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phogamedev

Test Systems:

gamedev1

gamedev2

Processor: 2 x Intel Xeon E5-2690 0 @ 3.80GHz (16 Cores / 32 Threads), Motherboard: Dell 0MF24N (A19 BIOS), Chipset: Intel Xeon E5/Core, Memory: 64GB, Disk: 240GB Toshiba MKNSSDTR240GB + 3001GB TOSHIBA HDWD130 + 240GB Patriot Burst + 480GB OCZ VERTEX3, Graphics: Gigabyte AMD Radeon RX 56/64 8GB (1630/945MHz), Audio: Intel C600/X79, Monitor: LG Ultra HD, Network: Intel 82579LM

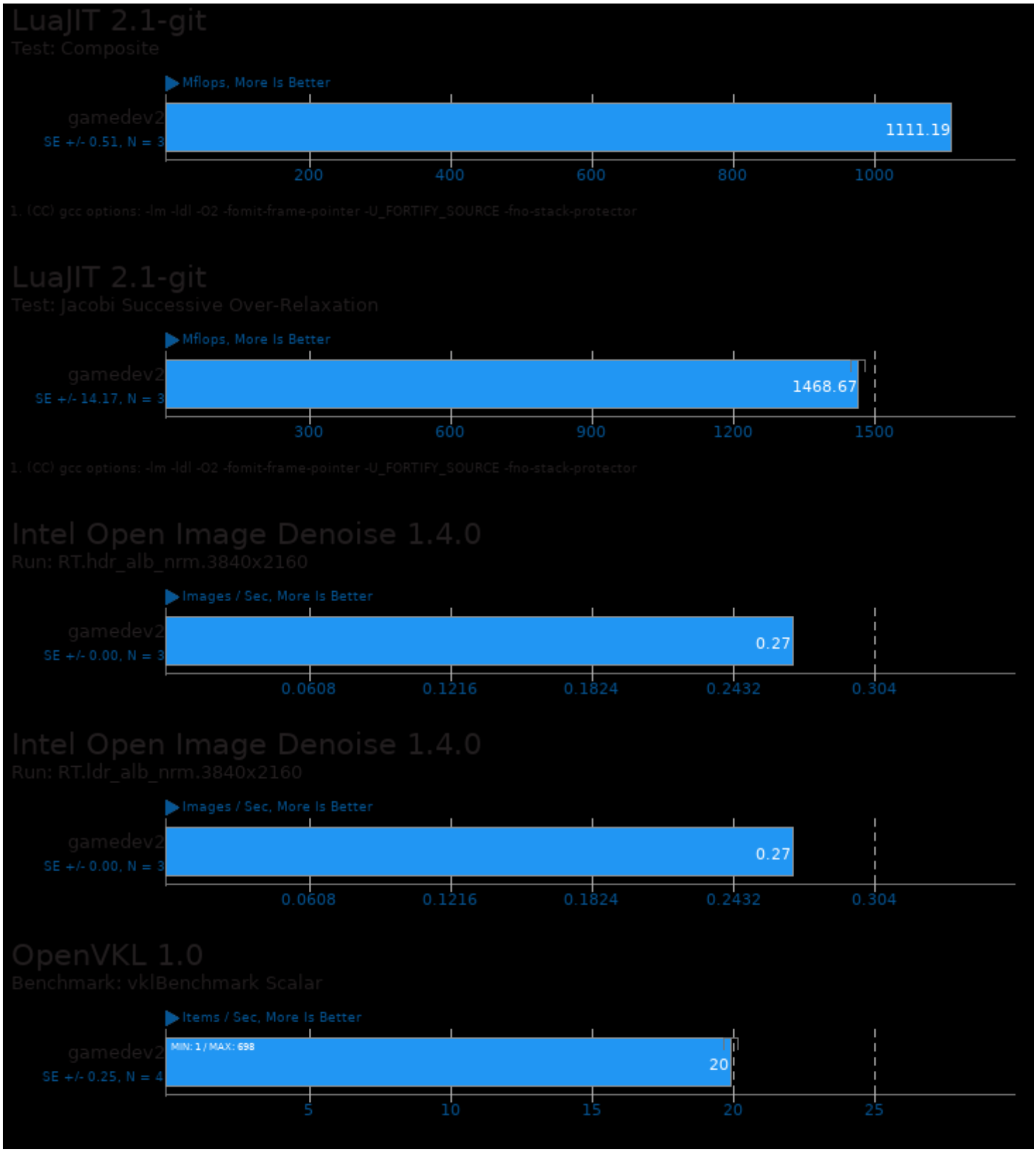
OS: Fedora Linux 36, Kernel: 5.18.19-200.fc36.x86_64 (x86_64), Desktop: GNOME Shell 42.4, Display Server: X Server 1.20.14 + Wayland, OpenGL: 4.6 Mesa 22.1.7 (LLVM 14.0.0 DRM 3.46), Vulkan: 1.3.211, Compiler: GCC 12.2.1 20220819, File-System: btrfs, Screen Resolution: 3840x2160

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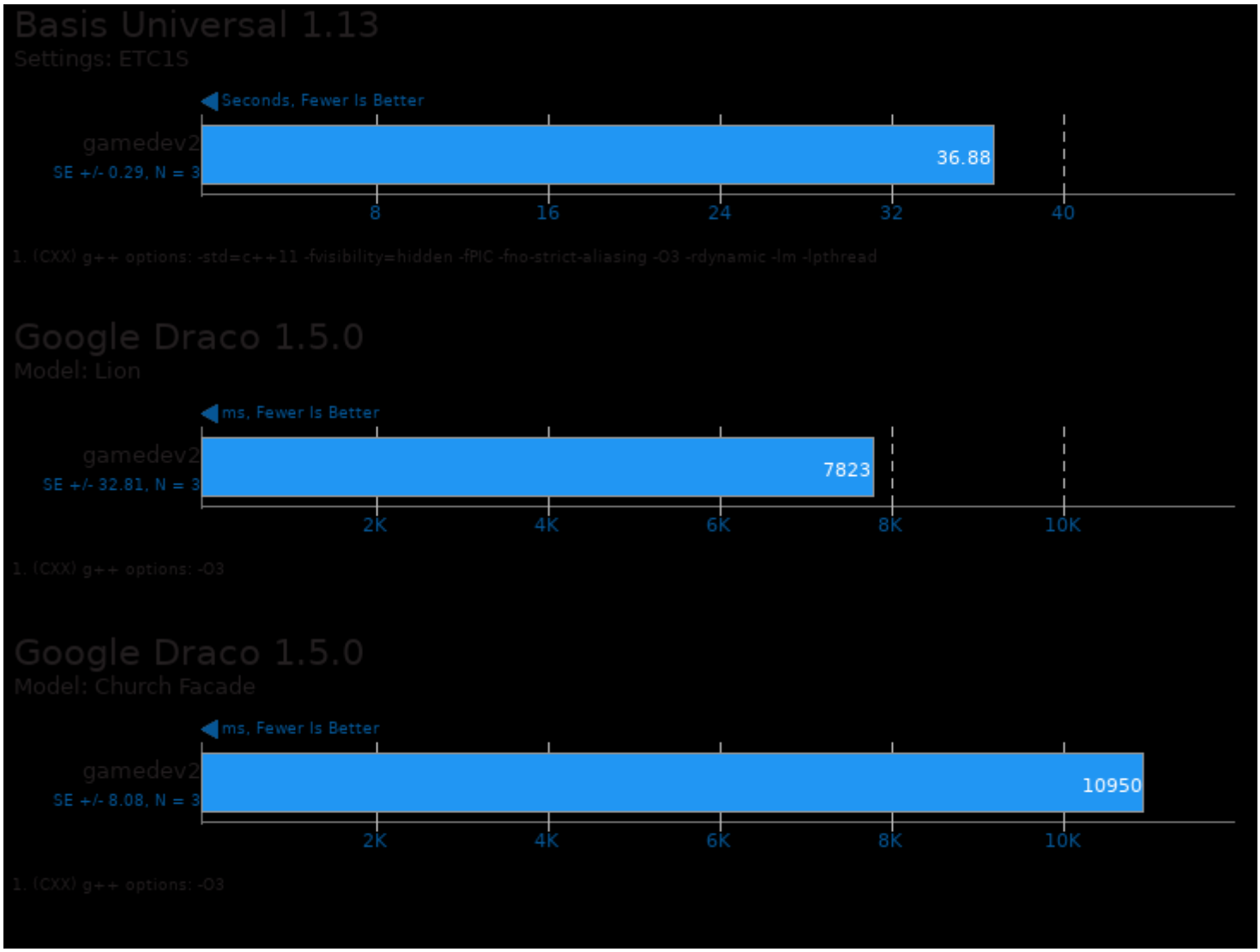
Kernel Notes: Transparent Huge Pages: madvise
Compiler Notes: --build=x86_64-redhat-linux --disable-libunwind-exceptions --enable-__cxa_atexit --enable-bootstrap --enable-cet --enable-checking=release --enable-gnu-indirect-function --enable-gnu-unique-object --enable-initfini-array --enable-languages=c,c++,fortran,objc,obj-c++,ada,go,d,lto --enable-libstdcxx-backtrace --enable-link-serialization=1 --enable-multilib --enable-offload-defaulted --enable-offload-targets=nvptx-none --enable-plugin --enable-shared --enable-threads=posix --mandir=/usr/share/man --with-arch_32=i686 --with-build-config=bootstrap-lto --with-gcc-major-version-only --with-linker-hash-style=gnu --with-tune=generic --without-cuda-driver
Processor Notes: Scaling Governor: intel_cpufreq schedutil - CPU Microcode: 0x71a
Security Notes: SELinux + itlb_multihit: KVM: Mitigation of Split huge pages + l1tf: Mitigation of PTE Inversion; VMX: conditional cache flushes SMT vulnerable + mds: Mitigation of Clear buffers; SMT vulnerable + meltdown: Mitigation of PTI + mmio_stale_data: Not affected + retbleed: 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 IBRS_FW STIBP: conditional RSB filling PBRSB-eIBRS: Not affected + srbds: Not affected + tsx_async_abort: Not affected

	gamedev1	gamedev2
LuaJIT - Composite (Mflops)		1111
Standard Deviation		0.1%
LuaJIT - J.S.O.R (Mflops)		1469
Standard Deviation		1.7%
Intel Open Image Denoise - RT.hdr_alb_nrm.3840x2160 (Images / Sec)		0.27
Standard Deviation		0.4%
Intel Open Image Denoise - RT.ldr_alb_nrm.3840x2160 (Images / Sec)		0.27
Standard Deviation		0.4%
OpenVKL - v.S (Items / Sec)		20
Standard Deviation		2.5%
Basis Universal - ETC1S (sec)		36.883
Standard Deviation		1.3%
Google Draco - Lion (ms)		7823
Standard Deviation		0.7%
Google Draco - Church Facade (ms)		10950
Standard Deviation		0.1%

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LuaJIT 2.1-git
Test: Composite
Mflops, More Is Better
gamedev2
SE +/- 0.51, N = 3
1111.19
200
400
600
800
1000
1. (CC) gcc options: -lm -ldl -O2 -fomit-frame-pointer -U_FORTIFY_SOURCE -fno-stack-protector
LuaJIT 2.1-git
Test: Jacobi Successive Over-Relaxation
Mflops, More Is Better
gamedev2
SE +/- 14.17, N = 3
1468.67
300
600
900
1200
1500
1. (CC) gcc options: -lm -ldl -O2 -fomit-frame-pointer -U_FORTIFY_SOURCE -fno-stack-protector
Intel Open Image Denoise 1.4.0
Run: RT.hdr_alb_nrm.3840x2160
Images / Sec, More Is Better
gamedev2
SE +/- 0.00, N = 3
0.27
0.0608
0.1216
0.1824
0.2432
0.304
Intel Open Image Denoise 1.4.0
Run: RT.ldr_alb_nrm.3840x2160
Images / Sec, More Is Better
gamedev2
SE +/- 0.00, N = 3
0.27
0.0608
0.1216
0.1824
0.2432
0.304
OpenVKL 1.0
Benchmark: vklBenchmark Scalar
Items / Sec, More Is Better
gamedev2
SE +/- 0.25, N = 4
MIN: 1 / MAX: 698
20
5
10
15
20
25

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This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 01:53.