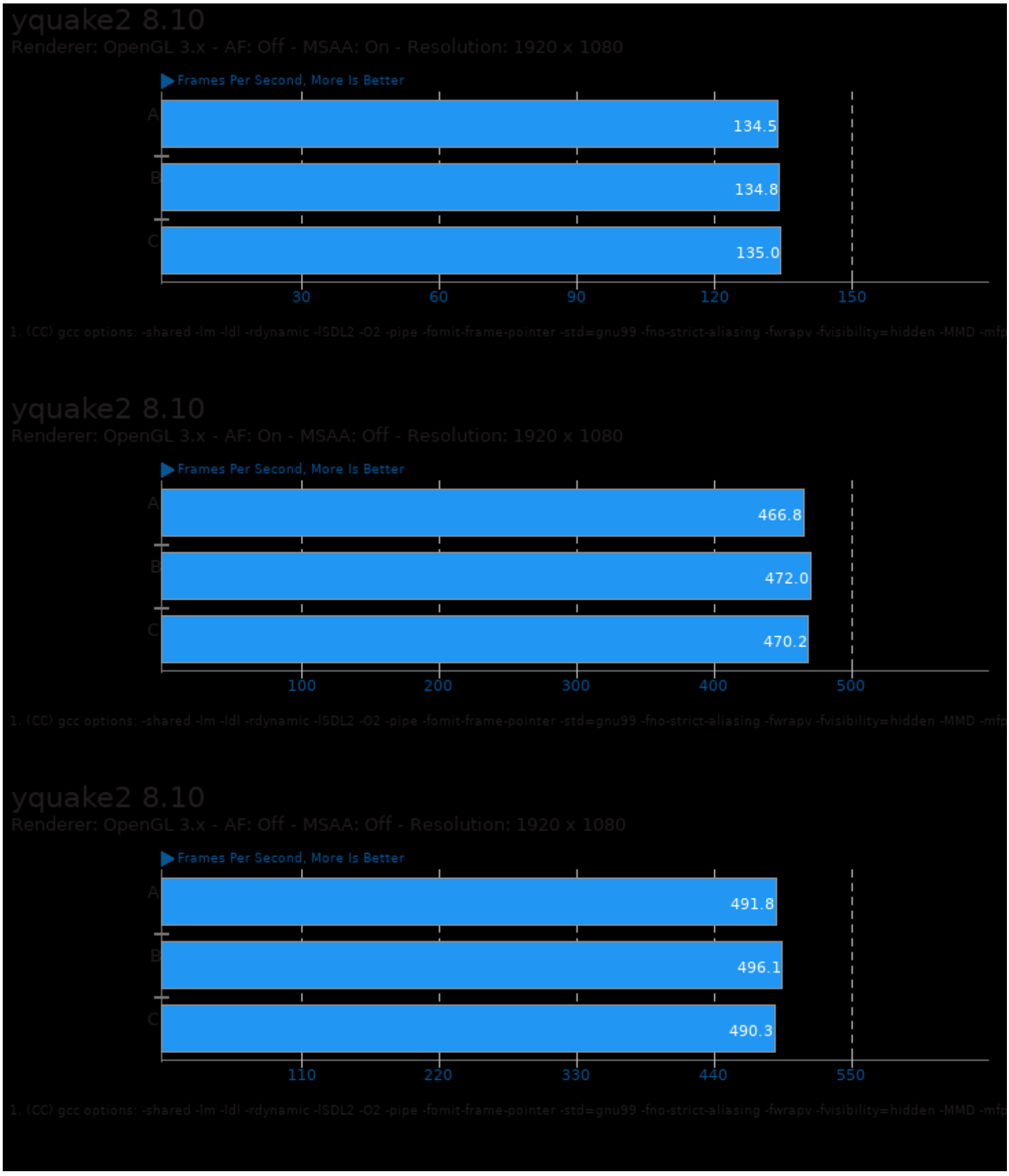
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

Renderer: OpenGL 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080

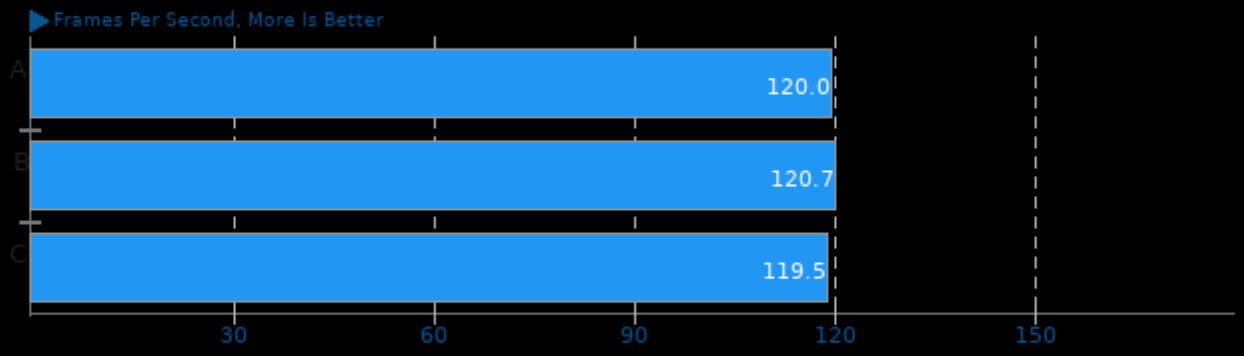


1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf


yquake2 8.10
Renderer: OpenGL 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080
Frames Per Second, More Is Better
A
B
C
134.5
134.8
135.0
30
60
90
120
150
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf
yquake2 8.10
Renderer: OpenGL 3.x - AF: On - MSAA: Off - Resolution: 1920 x 1080
Frames Per Second, More Is Better
A
B
C
466.8
472.0
470.2
100
200
300
400
500
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf
yquake2 8.10
Renderer: OpenGL 3.x - AF: Off - MSAA: Off - Resolution: 1920 x 1080
Frames Per Second, More Is Better
A
B
C
491.8
496.1
490.3
110
220
330
440
550
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

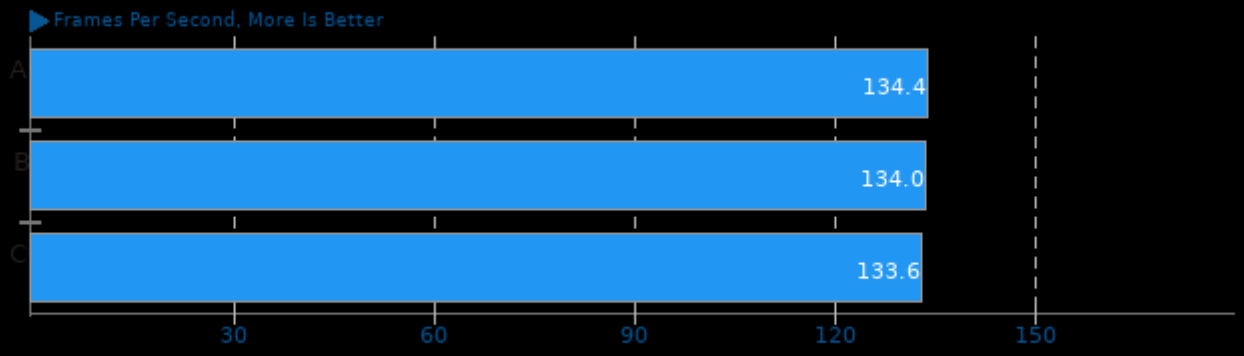
Renderer: Software CPU - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

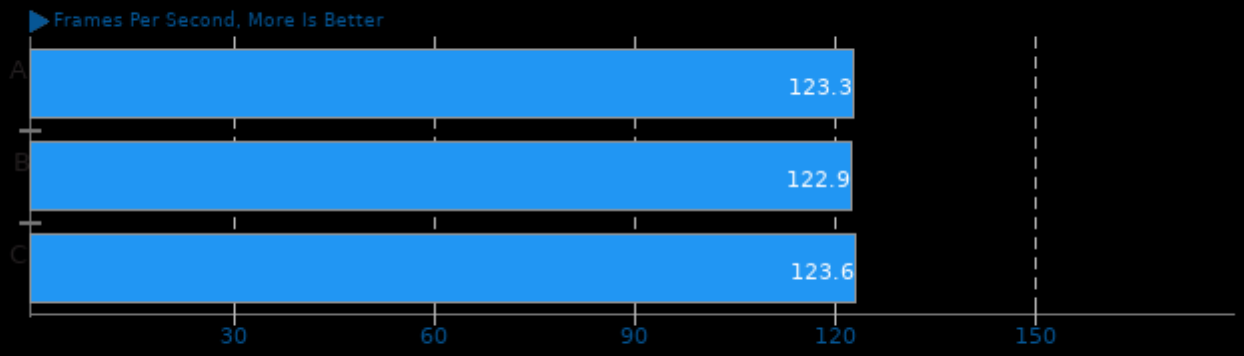
Renderer: OpenGL ES 3.x - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

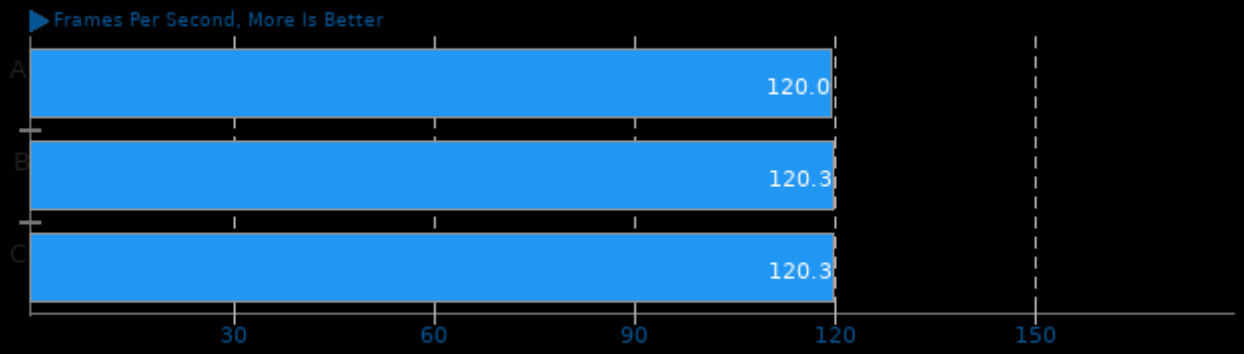
Renderer: Software CPU - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

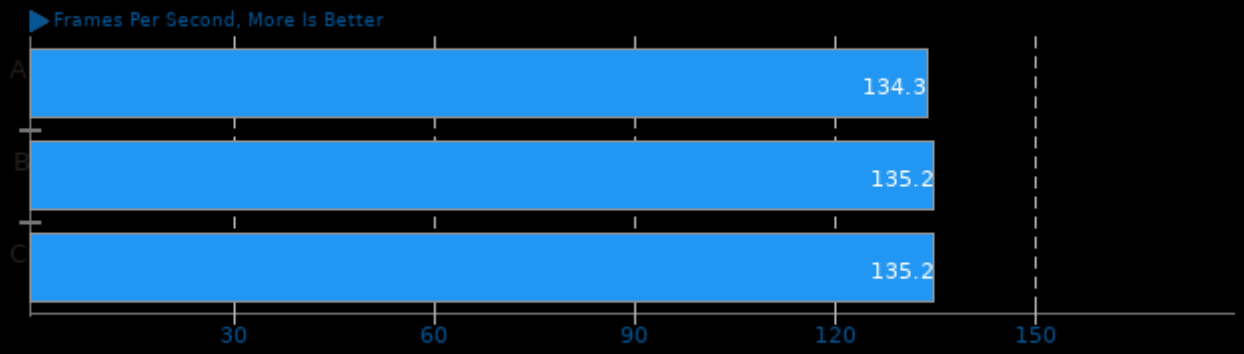
Renderer: Software CPU - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

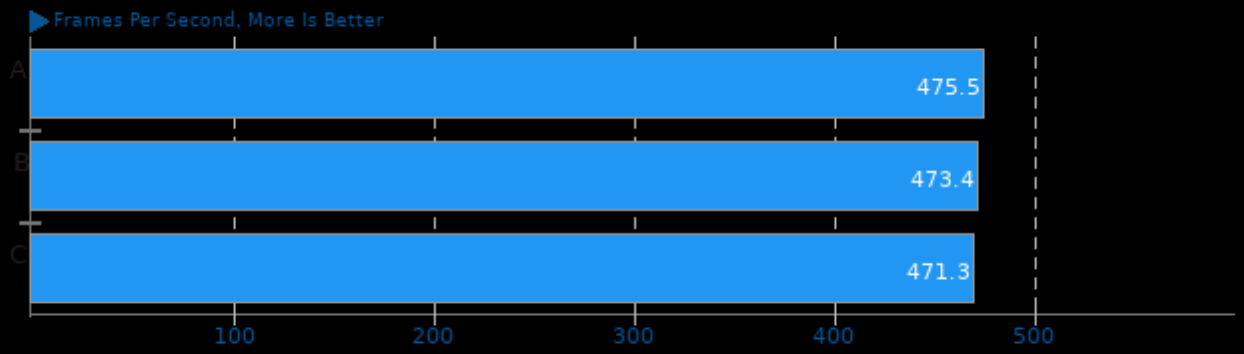
Renderer: OpenGL ES 3.x - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

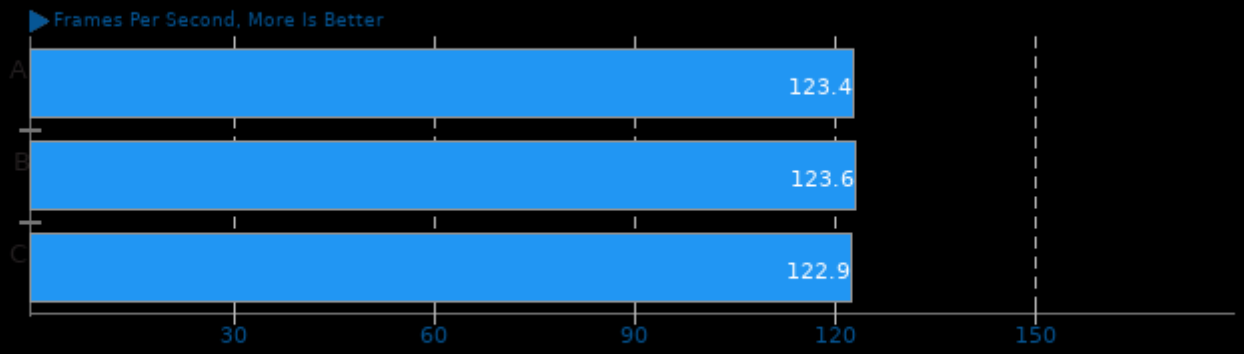
Renderer: OpenGL ES 3.x - AF: On - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

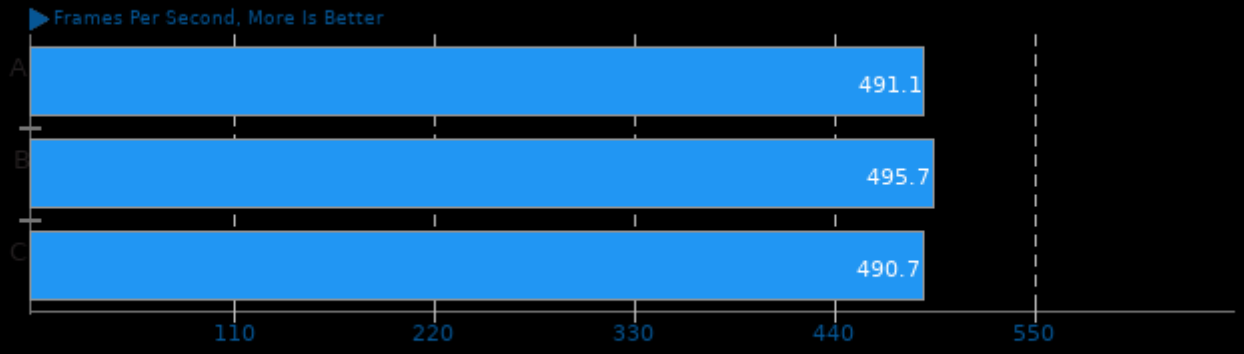
Renderer: Software CPU - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

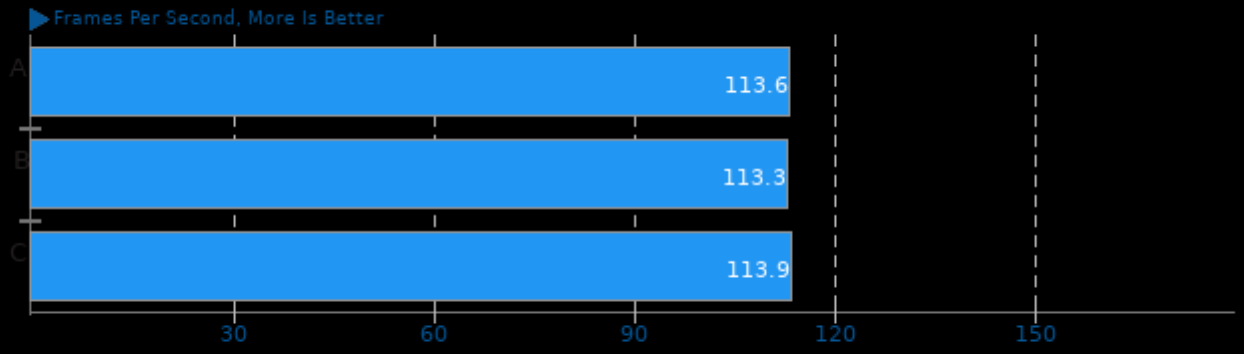
Renderer: OpenGL ES 3.x - AF: Off - MSAA: Off - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

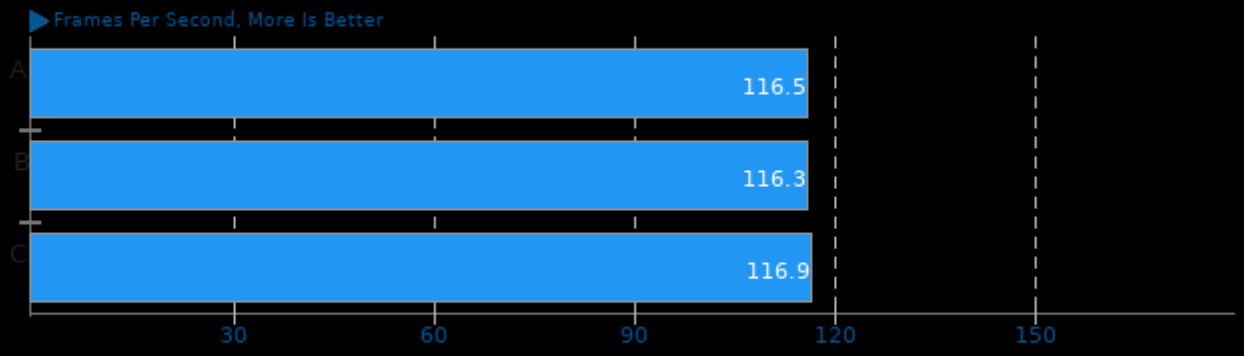
Renderer: Software CPU Color Light - AF: On - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

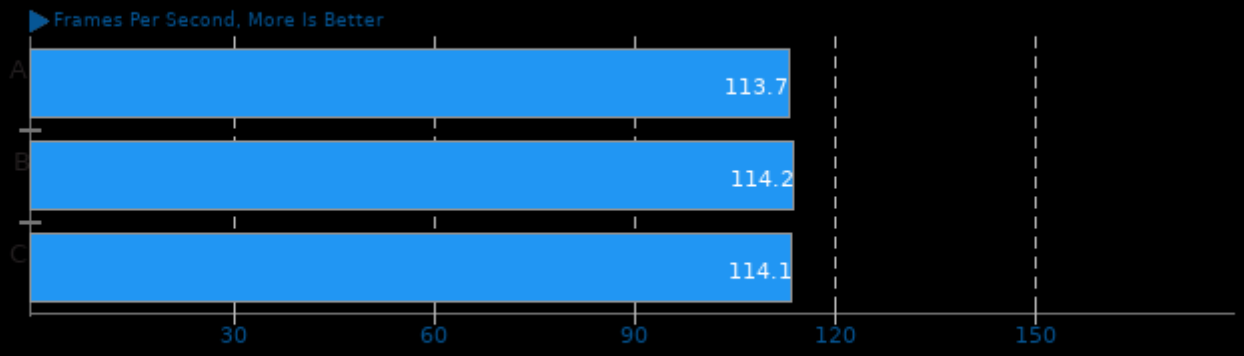
Renderer: Software CPU Color Light - AF: Off - MSAA: On - Resolution: 1920 x 1080



1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

yquake2 8.10

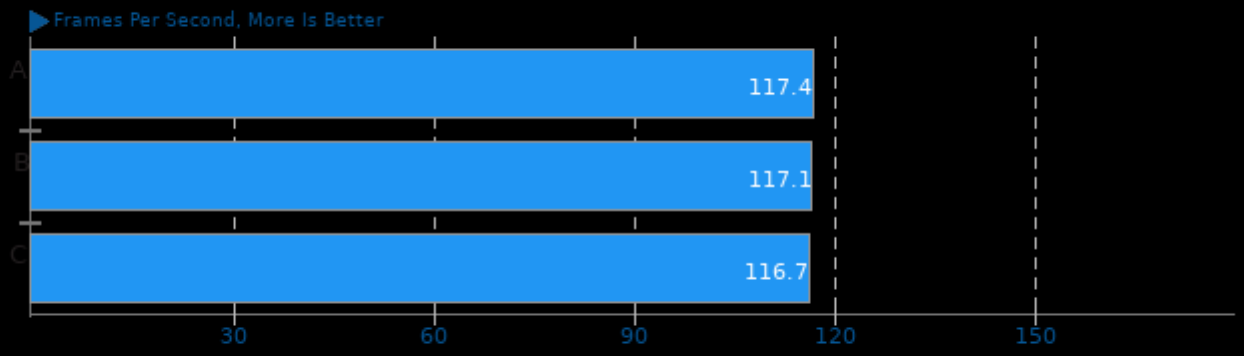
Renderer: Software CPU Color Light - AF: On - MSAA: Off - Resolution: 1920 x 1080



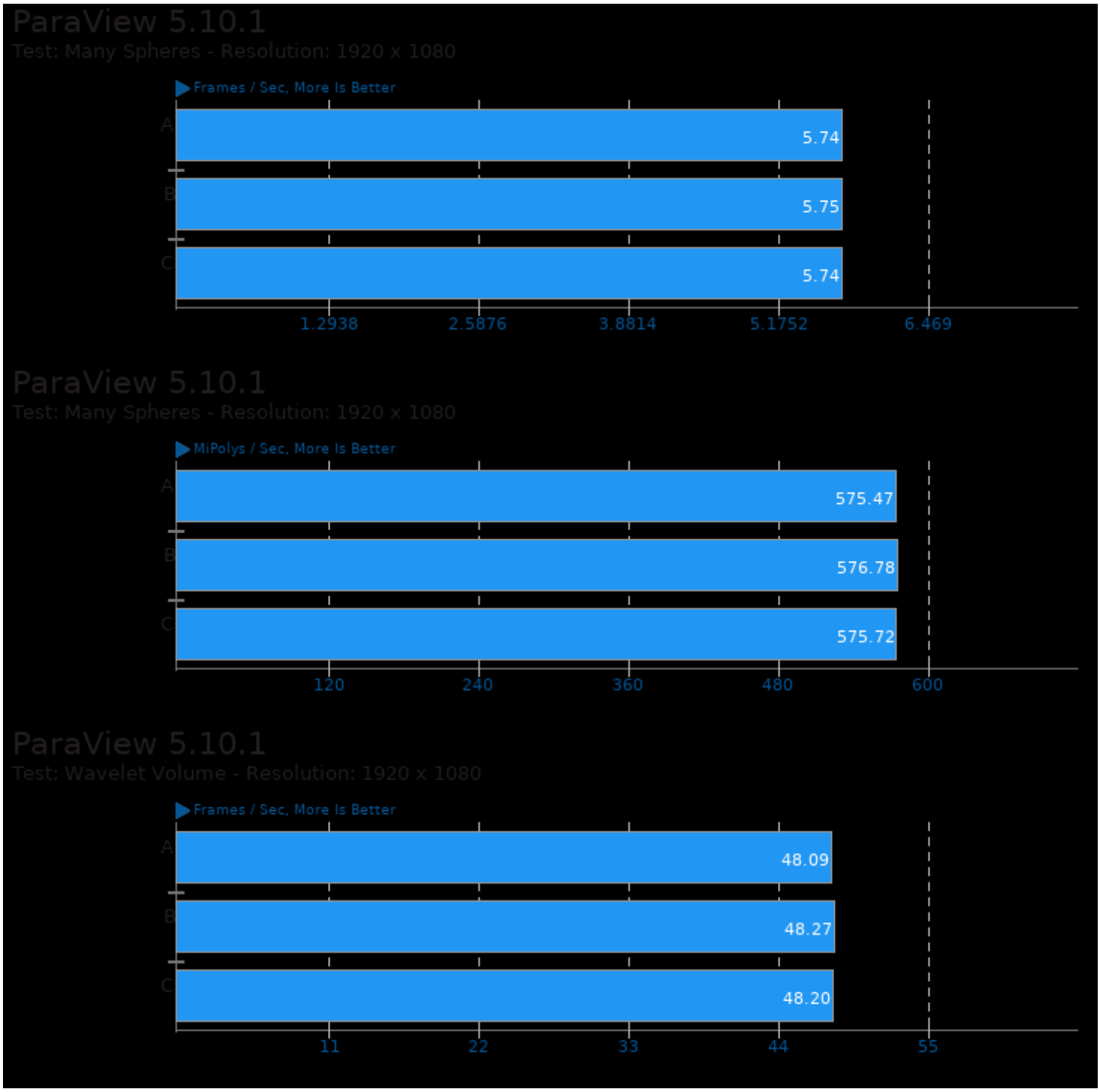
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf

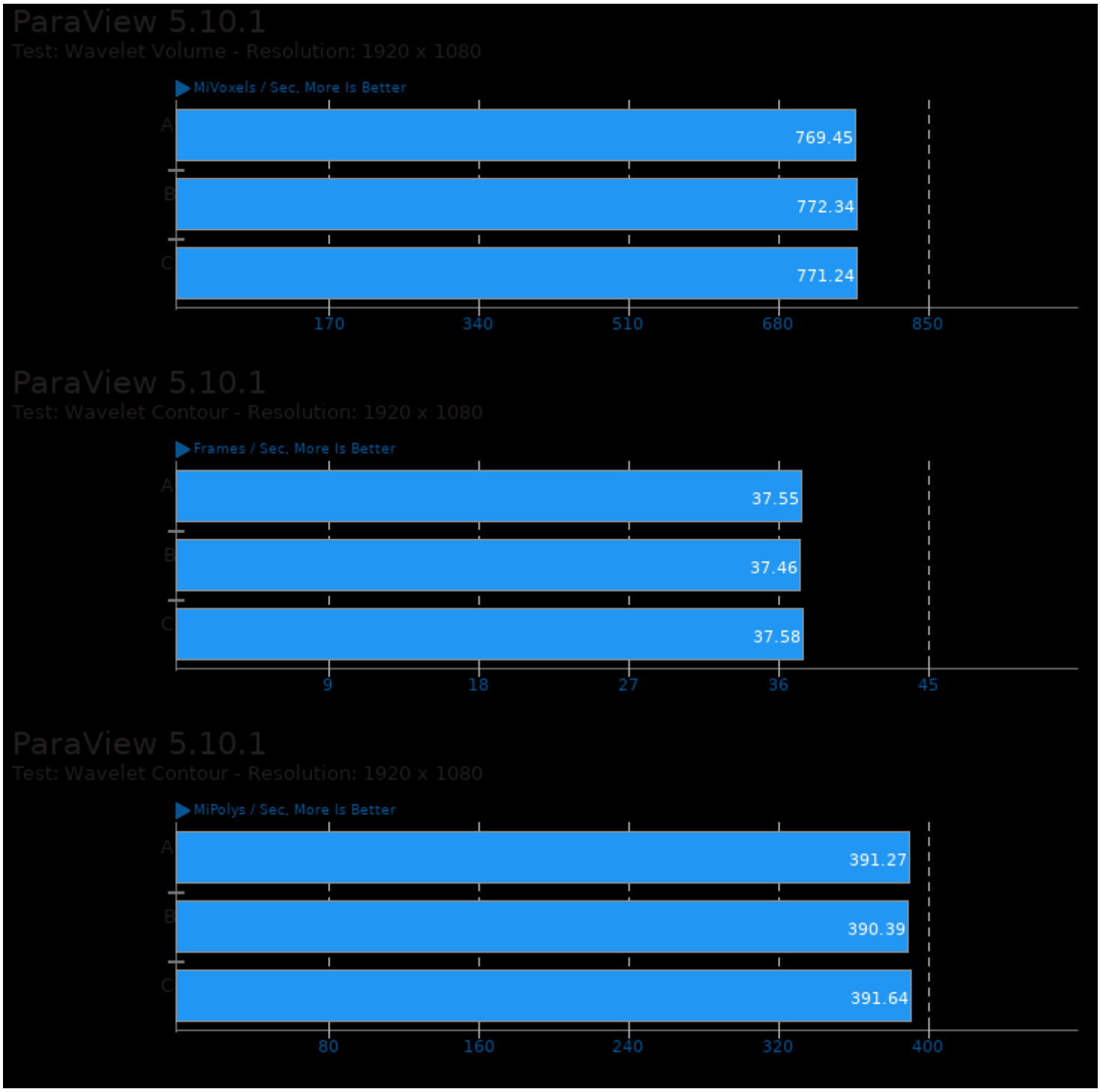
yquake2 8.10

Renderer: Software CPU Color Light - AF: Off - MSAA: Off - Resolution: 1920 x 1080



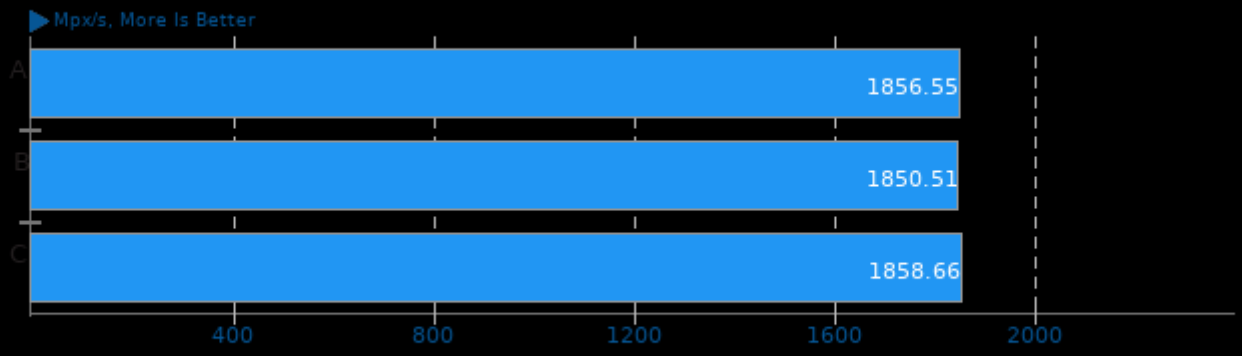
1. (CC) gcc options: -shared -lm -ldl -rdynamic -lSDL2 -O2 -pipe -fomit-frame-pointer -std=gnu99 -fno-strict-aliasing -fwrapv -fvisibility=hidden -MMD -mf


ParaView 5.10.1
Test: Many Spheres - Resolution: 1920 x 1080
Frames / Sec, More Is Better
A
B
C
5.74
5.75
5.74
1.2938
2.5876
3.8814
5.1752
6.469
ParaView 5.10.1
Test: Many Spheres - Resolution: 1920 x 1080
MiPolys / Sec, More Is Better
A
B
C
575.47
576.78
575.72
120
240
360
480
600
ParaView 5.10.1
Test: Wavelet Volume - Resolution: 1920 x 1080
Frames / Sec, More Is Better
A
B
C
48.09
48.27
48.20
11
22
33
44
55


ParaView 5.10.1
Test: Wavelet Volume - Resolution: 1920 x 1080
MiVoxels / Sec, More Is Better
A
769.45
B
772.34
C
771.24
170
340
510
680
850
ParaView 5.10.1
Test: Wavelet Contour - Resolution: 1920 x 1080
Frames / Sec, More Is Better
A
37.55
B
37.46
C
37.58
9
18
27
36
45
ParaView 5.10.1
Test: Wavelet Contour - Resolution: 1920 x 1080
MiPolys / Sec, More Is Better
A
391.27
B
390.39
C
391.64
80
160
240
320
400

Etcpak 1.0

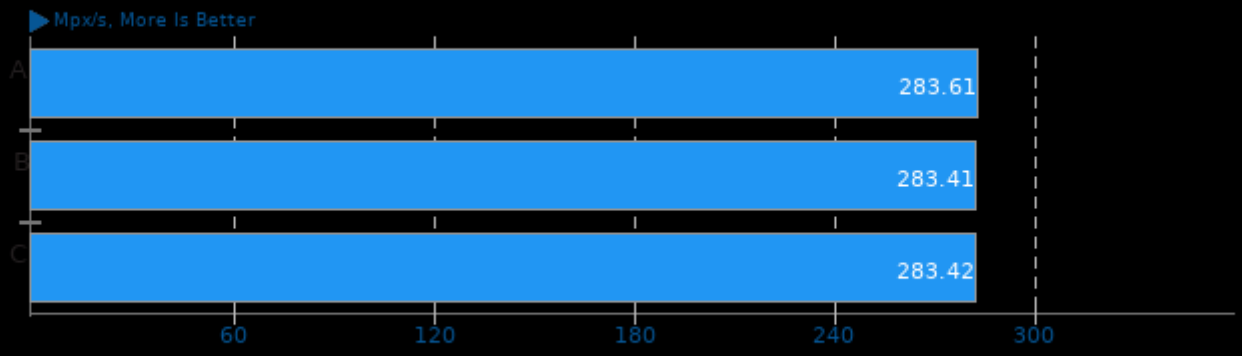
Benchmark: Multi-Threaded - Configuration: ETC2



1. (CXX) g++ options: -O3 -march=native -std=c++11 -lpthread

Etcpak 1.0

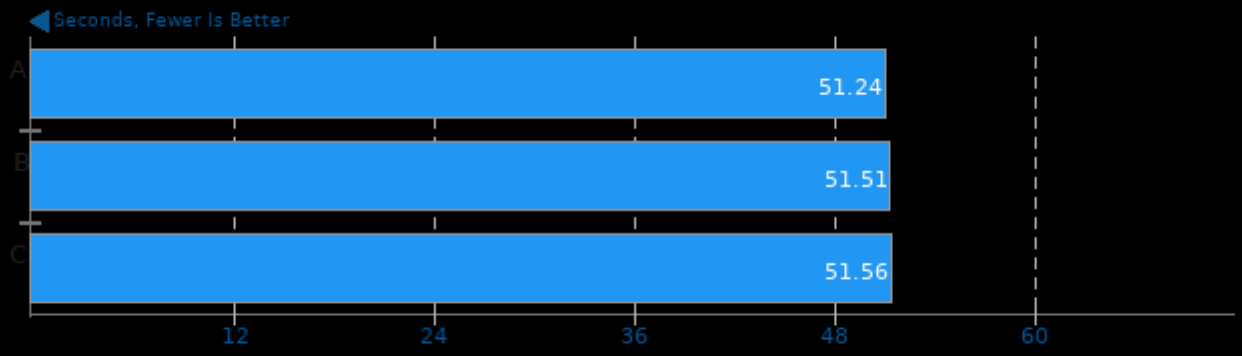
Benchmark: Single-Threaded - Configuration: ETC2



1. (CXX) g++ options: -O3 -march=native -std=c++11 -lpthread

OpenFOAM 9

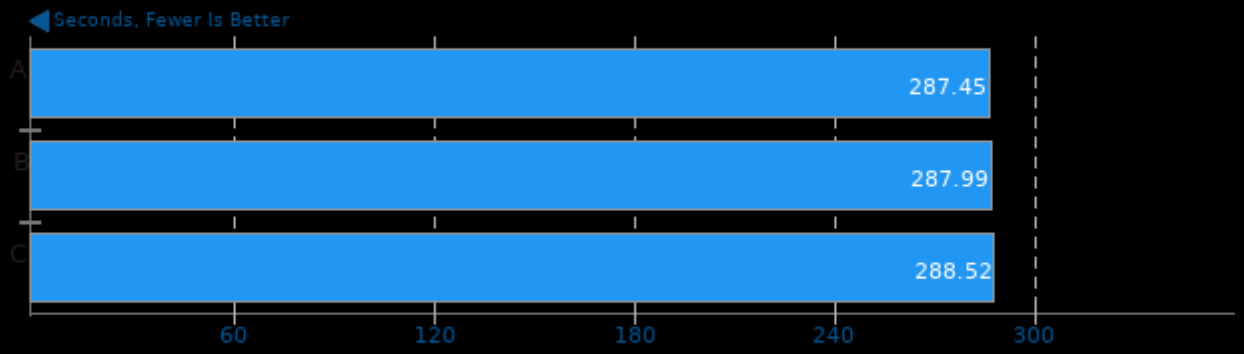
Input: motorBike - Mesh Time



1. (CXX) g++ options: -std=c++14 -m64 -O3 -ftemplate-depth-100 -fPIC -fuse-ld=bfd -Xlinker --add-needed --no-as-needed -lfiniteVolume -lOpenFOAM -l

OpenFOAM 9

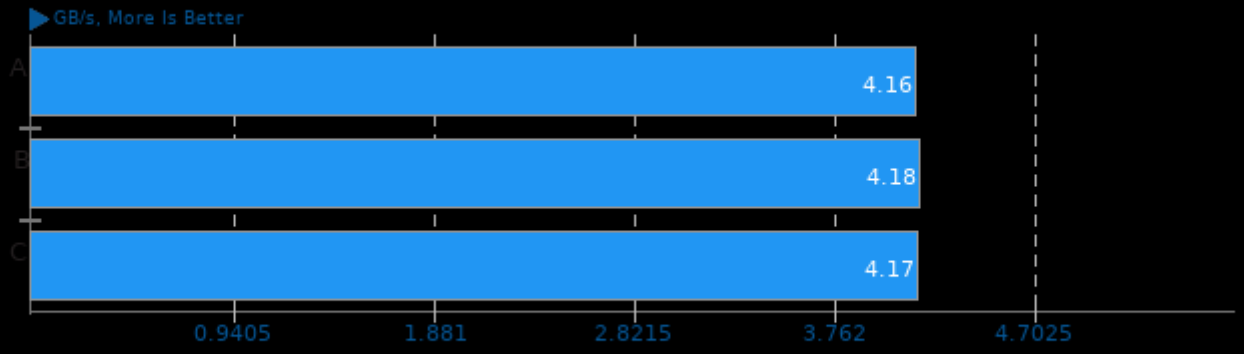
Input: motorBike - Execution Time



1. (CXX) g++ options: -std=c++14 -m64 -O3 -ftemplate-depth-100 -fPIC -fuse-ld=bfd -Xlinker --add-needed --no-as-needed -lfiniteVolume -lOpenFOAM -l

simdjson 2.0

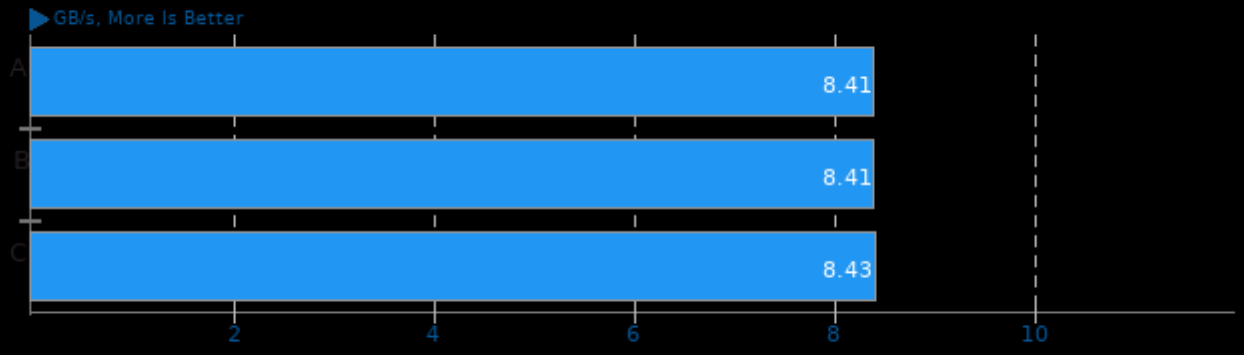
Throughput Test: Kostya



1. (CXX) g++ options: -O3

simdjson 2.0

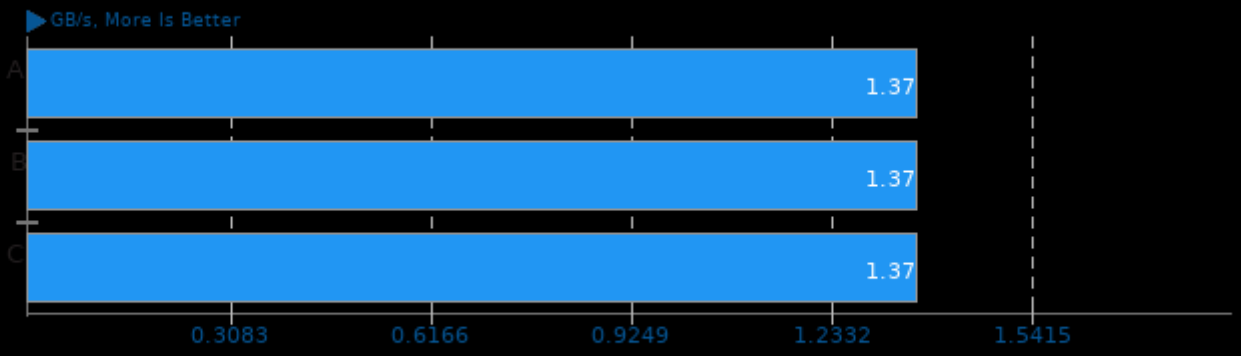
Throughput Test: TopTweet



1. (CXX) g++ options: -O3

simdjson 2.0

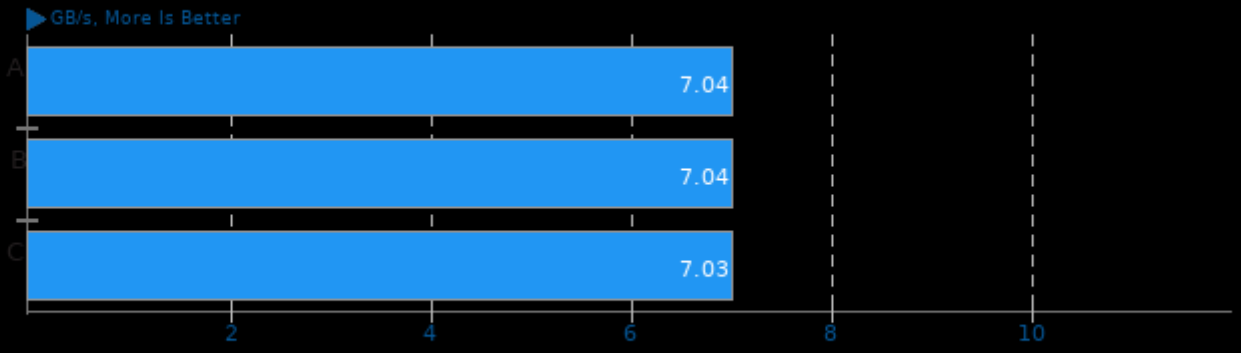
Throughput Test: LargeRandom



1. (CXX) g++ options: -O3

simdjson 2.0

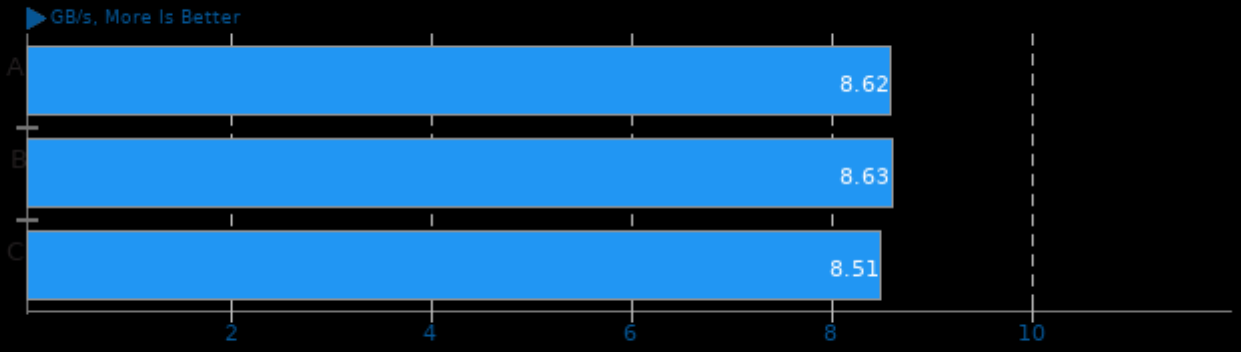
Throughput Test: PartialTweets



1. (CXX) g++ options: -O3

simdjson 2.0

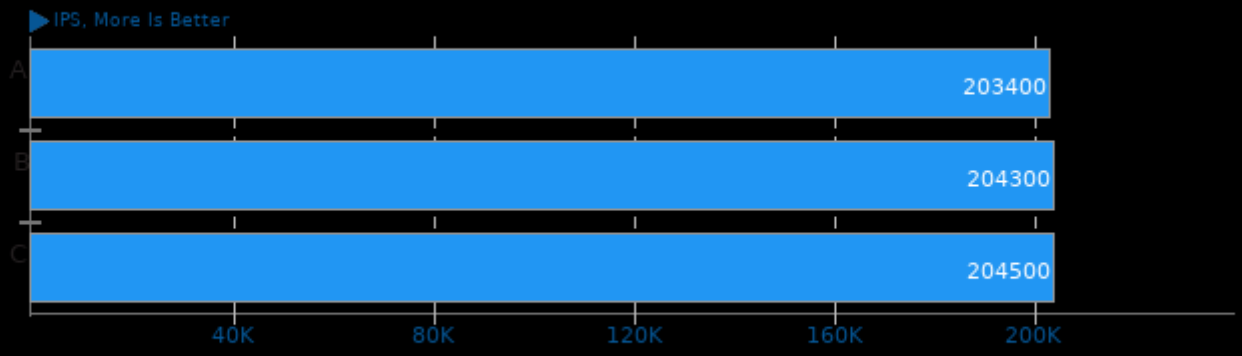
Throughput Test: DistinctUserID



1. (CXX) g++ options: -O3

Chia Blockchain VDF 1.0.7

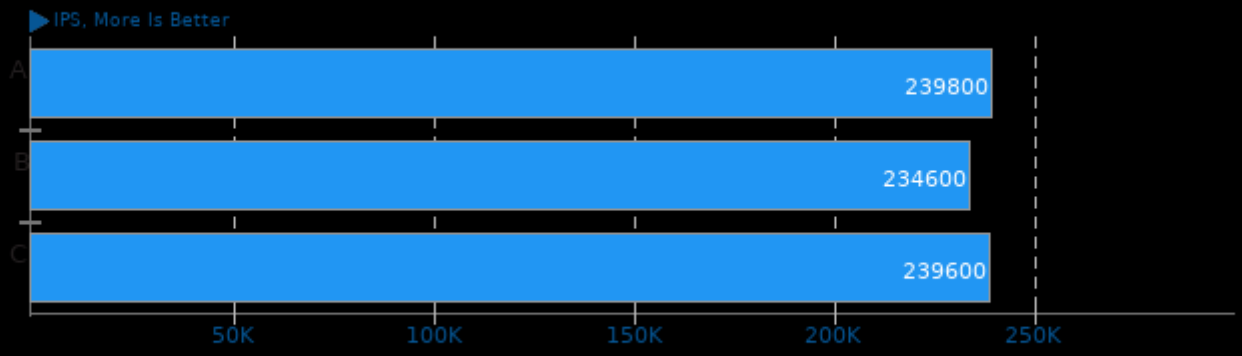
Test: Square Plain C++



1. (CXX) g++ options: -flto -no-pie -lgmpxx -lgmp -lboost_system -pthread

Chia Blockchain VDF 1.0.7

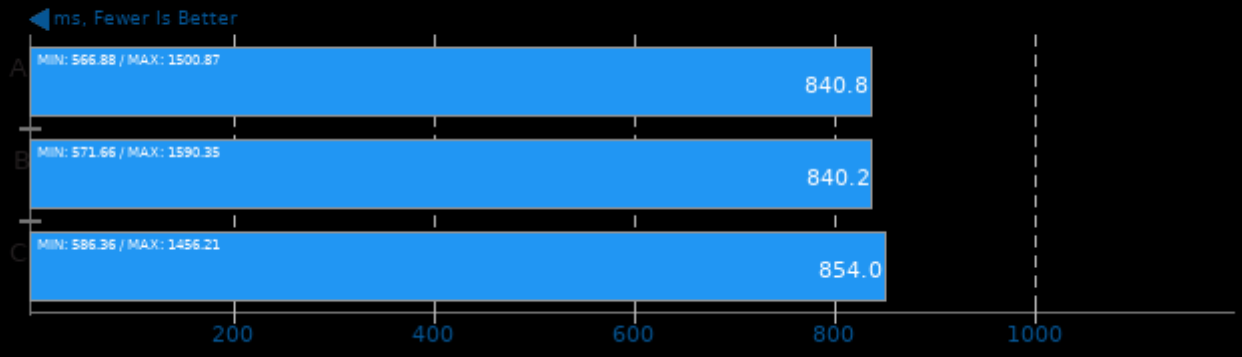
Test: Square Assembly Optimized



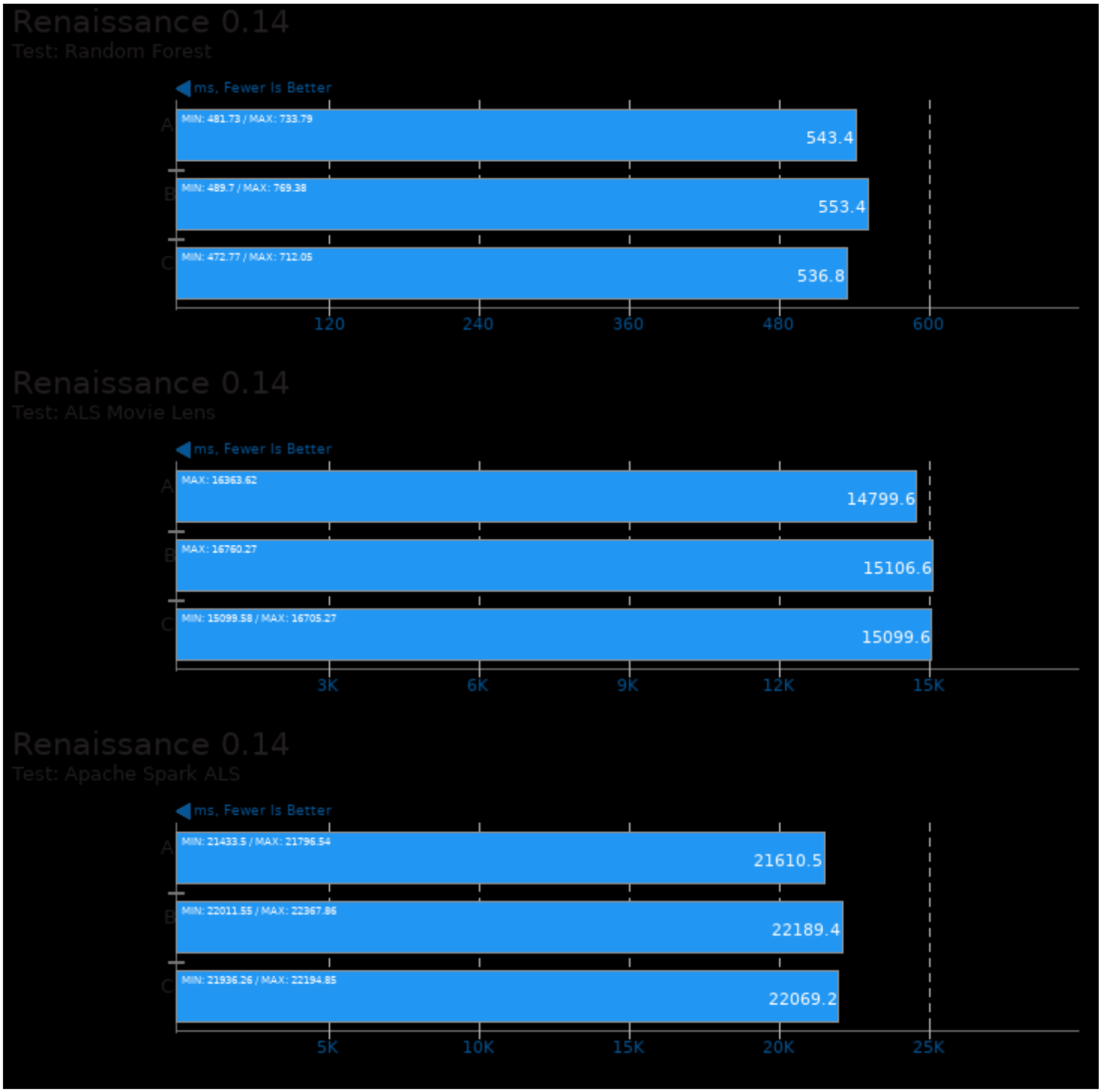
1. (CXX) g++ options: -flto -no-pie -lgmpxx -lgmp -lboost_system -pthread

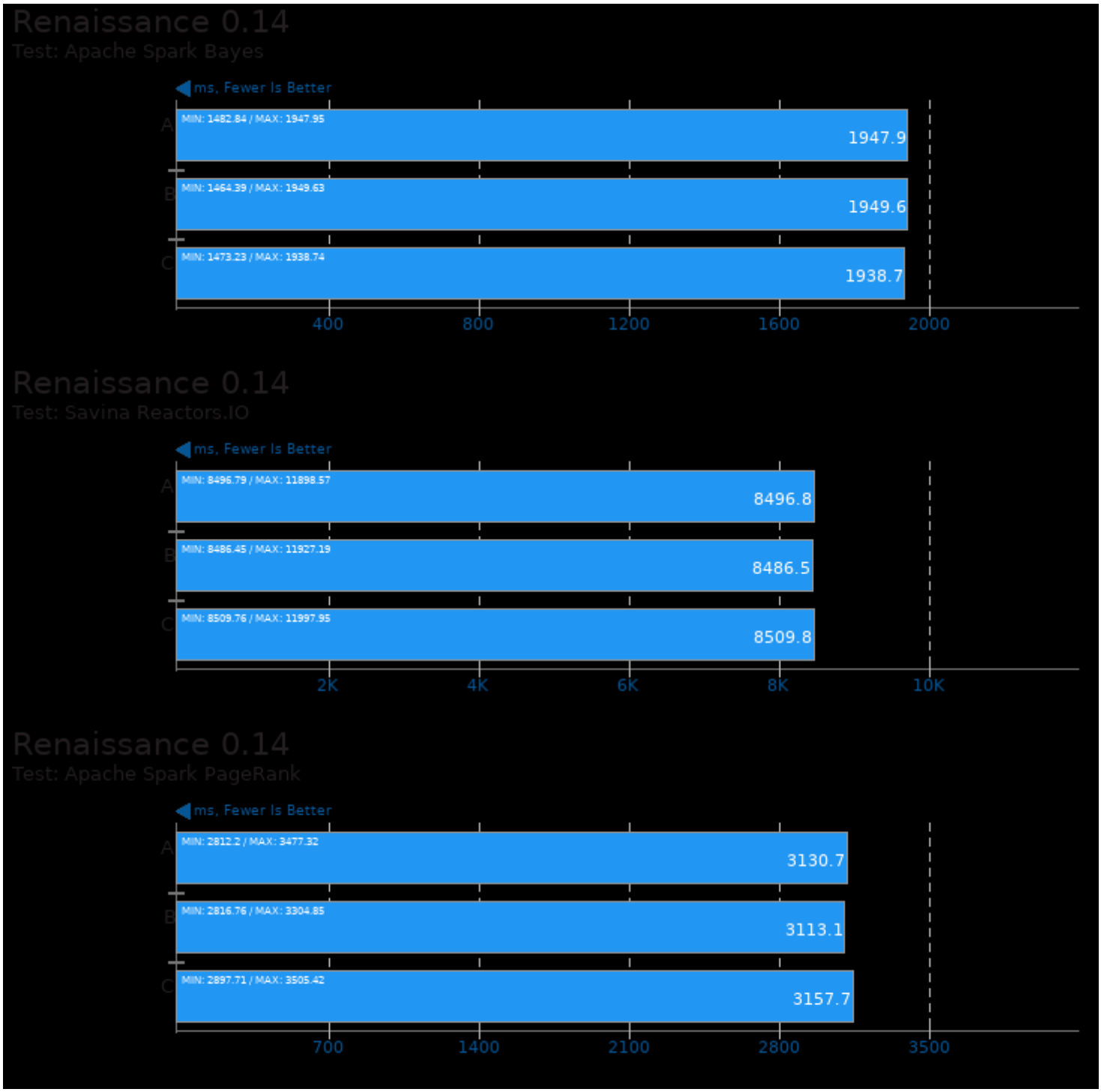
Renaissance 0.14

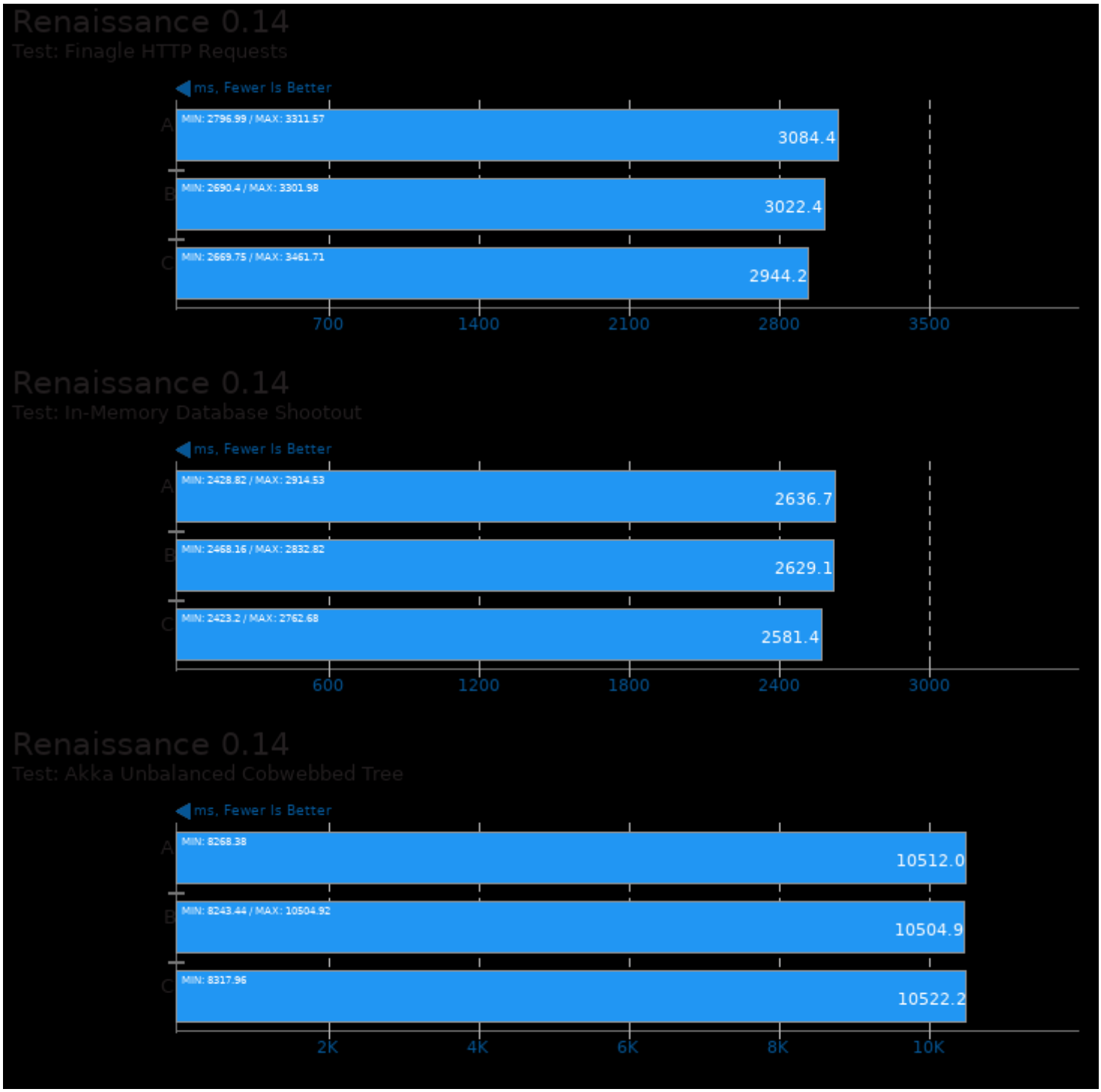
Test: Scala Dotty

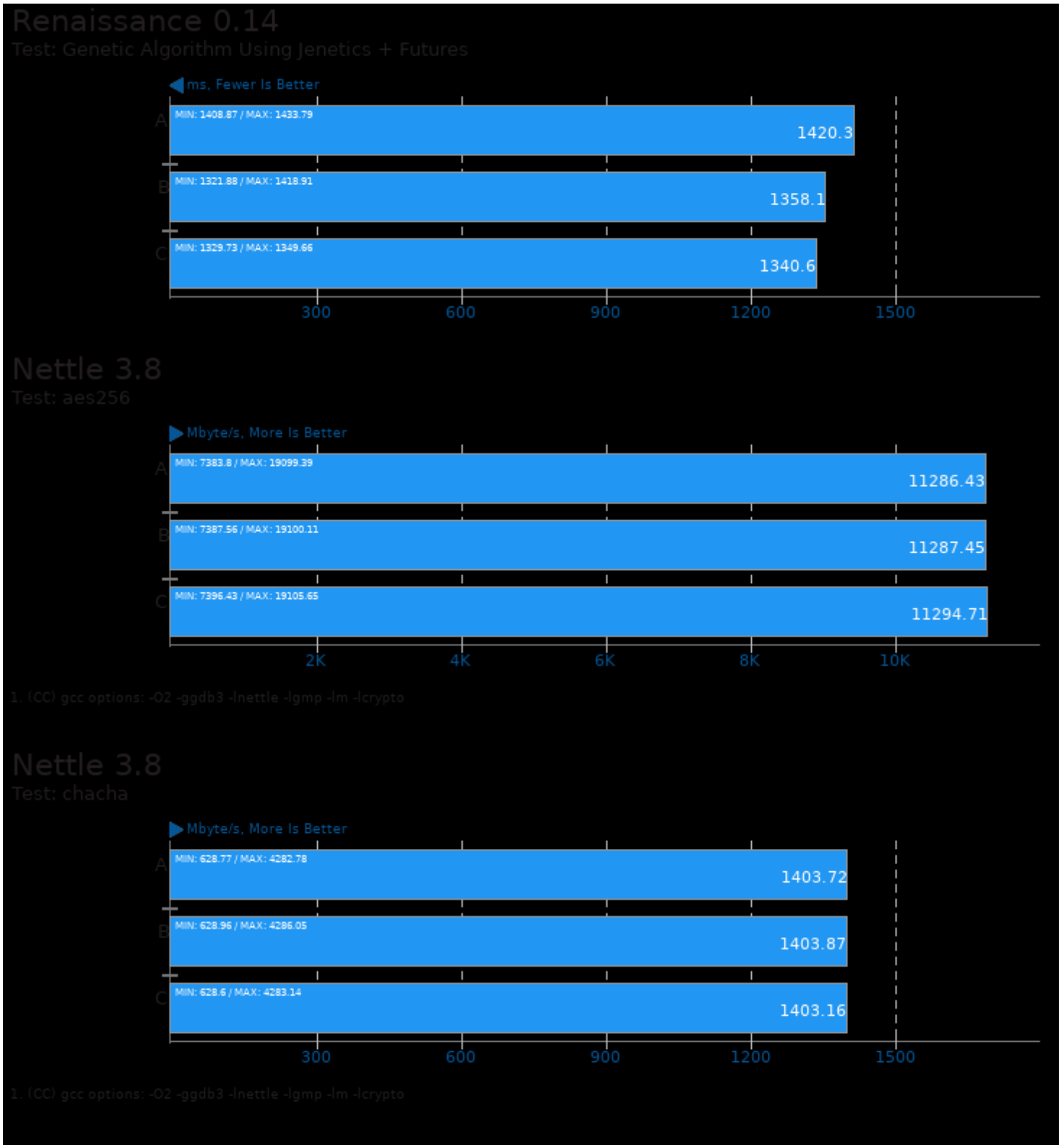


11600K June


Renaissance 0.14
Test: Random Forest
ms, Fewer Is Better
A
MIN: 481.73 / MAX: 733.79
543.4
B
MIN: 489.7 / MAX: 769.38
553.4
C
MIN: 472.77 / MAX: 712.05
536.8
120
240
360
480
600
Renaissance 0.14
Test: ALS Movie Lens
ms, Fewer Is Better
A
MAX: 16363.62
14799.6
B
MAX: 16760.27
15106.6
C
MIN: 15099.58 / MAX: 16705.27
15099.6
3K
6K
9K
12K
15K
Renaissance 0.14
Test: Apache Spark ALS
ms, Fewer Is Better
A
MIN: 21433.5 / MAX: 21796.54
21610.5
B
MIN: 22011.55 / MAX: 22367.86
22189.4
C
MIN: 21936.26 / MAX: 22194.85
22069.2
5K
10K
15K
20K
25K

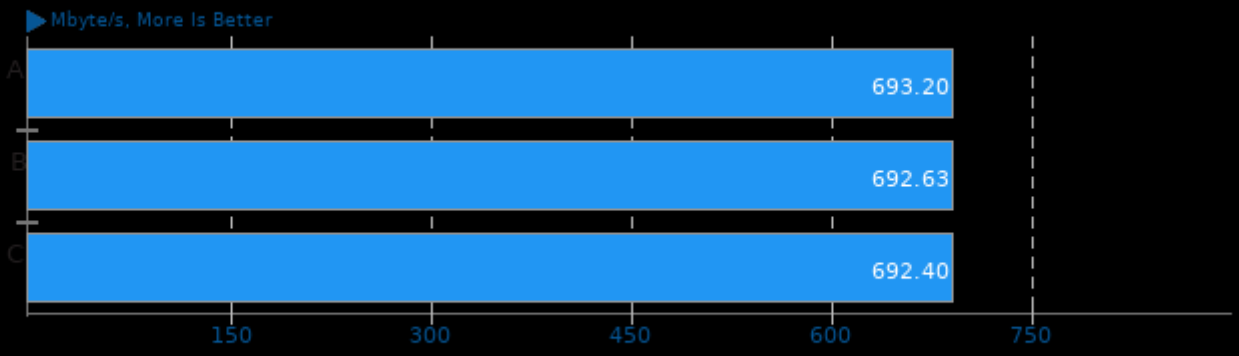

Renaissance 0.14
Test: Apache Spark Bayes
ms, Fewer Is Better
A
MIN: 1482.84 / MAX: 1947.95
1947.9
B
MIN: 1464.39 / MAX: 1949.63
1949.6
C
MIN: 1473.23 / MAX: 1938.74
1938.7
400
800
1200
1600
2000
Renaissance 0.14
Test: Savina Reactors.IO
ms, Fewer Is Better
A
MIN: 8496.79 / MAX: 11898.57
8496.8
B
MIN: 8486.45 / MAX: 11927.19
8486.5
C
MIN: 8509.76 / MAX: 11997.95
8509.8
2K
4K
6K
8K
10K
Renaissance 0.14
Test: Apache Spark PageRank
ms, Fewer Is Better
A
MIN: 2812.2 / MAX: 3477.32
3130.7
B
MIN: 2816.76 / MAX: 3304.85
3113.1
C
MIN: 2897.71 / MAX: 3505.42
3157.7
700
1400
2100
2800
3500


Renaissance 0.14
Test: Finagle HTTP Requests
ms, Fewer Is Better
A
MIN: 2796.99 / MAX: 3311.57
3084.4
B
MIN: 2690.4 / MAX: 3301.98
3022.4
C
MIN: 2669.75 / MAX: 3461.71
2944.2
700
1400
2100
2800
3500
Renaissance 0.14
Test: In-Memory Database Shootout
ms, Fewer Is Better
A
MIN: 2428.82 / MAX: 2914.53
2636.7
B
MIN: 2468.16 / MAX: 2832.82
2629.1
C
MIN: 2423.2 / MAX: 2762.68
2581.4
600
1200
1800
2400
3000
Renaissance 0.14
Test: Akka Unbalanced Cobwebbed Tree
ms, Fewer Is Better
A
MIN: 8268.38
10512.0
B
MIN: 8243.44 / MAX: 10504.92
10504.9
C
MIN: 8317.96
10522.2
2K
4K
6K
8K
10K


Renaissance 0.14
Test: Genetic Algorithm Using Jenetics + Futures
ms, Fewer Is Better
A
MIN: 1408.87 / MAX: 1433.79
1420.3
B
MIN: 1321.88 / MAX: 1418.91
1358.1
C
MIN: 1329.73 / MAX: 1349.66
1340.6
300
600
900
1200
1500
Nettle 3.8
Test: aes256
Mbyte/s, More Is Better
A
MIN: 7383.8 / MAX: 19099.39
11286.43
B
MIN: 7387.56 / MAX: 19100.11
11287.45
C
MIN: 7396.43 / MAX: 19105.65
11294.71
2K
4K
6K
8K
10K
1. (CC) gcc options: -O2 -ggdb3 -lnettle -lgmp -lm -lcrypto
Nettle 3.8
Test: chacha
Mbyte/s, More Is Better
A
MIN: 628.77 / MAX: 4282.78
1403.72
B
MIN: 628.96 / MAX: 4286.05
1403.87
C
MIN: 628.6 / MAX: 4283.14
1403.16
300
600
900
1200
1500
1. (CC) gcc options: -O2 -ggdb3 -lnettle -lgmp -lm -lcrypto

Nettle 3.8

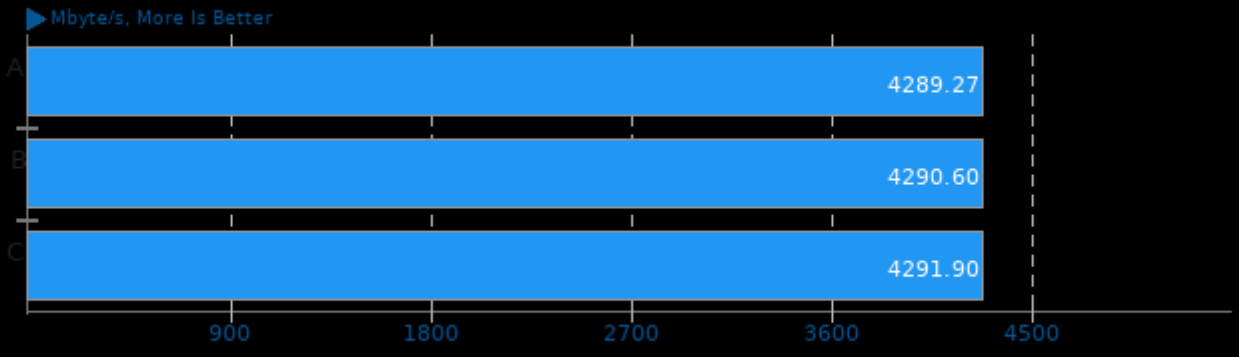
Test: sha512



1. (CC) gcc options: -O2 -ggdb3 -lnettle -lgmp -lm -lcrypto

Nettle 3.8

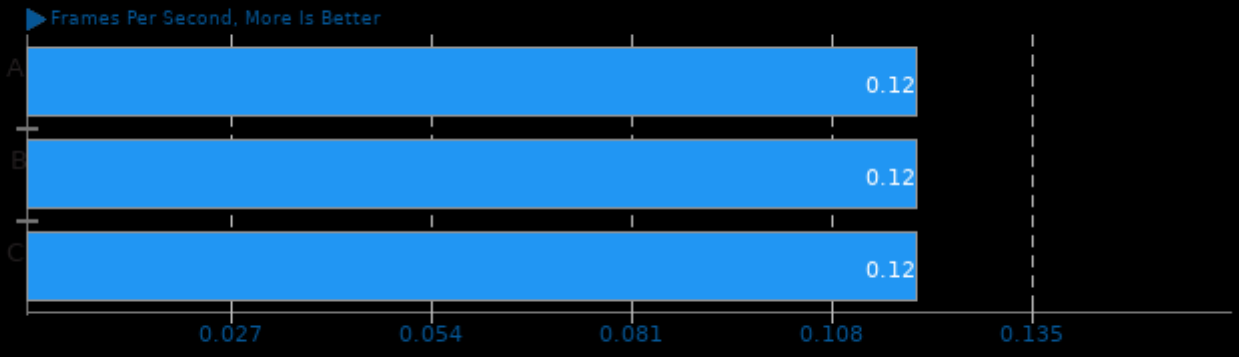
Test: poly1305-aes



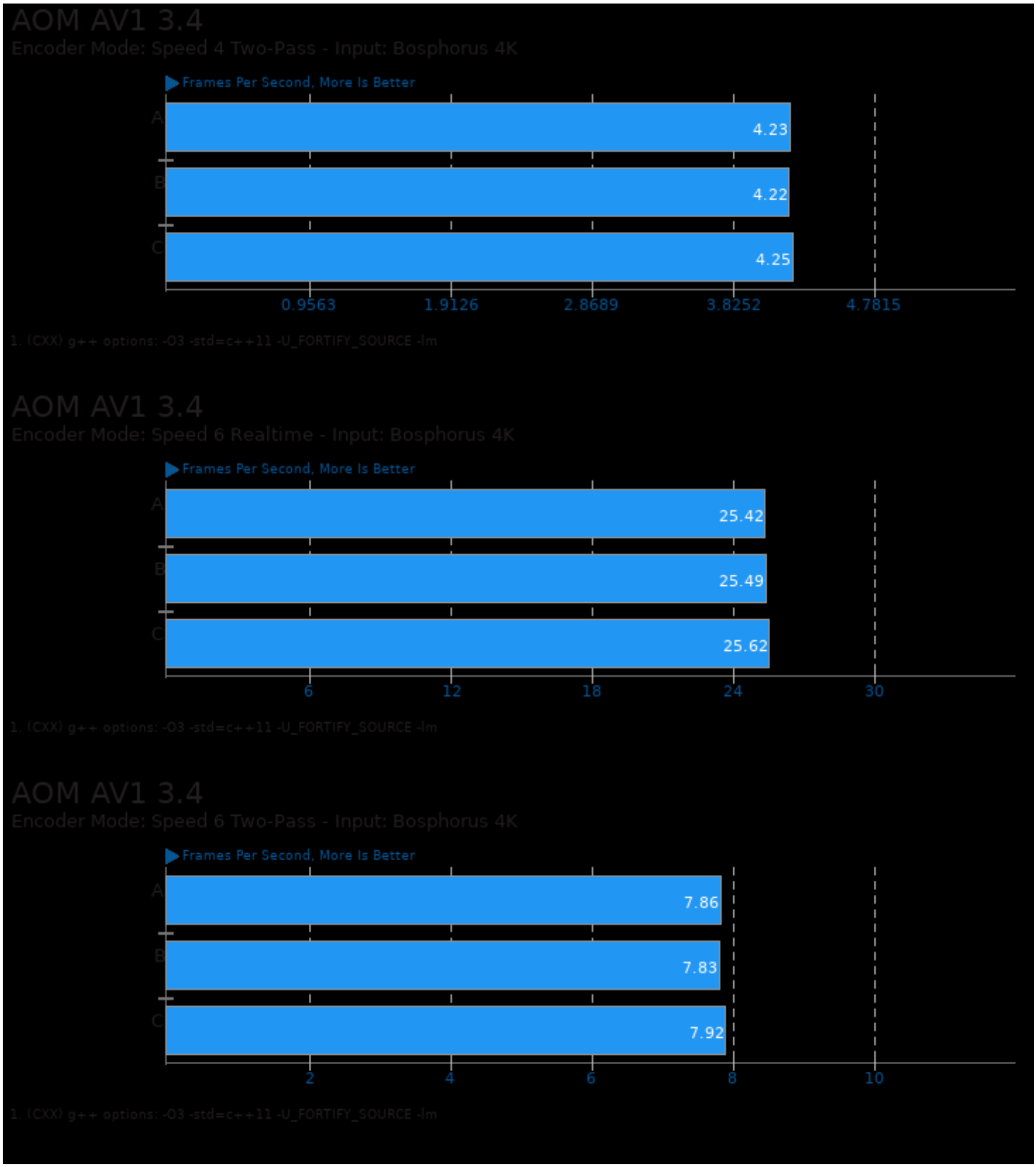
1. (CC) gcc options: -O2 -ggdb3 -lnettle -lgmp -lm -lcrypto

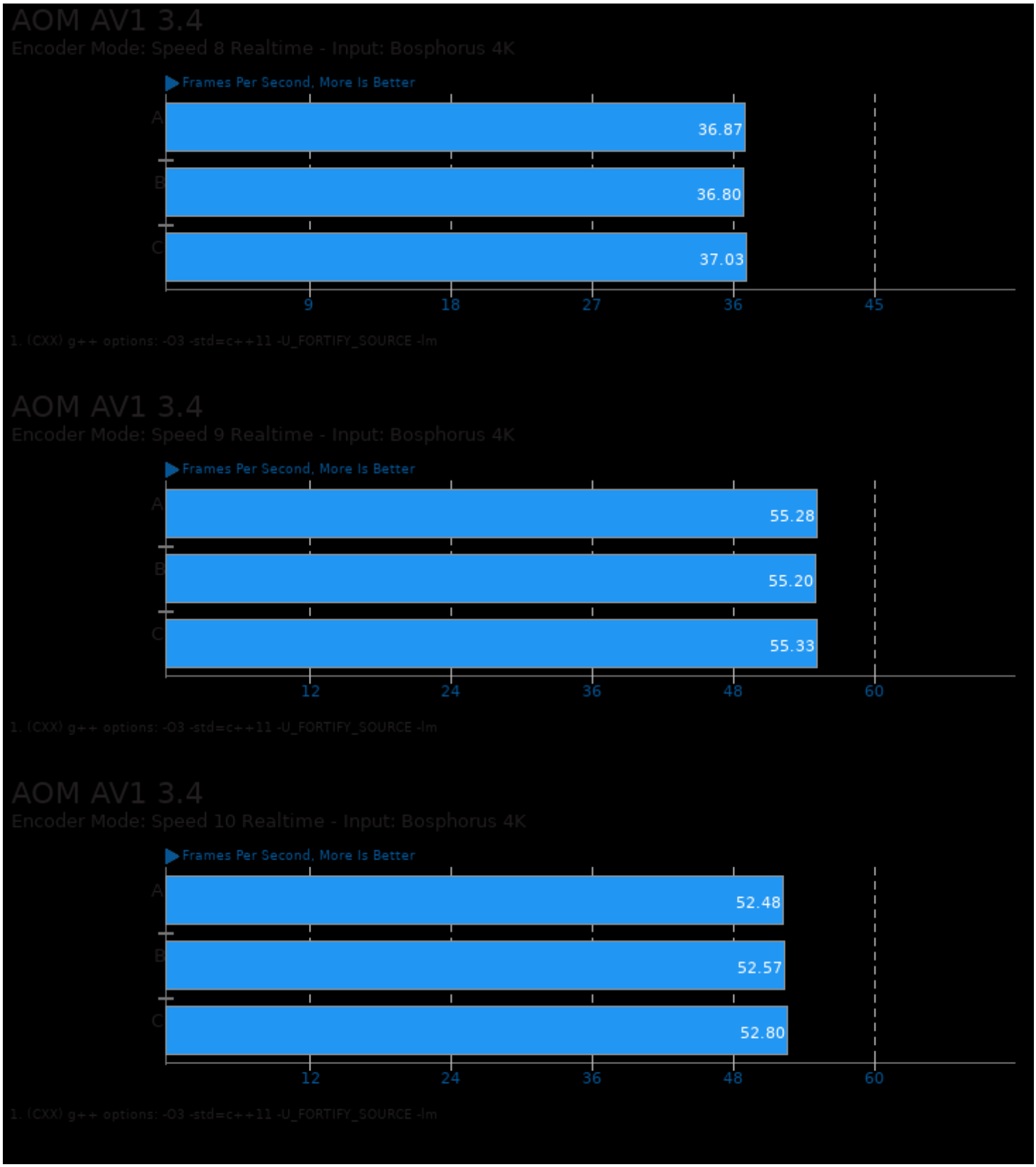
AOM AV1 3.4

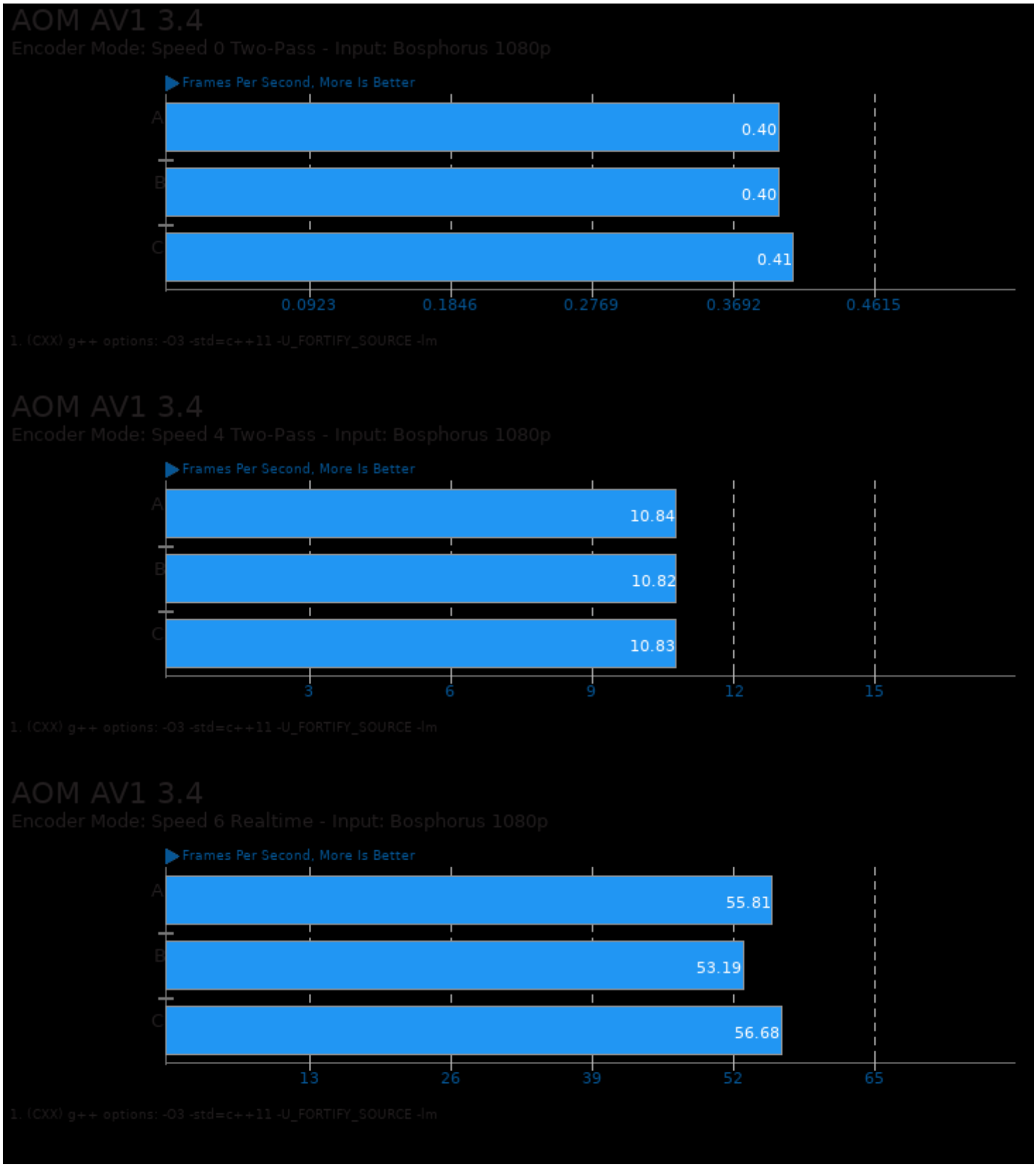
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 4K

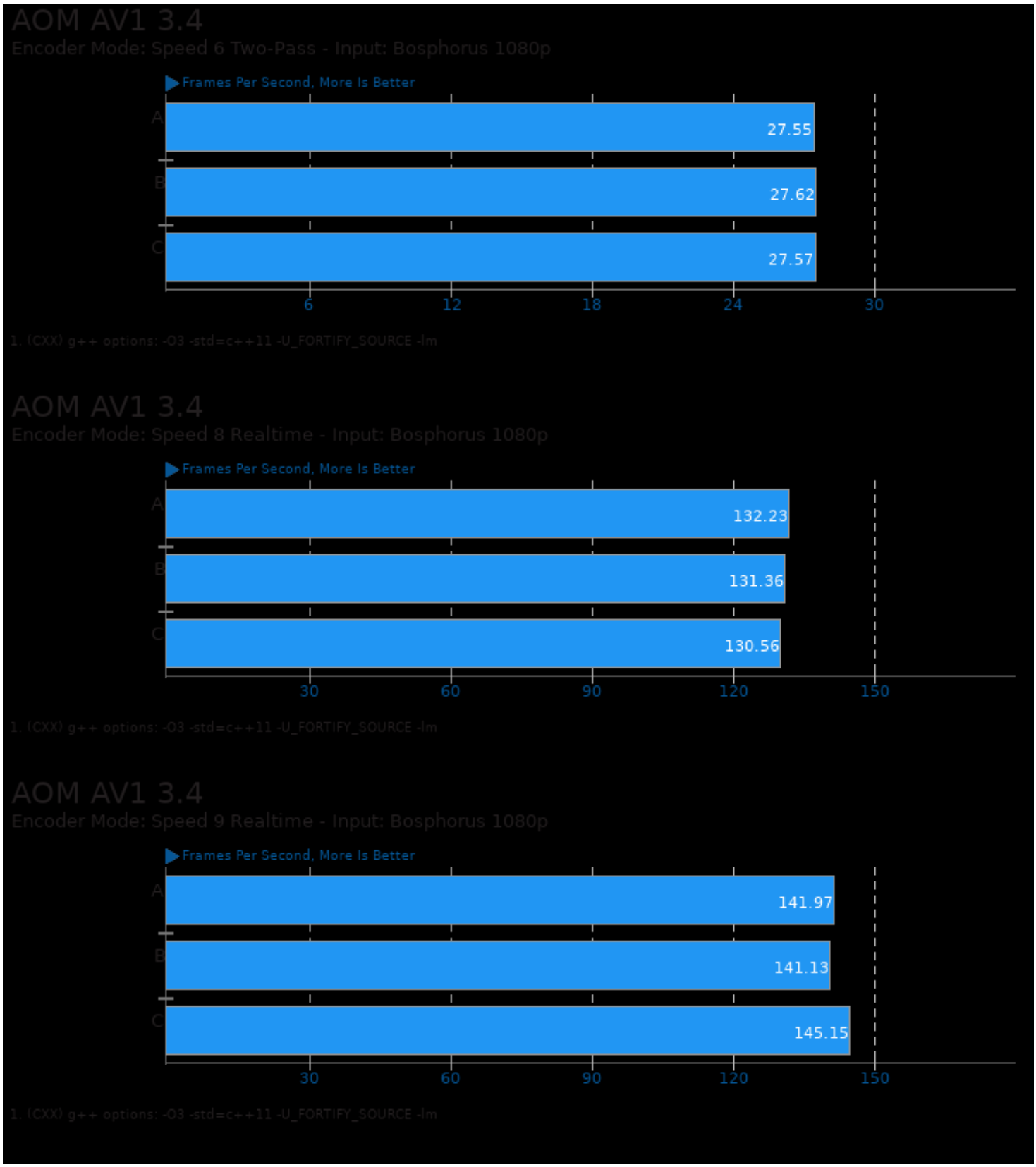


1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.4
Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
4.23
4.22
4.25
0.9563
1.9126
2.8689
3.8252
4.7815
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 6 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
25.42
25.49
25.62
6
12
18
24
30
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
7.86
7.83
7.92
2
4
6
8
10
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

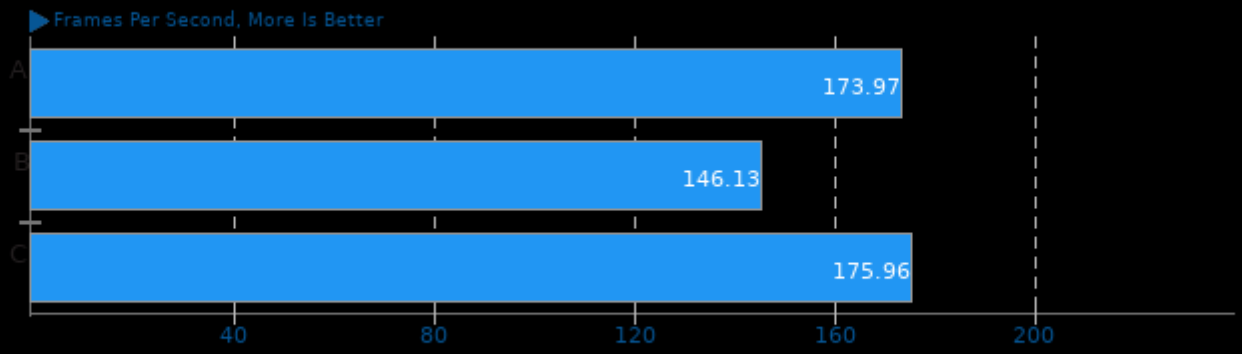

AOM AV1 3.4
Encoder Mode: Speed 8 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
36.87
36.80
37.03
9
18
27
36
45
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
55.28
55.20
55.33
12
24
36
48
60
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
52.48
52.57
52.80
12
24
36
48
60
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.4
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
0.40
0.40
0.41
0.0923
0.1846
0.2769
0.3692
0.4615
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
10.84
10.82
10.83
3
6
9
12
15
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 6 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
55.81
53.19
56.68
13
26
39
52
65
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.4
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
27.55
27.62
27.57
6
12
18
24
30
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 8 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
132.23
131.36
130.56
30
60
90
120
150
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.4
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
141.97
141.13
145.15
30
60
90
120
150
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.4

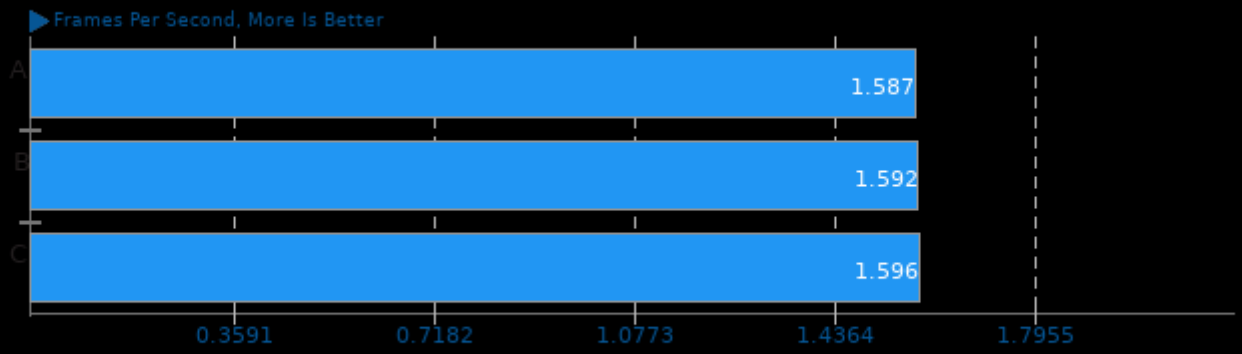
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 1080p



1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

SVT-AV1 1.0

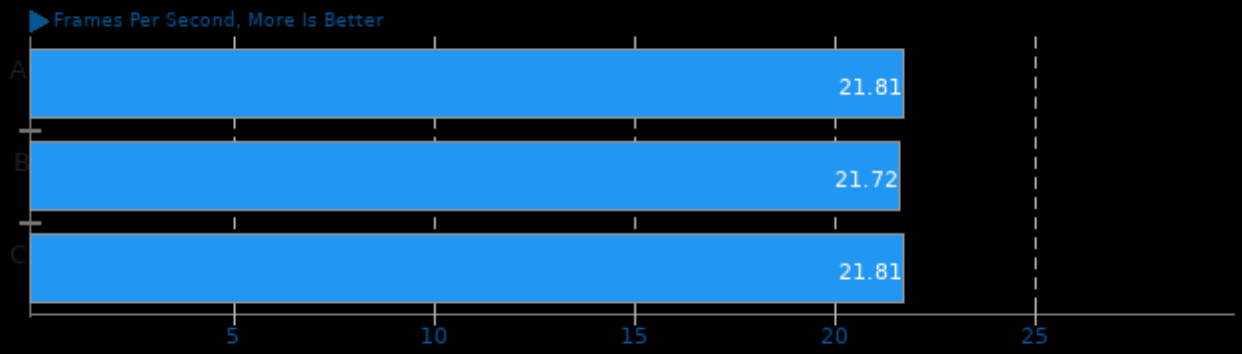
Encoder Mode: Preset 4 - Input: Bosphorus 4K



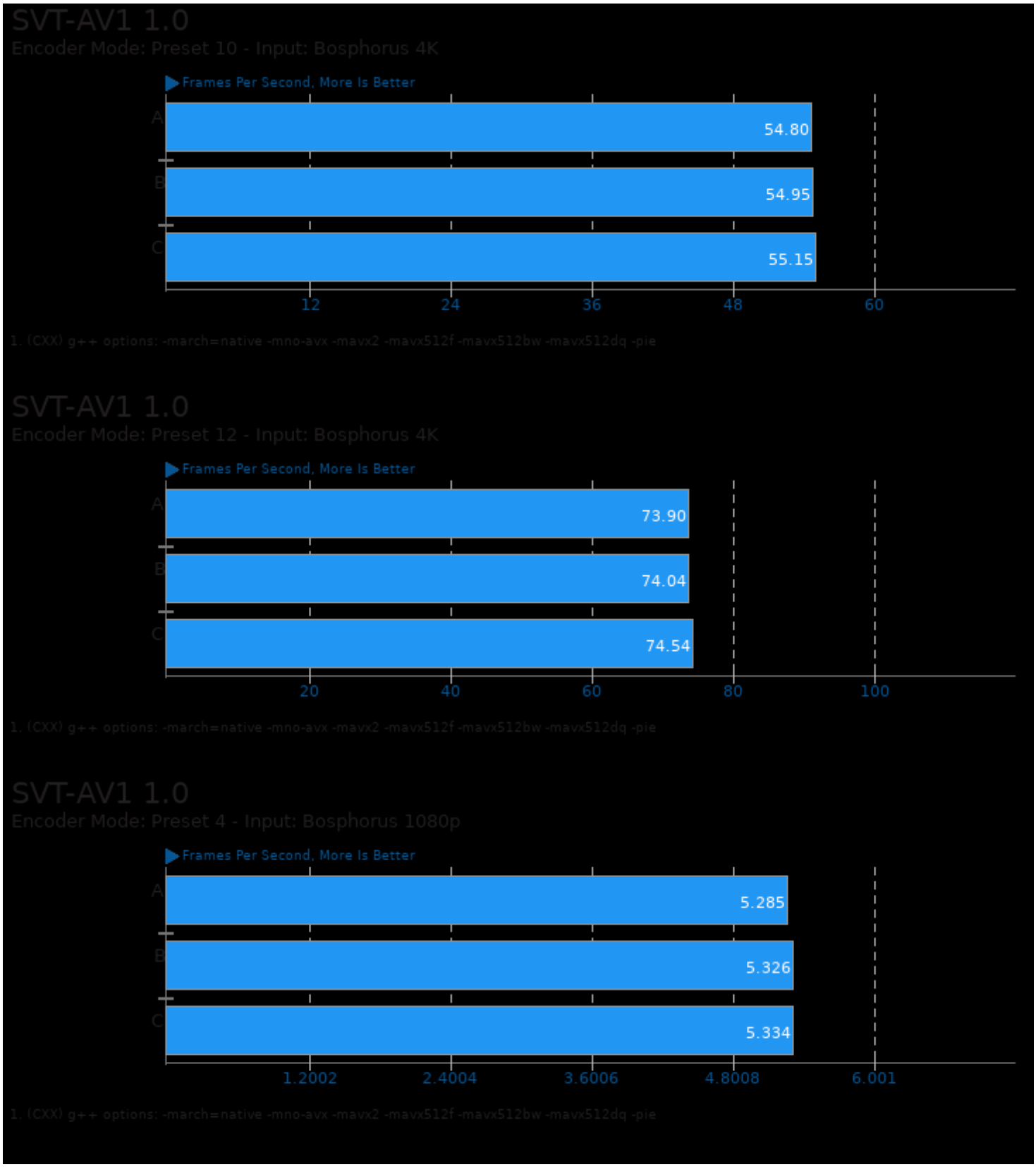
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie

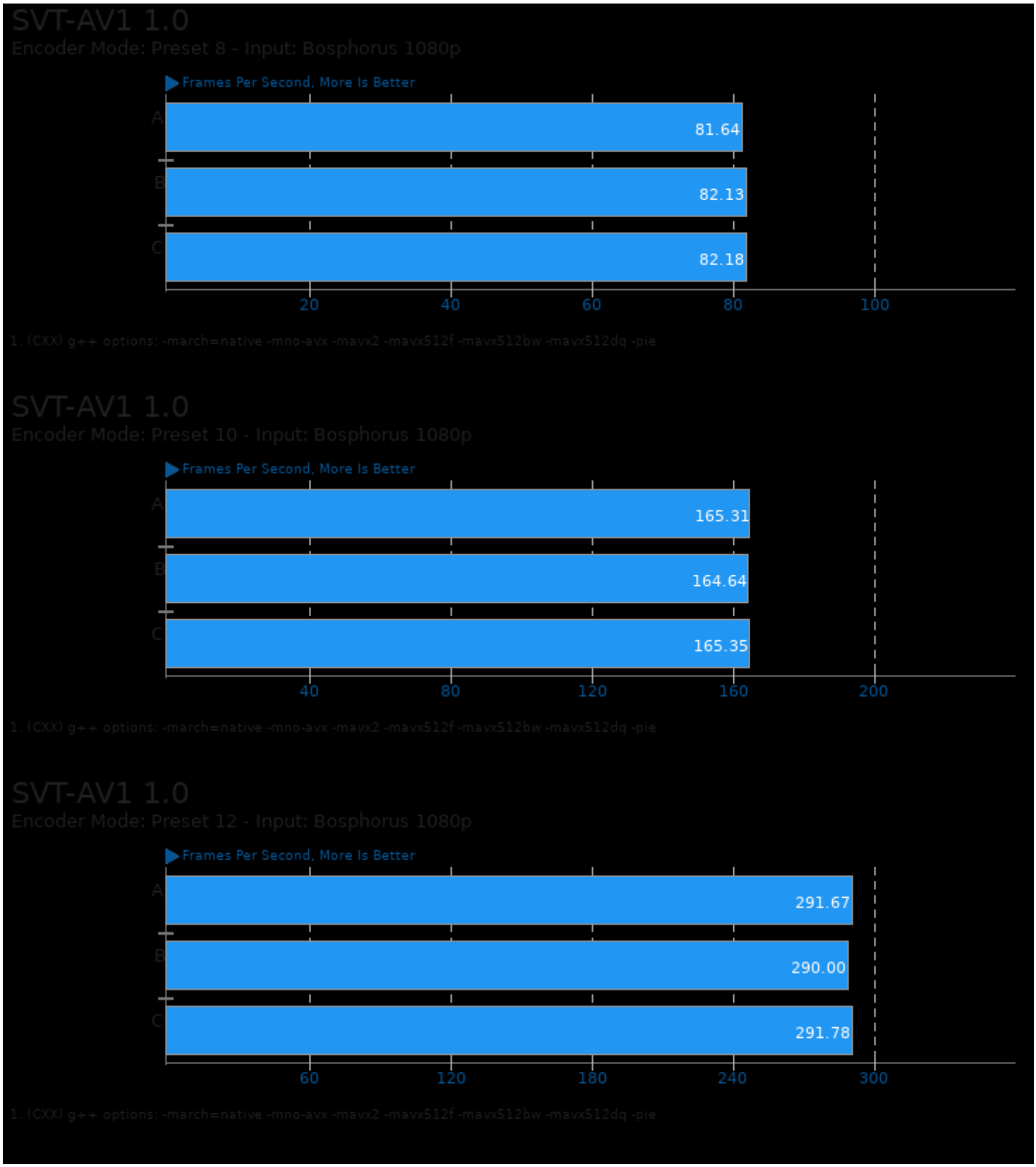
SVT-AV1 1.0

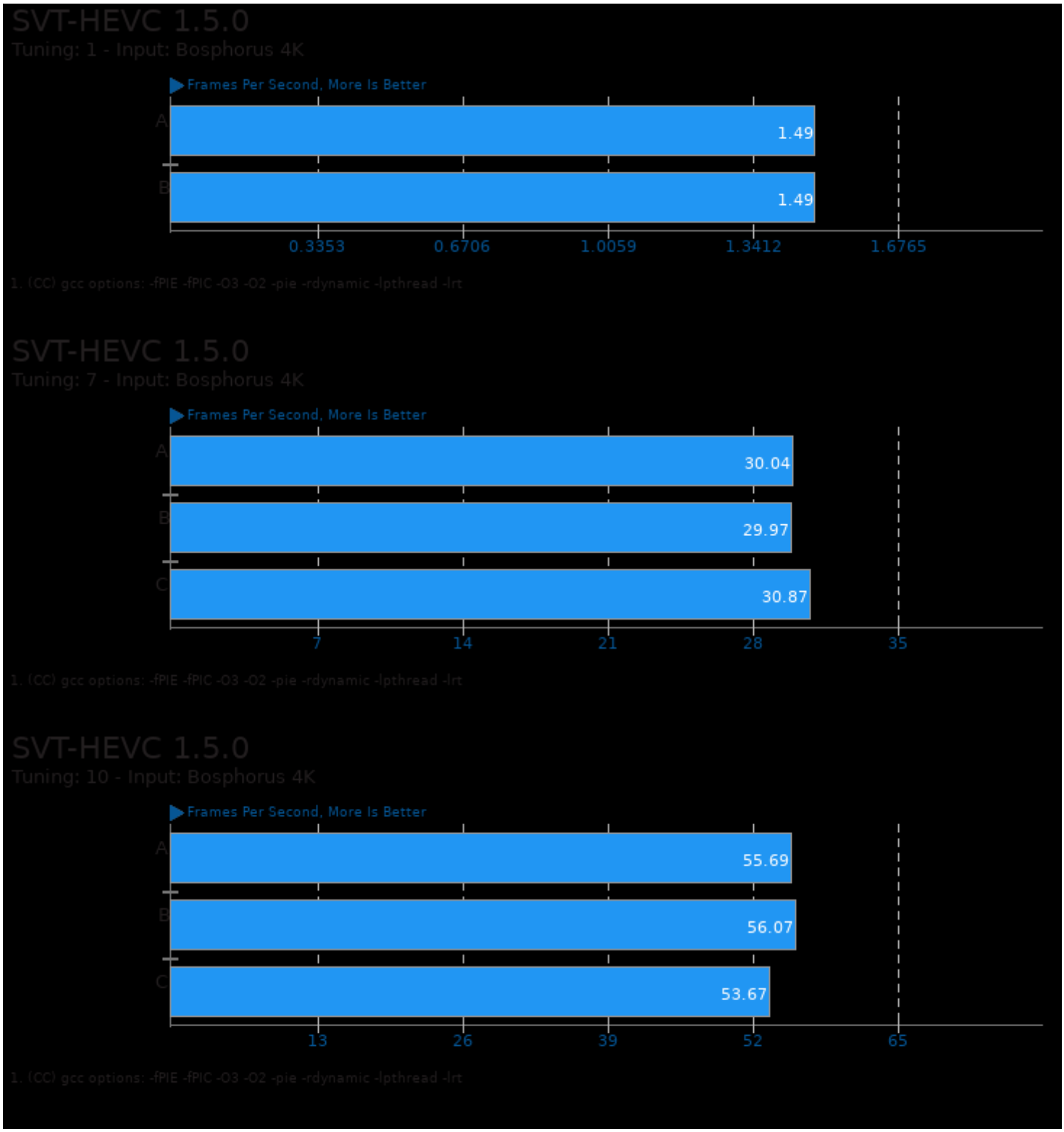
Encoder Mode: Preset 8 - Input: Bosphorus 4K



1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie

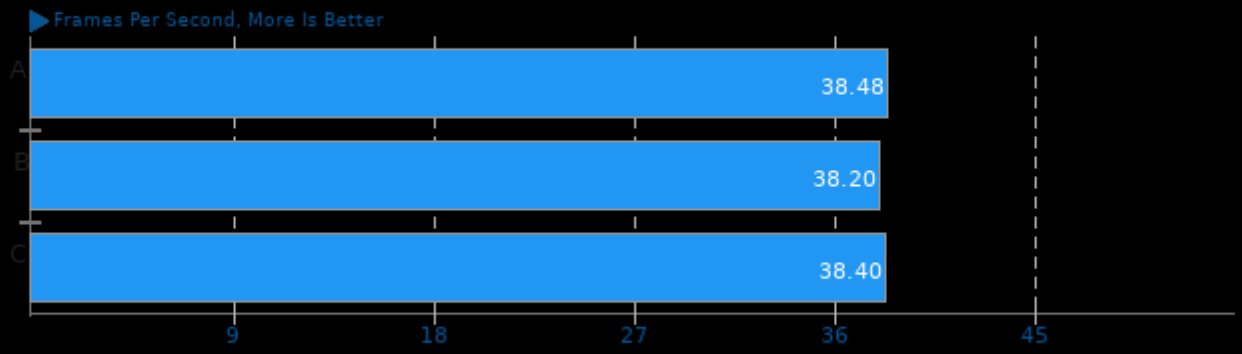

SVT-AV1 1.0
Encoder Mode: Preset 10 - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
54.80
54.95
55.15
12
24
36
48
60
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie
SVT-AV1 1.0
Encoder Mode: Preset 12 - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
B
C
73.90
74.04
74.54
20
40
60
80
100
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie
SVT-AV1 1.0
Encoder Mode: Preset 4 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
5.285
5.326
5.334
1.2002
2.4004
3.6006
4.8008
6.001
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie


SVT-AV1 1.0
Encoder Mode: Preset 8 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
81.64
82.13
82.18
20
40
60
80
100
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie
SVT-AV1 1.0
Encoder Mode: Preset 10 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
165.31
164.64
165.35
40
80
120
160
200
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie
SVT-AV1 1.0
Encoder Mode: Preset 12 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
A
B
C
291.67
290.00
291.78
60
120
180
240
300
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq -pie


SVT-HEVC 1.5.0
Tuning: 1 - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
1.49
B
1.49
0.3353
0.6706
1.0059
1.3412
1.6765
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-HEVC 1.5.0
Tuning: 7 - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
30.04
B
29.97
C
30.87
7
14
21
28
35
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-HEVC 1.5.0
Tuning: 10 - Input: Bosphorus 4K
Frames Per Second, More Is Better
A
55.69
B
56.07
C
53.67
13
26
39
52
65
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt

SVT-VP9 0.3

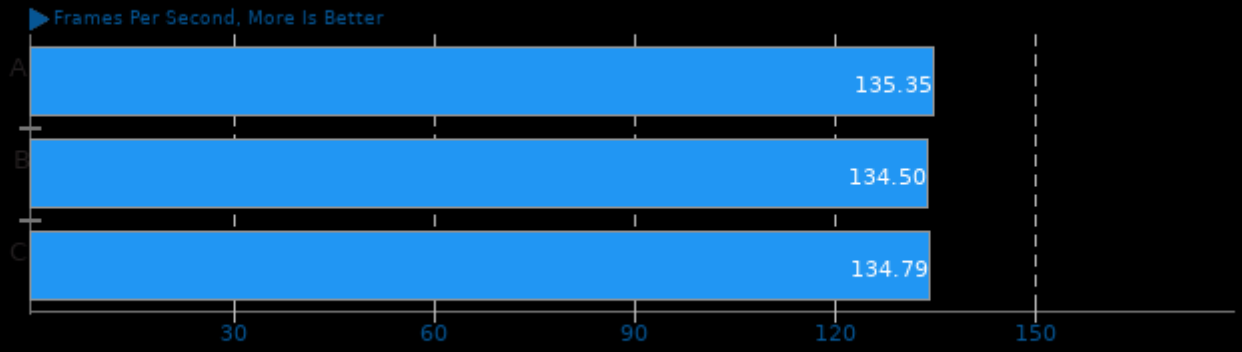
Tuning: VMAF Optimized - Input: Bosphorus 4K



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

SVT-VP9 0.3

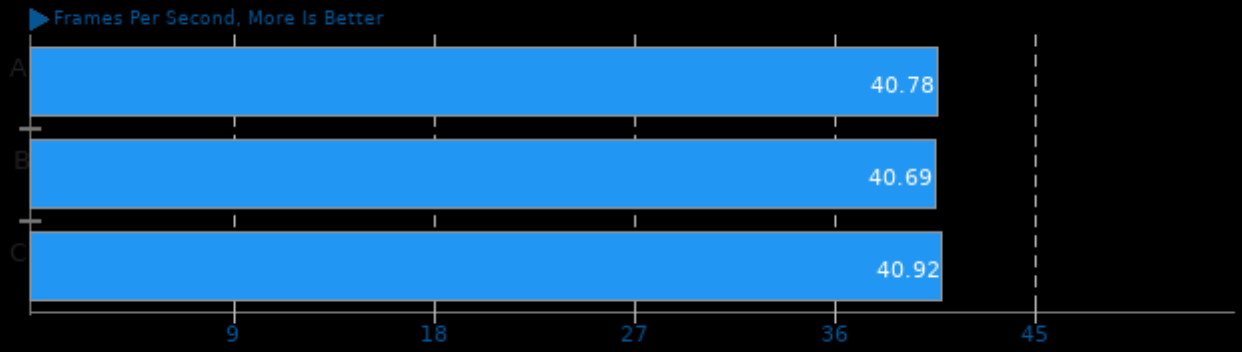
Tuning: VMAF Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

SVT-VP9 0.3

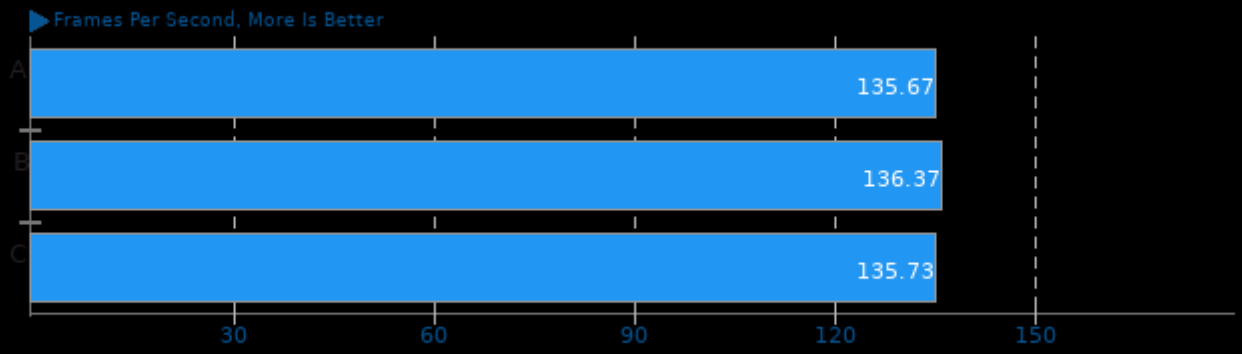
Tuning: PSNR/SSIM Optimized - Input: Bosphorus 4K



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

SVT-VP9 0.3

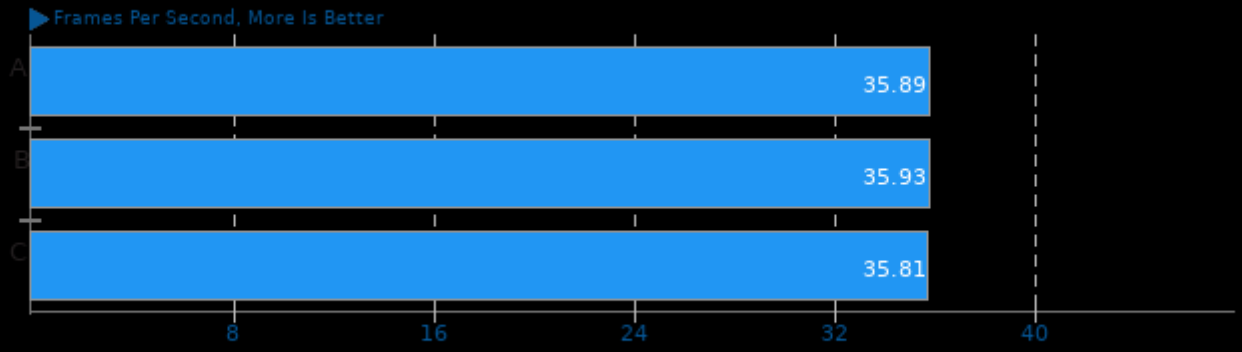
Tuning: PSNR/SSIM Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

SVT-VP9 0.3

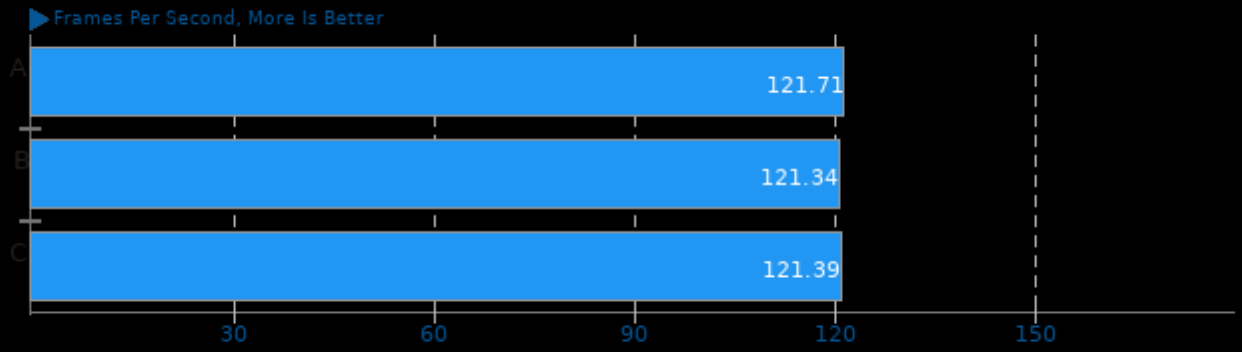
Tuning: Visual Quality Optimized - Input: Bosphorus 4K



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

SVT-VP9 0.3

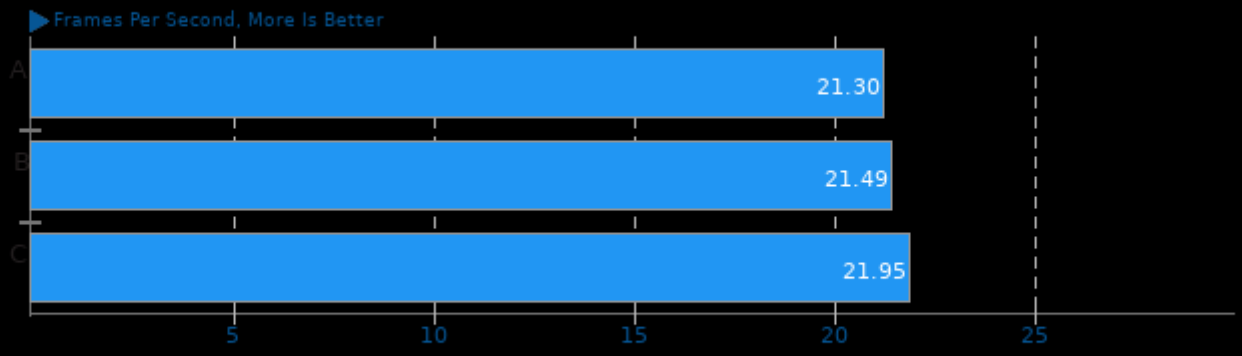
Tuning: Visual Quality Optimized - Input: Bosphorus 1080p



1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

x264 2022-02-22

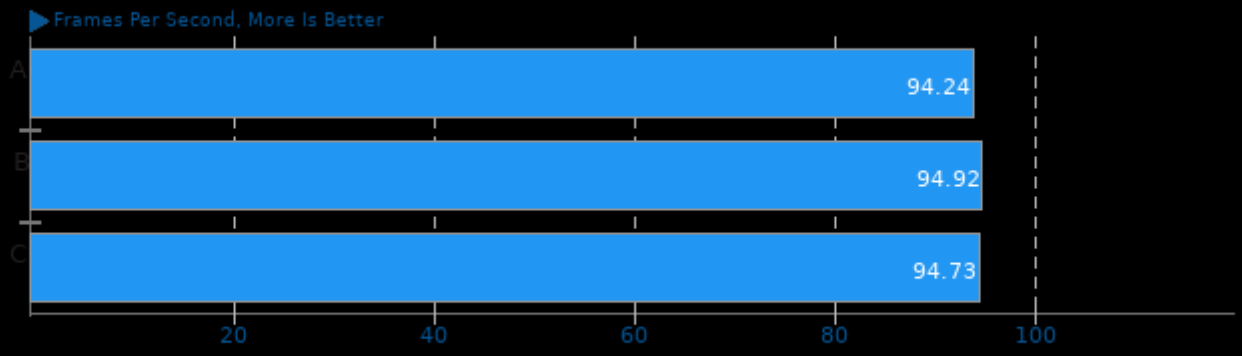
Video Input: Bosphorus 4K



1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -flto

x264 2022-02-22

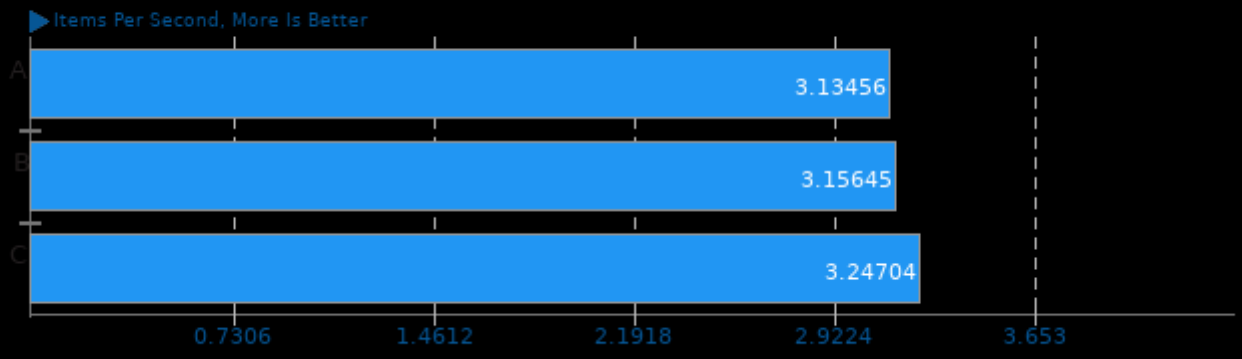
Video Input: Bosphorus 1080p

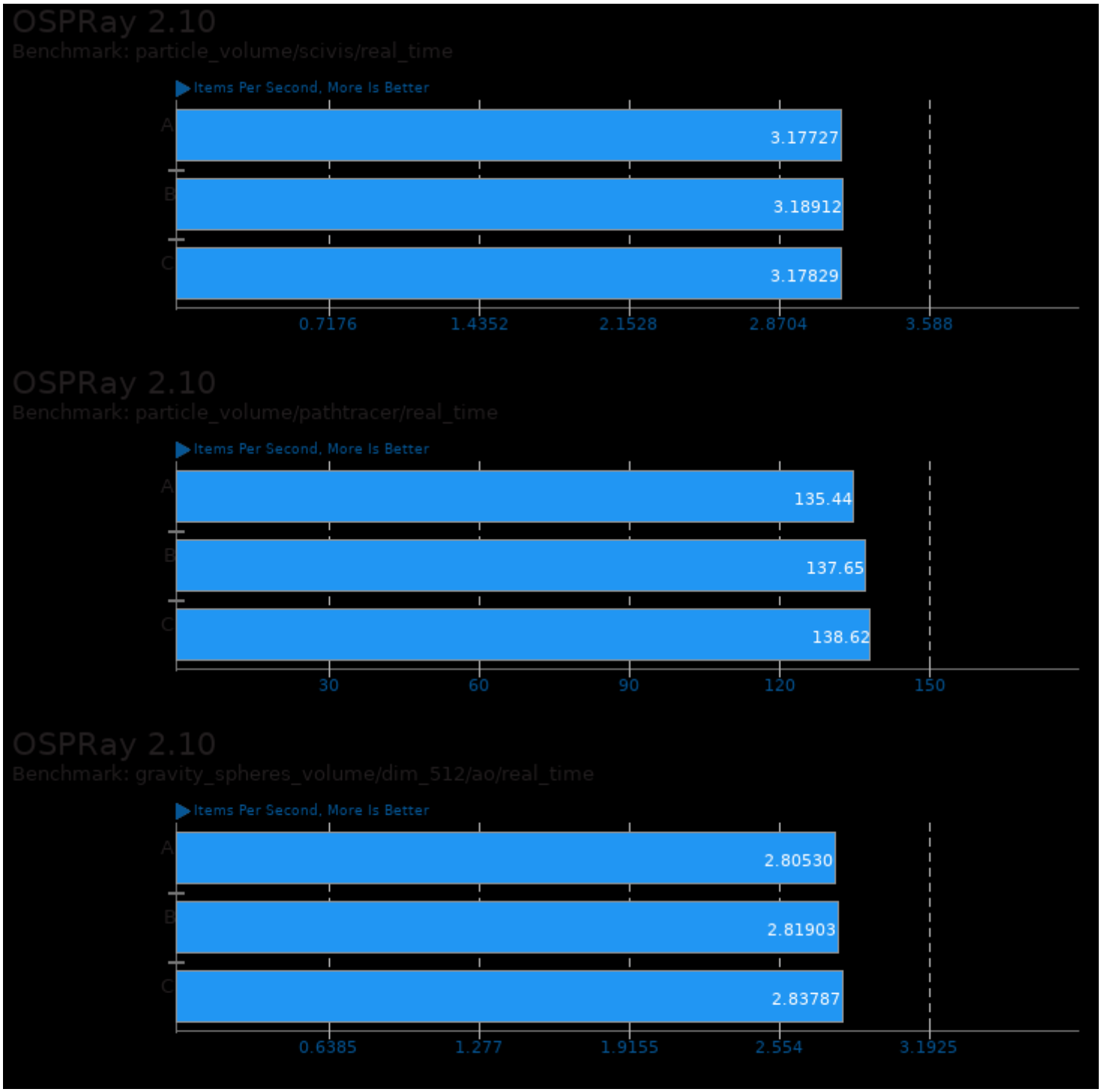


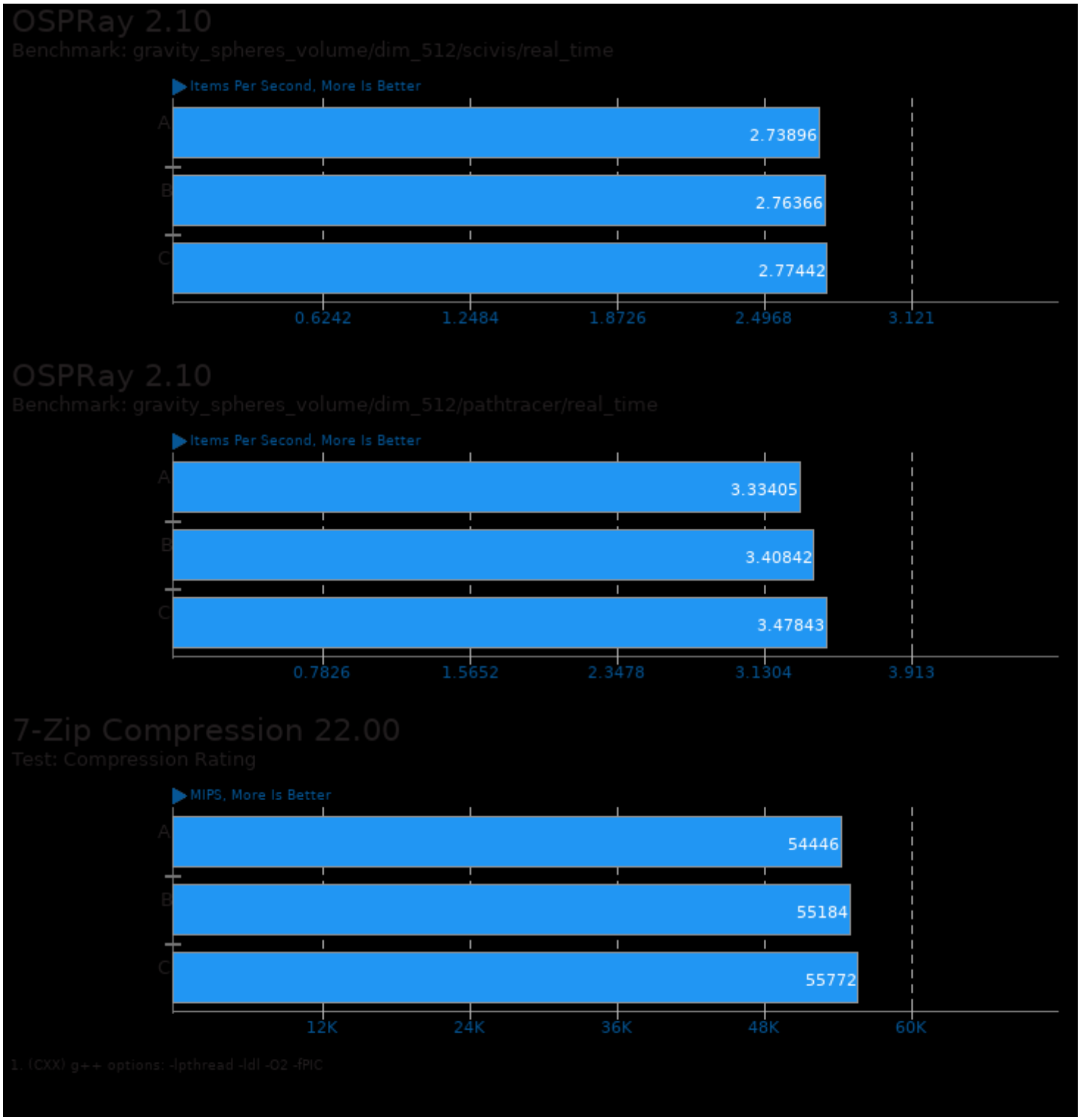
1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -flto

OSPRay 2.10

Benchmark: particle_volume/ao/real_time

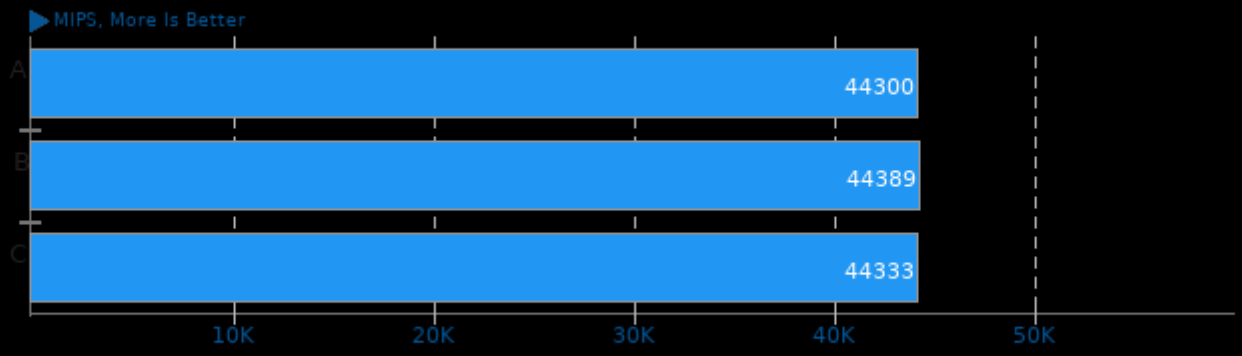



OSPRay 2.10
Benchmark: particle_volume/scivis/real_time
Items Per Second, More Is Better
A
B
C
3.17727
3.18912
3.17829
0.7176
1.4352
2.1528
2.8704
3.588
OSPRay 2.10
Benchmark: particle_volume/pathtracer/real_time
Items Per Second, More Is Better
A
B
C
135.44
137.65
138.62
30
60
90
120
150
OSPRay 2.10
Benchmark: gravity_spheres_volume/dim_512/ao/real_time
Items Per Second, More Is Better
A
B
C
2.80530
2.81903
2.83787
0.6385
1.277
1.9155
2.554
3.1925


OSPRay 2.10
Benchmark: gravity_spheres_volume/dim_512/scivis/real_time
Items Per Second, More Is Better
A
B
C
2.73896
2.76366
2.77442
0.6242
1.2484
1.8726
2.4968
3.121
OSPRay 2.10
Benchmark: gravity_spheres_volume/dim_512/pathtracer/real_time
Items Per Second, More Is Better
A
B
C
3.33405
3.40842
3.47843
0.7826
1.5652
2.3478
3.1304
3.913
7-Zip Compression 22.00
Test: Compression Rating
MIPS, More Is Better
A
B
C
54446
55184
55772
12K
24K
36K
48K
60K
1. (CXX) g++ options: -lpthread -ldl -O2 -fPIC

7-Zip Compression 22.00

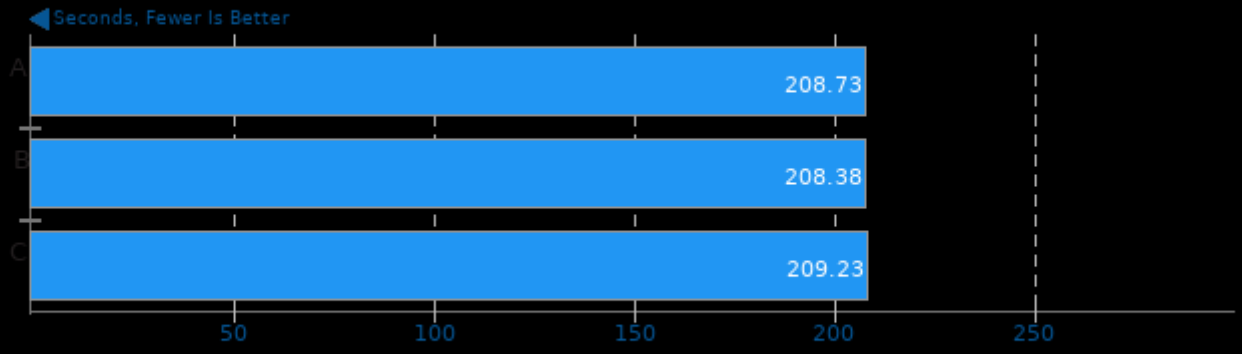
Test: Decompression Rating



1. (CXX) g++ options: -lpthread -ldl -O2 -fPIC

libavif avifenc 0.10

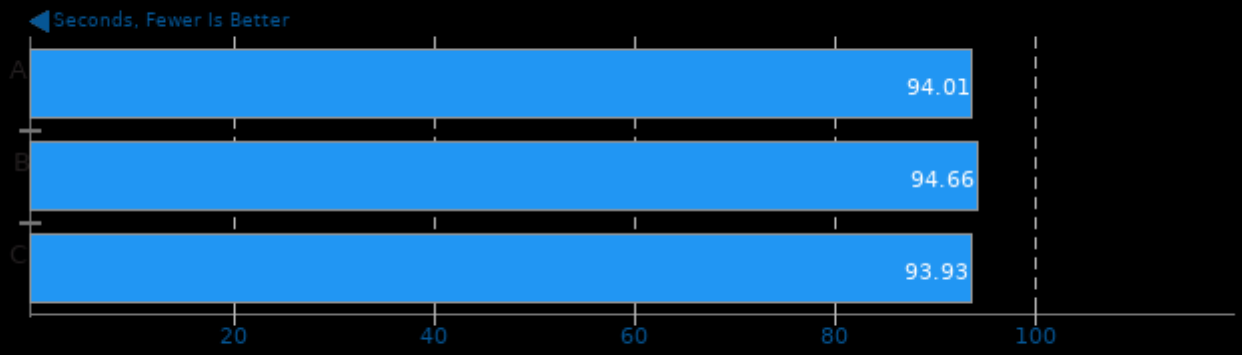
Encoder Speed: 0



1. (CXX) g++ options: -O3 -fPIC -lm

libavif avifenc 0.10

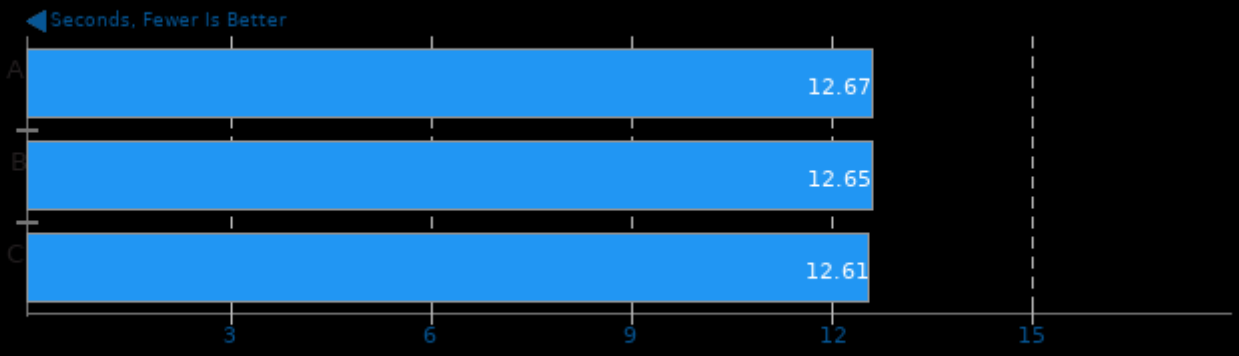
Encoder Speed: 2



1. (CXX) g++ options: -O3 -fPIC -lm

libavif avifenc 0.10

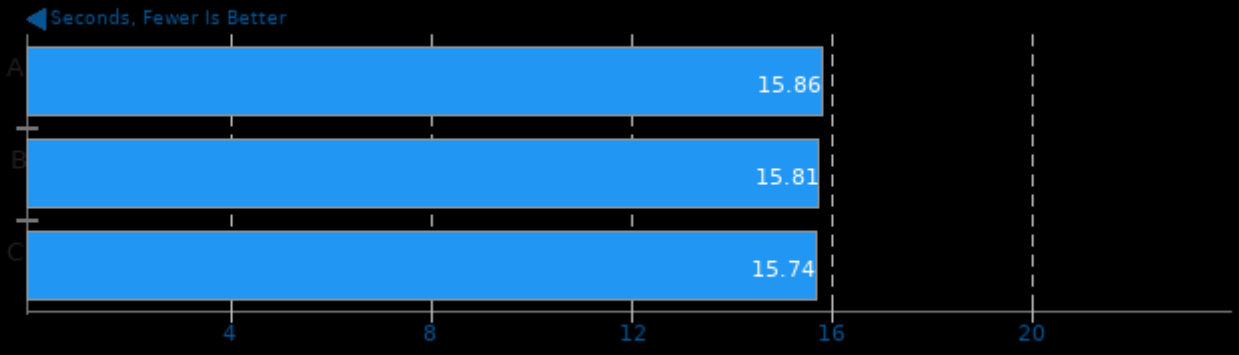
Encoder Speed: 6



1. (CXX) g++ options: -O3 -fPIC -lm

libavif avifenc 0.10

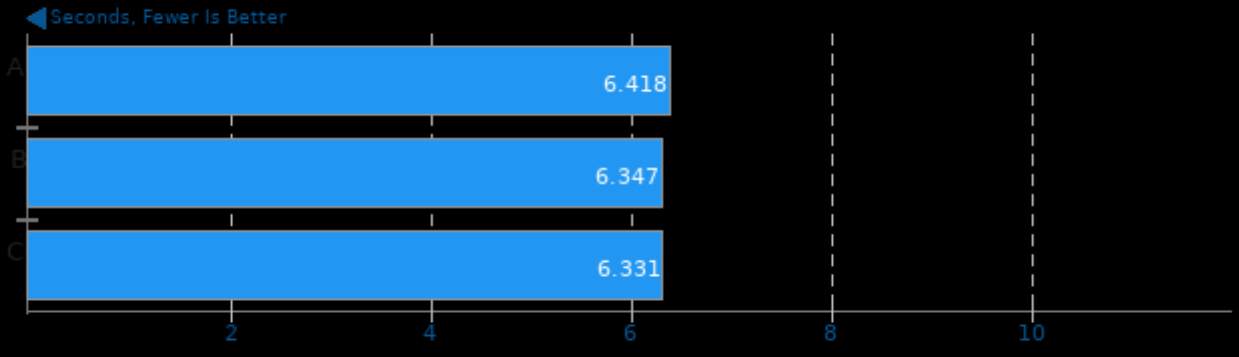
Encoder Speed: 6, Lossless



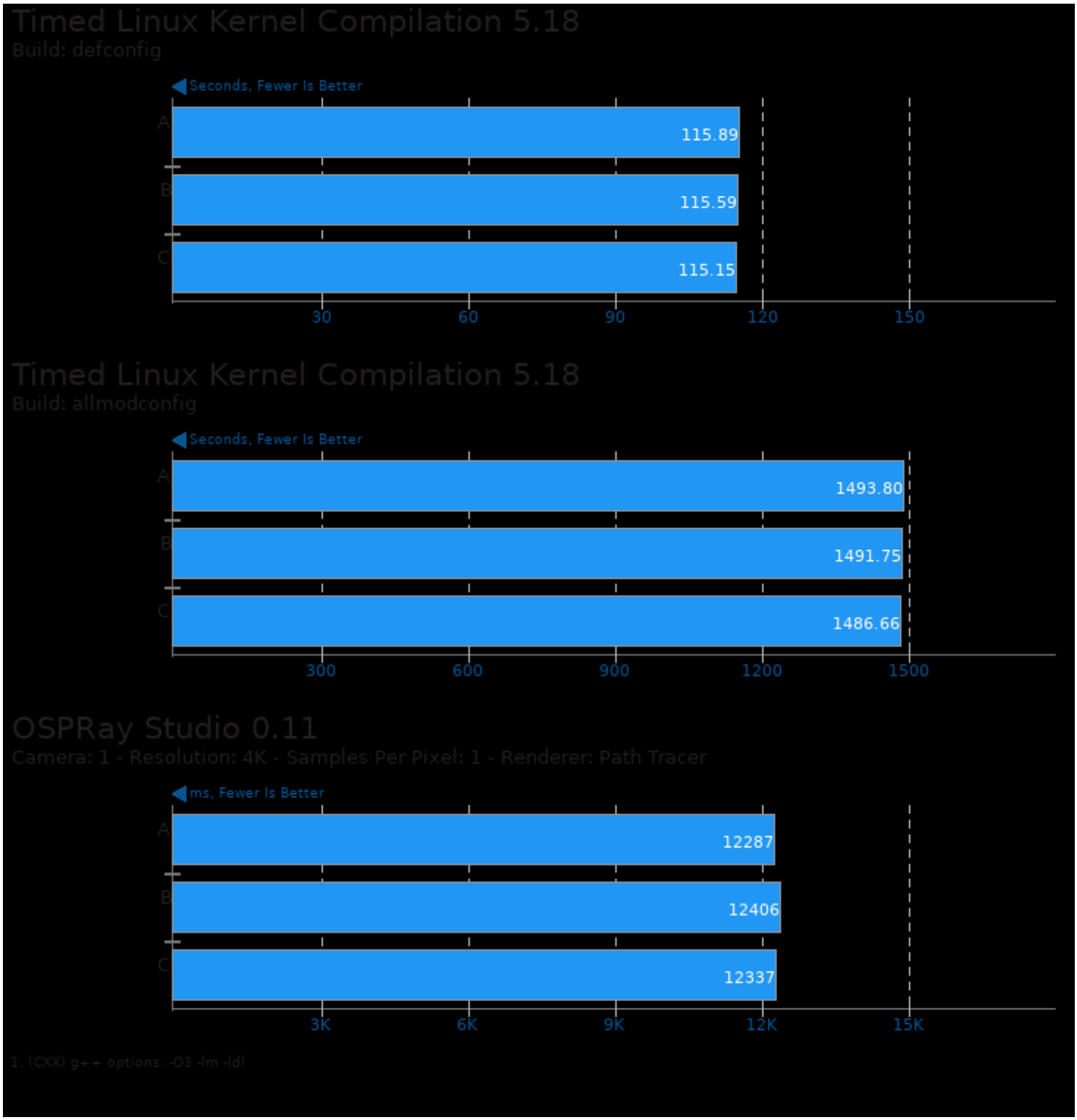
1. (CXX) g++ options: -O3 -fPIC -lm

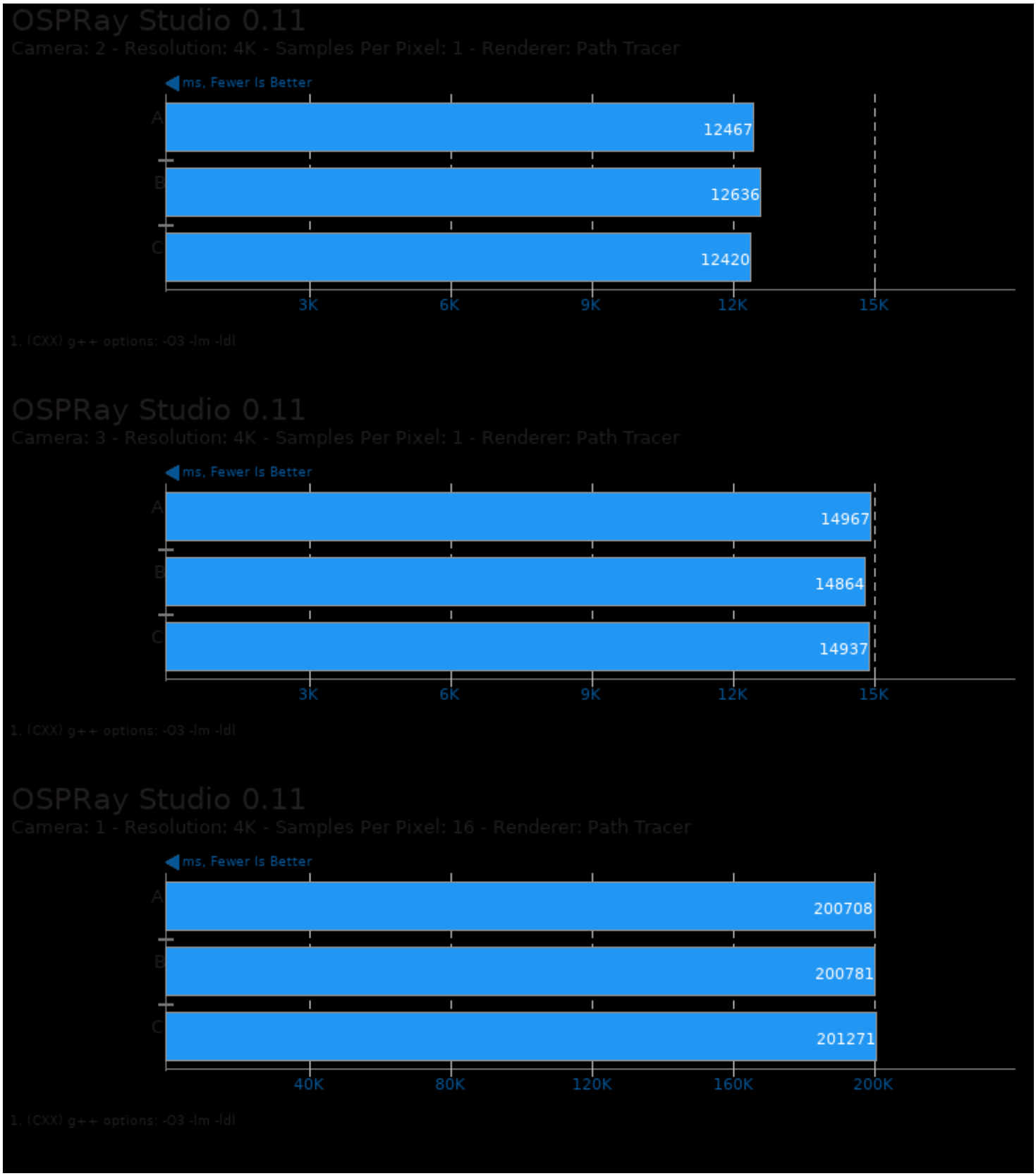
libavif avifenc 0.10

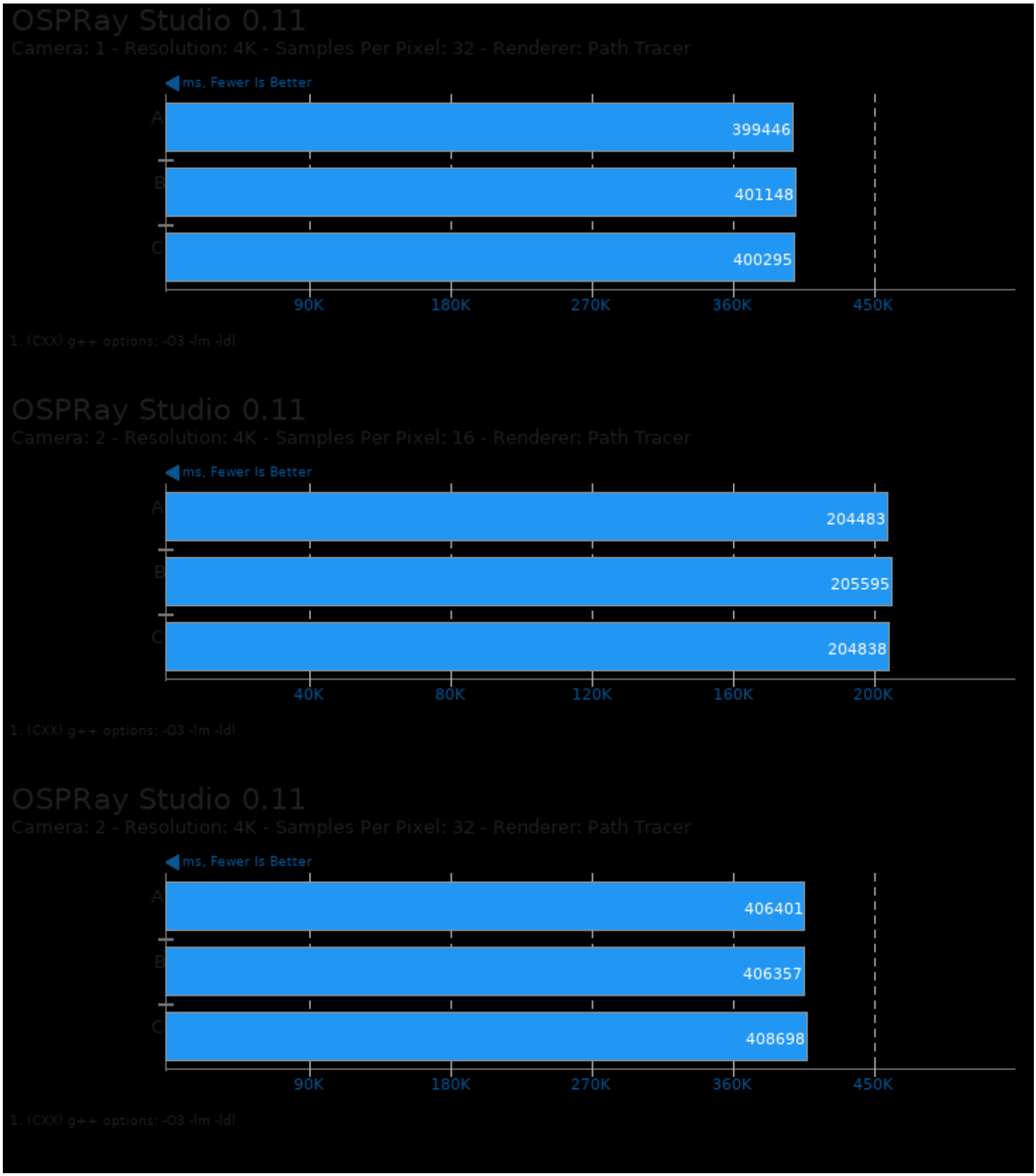
Encoder Speed: 10, Lossless



1. (CXX) g++ options: -O3 -fPIC -lm

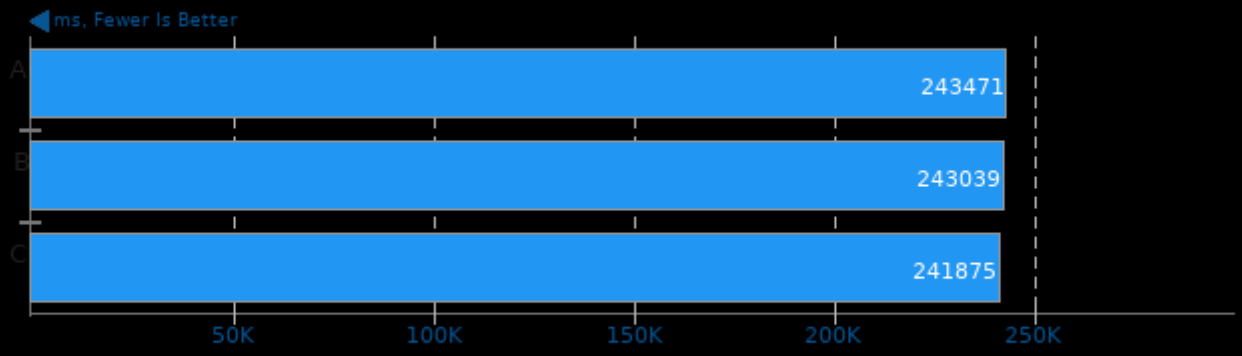

Timed Linux Kernel Compilation 5.18
Build: defconfig
Seconds, Fewer Is Better
A
B
C
115.89
115.59
115.15
30
60
90
120
150
Timed Linux Kernel Compilation 5.18
Build: allmodconfig
Seconds, Fewer Is Better
A
B
C
1493.80
1491.75
1486.66
300
600
900
1200
1500
OSPRay Studio 0.11
Camera: 1 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
12287
12406
12337
3K
6K
9K
12K
15K
1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 2 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
12467
12636
12420
3K
6K
9K
12K
15K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 3 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
14967
14864
14937
3K
6K
9K
12K
15K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 1 - Resolution: 4K - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
200708
200781
201271
40K
80K
120K
160K
200K
1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 1 - Resolution: 4K - Samples Per Pixel: 32 - Renderer: Path Tracer
ms, Fewer Is Better
A
399446
B
401148
C
400295
90K
180K
270K
360K
450K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 2 - Resolution: 4K - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
A
204483
B
205595
C
204838
40K
80K
120K
160K
200K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 2 - Resolution: 4K - Samples Per Pixel: 32 - Renderer: Path Tracer
ms, Fewer Is Better
A
406401
B
406357
C
408698
90K
180K
270K
360K
450K
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

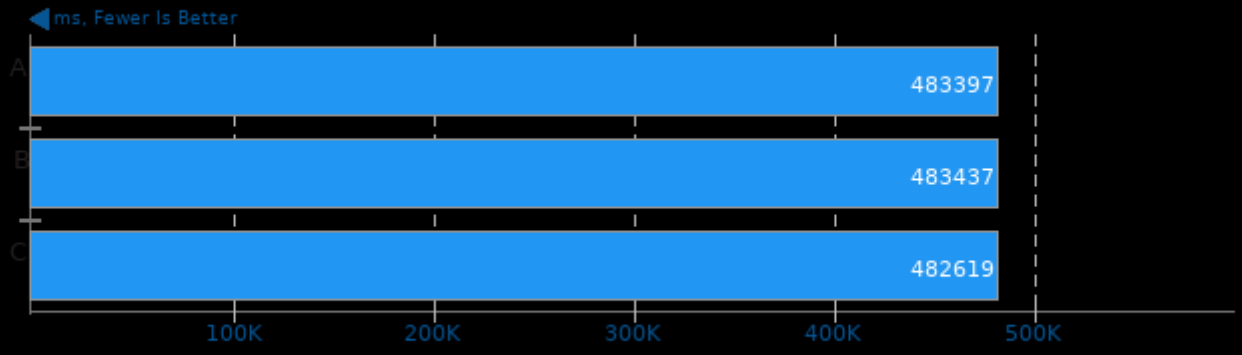
Camera: 3 - Resolution: 4K - Samples Per Pixel: 16 - Renderer: Path Tracer



1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

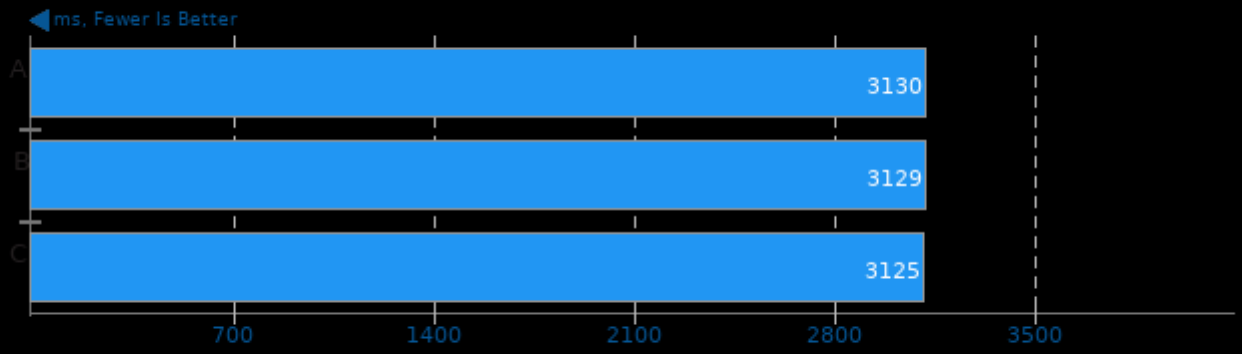
Camera: 3 - Resolution: 4K - Samples Per Pixel: 32 - Renderer: Path Tracer



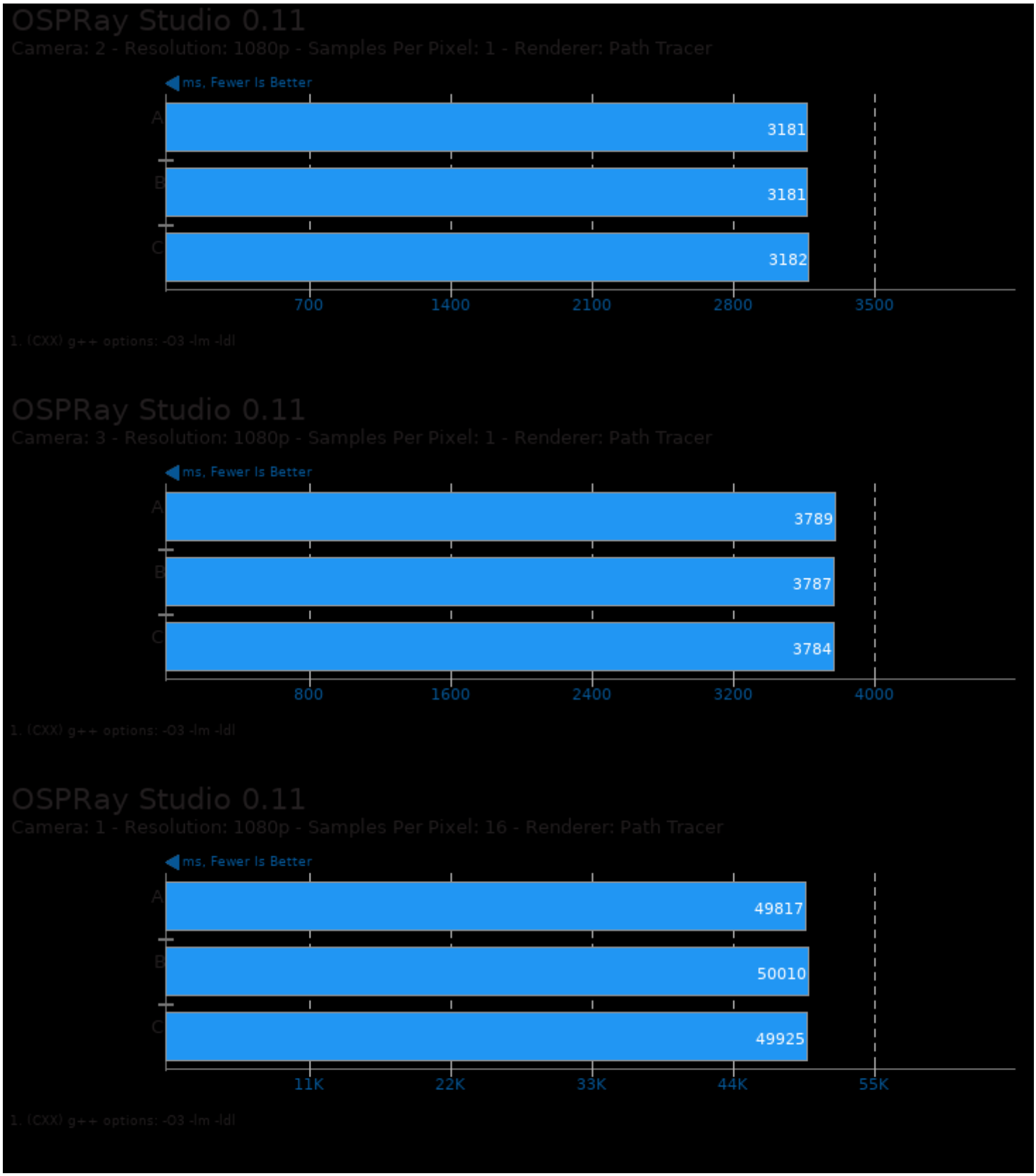
1. (CXX) g++ options: -O3 -lm -ldl

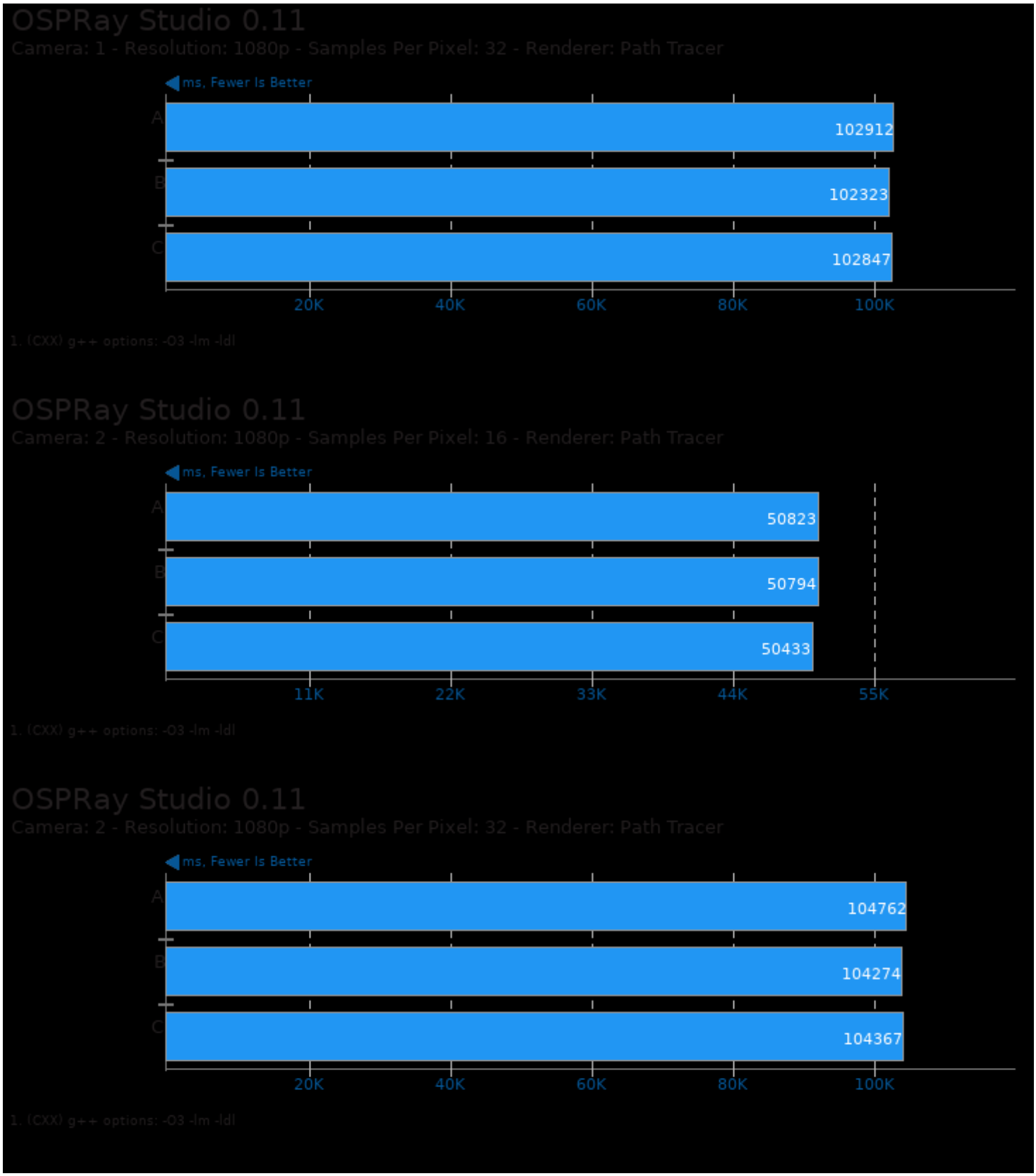
OSPRay Studio 0.11

Camera: 1 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer



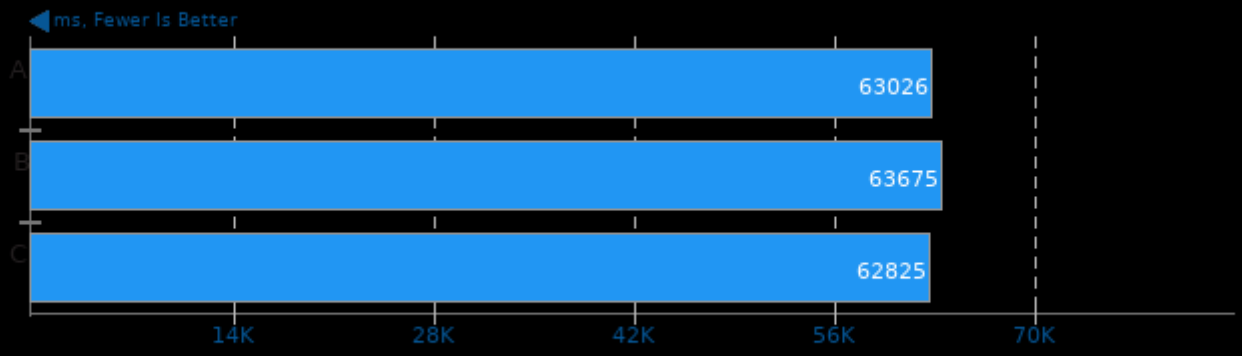
1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 2 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
3181
3181
3182
700
1400
2100
2800
3500
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 3 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
3789
3787
3784
800
1600
2400
3200
4000
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 1 - Resolution: 1080p - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
49817
50010
49925
11K
22K
33K
44K
55K
1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 1 - Resolution: 1080p - Samples Per Pixel: 32 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
102912
102323
102847
20K
40K
60K
80K
100K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 2 - Resolution: 1080p - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
50823
50794
50433
11K
22K
33K
44K
55K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 2 - Resolution: 1080p - Samples Per Pixel: 32 - Renderer: Path Tracer
ms, Fewer Is Better
A
B
C
104762
104274
104367
20K
40K
60K
80K
100K
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

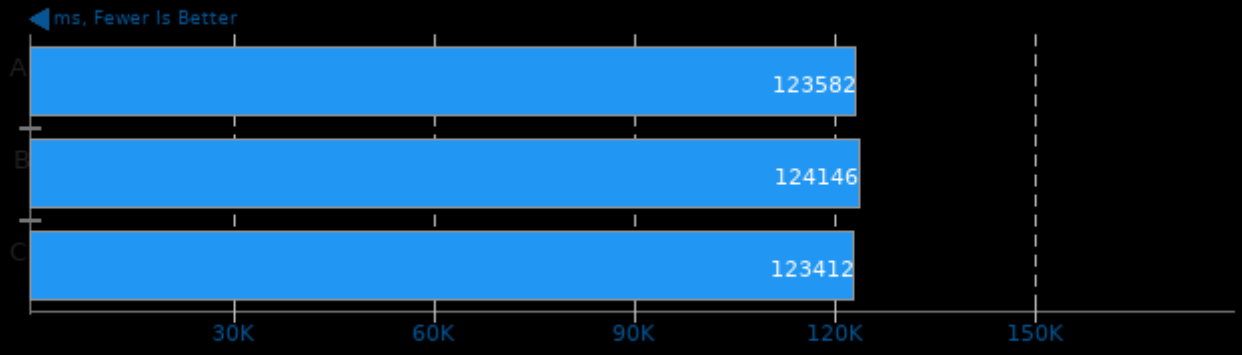
Camera: 3 - Resolution: 1080p - Samples Per Pixel: 16 - Renderer: Path Tracer



1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

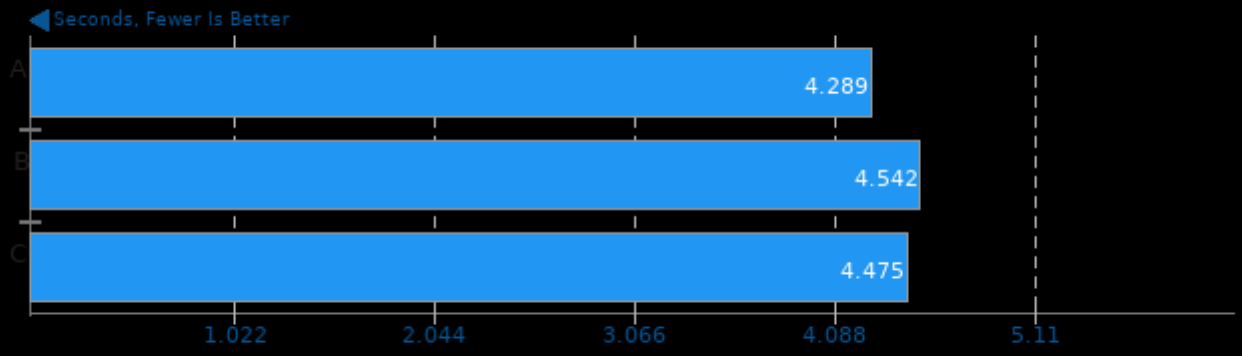
Camera: 3 - Resolution: 1080p - Samples Per Pixel: 32 - Renderer: Path Tracer



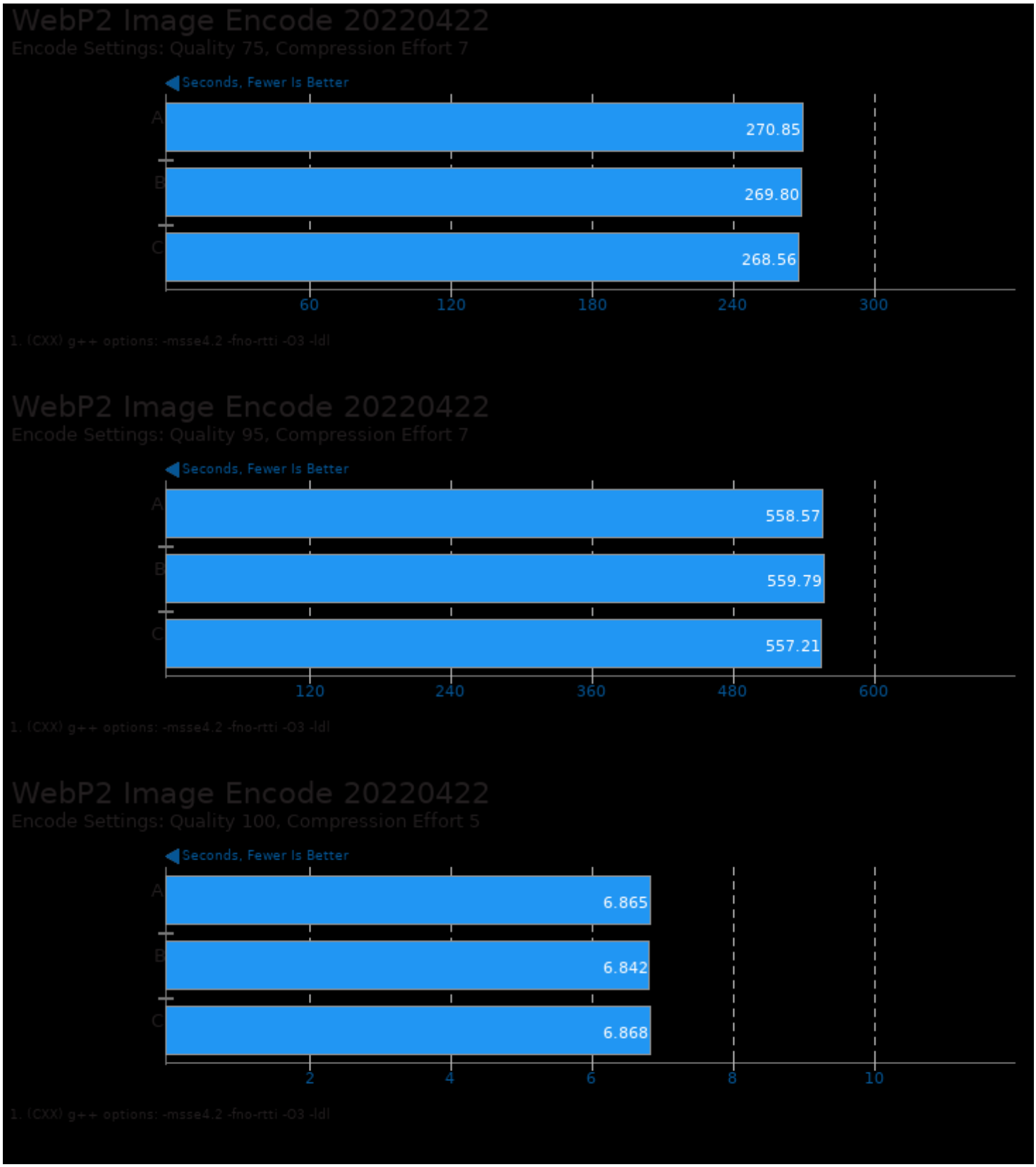
1. (CXX) g++ options: -O3 -lm -ldl

WebP2 Image Encode 20220422

Encode Settings: Default

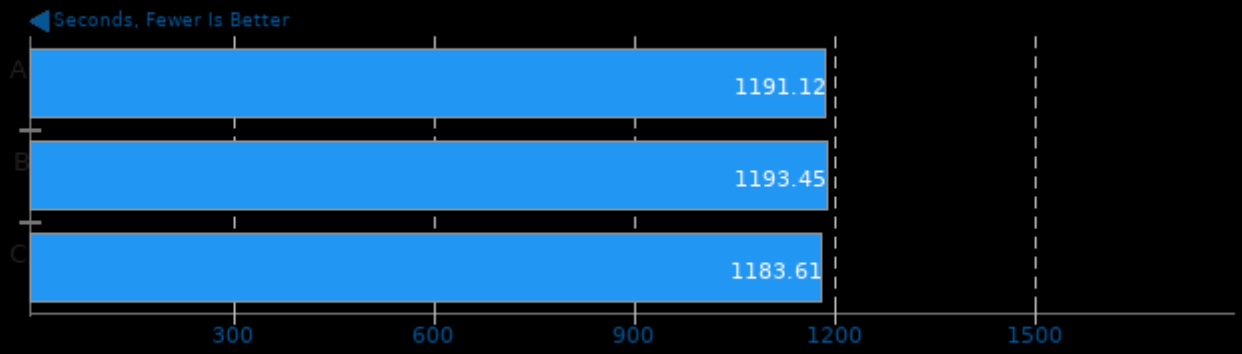


1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl


WebP2 Image Encode 20220422
Encode Settings: Quality 75, Compression Effort 7
Seconds, Fewer Is Better
A
B
C
270.85
269.80
268.56
60
120
180
240
300
1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl
WebP2 Image Encode 20220422
Encode Settings: Quality 95, Compression Effort 7
Seconds, Fewer Is Better
A
B
C
558.57
559.79
557.21
120
240
360
480
600
1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl
WebP2 Image Encode 20220422
Encode Settings: Quality 100, Compression Effort 5
Seconds, Fewer Is Better
A
B
C
6.865
6.842
6.868
2
4
6
8
10
1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl

WebP2 Image Encode 20220422

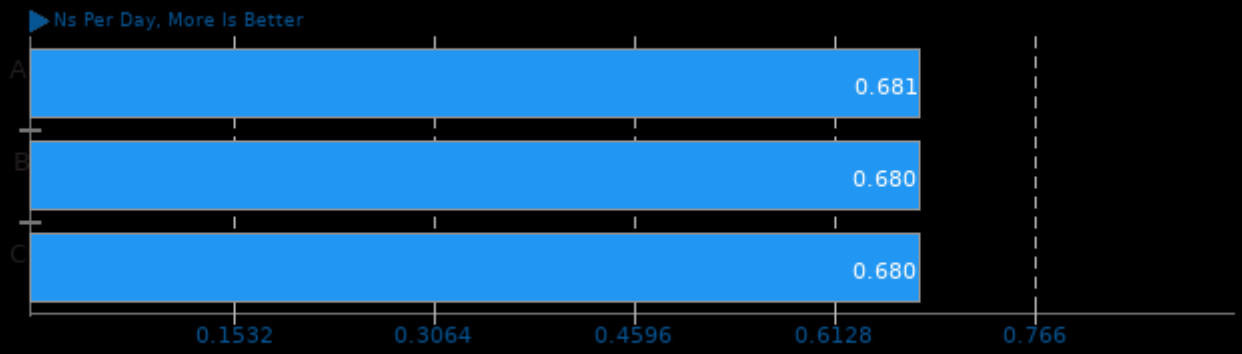
Encode Settings: Quality 100, Lossless Compression



1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl

GROMACS 2022.1

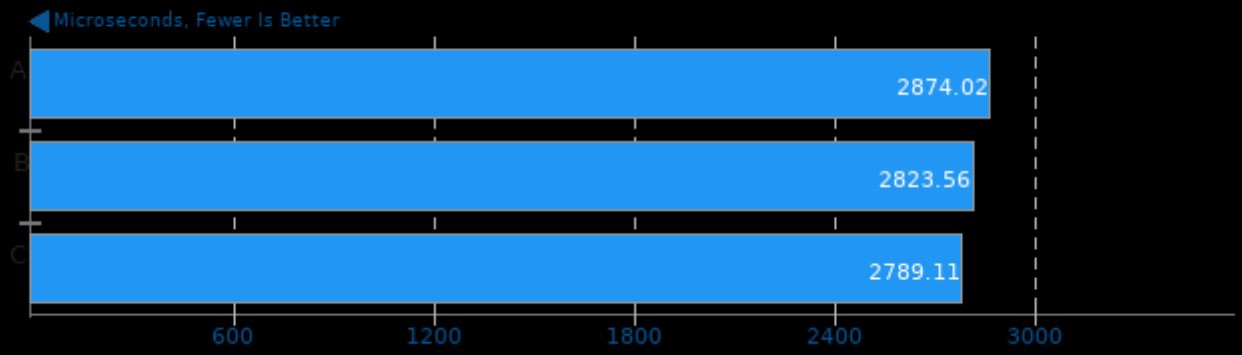
Implementation: MPI CPU - Input: water_GMX50_bare

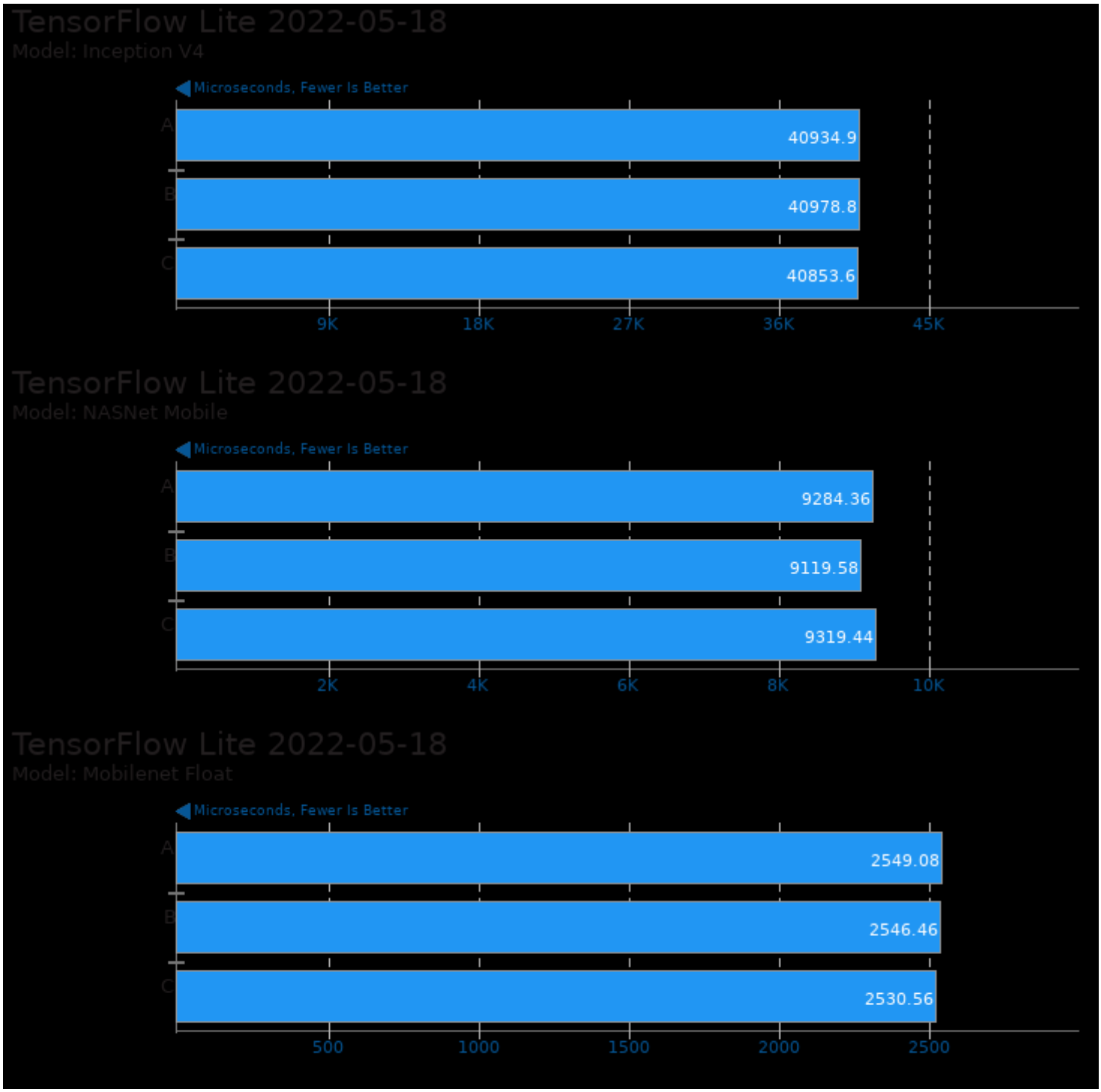


1. (CXX) g++ options: -O3

TensorFlow Lite 2022-05-18

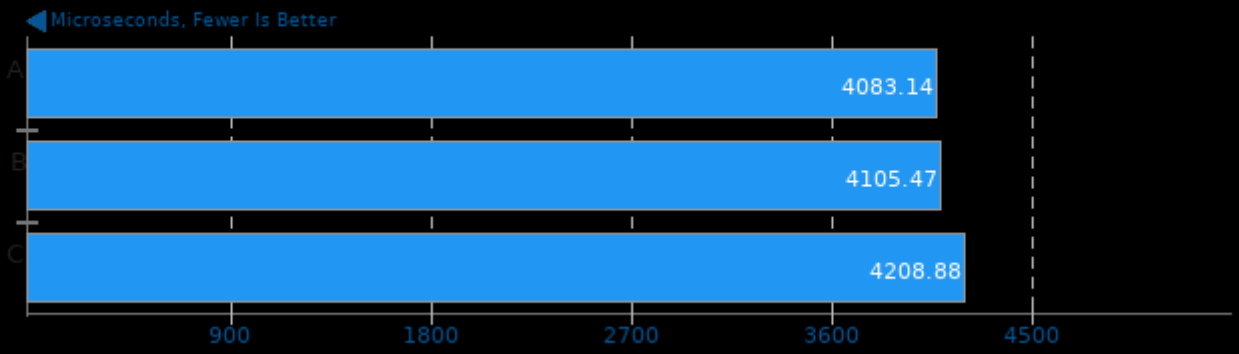
Model: SqueezeNet




TensorFlow Lite 2022-05-18
Model: Inception V4
Microseconds, Fewer Is Better
A
B
C
40934.9
40978.8
40853.6
9K
18K
27K
36K
45K
TensorFlow Lite 2022-05-18
Model: NASNet Mobile
Microseconds, Fewer Is Better
A
B
C
9284.36
9119.58
9319.44
2K
4K
6K
8K
10K
TensorFlow Lite 2022-05-18
Model: Mobilenet Float
Microseconds, Fewer Is Better
A
B
C
2549.08
2546.46
2530.56
500
1000
1500
2000
2500

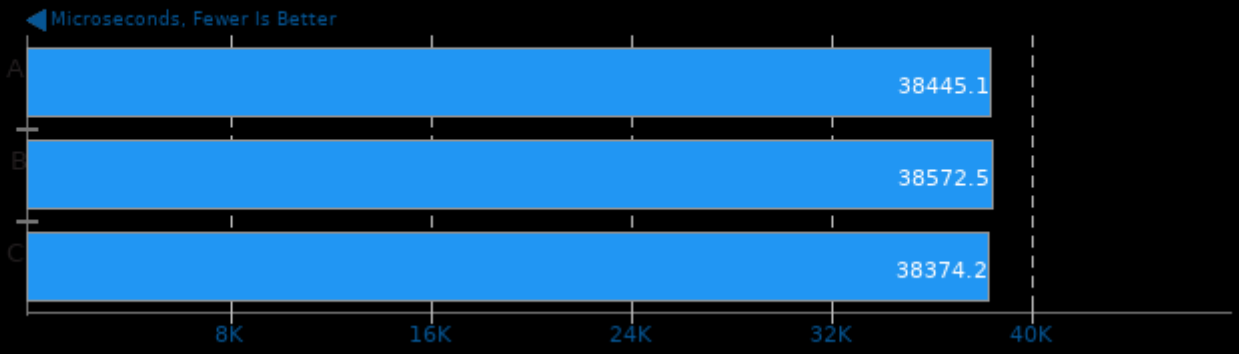
TensorFlow Lite 2022-05-18

Model: Mobilenet Quant



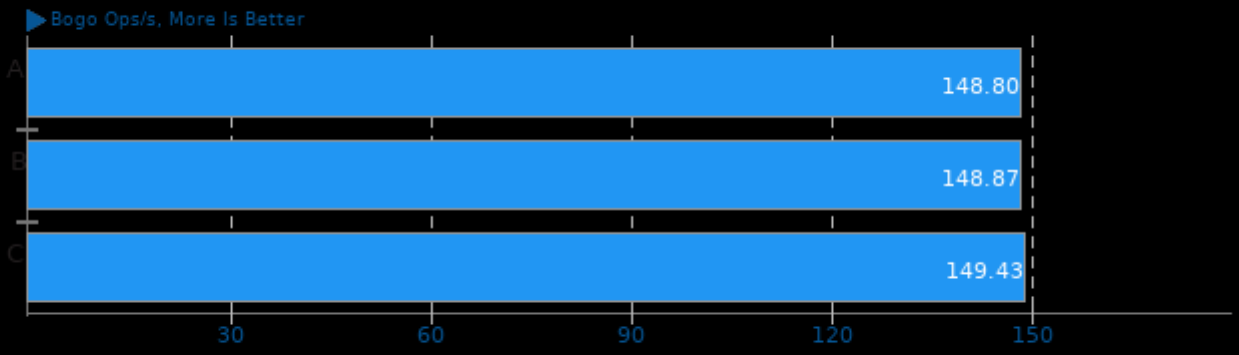
TensorFlow Lite 2022-05-18

Model: Inception ResNet V2



Stress-NG 0.14

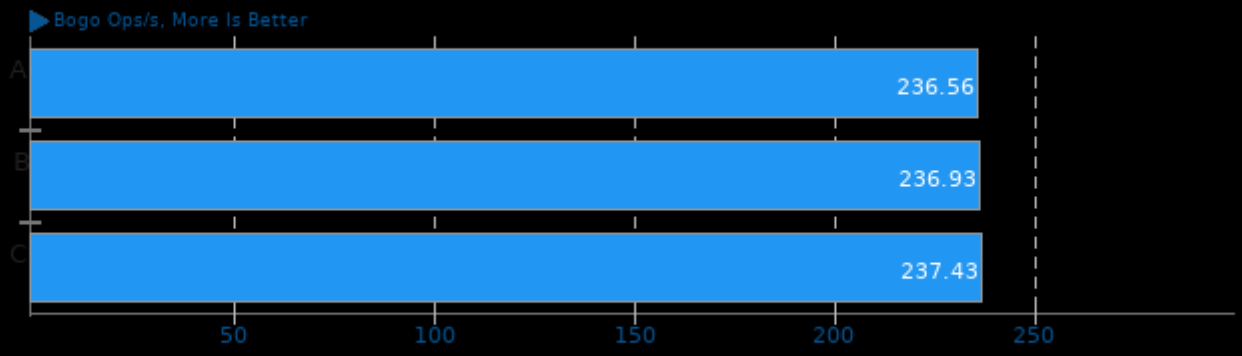
Test: MMAP



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

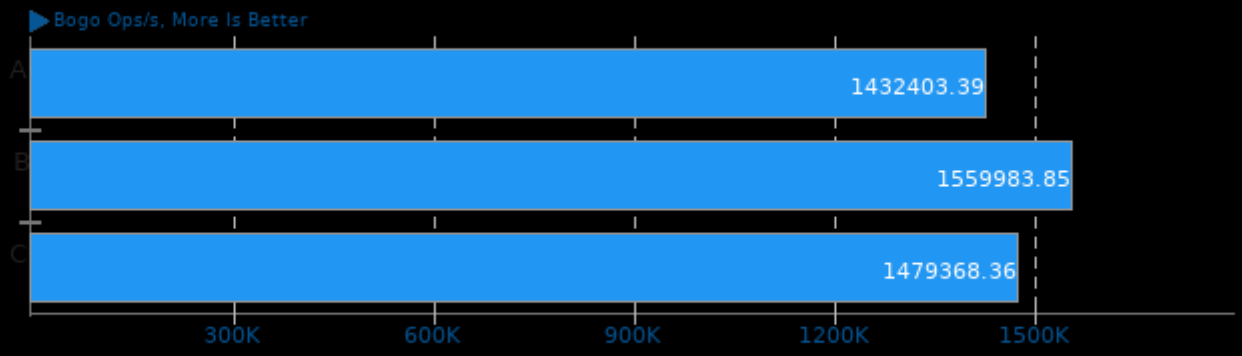
Test: NUMA



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

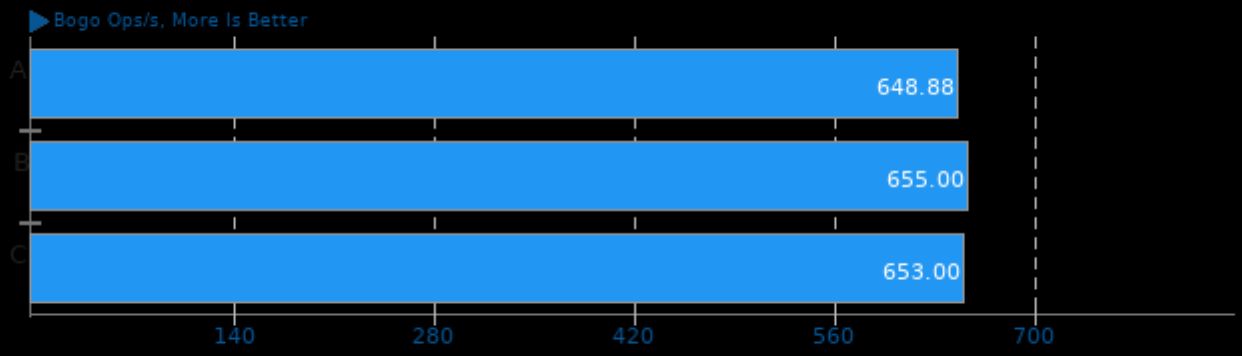
Test: Futex



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

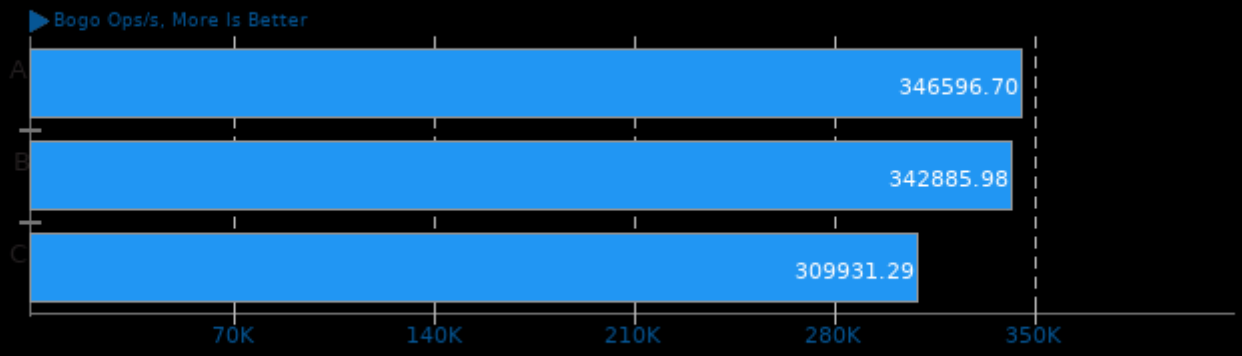
Test: MEMFD



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

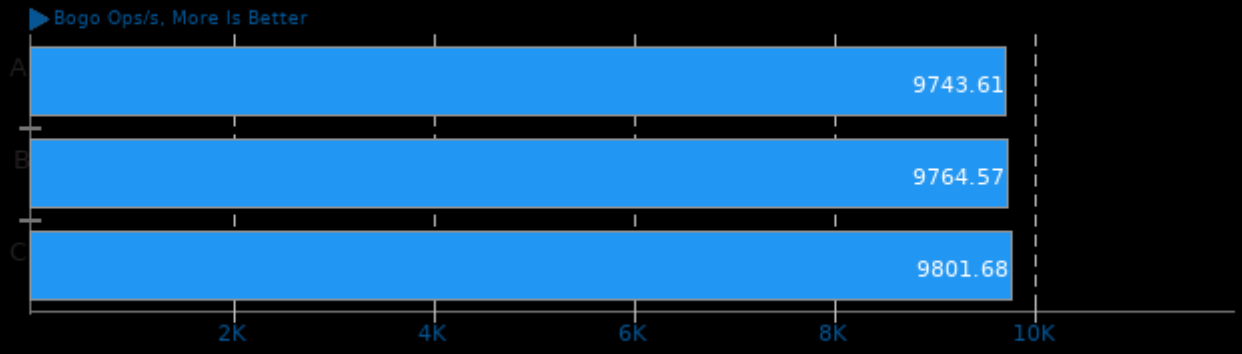
Test: Atomic



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

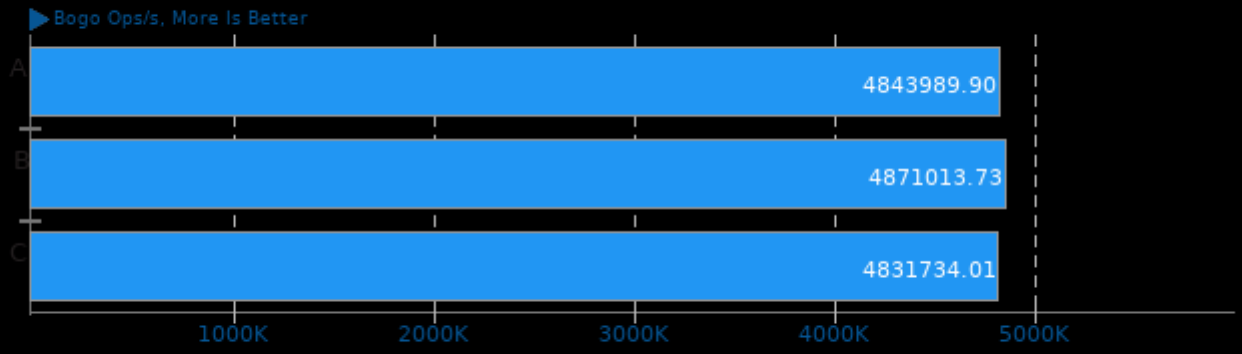
Test: Crypto



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

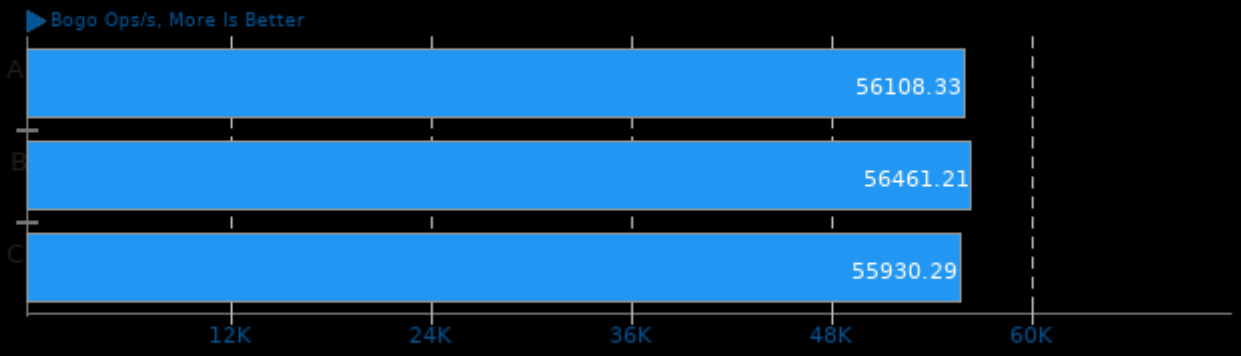
Test: Malloc



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

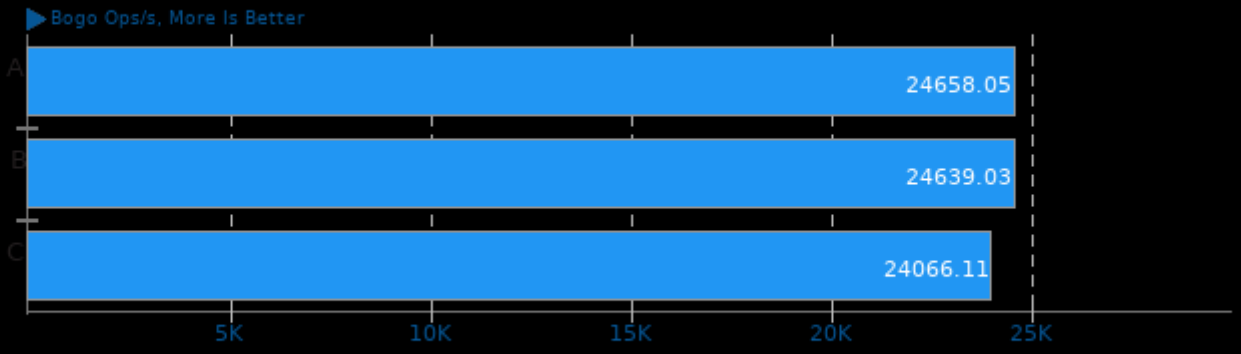
Test: Forking



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

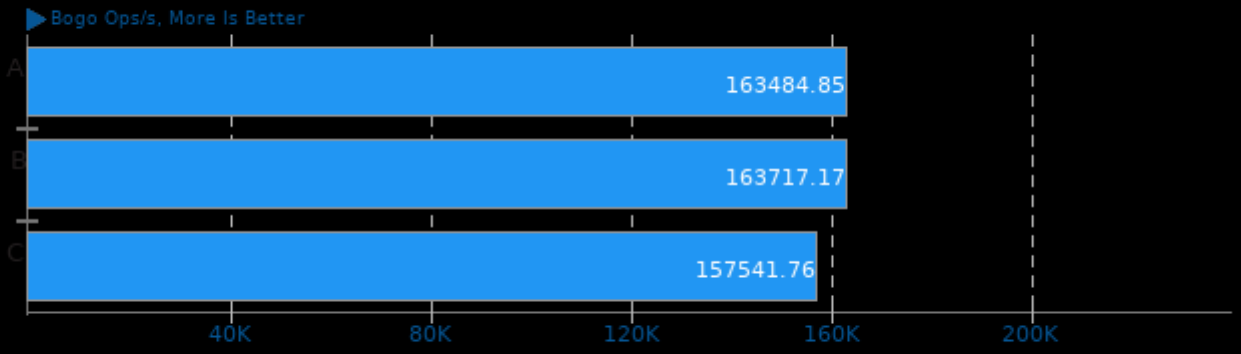
Test: IO_uring



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

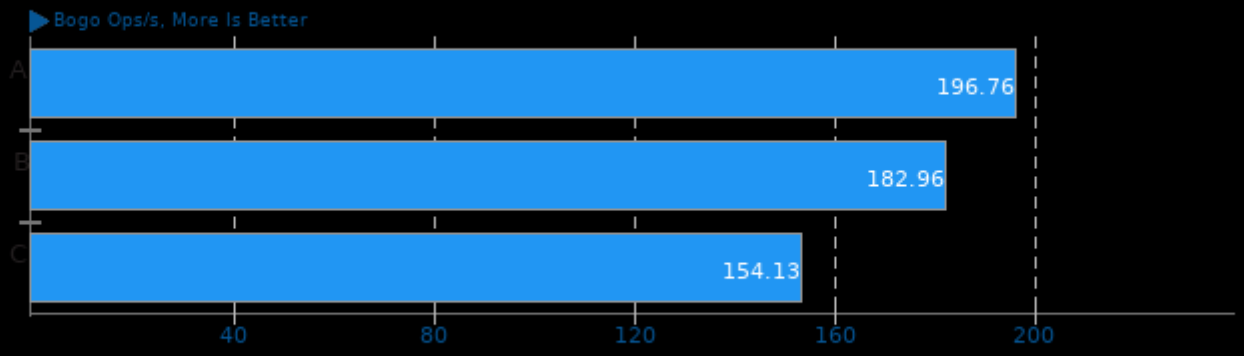
Test: SENDFILE



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

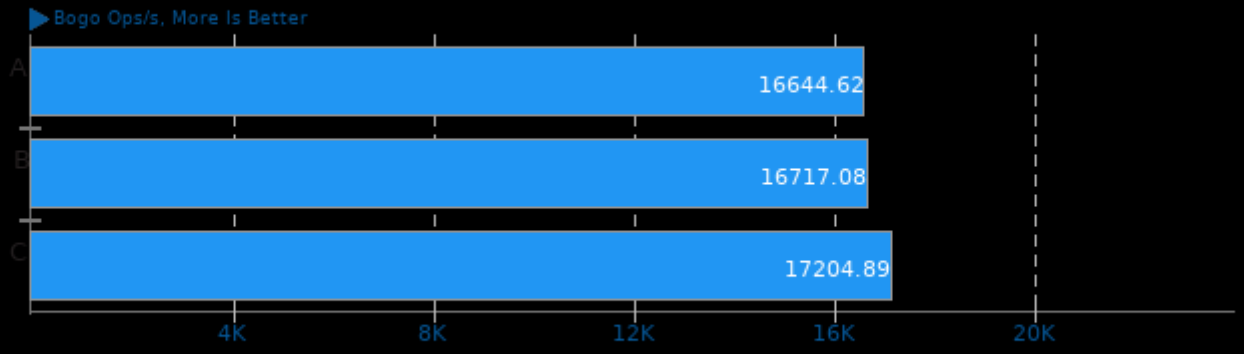
Test: CPU Cache



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

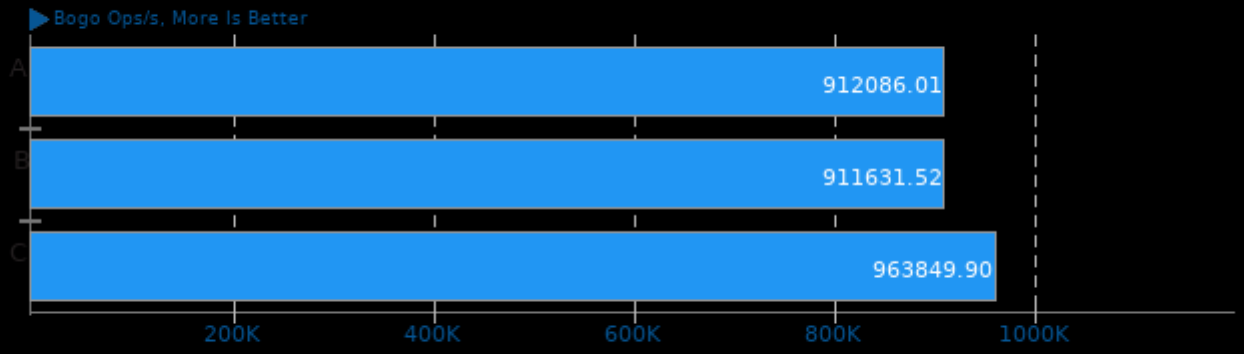
Test: CPU Stress



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

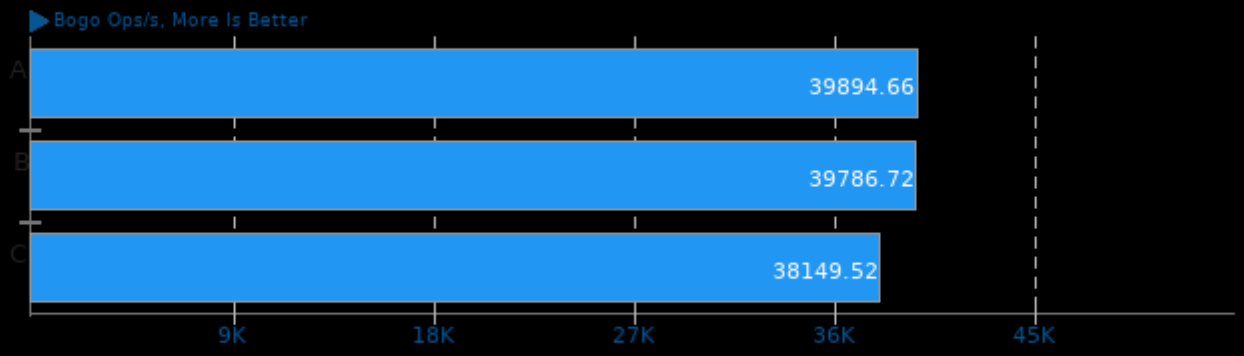
Test: Semaphores



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

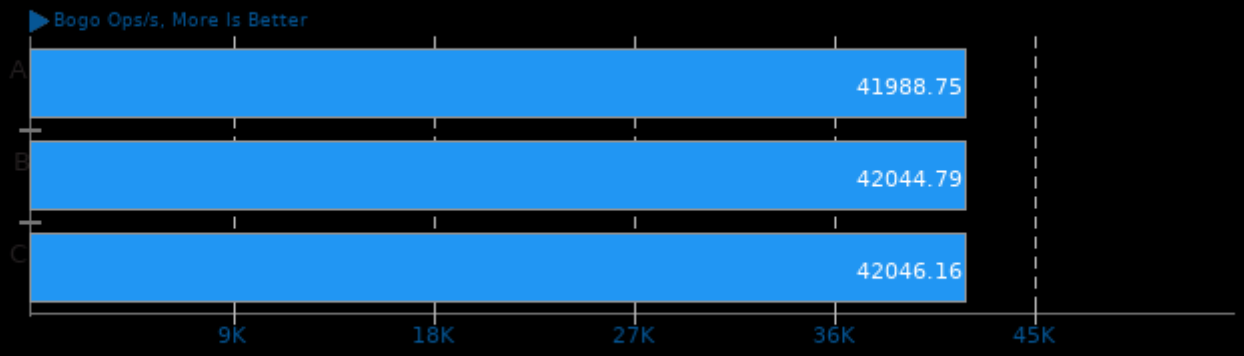
Test: Matrix Math



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

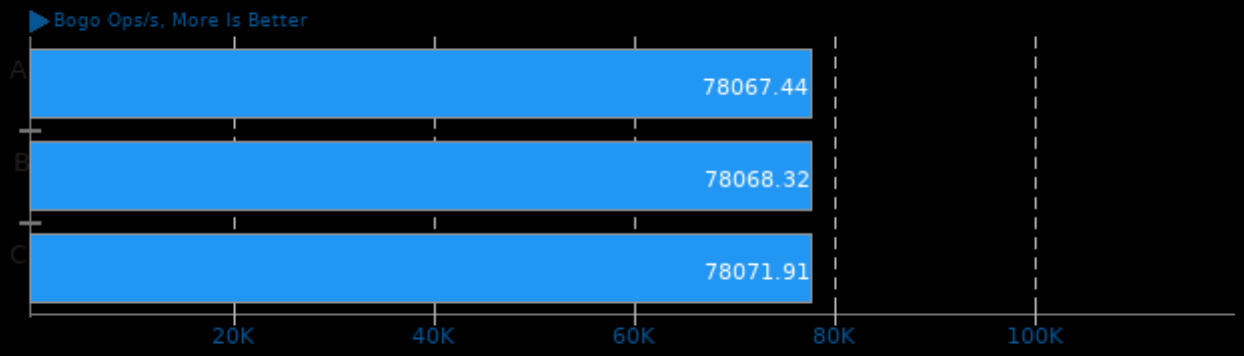
Test: Vector Math



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

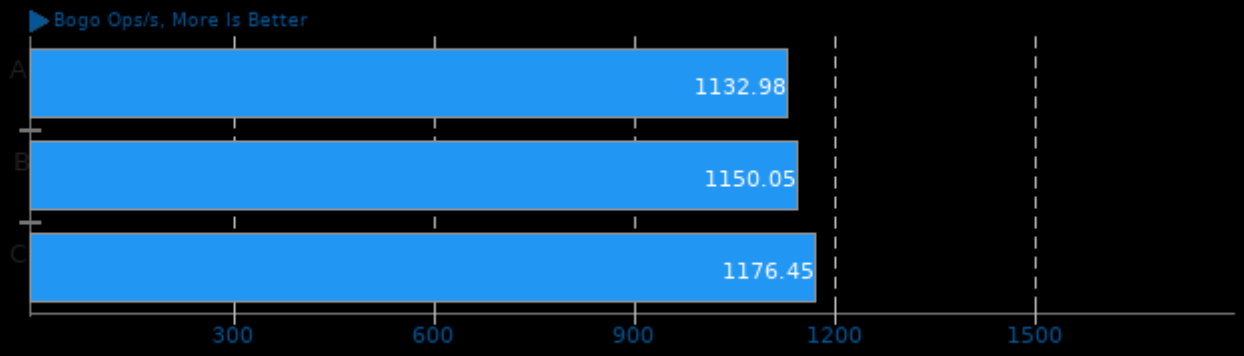
Test: x86_64 RdRand



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

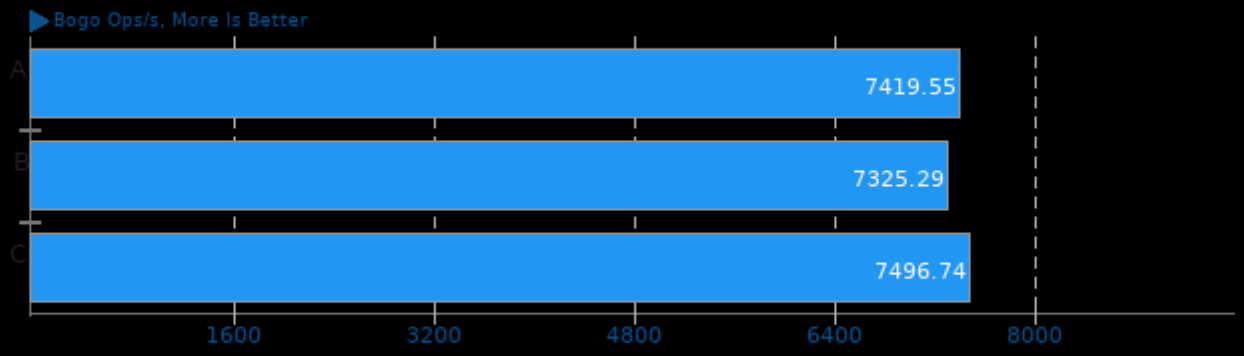
Test: Memory Copying



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

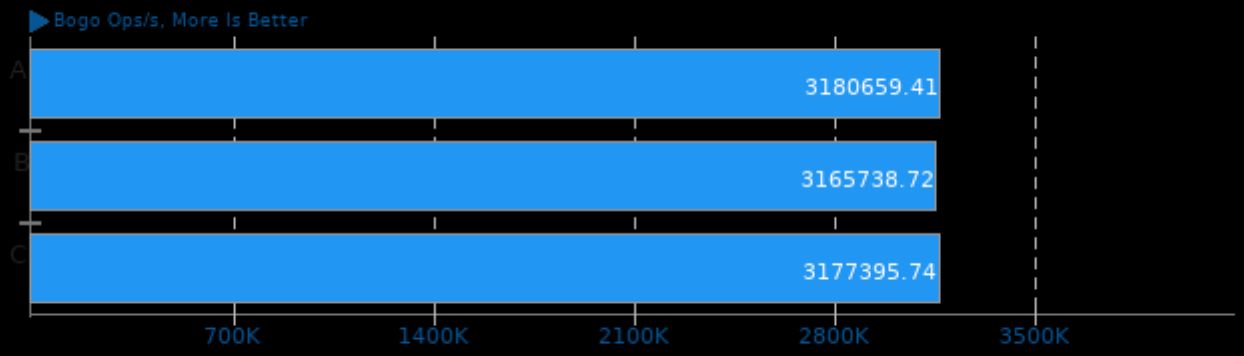
Test: Socket Activity



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

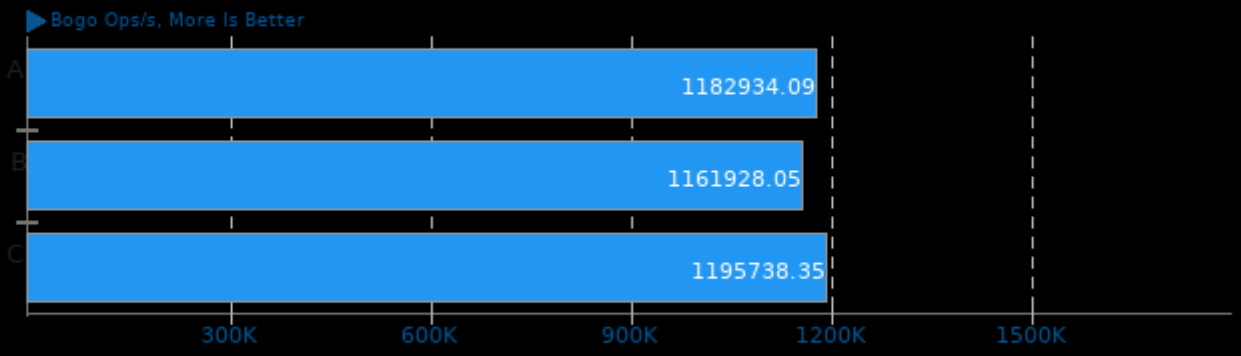
Test: Context Switching



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

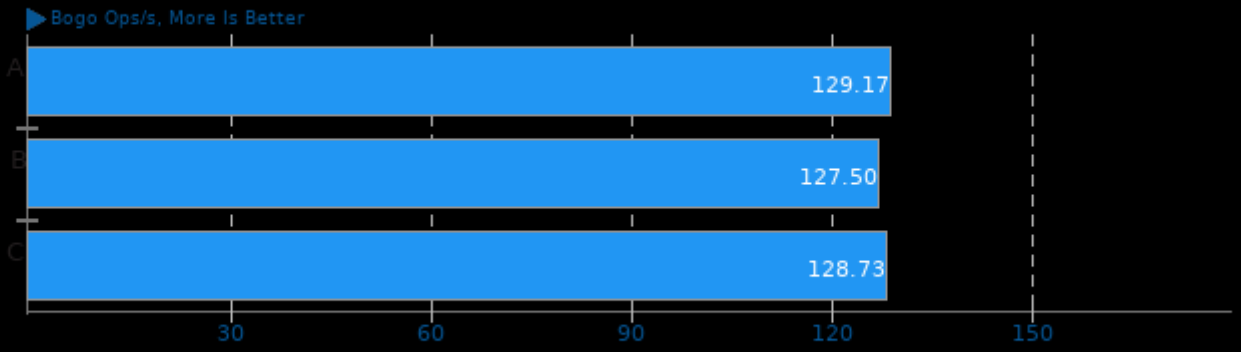
Test: Glibc C String Functions



1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

Stress-NG 0.14

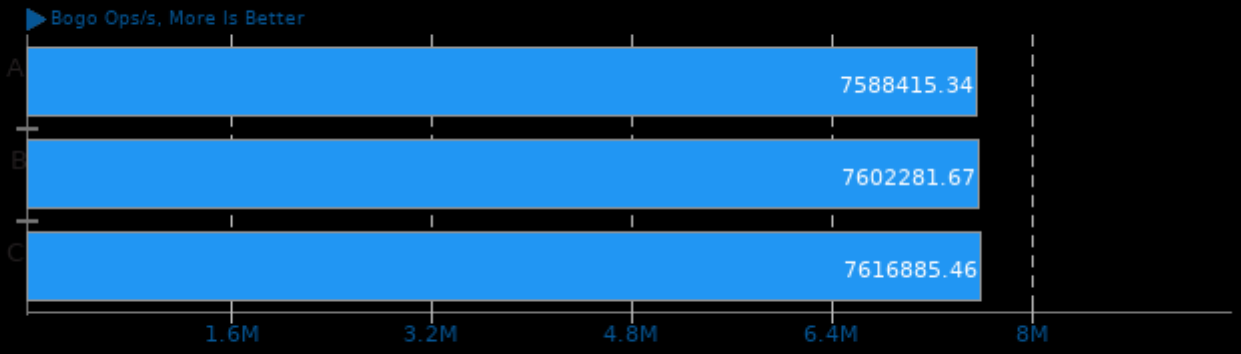
Test: Glibc Qsort Data Sorting



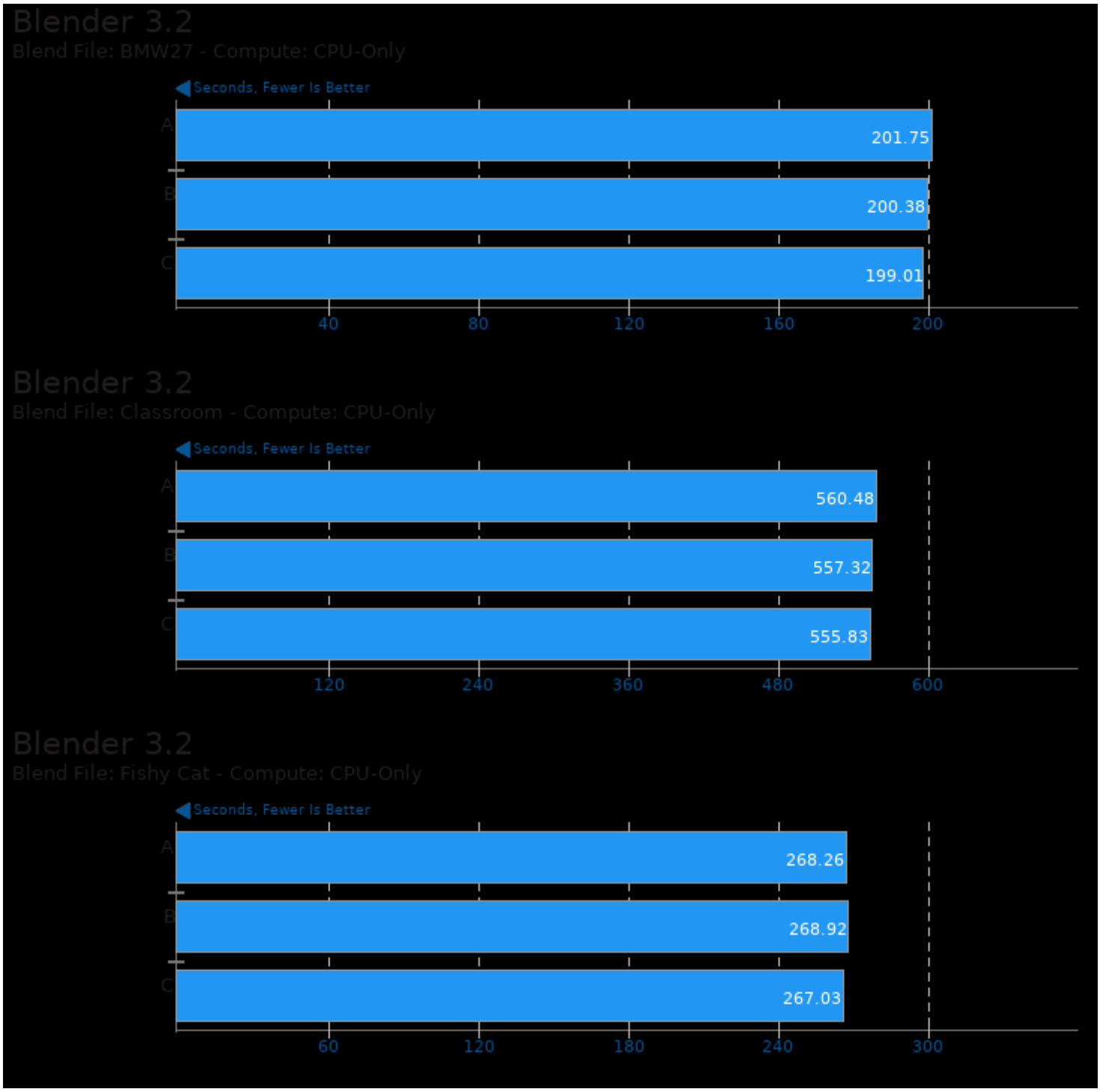
1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread

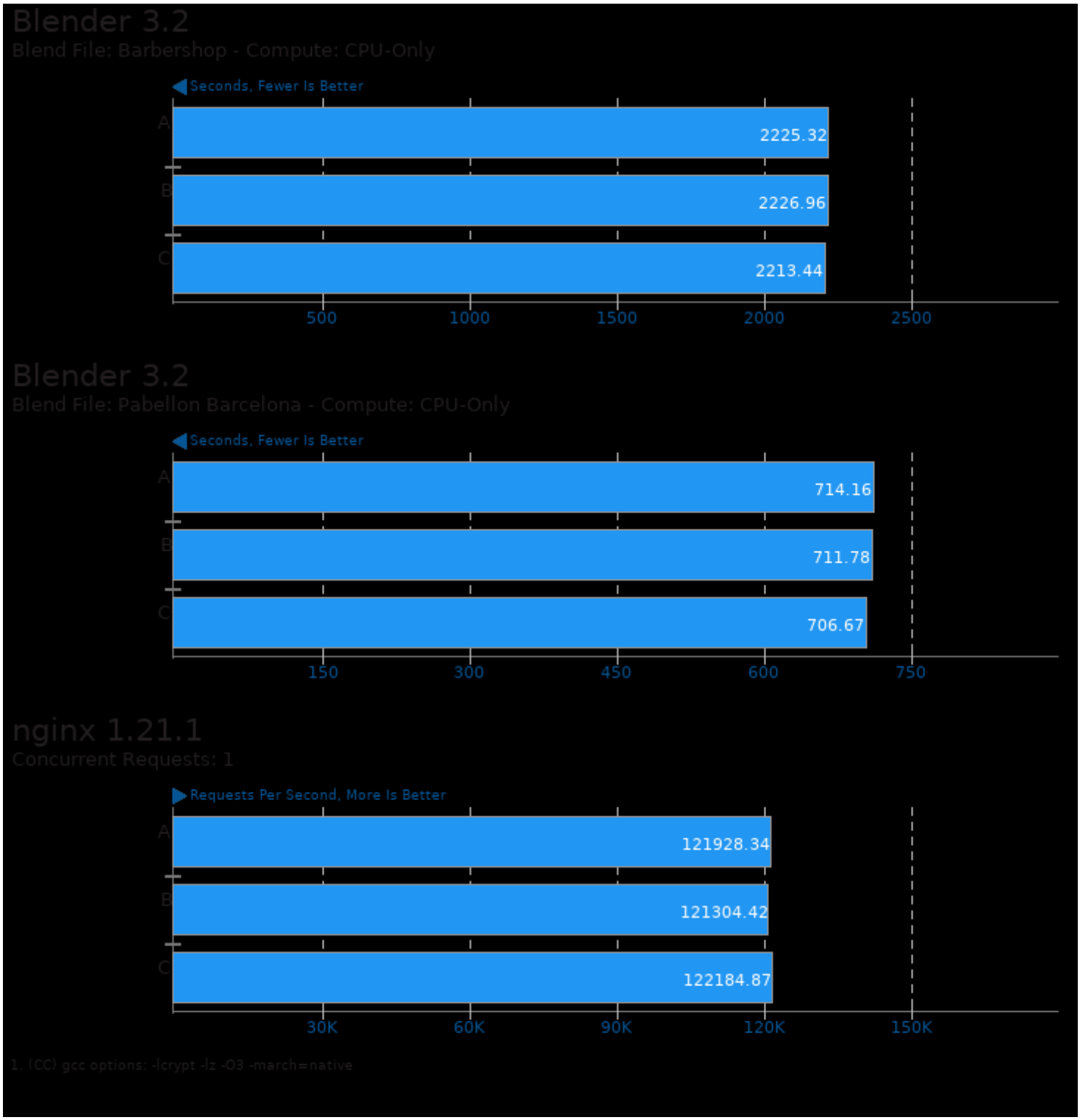
Stress-NG 0.14

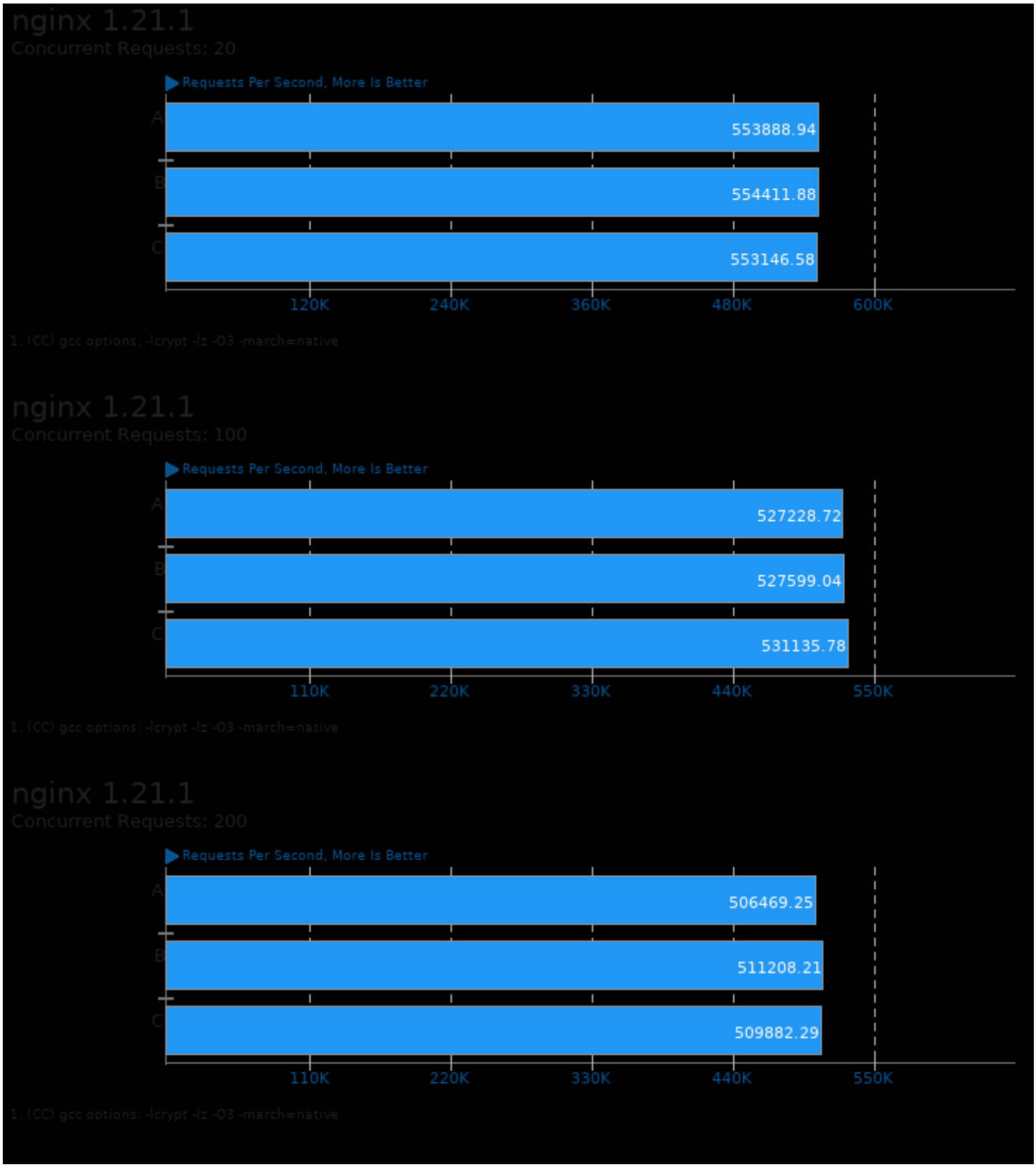
Test: System V Message Passing

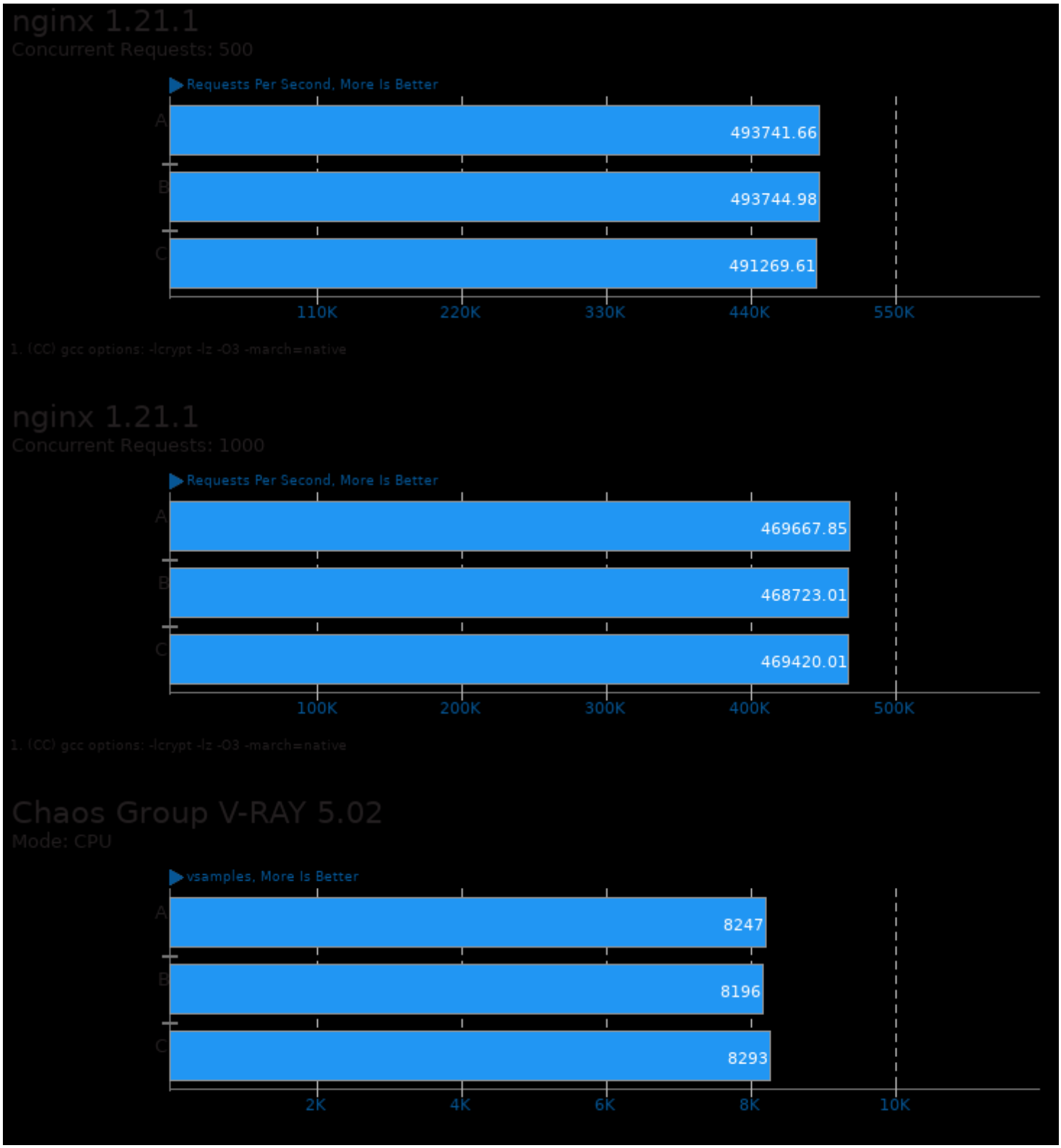


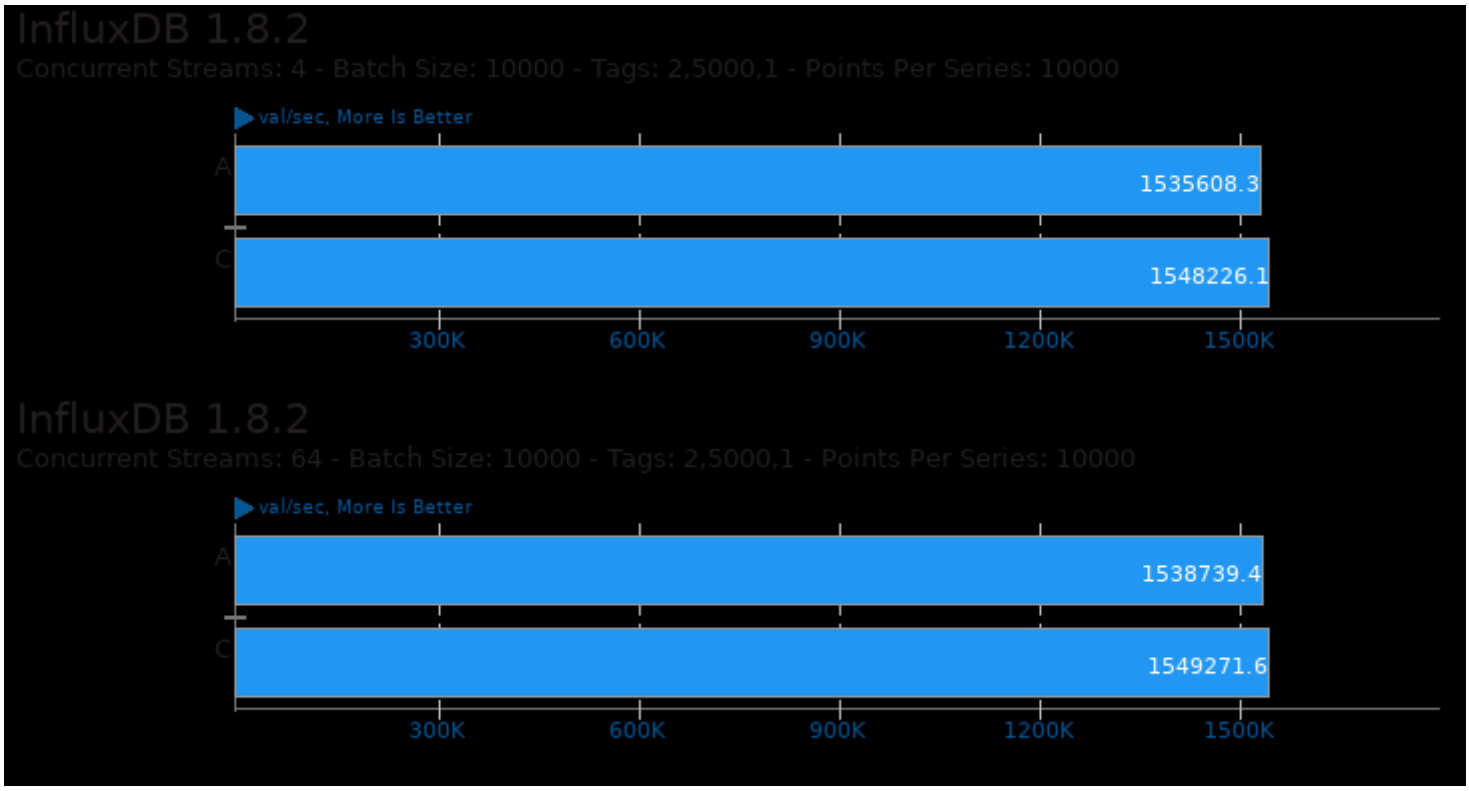
1. (CC) gcc options: -O2 -std=gnu99 -lm -lapparmor -latomic -lc -lcrypt -ldl -ljpeg -lrt -lsctp -lz -pthread


Blender 3.2
Blend File: BMW27 - Compute: CPU-Only
Seconds, Fewer Is Better
A
B
C
201.75
200.38
199.01
40
80
120
160
200
Blender 3.2
Blend File: Classroom - Compute: CPU-Only
Seconds, Fewer Is Better
A
B
C
560.48
557.32
555.83
120
240
360
480
600
Blender 3.2
Blend File: Fishy Cat - Compute: CPU-Only
Seconds, Fewer Is Better
A
B
C
268.26
268.92
267.03
60
120
180
240
300

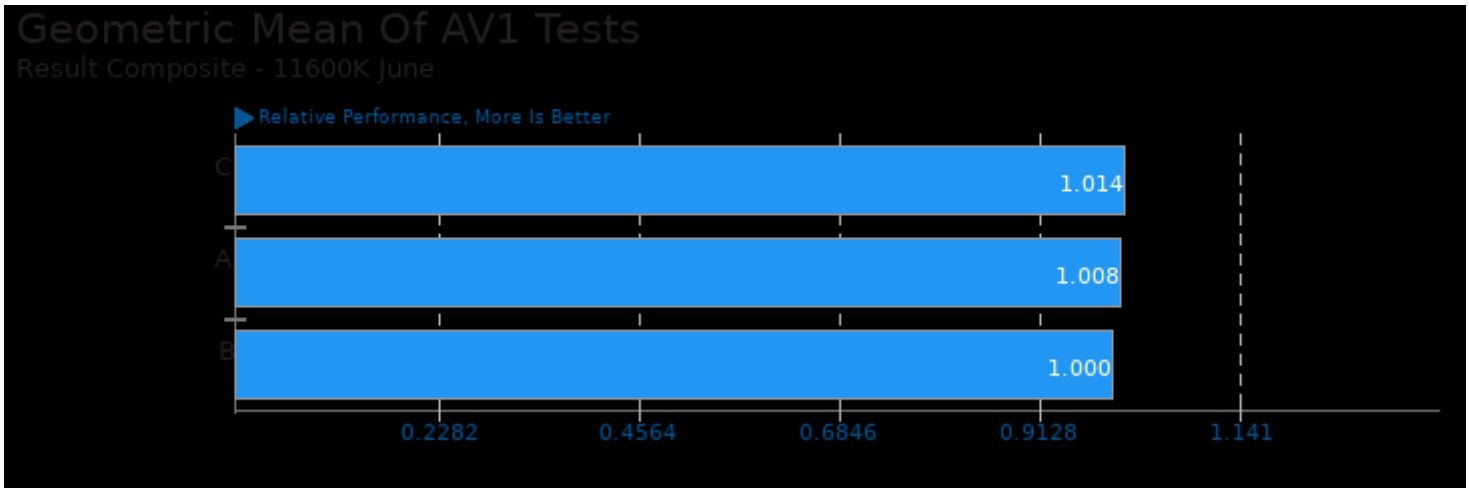

Blender 3.2
Blend File: Barbershop - Compute: CPU-Only
Seconds, Fewer Is Better
A
2225.32
B
2226.96
C
2213.44
500
1000
1500
2000
2500
Blender 3.2
Blend File: Pabellon Barcelona - Compute: CPU-Only
Seconds, Fewer Is Better
A
714.16
B
711.78
C
706.67
150
300
450
600
750
nginx 1.21.1
Concurrent Requests: 1
Requests Per Second, More Is Better
A
121928.34
B
121304.42
C
122184.87
30K
60K
90K
120K
150K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native


nginx 1.21.1
Concurrent Requests: 20
Requests Per Second, More Is Better
A
B
C
553888.94
554411.88
553146.58
120K
240K
360K
480K
600K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native
nginx 1.21.1
Concurrent Requests: 100
Requests Per Second, More Is Better
A
B
C
527228.72
527599.04
531135.78
110K
220K
330K
440K
550K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native
nginx 1.21.1
Concurrent Requests: 200
Requests Per Second, More Is Better
A
B
C
506469.25
511208.21
509882.29
110K
220K
330K
440K
550K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native

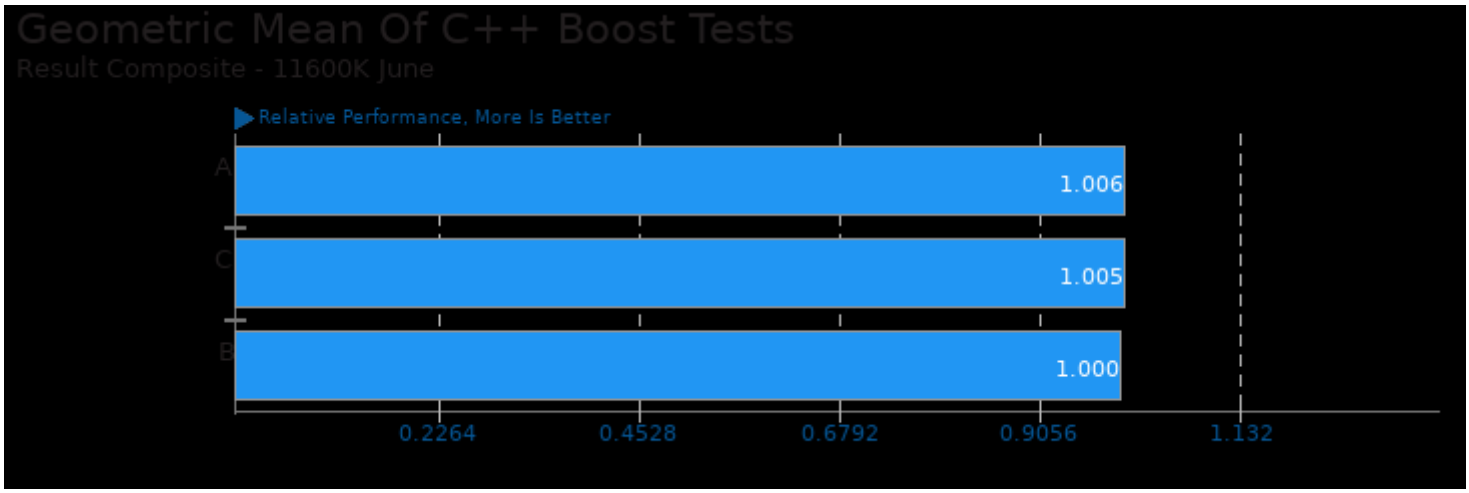

nginx 1.21.1
Concurrent Requests: 500
Requests Per Second, More Is Better
A
493741.66
B
493744.98
C
491269.61
110K
220K
330K
440K
550K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native
nginx 1.21.1
Concurrent Requests: 1000
Requests Per Second, More Is Better
A
469667.85
B
468723.01
C
469420.01
100K
200K
300K
400K
500K
1. (CC) gcc options: -lcrypt -lz -O3 -march=native
Chaos Group V-RAY 5.02
Mode: CPU
vsamples, More Is Better
A
8247
B
8196
C
8293
2K
4K
6K
8K
10K


InfluxDB 1.8.2
Concurrent Streams: 4 - Batch Size: 10000 - Tags: 2,5000,1 - Points Per Series: 10000
val/sec, More Is Better
A
C
1535608.3
1548226.1
300K
600K
900K
1200K
1500K
InfluxDB 1.8.2
Concurrent Streams: 64 - Batch Size: 10000 - Tags: 2,5000,1 - Points Per Series: 10000
val/sec, More Is Better
A
C
1538739.4
1549271.6
300K
600K
900K
1200K
1500K

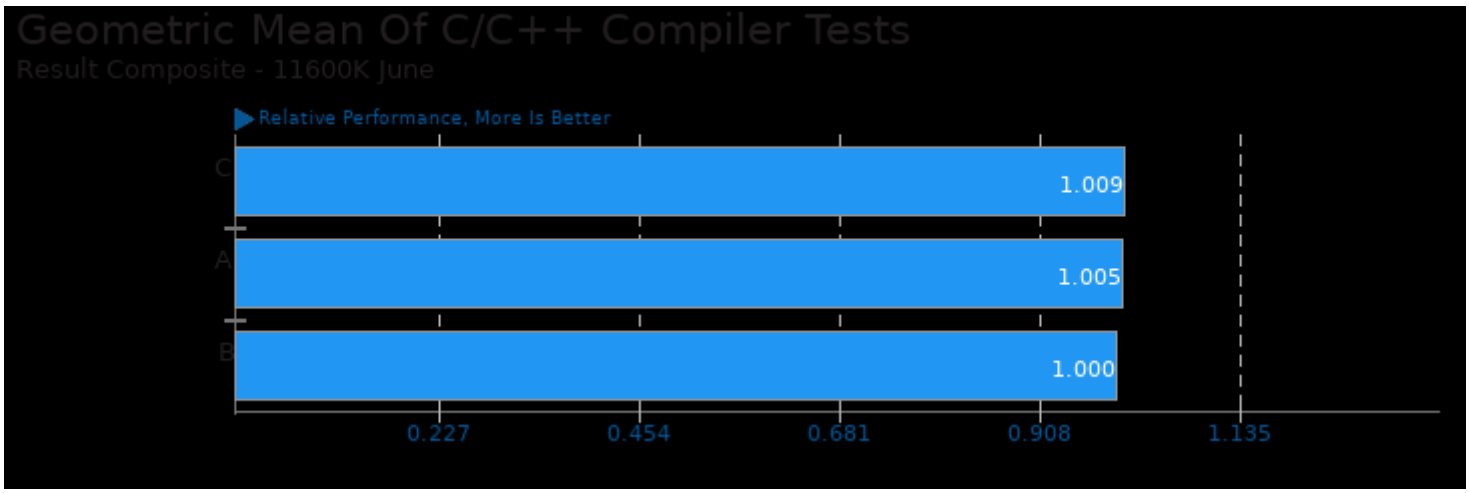
These geometric means are based upon test groupings / test suites for this result file.



Geometric mean based upon tests: pts/aom-av1, pts/svt-av1 and pts/avifenc



Geometric mean based upon tests: pts/openfoam and pts/chia-vdf



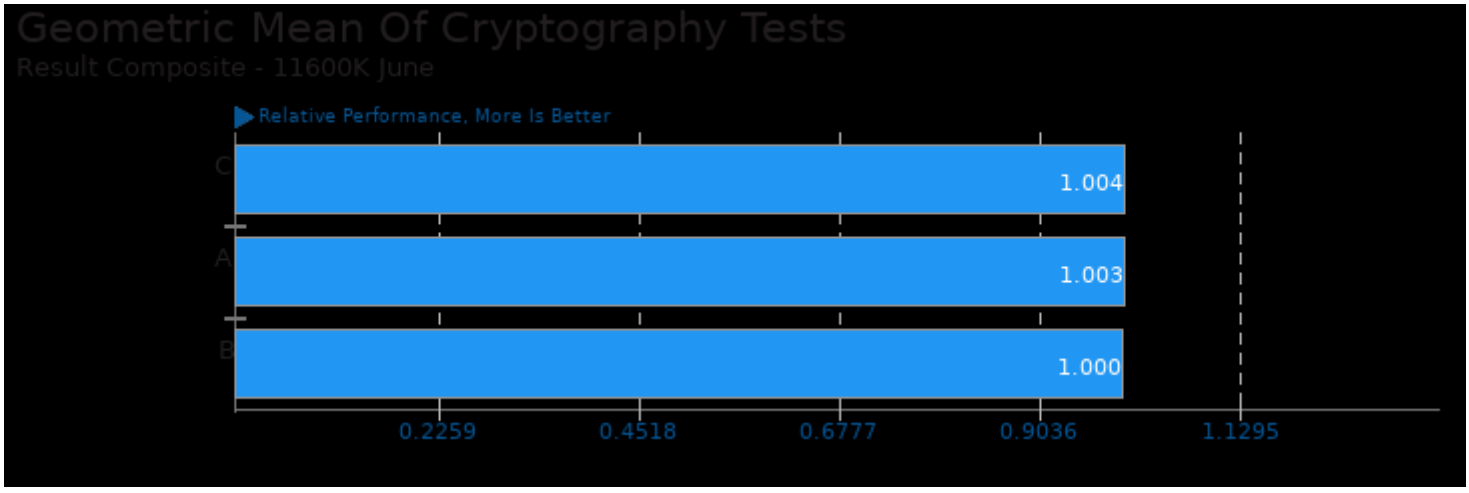
Geometric mean based upon tests: pts/compress-7zip, pts/x264, pts/nginx, pts/aom-av1, pts/svt-av1, pts/svt-vp9, pts/gromacs and pts/nettle



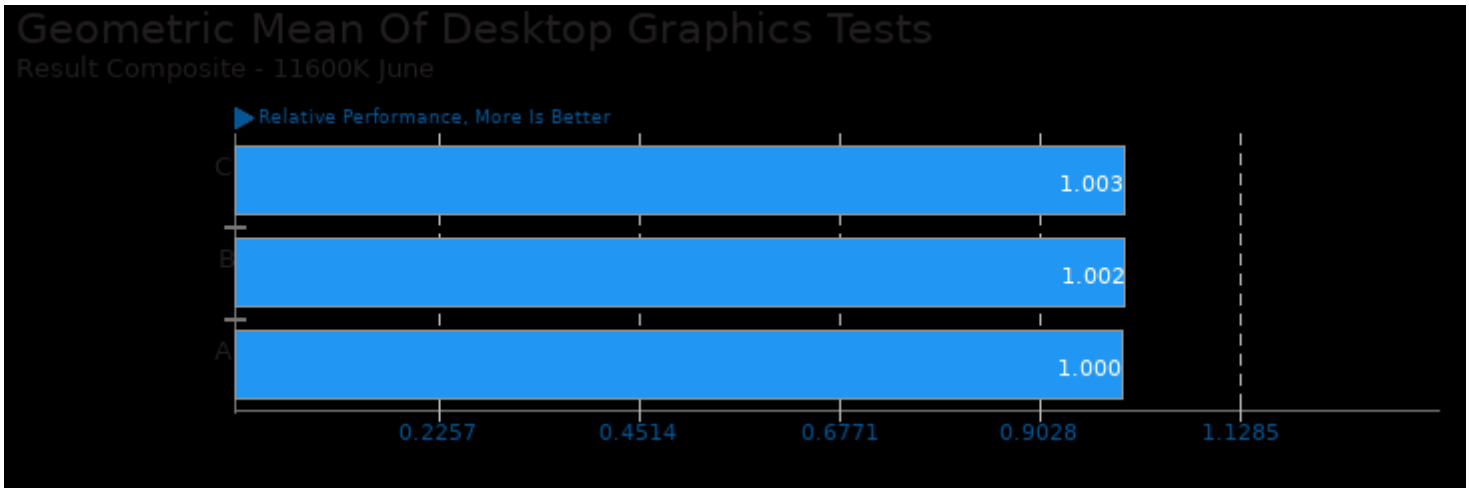
Geometric mean based upon tests: pts/build-linux-kernel, pts/compress-7zip, pts/svt-av1, pts/svt-hevc, pts/svt-vp9, pts/x264, pts/nginx, pts/stress-ng, pts/v-ray, pts/blender and pts/renaissance



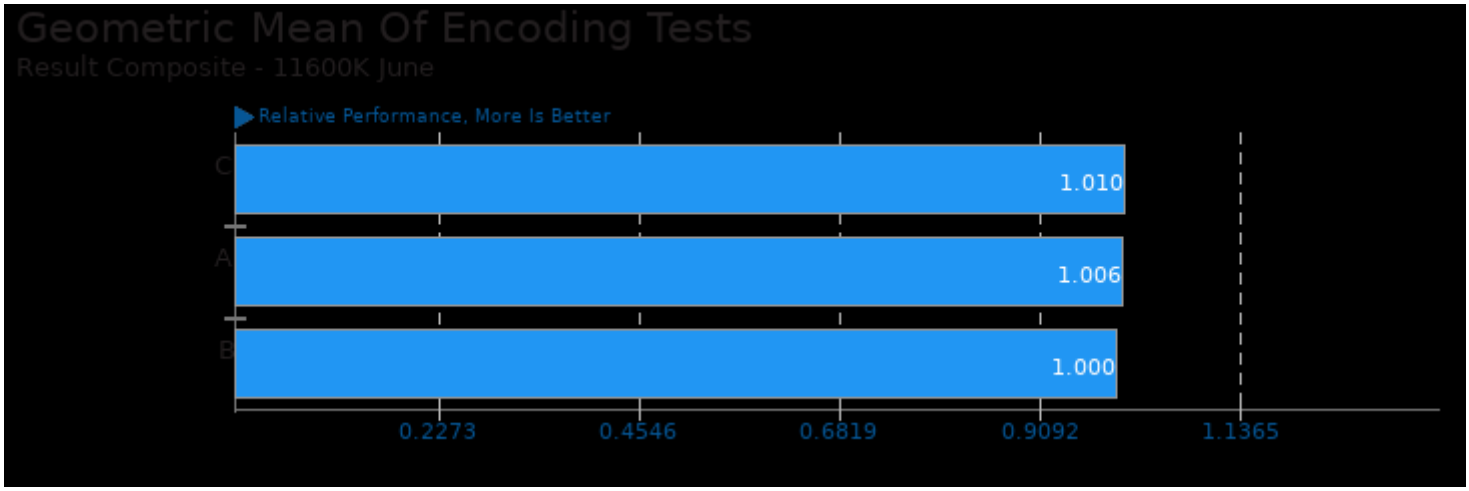
Geometric mean based upon tests: pts/ospray, pts/ospray-studio, pts/blender, pts/v-ray, pts/svt-vp9, pts/svt-hevc, pts/x264, pts/aom-av1, pts/svt-av1, pts/avifenc, pts/webp2 and pts/etcpak



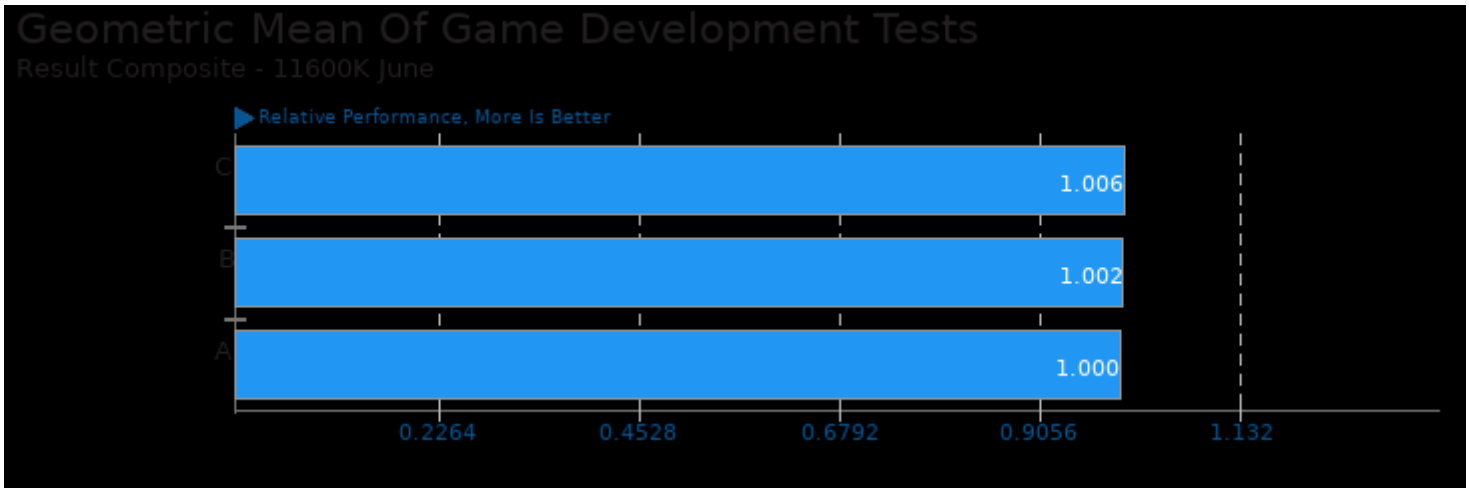
Geometric mean based upon tests: pts/nettle and pts/chia-vdf



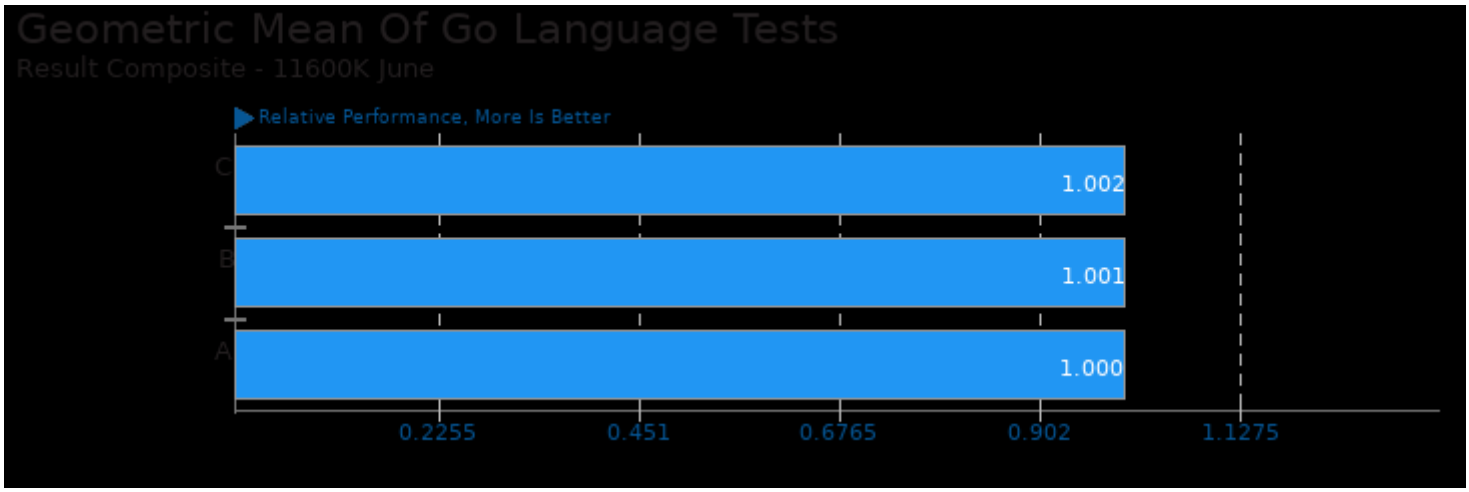
Geometric mean based upon tests: pts/xonotic and pts/paraview



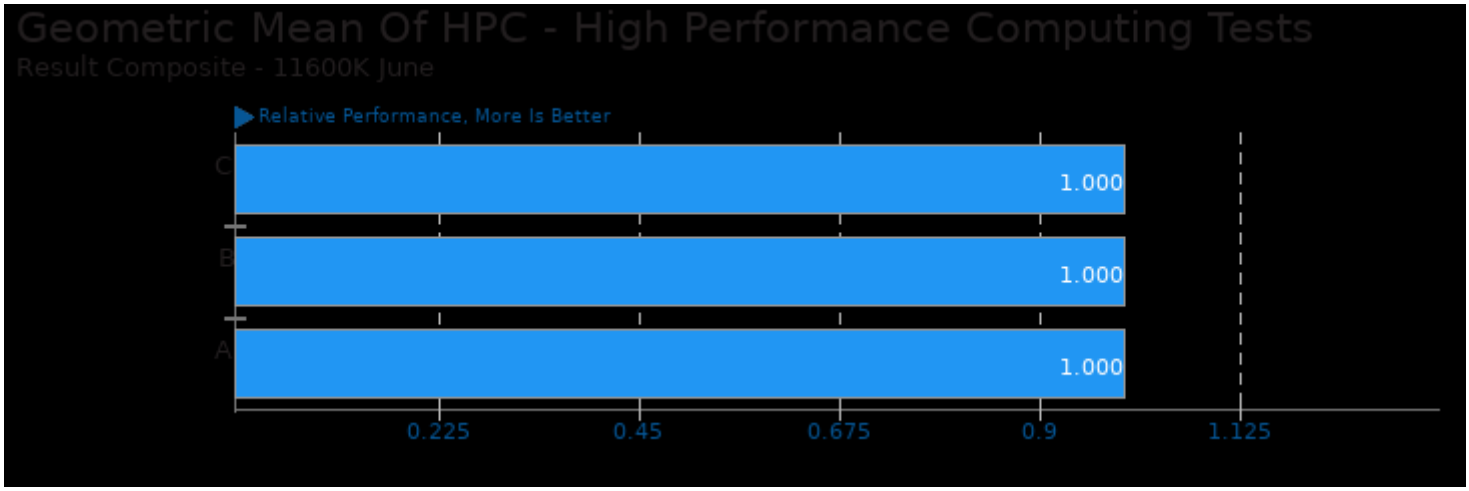
Geometric mean based upon tests: pts/svt-vp9, pts/svt-hevc, pts/x264, pts/aom-av1, pts/svt-av1 and pts/avifenc



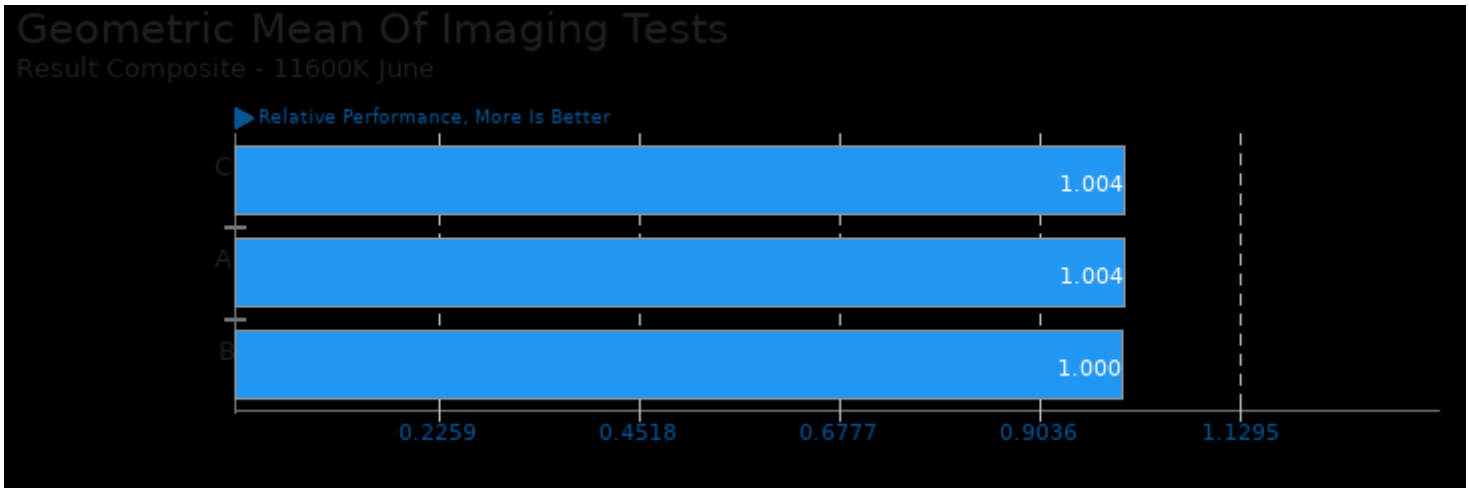
Geometric mean based upon tests: pts/etcpak and pts/blender



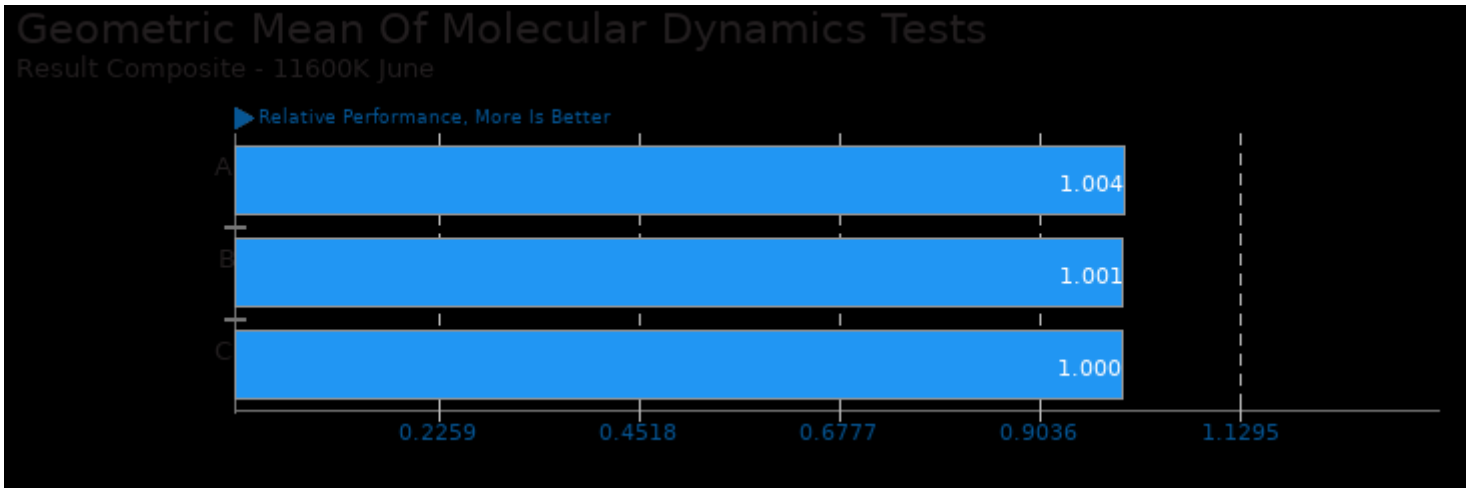
Geometric mean based upon tests: pts/nginx and pts/influxdb



Geometric mean based upon tests: pts/gromacs, pts/openfoam and pts/tensorflow-lite



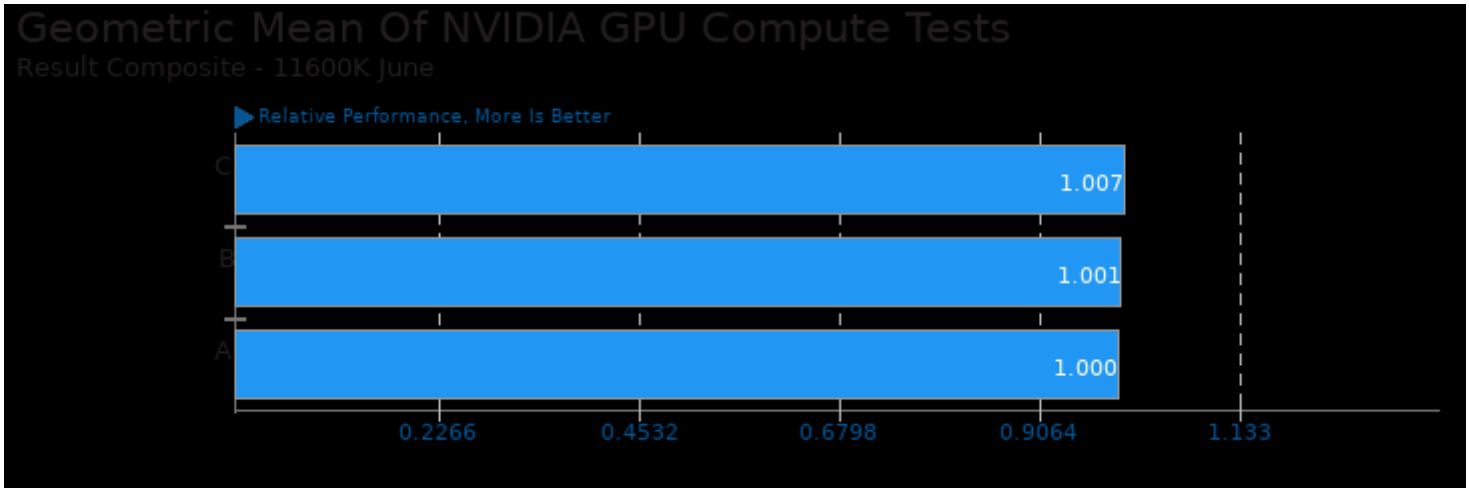
Geometric mean based upon tests: pts/webp2 and pts/avifenc



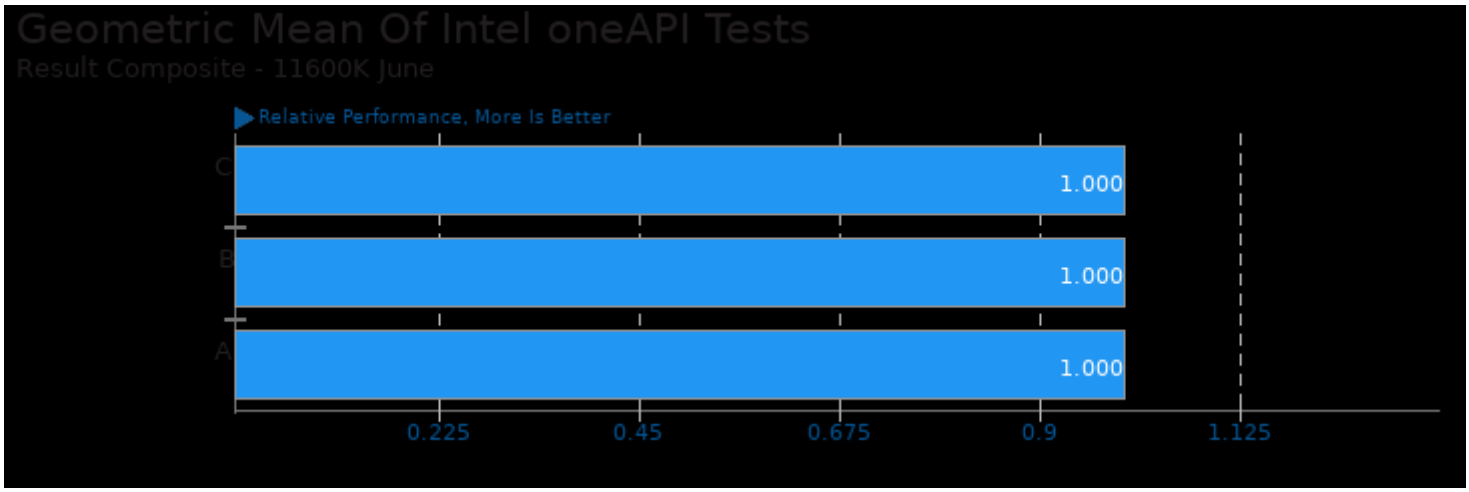
Geometric mean based upon tests: pts/gromacs and pts/openfoam



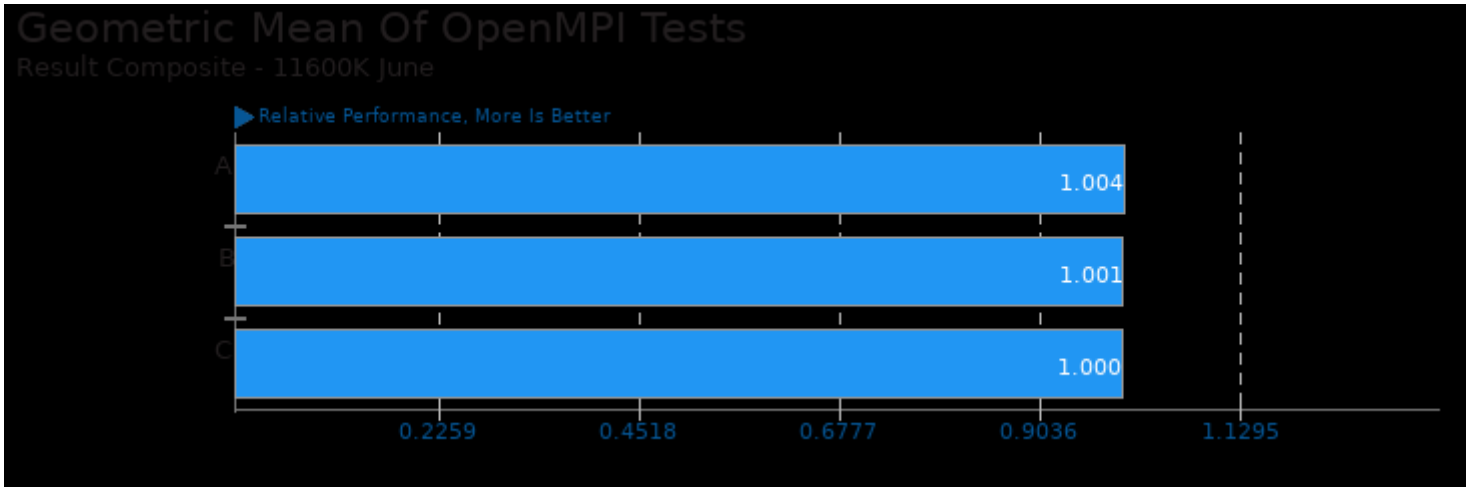
Geometric mean based upon tests: pts/blender, pts/ospray, pts/ospray-studio, pts/svt-vp9, pts/svt-hevc, pts/x264, pts/aom-av1, pts/svt-av1, pts/avifenc, pts/gromacs, pts/compress-7zip, pts/build-linux-kernel and pts/v-ray



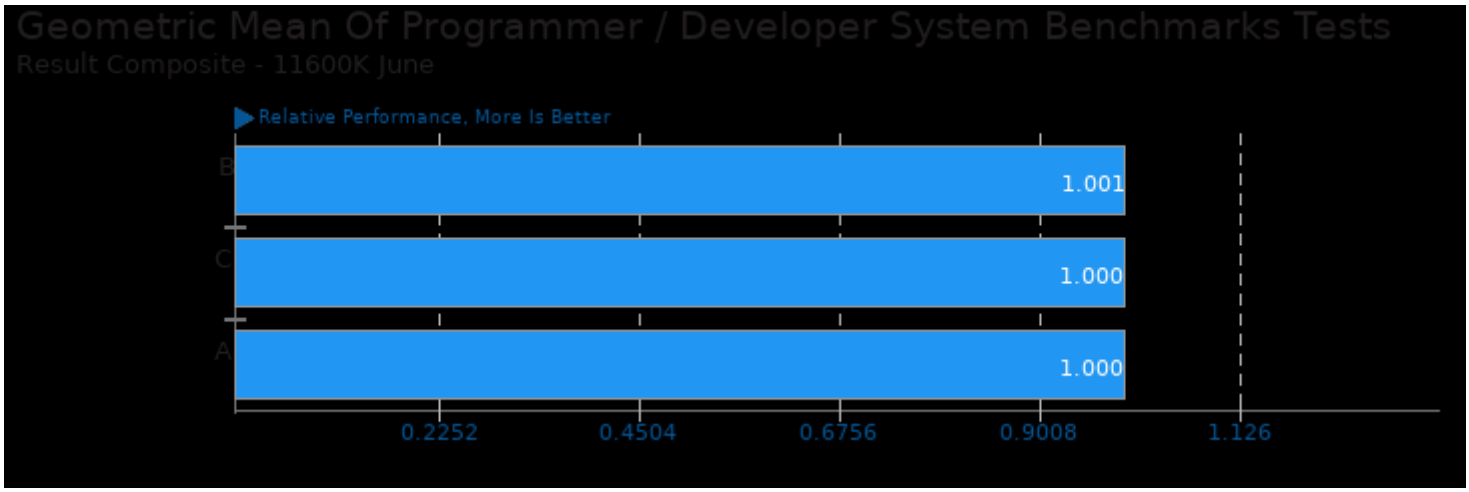
Geometric mean based upon tests: pts/gromacs, pts/v-ray and pts/blender



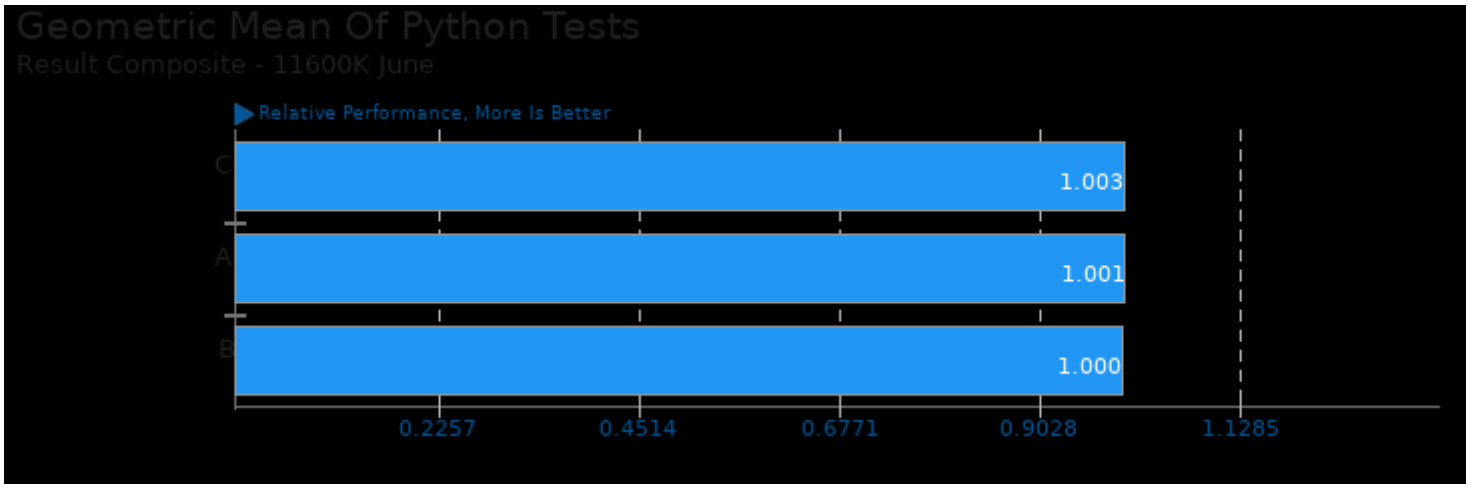
Geometric mean based upon tests: pts/ospray and pts/ospray-studio



Geometric mean based upon tests: pts/openfoam and pts/gromacs



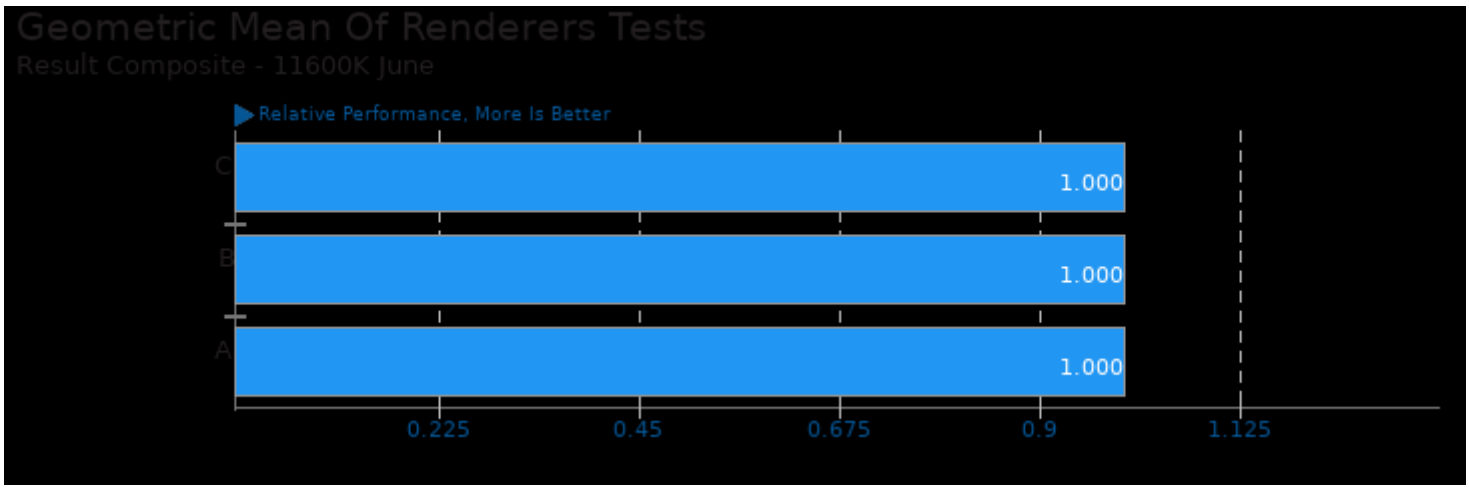
Geometric mean based upon tests: pts/simdjson and pts/build-linux-kernel



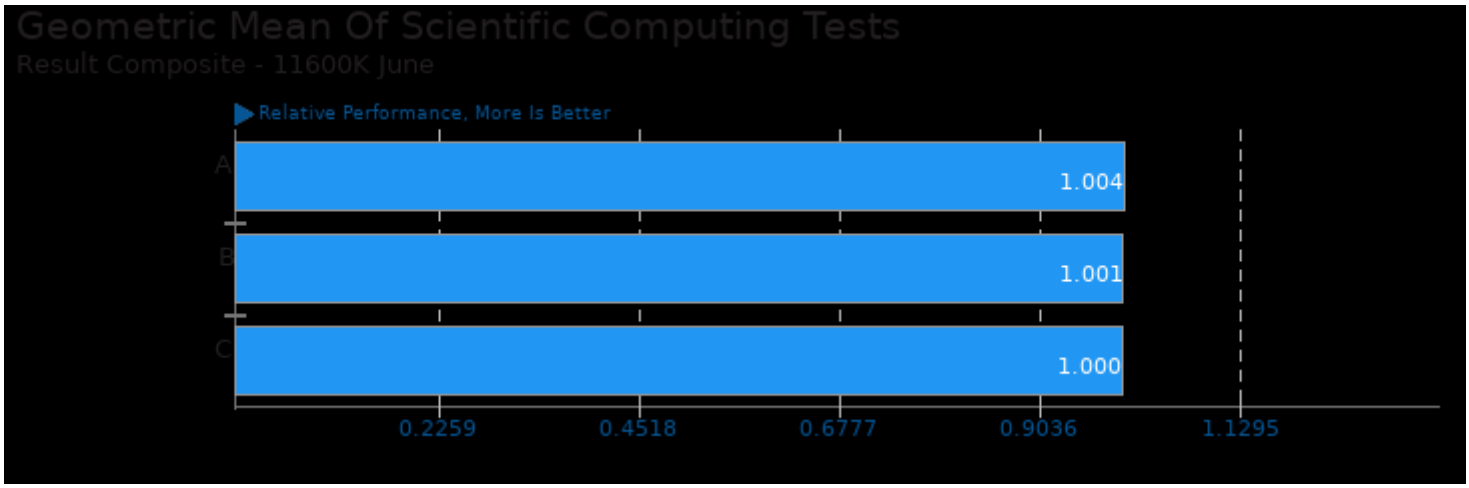
Geometric mean based upon tests: pts/paraview and pts/chia-vdf



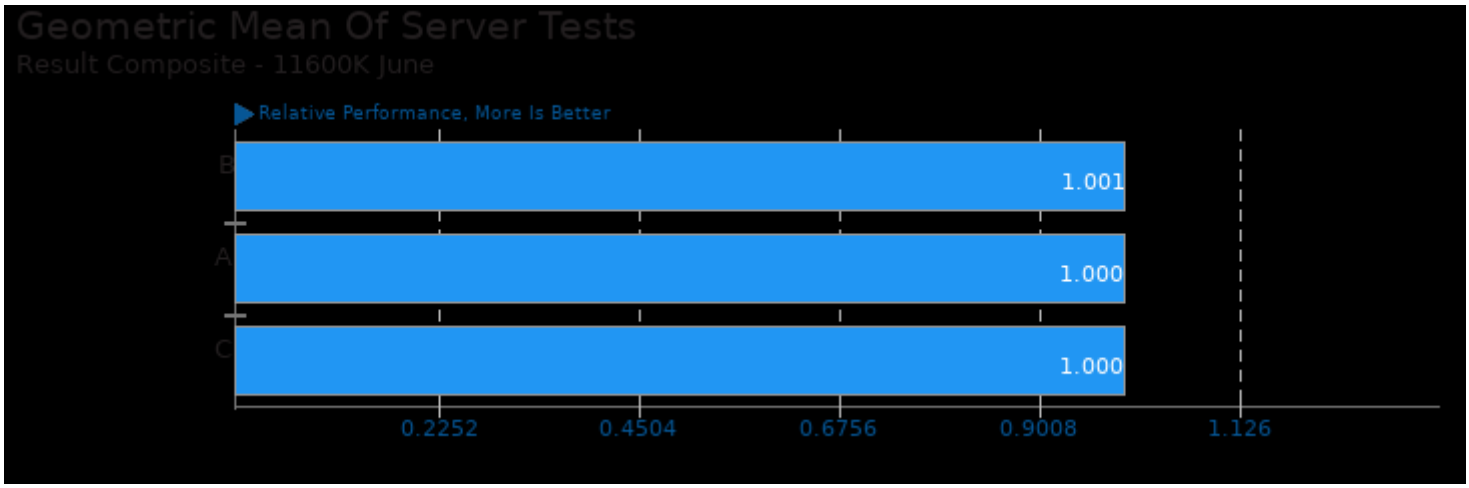
Geometric mean based upon tests: pts/ospray and pts/ospray-studio



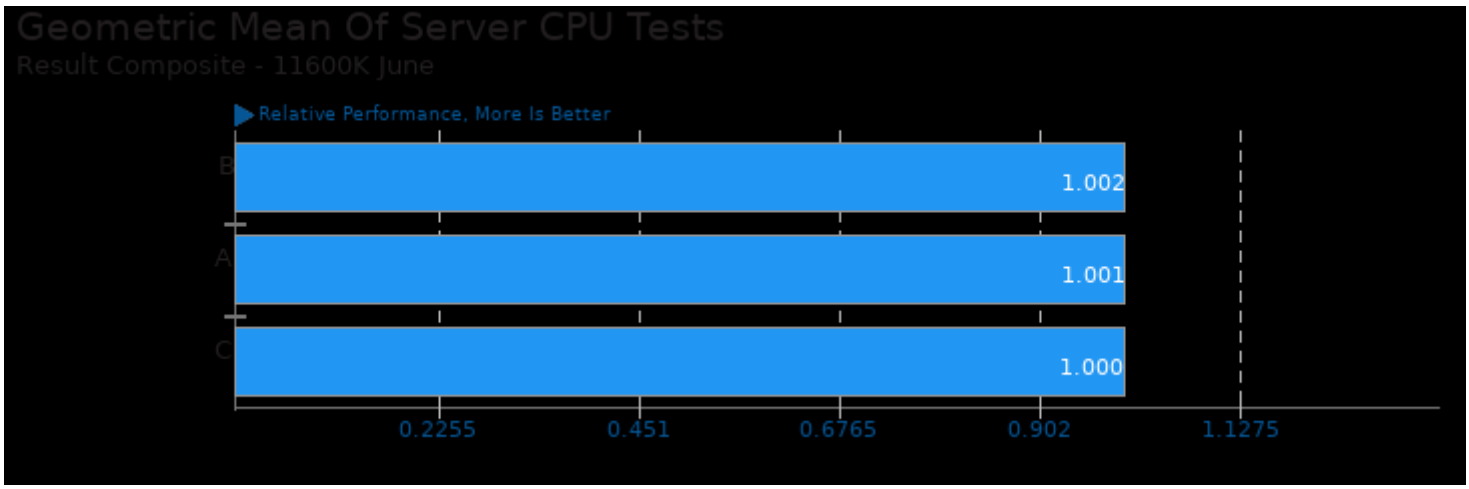
Geometric mean based upon tests: pts/ospray, pts/ospray-studio, pts/blender and pts/v-ray



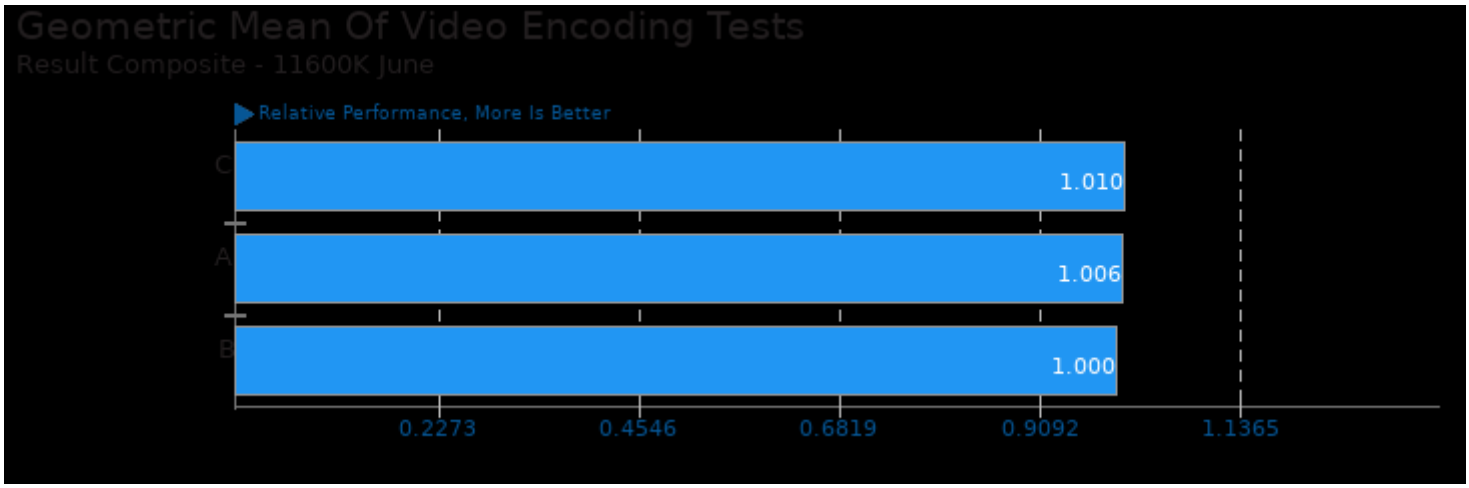
Geometric mean based upon tests: pts/gromacs and pts/openfoam



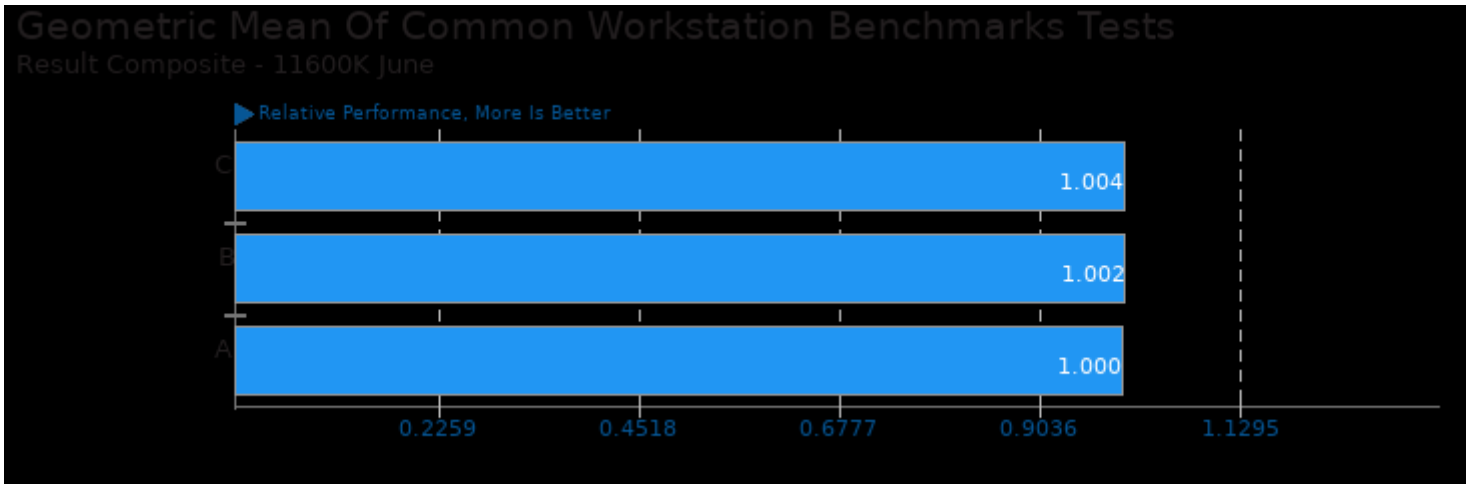
Geometric mean based upon tests: pts/nginx, pts/simdjson and pts/influxdb



Geometric mean based upon tests: pts/renaissance, pts/svt-av1, pts/svt-hevc, pts/svt-vp9, pts/x264, pts/compress-7zip, pts/build-linux-kernel, pts/stress-ng and pts/blender



Geometric mean based upon tests: pts/svt-vp9, pts/svt-hevc, pts/x264, pts/aom-av1, pts/svt-av1 and pts/avifenc



Geometric mean based upon tests: pts/blender and pts/paraview

This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 20:06.