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AMD Ryzen 7 5700X Raytracing

AMD Ryzen 7 5700X 8-Core testing with a Gigabyte B550 AORUS PRO V2 (F15d BIOS) and ASUS AMD Radeon RX 580 8GB on Artix Linux via the Phoronix Test Suite.

Test Systems:

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Processor: AMD Ryzen 7 5700X 8-Core @ 3.40GHz (8 Cores / 16 Threads), Motherboard: Gigabyte B550 AORUS PRO V2 (F15d BIOS), Chipset: AMD Starship/Matisse, Memory: 64GB, Disk: 1000GB Samsung SSD 870 + 2000GB Western Digital WD20EZRZ-00Z + 8002GB Seagate ST8000DM004-2U91, Graphics: ASUS AMD Radeon RX 580 8GB (1360/2000MHz), Audio: AMD Ellesmere HDMI Audio, Monitor: DELL U2721DE, Network: Realtek RTL8125 2.5GbE

OS: Artix Linux, Kernel: 6.0.7-artix1-1 (x86_64), Desktop: KDE Plasma 5.26.2, Display Server: X Server 1.21.1.4 + Wayland, OpenGL: 4.6 Mesa 22.2.1 (LLVM 14.0.6 DRM 3.48), OpenCL: OpenCL 1.1 Mesa 22.2.1, Vulkan: 1.3.224, Compiler: GCC 12.2.0 + Clang 14.0.6, File-System: ext4, Screen Resolution: 2560x1440

Kernel Notes: amdgpu.ppfeaturemask=0xfffd7fff - Transparent Huge Pages: always
Compiler Notes: --disable-libssp --disable-libstdcxx-pch --disable-werror --enable-__cxa_atexit --enable-bootstrap --enable-cet=auto --enable-checking=release

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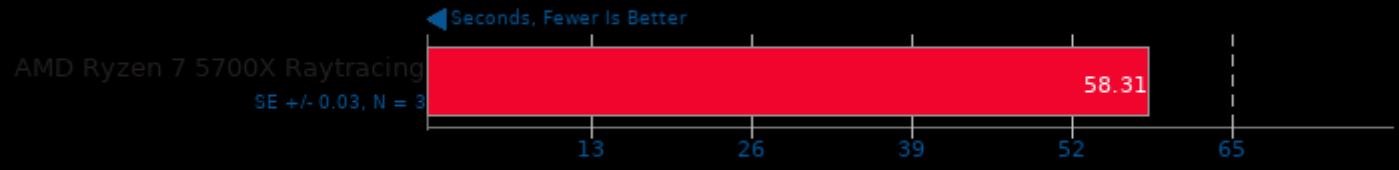
--enable-clocale=gnu --enable-default-pie --enable-default-ssp --enable-gnu-indirect-function --enable-gnu-unique-object --enable-languages=c,c++,ada,fortran,go,lto,objc,obj-c++,d --enable-libstdcxx-backtrace --enable-link-serialization=1 --enable-lto --enable-multilib --enable-plugin --enable-shared --enable-threads=posix --mandir=/usr/share/man --with-build-config=bootstrap-lto --with-linker-hash-style=gnu
Processor Notes: Scaling Governor: acpi-cpufreq schedutil (Boost: Enabled) - CPU Microcode: 0xa20120a
Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + 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: always-on RSB filling PBRSB-eIBRS: Not affected + srbds: Not affected + tsx_async_abort: Not affected

	AMD Ryzen 7 5700X Raytracing
C-Ray - Total Time - 4.1.R.P.P (sec)	58.307
Standard Deviation	0.1%
OSPRay - particle_volume/ao/real_time (Items/sec)	3.42361
Standard Deviation	0.2%
OSPRay - particle_volume/scivis/real_time (Items/sec)	3.40373
Standard Deviation	0.3%
OSPRay - particle_volume/pathtracer/real_time (Items/sec)	115.572
Standard Deviation	0.2%
OSPRay - gravity_spheres_volume/dim_512/ao/real_time	1.72360
Standard Deviation	0.4%
OSPRay - gravity_spheres_volume/dim_512/scivis/real_time	1.63277
Standard Deviation	0.4%
OSPRay - gravity_spheres_volume/dim_512/pathtracer/real_time (Items/sec)	2.61588
Standard Deviation	0.3%
QuadRay - 1 - 4K (FPS)	7.69
Standard Deviation	0.4%
QuadRay - 2 - 4K (FPS)	2.12
Standard Deviation	0.5%
QuadRay - 3 - 4K (FPS)	1.80
Standard Deviation	0.3%
QuadRay - 5 - 4K (FPS)	0.5
Standard Deviation	0%
QuadRay - 1 - 1080p (FPS)	29.75
Standard Deviation	0.1%
QuadRay - 2 - 1080p (FPS)	8.17
Standard Deviation	0.8%
QuadRay - 3 - 1080p (FPS)	7.04
Standard Deviation	0.4%
QuadRay - 5 - 1080p (FPS)	1.99
Standard Deviation	0%

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C-Ray 1.1

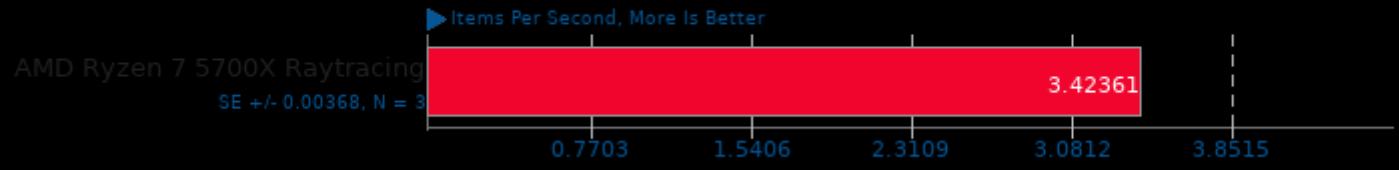
Total Time - 4K, 16 Rays Per Pixel



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

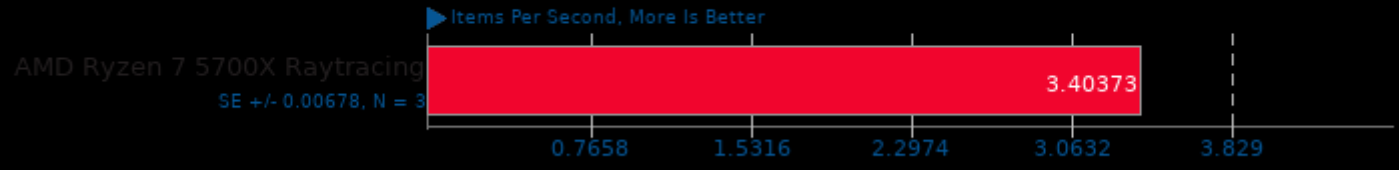
OSPRay 2.10

Benchmark: particle_volume/ao/real_time



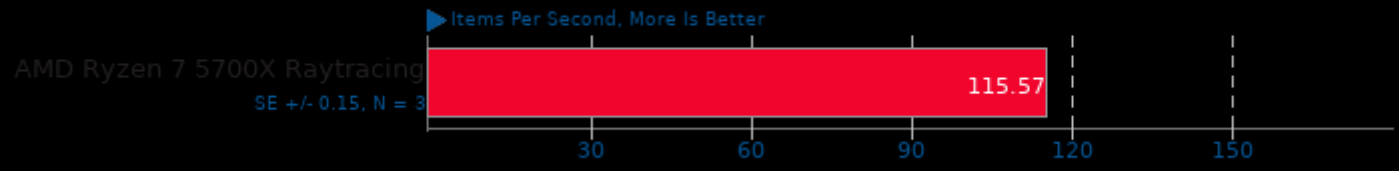
OSPRay 2.10

Benchmark: particle_volume/scivis/real_time



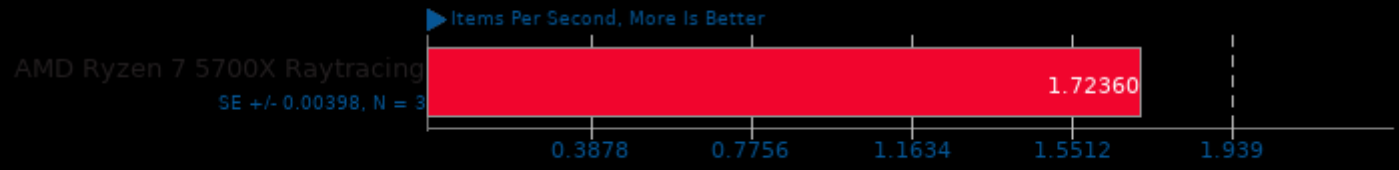
OSPRay 2.10

Benchmark: particle_volume/pathtracer/real_time



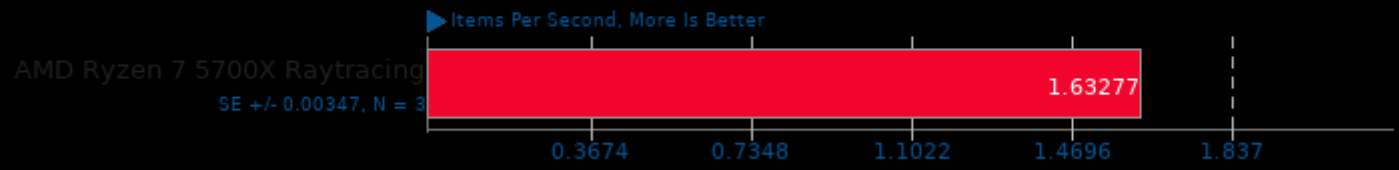
OSPRay 2.10

Benchmark: gravity_spheres_volume/dim_512/ao/real_time



OSPRay 2.10

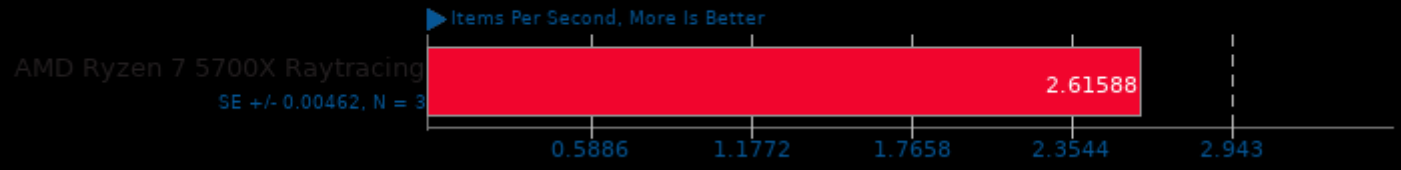
Benchmark: gravity_spheres_volume/dim_512/scivis/real_time



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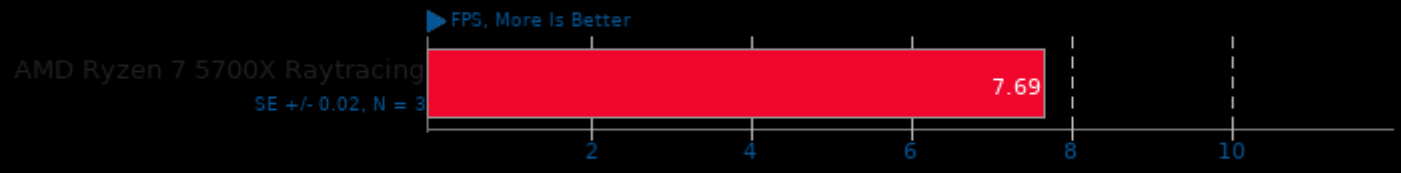
OSPRay 2.10

Benchmark: gravity_spheres_volume/dim_512/pathtracer/real_time



QuadRay 2022.05.25

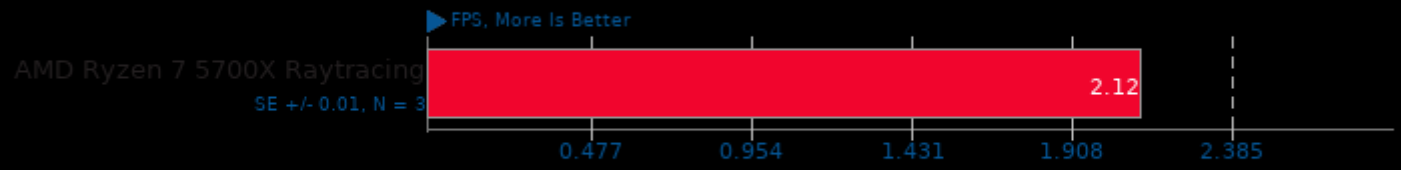
Scene: 1 - Resolution: 4K



1. (CXX) g++ options: -O3 -pthread -lm -lstdc++ -lX11 -lXext -lpthread

QuadRay 2022.05.25

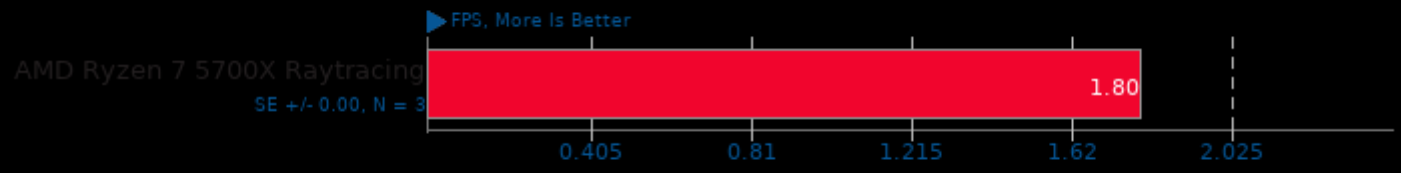
Scene: 2 - Resolution: 4K



1. (CXX) g++ options: -O3 -pthread -lm -lstdc++ -lX11 -lXext -lpthread

QuadRay 2022.05.25

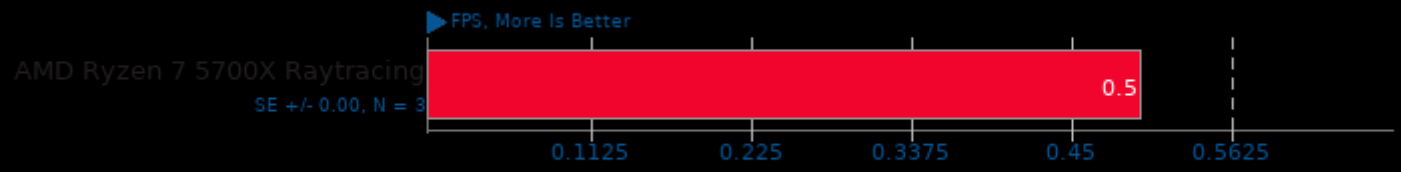
Scene: 3 - Resolution: 4K



1. (CXX) g++ options: -O3 -pthread -lm -lstdc++ -lX11 -lXext -lpthread

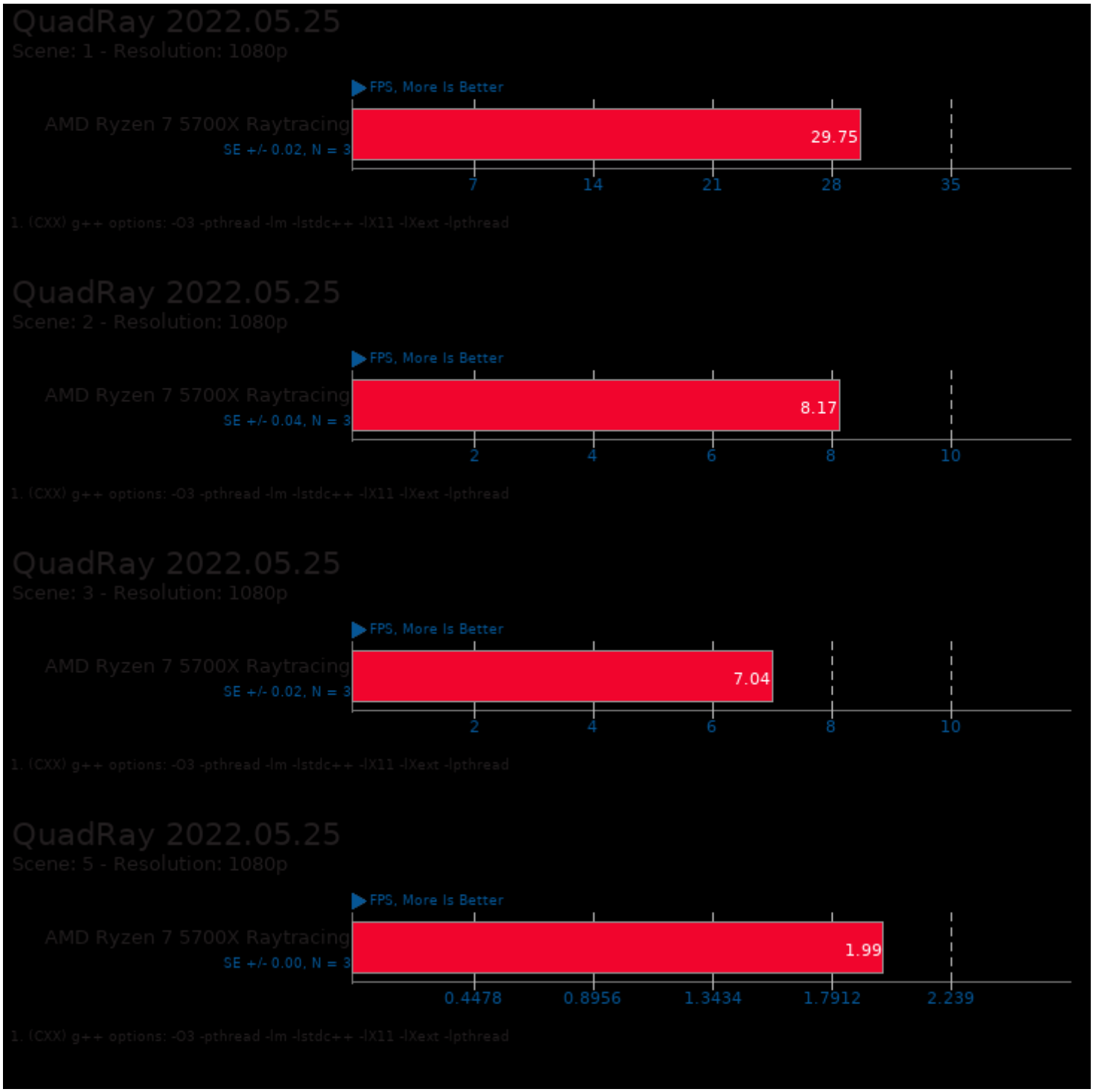
QuadRay 2022.05.25

Scene: 5 - Resolution: 4K



1. (CXX) g++ options: -O3 -pthread -lm -lstdc++ -lX11 -lXext -lpthread

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