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2 x AMD EPYC 7601 32-Core testing with a Dell 02MJ3T (1.2.5 BIOS) and Matrox G200eW3 on Ubuntu 22.04 via the Phoronix Test Suite.

Automated Executive Summary

a had the most wins, coming in first place for 54% of the tests.

Based on the geometric mean of all complete results, the fastest (b) was 1.009x the speed of the slowest (a).

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

NCNN (Target: CPU - Model: resnet50) at 1.612x
NCNN (Target: CPU-v2-v2 - Model: mobilenet-v2) at 1.547x
NCNN (Target: CPU - Model: FastestDet) at 1.488x
NCNN (Target: CPU - Model: shufflenet-v2) at 1.463x
NCNN (Target: CPU - Model: regnety_400m) at 1.378x
NCNN (Target: CPU - Model: blazeface) at 1.367x
Stress-NG (Test: CPU Cache) at 1.304x
NCNN (Target: CPU-v3-v3 - Model: mobilenet-v3) at 1.295x
NCNN (Target: CPU - Model: resnet18) at 1.285x
GraphicsMagick (Operation: Resizing) at 1.237x.

Test Systems:

a

b

Processor: 2 x AMD EPYC 7601 32-Core (64 Cores / 128 Threads), Motherboard: Dell 02MJ3T (1.2.5 BIOS), Chipset: AMD 17h, Memory: 512GB, Disk: 280GB INTEL SSDPED1D280GA + 12 x 500GB Samsung SSD 860 + 120GB INTEL SSDSCKJB120G7R, Graphics: Matrox G200eW3, Monitor: VE228, Network: 2 x Broadcom BCM57416 NetXtreme-E Dual-Media 10G RDMA + 2 x Broadcom NetXtreme BCM5720 PCIe

OS: Ubuntu 22.04, Kernel: 5.15.0-40-generic (x86_64), Desktop: GNOME Shell 42.2, Display Server: X Server 1.21.1.3, Vulkan: 1.2.204, Compiler: GCC 11.3.0, File-System: ext4, Screen Resolution: 1600x1200

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-xKiWfi/gcc-11-11.3.0/debian/tmp-nvptx/usr,amdgcn-amdhsa=/build/gcc-11-xKiWfi/gcc-11-11.3.0/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
Disk Notes: NONE / errors=remount-ro,relatime,rw / Block Size: 4096
Processor Notes: CPU Microcode: 0x8001250
Python Notes: Python 3.10.6
Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + mmio_stale_data: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl and seccomp + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional STIBP: disabled RSB filling + srbds: Not affected + tsx_async_abort: Not affected

	a	b
Unpacking The Linux Kernel - linux-5.19.tar.xz (sec)	**10.559**	**10.649**
Normalized	100%	99.15%
C-Blosc - blosclz shuffle (MB/s)	**8493**	**8535**
Normalized	99.52%	100%
C-Blosc - blosclz bitshuffle (MB/s)	**5328**	**5319**
Normalized	100%	99.82%
miniBUDE - OpenMP - BM1 (GFInst/s)	**696.801**	**687.884**
Normalized	100%	98.72%
miniBUDE - OpenMP - BM1 (Billion Interactions/s)	**27.872**	**27.515**
Normalized	100%	98.72%
miniBUDE - OpenMP - BM2 (GFInst/s)	**753.17**	**742.296**
Normalized	100%	98.56%
miniBUDE - OpenMP - BM2 (Billion Interactions/s)	**30.127**	**29.692**
Normalized	100%	98.56%
SMHasher - wyhash (MiB/sec)	**30087**	**30063**
Normalized	100%	99.92%
SMHasher - wyhash (cycles/hash)	**20.507**	**20.508**
Normalized	100%	100%
SMHasher - SHA3-256 (MiB/sec)	**171.09**	**171.13**
Normalized	99.98%	100%
SMHasher - SHA3-256 (cycles/hash)	**2294**	**2294**
Normalized	100%	100%

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SMHasher - Spooky32 (MiB/sec)	17912	17952
Normalized	99.78%	100%
SMHasher - Spooky32 (cycles/hash)	40.875	40.792
Normalized	99.8%	100%
SMHasher - fasthash32 (MiB/sec)	8316	8317
Normalized	99.99%	100%
SMHasher - fasthash32 (cycles/hash)	29.558	29.586
Normalized	100%	99.91%
SMHasher - FarmHash128 (MiB/sec)	19050	19029
Normalized	100%	99.89%
SMHasher - FarmHash128 (cycles/hash)	51.419	51.419
SMHasher - t1ha2_atonce (MiB/sec)	18815	18809
Normalized	100%	99.97%
SMHasher - t1ha2_atonce (cycles/hash)	27.774	27.774
SMHasher - F.x.A (MiB/sec)	32899	32884
Normalized	100%	99.95%
SMHasher - F.x.A (cycles/hash)	34.619	34.546
Normalized	99.79%	100%
SMHasher - t.x (MiB/sec)	77196	76444
Normalized	100%	99.02%
SMHasher - t.x (cycles/hash)	27.314	27.314
SMHasher - M.x.A.N (MiB/sec)	41424	41393
Normalized	100%	99.93%
SMHasher - M.x.A.N (cycles/hash)	47.356	47.348
Normalized	99.98%	100%
nekRS - TurboPipe Periodic (FLOP/s)	184723000000	184827000000
Normalized	99.94%	100%
OpenFOAM - d.S.M.S - Mesh Time (sec)	34.098937	34.188105
Normalized	100%	99.74%
OpenFOAM - d.S.M.S - Execution Time (sec)	61.454018	62.974805
Normalized	100%	97.59%
OpenFOAM - d.M.M.S - Mesh Time (sec)	167.0036	167.06876
Normalized	100%	99.96%
OpenFOAM - d.M.M.S - Execution Time (sec)	541.95263	542.44501
Normalized	100%	99.91%
OpenRadioss - Bumper Beam (sec)	108.51	108.31
Normalized	99.82%	100%
OpenRadioss - C.P.D.T (sec)	41.65	41.58
Normalized	99.83%	100%
OpenRadioss - B.S.o.W (sec)	185.26	186.71
Normalized	100%	99.22%
OpenRadioss - R.O.R.S.I (sec)	118	117.84
Normalized	99.86%	100%
OpenRadioss - I.a.F.S.I.D.C (sec)	210.39	207.85
Normalized	98.79%	100%
LAMMPS Molecular Dynamics Simulator - 20k Atoms (ns/day)	24.029	23.033
Normalized	100%	95.86%
LAMMPS Molecular Dynamics Simulator - Rhodopsin Protein (ns/day)	24.104	24.069
Normalized	100%	99.85%
Xmrig - Monero - 1M (H/s)	12798	10915
Normalized	100%	85.29%

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Xmrig - Wownero - 1M (H/s)	**19244**	**19140**
Normalized	100%	99.46%
JPEG XL libjxl - PNG - 80 (MP/s)	**6.37**	**6.38**
Normalized	99.84%	100%
JPEG XL libjxl - PNG - 90 (MP/s)	**6.27**	**6.29**
Normalized	99.68%	100%
JPEG XL libjxl - JPEG - 80 (MP/s)	**6.1**	**6.06**
Normalized	100%	99.34%
JPEG XL libjxl - JPEG - 90 (MP/s)	**5.91**	**5.94**
Normalized	99.49%	100%
JPEG XL libjxl - PNG - 100 (MP/s)	0.4	0.4
JPEG XL libjxl - JPEG - 100 (MP/s)	0.4	0.4
JPEG XL Decoding libjxl - 1 (MP/s)	**26.86**	**27.01**
Normalized	99.44%	100%
JPEG XL Decoding libjxl - All (MP/s)	**151.09**	**151.66**
Normalized	99.62%	100%
WebP Image Encode - Default (MP/s)	**12.25**	**12.23**
Normalized	100%	99.84%
WebP Image Encode - Quality 100 (MP/s)	**7.73**	**7.71**
Normalized	100%	99.74%
WebP Image Encode - Q.1.L (MP/s)	**1.06**	**1.05**
Normalized	100%	99.06%
WebP Image Encode - Q.1.H.C (MP/s)	2.43	2.43
WebP Image Encode - Q.1.L.H.C (MP/s)	**0.41**	**0.42**
Normalized	97.62%	100%
WebP2 Image Encode - Default (MP/s)	**5.77**	**6.38**
Normalized	90.44%	100%
WebP2 Image Encode - Q.7.C.E.7 (MP/s)	**0.38**	**0.37**
Normalized	100%	97.37%
WebP2 Image Encode - Q.9.C.E.7 (MP/s)	0.20	0.20
WebP2 Image Encode - Q.1.C.E.5 (MP/s)	**7.42**	**7.35**
Normalized	100%	99.06%
WebP2 Image Encode - Q.1.L.C (MP/s)	0.04	0.04
srsRAN - OFDM_Test (Samples / Second)	**65700000**	**66100000**
Normalized	99.39%	100%
srsRAN - 4.P.1.P.M.6.Q (eNb Mb/s)	**252.8**	**252.3**
Normalized	100%	99.8%
srsRAN - 4.P.1.P.M.6.Q (UE Mb/s)	**86.2**	**85.9**
Normalized	100%	99.65%
srsRAN - 4.P.1.P.S.6.Q (eNb Mb/s)	**257.5**	**256.9**
Normalized	100%	99.77%
srsRAN - 4.P.1.P.S.6.Q (UE Mb/s)	**93.7**	**93.6**
Normalized	100%	99.89%
srsRAN - 4.P.1.P.M.2.Q (eNb Mb/s)	**274.2**	**273**
Normalized	100%	99.56%
srsRAN - 4.P.1.P.M.2.Q (UE Mb/s)	**92**	**91.5**
Normalized	100%	99.46%
srsRAN - 4.P.1.P.S.2.Q (eNb Mb/s)	**279.8**	**279.4**
Normalized	100%	99.86%
srsRAN - 4.P.1.P.S.2.Q (UE Mb/s)	**98.9**	**99**
Normalized	99.9%	100%
srsRAN - 5.P.T.5.P.S.6.Q (eNb Mb/s)	69.7	69.7

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srsRAN - 5.P.T.5.P.S.6.Q (UE Mb/s)	**38**	**38.1**
Normalized	99.74%	100%
GraphicsMagick - Swirl (Iterations/min)	**1243**	**1247**
Normalized	99.68%	100%
GraphicsMagick - Rotate (Iterations/min)	**443**	**448**
Normalized	98.88%	100%
GraphicsMagick - Sharpen (Iterations/min)	**561**	**555**
Normalized	100%	98.93%
GraphicsMagick - Enhanced (Iterations/min)	**743**	**740**
Normalized	100%	99.6%
GraphicsMagick - Resizing (Iterations/min)	**167**	**135**
Normalized	100%	80.84%
GraphicsMagick - Noise-Gaussian (Iterations/min)	**692**	**619**
Normalized	100%	89.45%
GraphicsMagick - HWB Color Space (Iterations/min)	**1107**	**957**
Normalized	100%	86.45%
AOM AV1 - Speed 0 Two-Pass - Bosphorus 4K (FPS)	0.21	0.21
AOM AV1 - Speed 4 Two-Pass - Bosphorus 4K (FPS)	**5.59**	**5.56**
Normalized	100%	99.46%
AOM AV1 - Speed 6 Realtime - Bosphorus 4K (FPS)	**16.41**	**15.89**
Normalized	100%	96.83%
AOM AV1 - Speed 6 Two-Pass - Bosphorus 4K (FPS)	**8.95**	**8.71**
Normalized	100%	97.32%
AOM AV1 - Speed 8 Realtime - Bosphorus 4K (FPS)	**18.51**	**17.14**
Normalized	100%	92.6%
AOM AV1 - Speed 9 Realtime - Bosphorus 4K (FPS)	**21.01**	**21.39**
Normalized	98.22%	100%
AOM AV1 - Speed 10 Realtime - Bosphorus 4K (FPS)	**21.95**	**21.83**
Normalized	100%	99.45%
AOM AV1 - Speed 0 Two-Pass - Bosphorus 1080p	**0.6**	**0.59**
Normalized	100%	98.33%
AOM AV1 - Speed 4 Two-Pass - Bosphorus 1080p	**11.06**	**10.84**
Normalized	100%	98.01%
AOM AV1 - Speed 6 Realtime - Bosphorus 1080p	**33.12**	**33.44**
Normalized	99.04%	100%
AOM AV1 - Speed 6 Two-Pass - Bosphorus 1080p	**24.96**	**24.36**
Normalized	100%	97.6%
AOM AV1 - Speed 8 Realtime - Bosphorus 1080p	**41.79**	**38.47**
Normalized	100%	92.06%
AOM AV1 - Speed 9 Realtime - Bosphorus 1080p	**48.34**	**42.57**
Normalized	100%	88.06%
AOM AV1 - Speed 10 Realtime - Bosphorus 1080p	**45.43**	**42.01**
Normalized	100%	92.47%
SVT-AV1 - Preset 4 - Bosphorus 4K (FPS)	**1.314**	**1.321**
Normalized	99.47%	100%
SVT-AV1 - Preset 8 - Bosphorus 4K (FPS)	**27.818**	**28.06**
Normalized	99.14%	100%
SVT-AV1 - Preset 10 - Bosphorus 4K (FPS)	**46.683**	**52.96**
Normalized	88.15%	100%
SVT-AV1 - Preset 12 - Bosphorus 4K (FPS)	**67.124**	**69.476**
Normalized	96.61%	100%
SVT-AV1 - Preset 4 - Bosphorus 1080p (FPS)	**3.531**	**3.561**
Normalized	99.16%	100%

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SVT-AV1 - Preset 8 - Bosphorus 1080p (FPS)	**76.278**	**76.731**
Normalized	99.41%	100%
SVT-AV1 - Preset 10 - Bosphorus 1080p (FPS)	**161.41**	**159.55**
Normalized	100%	98.85%
SVT-AV1 - Preset 12 - Bosphorus 1080p (FPS)	**209.488**	**234.707**
Normalized	89.26%	100%
libavif avifenc - 0 (sec)	**136.608**	**136.591**
Normalized	99.99%	100%
libavif avifenc - 2 (sec)	**78.895**	**79.112**
Normalized	100%	99.73%
libavif avifenc - 6 (sec)	5.268	5.268
libavif avifenc - 6, Lossless (sec)	**9.994**	**10.085**
Normalized	100%	99.1%
libavif avifenc - 10, Lossless (sec)	**7.613**	**7.653**
Normalized	100%	99.48%
Timed Node.js Compilation - Time To Compile (sec)	**217.334**	**215.92**
Normalized	99.35%	100%
Timed PHP Compilation - Time To Compile (sec)	**62.123**	**62.178**
Normalized	100%	99.91%
Timed CPython Compilation - Default (sec)	**22.619**	**22.707**
Normalized	100%	99.61%
Timed CPython Compilation - R.B.P.L.O (sec)	**399.66**	**400.368**
Normalized	100%	99.82%
Primesieve - 1e12 (sec)	**4.638**	**4.66**
Normalized	100%	99.53%
Primesieve - 1e13 (sec)	**56.028**	**56.246**
Normalized	100%	99.61%
Y-Cruncher - 1B (sec)	**21.577**	**21.561**
Normalized	99.93%	100%
Y-Cruncher - 500M (sec)	**11.184**	**10.987**
Normalized	98.24%	100%
oneDNN - IP Shapes 1D - f32 - CPU (ms)	**5.12686**	**5.03993**
Normalized	98.3%	100%
oneDNN - IP Shapes 3D - f32 - CPU (ms)	**20.1433**	**20.2831**
Normalized	100%	99.31%
oneDNN - IP Shapes 1D - u8s8f32 - CPU (ms)	**4.23625**	**3.81237**
Normalized	89.99%	100%
oneDNN - IP Shapes 3D - u8s8f32 - CPU (ms)	**4.52585**	**4.58464**
Normalized	100%	98.72%
oneDNN - C.B.S.A - f32 - CPU (ms)	**21.0326**	**20.0581**
Normalized	95.37%	100%
oneDNN - D.B.s - f32 - CPU (ms)	**19.1966**	**19.1791**
Normalized	99.91%	100%
oneDNN - D.B.s - f32 - CPU (ms)	**6.0371**	**5.6399**
Normalized	93.42%	100%
oneDNN - C.B.S.A - u8s8f32 - CPU (ms)	**28.7725**	**28.7918**
Normalized	100%	99.93%
oneDNN - D.B.s - u8s8f32 - CPU (ms)	**4.14024**	**4.63109**
Normalized	100%	89.4%
oneDNN - D.B.s - u8s8f32 - CPU (ms)	**2.51501**	**2.51294**
Normalized	99.92%	100%
oneDNN - R.N.N.T - f32 - CPU (ms)	**7823**	**8504**
Normalized	100%	91.99%

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oneDNN - R.N.N.I - f32 - CPU (ms)	5300	5168
Normalized	97.5%	100%
oneDNN - R.N.N.T - u8s8f32 - CPU (ms)	7894	8148
Normalized	100%	96.88%
oneDNN - R.N.N.I - u8s8f32 - CPU (ms)	5167	5128
Normalized	99.24%	100%
oneDNN - M.M.B.S.T - f32 - CPU (ms)	9.48918	7.74858
Normalized	81.66%	100%
oneDNN - R.N.N.T - bf16bf16bf16 - CPU (ms)	8046	8014
Normalized	99.6%	100%
oneDNN - R.N.N.I - bf16bf16bf16 - CPU (ms)	5158	5208
Normalized	100%	99.04%
oneDNN - M.M.B.S.T - u8s8f32 - CPU (ms)	29.7727	28.8968
Normalized	97.06%	100%
OSPRay Studio - 1 - 4K - 1 - Path Tracer (ms)	4233	4239
Normalized	100%	99.86%
OSPRay Studio - 2 - 4K - 1 - Path Tracer (ms)	4416	4403
Normalized	99.71%	100%
OSPRay Studio - 3 - 4K - 1 - Path Tracer (ms)	5127	5130
Normalized	100%	99.94%
OSPRay Studio - 1 - 4K - 16 - Path Tracer (ms)	78125	78264
Normalized	100%	99.82%
OSPRay Studio - 1 - 4K - 32 - Path Tracer (ms)	145358	145660
Normalized	100%	99.79%
OSPRay Studio - 2 - 4K - 16 - Path Tracer (ms)	80769	80340
Normalized	99.47%	100%
OSPRay Studio - 2 - 4K - 32 - Path Tracer (ms)	150980	151192
Normalized	100%	99.86%
OSPRay Studio - 3 - 4K - 16 - Path Tracer (ms)	91958	92675
Normalized	100%	99.23%
OSPRay Studio - 3 - 4K - 32 - Path Tracer (ms)	173492	173590
Normalized	100%	99.94%
OSPRay Studio - 1 - 1080p - 1 - Path Tracer (ms)	1062	1060
Normalized	99.81%	100%
OSPRay Studio - 2 - 1080p - 1 - Path Tracer (ms)	1096	1100
Normalized	100%	99.64%
OSPRay Studio - 3 - 1080p - 1 - Path Tracer (ms)	1282	1277
Normalized	99.61%	100%
OSPRay Studio - 1 - 1080p - 16 - Path Tracer (ms)	17188	17139
Normalized	99.71%	100%
OSPRay Studio - 1 - 1080p - 32 - Path Tracer (ms)	34160	34140
Normalized	99.94%	100%
OSPRay Studio - 2 - 1080p - 16 - Path Tracer (ms)	17838	17792
Normalized	99.74%	100%
OSPRay Studio - 2 - 1080p - 32 - Path Tracer (ms)	35696	35397
Normalized	99.16%	100%
OSPRay Studio - 3 - 1080p - 16 - Path Tracer (ms)	20597	20517
Normalized	99.61%	100%
OSPRay Studio - 3 - 1080p - 32 - Path Tracer (ms)	41292	41490
Normalized	100%	99.52%
Timed Erlang/OTP Compilation - Time To Compile	124.066	124.216
Normalized	100%	99.88%
Timed Wasmer Compilation - Time To Compile (sec)	73.78	73.485

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Normalized	99.6%	100%
FLAC Audio Encoding - WAV To FLAC (sec)	28.868	28.744
Normalized	99.57%	100%
FFmpeg - libx264 - Live (sec)	38.85	38.76
Normalized	99.77%	100%
FFmpeg - libx264 - Live (FPS)	129.99	130.30
Normalized	99.76%	100%
FFmpeg - libx265 - Live (sec)	86.74	88.58
Normalized	100%	97.92%
FFmpeg - libx265 - Live (FPS)	58.22	57.01
Normalized	100%	97.92%
FFmpeg - libx264 - Upload (sec)	314.58	315.290203876
Normalized	100%	99.77%
FFmpeg - libx264 - Upload (FPS)	8.03	8.01
Normalized	100%	99.75%
FFmpeg - libx265 - Upload (sec)	241.646159513	240.519283432
Normalized	99.53%	100%
FFmpeg - libx265 - Upload (FPS)	10.45	10.50
Normalized	99.52%	100%
FFmpeg - libx264 - Platform (sec)	249.00936878	250.99
Normalized	100%	99.21%
FFmpeg - libx264 - Platform (FPS)	30.42	30.18
Normalized	100%	99.21%
FFmpeg - libx265 - Platform (sec)	356.59243127	356.16
Normalized	99.88%	100%
FFmpeg - libx265 - Platform (FPS)	21.24	21.27
Normalized	99.86%	100%
FFmpeg - libx264 - Video On Demand (sec)	250.83	250.37
Normalized	99.82%	100%
FFmpeg - libx264 - Video On Demand (FPS)	30.20	30.25
Normalized	99.83%	100%
FFmpeg - libx265 - Video On Demand (sec)	357.150956529	358.61
Normalized	100%	99.59%
FFmpeg - libx265 - Video On Demand (FPS)	21.21	21.12
Normalized	100%	99.58%
Aircrack-ng (k/s)	76103	74379
Normalized	100%	97.73%
Cpuminer-Opt - Magi (kH/s)	1711	1702
Normalized	100%	99.47%
Cpuminer-Opt - x25x (kH/s)	1459	1453
Normalized	100%	99.6%
Cpuminer-Opt - scrypt (kH/s)	496.52	499.97
Normalized	99.31%	100%
Cpuminer-Opt - Deepcoin (kH/s)	27510	27490
Normalized	100%	99.93%
Cpuminer-Opt - Ringcoin (kH/s)	18480	18440
Normalized	100%	99.78%
Cpuminer-Opt - Blake-2 S (kH/s)	1098730	1098280
Normalized	100%	99.96%
Cpuminer-Opt - Garlicoin (kH/s)	13970	14530
Normalized	96.15%	100%
Cpuminer-Opt - Skeincoin (kH/s)	222070	222040
Normalized	100%	99.99%

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Cpuminer-Opt - Myriad-Groestl (kH/s)	154070	152420
Normalized	100%	98.93%
Cpuminer-Opt - LBC, LBRY Credits (kH/s)	56960	56960
Cpuminer-Opt - Q.S.2.P (kH/s)	374460	374430
Normalized	100%	99.99%
Cpuminer-Opt - T.S.2.O (kH/s)	718010	718140
Normalized	99.98%	100%
Node.js V8 Web Tooling Benchmark (runs/s)	7.13	7.02
Normalized	100%	98.46%
ClickHouse - 1.R.W.A.D.F.R.C.C (Queries/min, Geo Mean)	241.18	253.55
Normalized	95.12%	100%
ClickHouse - 1.R.W.A.D.S.R (Queries/min, Geo Mean)	260.83	271.13
Normalized	96.2%	100%
ClickHouse - 1.R.W.A.D.T.R (Queries/min, Geo Mean)	272.09	256.64
Normalized	100%	94.32%
ASTC Encoder - Fast (MT/s)	382.0137	376.393
Normalized	100%	98.53%
ASTC Encoder - Medium (MT/s)	151.8067	152.2417
Normalized	99.71%	100%
ASTC Encoder - Thorough (MT/s)	19.4177	19.4423
Normalized	99.87%	100%
ASTC Encoder - Exhaustive (MT/s)	2.2087	2.2093
Normalized	99.97%	100%
TensorFlow - CPU - 16 - AlexNet (images/sec)	42.69	42.91
Normalized	99.49%	100%
TensorFlow - CPU - 32 - AlexNet (images/sec)	48.66	48.45
Normalized	100%	99.57%
TensorFlow - CPU - 64 - AlexNet (images/sec)	59.55	59.76
Normalized	99.65%	100%
TensorFlow - CPU - 256 - AlexNet (images/sec)	69.6	69.33
Normalized	100%	99.61%
TensorFlow - CPU - 512 - AlexNet (images/sec)	69.82	69.69
Normalized	100%	99.81%
TensorFlow - CPU - 16 - GoogLeNet (images/sec)	24.77	24.47
Normalized	100%	98.79%
TensorFlow - CPU - 16 - ResNet-50 (images/sec)	8.13	8.12
Normalized	100%	99.88%
TensorFlow - CPU - 32 - GoogLeNet (images/sec)	29.09	28.44
Normalized	100%	97.77%
TensorFlow - CPU - 32 - ResNet-50 (images/sec)	9.6	9.69
Normalized	99.07%	100%
TensorFlow - CPU - 64 - GoogLeNet (images/sec)	30.13	30.12
Normalized	100%	99.97%
TensorFlow - CPU - 64 - ResNet-50 (images/sec)	10.11	10.17
Normalized	99.41%	100%
TensorFlow - CPU - 256 - GoogLeNet (images/sec)	30.11	29.87
Normalized	100%	99.2%
TensorFlow - CPU - 256 - ResNet-50 (images/sec)	10.92	10.86
Normalized	100%	99.45%
TensorFlow - CPU - 512 - GoogLeNet (images/sec)	30.61	30.42
Normalized	100%	99.38%
TensorFlow - CPU - 512 - ResNet-50 (images/sec)	11.24	11.32

Normalized	99.29%	100%
Neural Magic DeepSparse - N.D.C.o.b.u.o.I - A.M.S (items/sec)	22.6007	22.568
Normalized	100%	99.86%
Neural Magic DeepSparse - N.D.C.o.b.u.o.I - A.M.S (ms/batch)	1387	1399
Normalized	100%	99.15%
Neural Magic DeepSparse - N.D.C.o.b.u.o.I - S.S.S (items/sec)	8.3625	8.2919
Normalized	100%	99.16%
Neural Magic DeepSparse - N.D.C.o.b.u.o.I - S.S.S (ms/batch)	119.5632	120.5776
Normalized	100%	99.16%
Neural Magic DeepSparse - N.Q.A.B.b.u.S.1.P - A.M.S (items/sec)	87.6373	87.3202
Normalized	100%	99.64%
Neural Magic DeepSparse - N.Q.A.B.b.u.S.1.P - A.M.S (ms/batch)	362.7795	364.9851
Normalized	100%	99.4%
Neural Magic DeepSparse - N.Q.A.B.b.u.S.1.P - S.S.S (items/sec)	17.7786	19.1958
Normalized	92.62%	100%
Neural Magic DeepSparse - N.Q.A.B.b.u.S.1.P - S.S.S (ms/batch)	56.2277	52.0728
Normalized	92.61%	100%
Neural Magic DeepSparse - C.D.Y.C - A.M.S	121.842	121.8565
Normalized	99.99%	100%
Neural Magic DeepSparse - C.D.Y.C - A.M.S	261.4175	261.4233
Normalized	100%	100%
Neural Magic DeepSparse - C.D.Y.C - S.S.S (items/sec)	39.942	40.071
Normalized	99.68%	100%
Neural Magic DeepSparse - C.D.Y.C - S.S.S (ms/batch)	25.014	24.9281
Normalized	99.66%	100%
Neural Magic DeepSparse - C.C.R.5.I - A.M.S	249.2856	250.8978
Normalized	99.36%	100%
Neural Magic DeepSparse - C.C.R.5.I - A.M.S	128.0038	127.2104
Normalized	99.38%	100%
Neural Magic DeepSparse - C.C.R.5.I - S.S.S	73.5683	73.866
Normalized	99.6%	100%
Neural Magic DeepSparse - C.C.R.5.I - S.S.S	13.5743	13.5155
Normalized	99.57%	100%
Neural Magic DeepSparse - N.T.C.D.m - A.M.S (items/sec)	192.2873	192.6373
Normalized	99.82%	100%
Neural Magic DeepSparse - N.T.C.D.m - A.M.S (ms/batch)	166.1119	165.7009
Normalized	99.75%	100%
Neural Magic DeepSparse - N.T.C.D.m - S.S.S (items/sec)	51.2365	51.6311
Normalized	99.24%	100%
Neural Magic DeepSparse - N.T.C.D.m - S.S.S	19.4996	19.3504
Normalized	99.23%	100%

Neural Magic DeepSparse - N.T.C.B.b.u.S - A.M.S (items/sec)	96.0986	96.5473
Normalized	99.54%	100%
Neural Magic DeepSparse - N.T.C.B.b.u.S - A.M.S (ms/batch)	331.234	330.5267
Normalized	99.79%	100%
Neural Magic DeepSparse - N.T.C.B.b.u.S - S.S.S (items/sec)	26.3211	26.046
Normalized	100%	98.95%
Neural Magic DeepSparse - N.T.C.B.b.u.S - S.S.S (ms/batch)	37.9743	38.3752
Normalized	100%	98.96%
Neural Magic DeepSparse - N.T.C.B.b.u.c - A.M.S (items/sec)	22.6456	22.674
Normalized	99.87%	100%
Neural Magic DeepSparse - N.T.C.B.b.u.c - A.M.S (ms/batch)	1387	1391
Normalized	100%	99.76%
Neural Magic DeepSparse - N.T.C.B.b.u.c - S.S.S (items/sec)	8.1225	8.2228
Normalized	98.78%	100%
Neural Magic DeepSparse - N.T.C.B.b.u.c - S.S.S (ms/batch)	123.0974	121.5902
Normalized	98.78%	100%
Stress-NG - MMAP (Bogo Ops/s)	2418	2343
Normalized	100%	96.87%
Stress-NG - NUMA (Bogo Ops/s)	140.8	140.65
Normalized	100%	99.89%
Stress-NG - Futex (Bogo Ops/s)	802471	796566
Normalized	100%	99.26%
Stress-NG - MEMFD (Bogo Ops/s)	1751	1744
Normalized	100%	99.57%
Stress-NG - Mutex (Bogo Ops/s)	17481256	17702492
Normalized	98.75%	100%
Stress-NG - Atomic (Bogo Ops/s)	156803	172559
Normalized	90.87%	100%
Stress-NG - Crypto (Bogo Ops/s)	67640	67623
Normalized	100%	99.97%
Stress-NG - Malloc (Bogo Ops/s)	146984386	148029624
Normalized	99.29%	100%
Stress-NG - Forking (Bogo Ops/s)	19768	19541
Normalized	100%	98.85%
Stress-NG - IO_uring (Bogo Ops/s)	45732	45864
Normalized	99.71%	100%
Stress-NG - SENDFILE (Bogo Ops/s)	678381	678714
Normalized	99.95%	100%
Stress-NG - CPU Cache (Bogo Ops/s)	199.02	259.54
Normalized	76.68%	100%
Stress-NG - CPU Stress (Bogo Ops/s)	106647	107075
Normalized	99.6%	100%
Stress-NG - Semaphores (Bogo Ops/s)	7247267	7261328
Normalized	99.81%	100%

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Stress-NG - Matrix Math (Bogo Ops/s)	215007	215111
Normalized	99.95%	100%
Stress-NG - Vector Math (Bogo Ops/s)	266411	266536
Normalized	99.95%	100%
Stress-NG - Memory Copying (Bogo Ops/s)	2328	2486
Normalized	93.66%	100%
Stress-NG - Socket Activity (Bogo Ops/s)	25317	25937
Normalized	97.61%	100%
Stress-NG - Context Switching (Bogo Ops/s)	14423511	15090387
Normalized	95.58%	100%
Stress-NG - G.C.S.F (Bogo Ops/s)	5250106	5386267
Normalized	97.47%	100%
Stress-NG - G.Q.D.S (Bogo Ops/s)	673.06	667.4
Normalized	100%	99.16%
Stress-NG - S.V.M.P (Bogo Ops/s)	7616184	7408445
Normalized	100%	97.27%
spaCy - en_core_web_lg (tokens/sec)	6798	6795
Normalized	100%	99.96%
spaCy - en_core_web_trf (tokens/sec)	701	685
Normalized	100%	97.72%
Mobile Neural Network - nasnet (ms)	42.874	40.336
Normalized	94.08%	100%
Mobile Neural Network - mobilenetV3 (ms)	5.475	5.35
Normalized	97.72%	100%
Mobile Neural Network - squeezenetv1.1 (ms)	10.633	10.152
Normalized	95.48%	100%
Mobile Neural Network - resnet-v2-50 (ms)	50.815	47.115
Normalized	92.72%	100%
Mobile Neural Network - SqueezeNetV1.0 (ms)	15.675	15.008
Normalized	95.74%	100%
Mobile Neural Network - MobileNetV2_224 (ms)	9.862	9.957
Normalized	100%	99.05%
Mobile Neural Network - mobilenet-v1-1.0 (ms)	7.677	7.386
Normalized	96.21%	100%
Mobile Neural Network - inception-v3 (ms)	56.231	56.096
Normalized	99.76%	100%
NCNN - CPU - mobilenet (ms)	70.65	82.64
Normalized	100%	85.49%
NCNN - CPU-v2-v2 - mobilenet-v2 (ms)	74.59	48.21
Normalized	64.63%	100%
NCNN - CPU-v3-v3 - mobilenet-v3 (ms)	45.3	58.67
Normalized	100%	77.21%
NCNN - CPU - shufflenet-v2 (ms)	64	43.74
Normalized	68.34%	100%
NCNN - CPU - mnasnet (ms)	51.66	41.96
Normalized	81.22%	100%
NCNN - CPU - efficientnet-b0 (ms)	55.09	56.92
Normalized	100%	96.78%
NCNN - CPU - blazeface (ms)	42.63	31.18
Normalized	73.14%	100%
NCNN - CPU - googlenet (ms)	111.2	100.95
Normalized	90.78%	100%
NCNN - CPU - vgg16 (ms)	139.33	123.73

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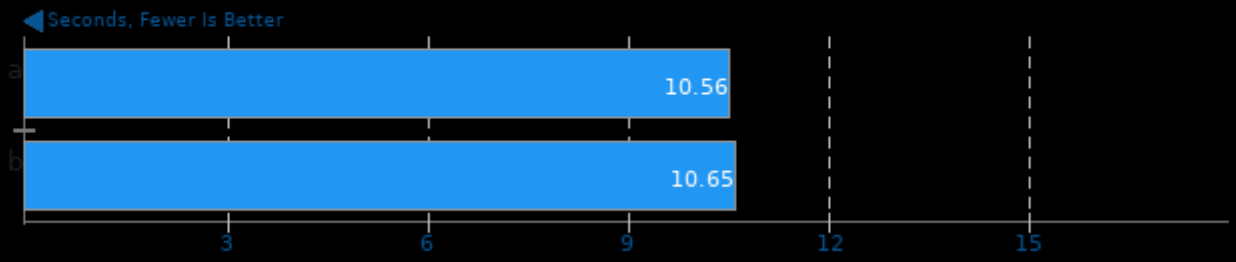
Normalized	88.8%	100%
NCNN - CPU - resnet18 (ms)	81.24	63.2
Normalized	77.79%	100%
NCNN - CPU - alexnet (ms)	65.6	53.71
Normalized	81.88%	100%
NCNN - CPU - resnet50 (ms)	178.31	110.59
Normalized	62.02%	100%
NCNN - CPU - yolov4-tiny (ms)	75.13	78.03
Normalized	100%	96.28%
NCNN - CPU - squeezenet_ssd (ms)	100.38	94.37
Normalized	94.01%	100%
NCNN - CPU - regnety_400m (ms)	286.78	208.14
Normalized	72.58%	100%
NCNN - CPU - vision_transformer (ms)	319.23	298.72
Normalized	93.58%	100%
NCNN - CPU - FastestDet (ms)	76.99	51.75
Normalized	67.22%	100%
Blender - BMW27 - CPU-Only (sec)	35.5	35.62
Normalized	100%	99.66%
Blender - Classroom - CPU-Only (sec)	87.25	87.77
Normalized	100%	99.41%
Blender - Fishy Cat - CPU-Only (sec)	51.46	51.66
Normalized	100%	99.61%
Blender - Barbershop - CPU-Only (sec)	409.74	408.93
Normalized	99.8%	100%
Blender - Pabellon Barcelona - CPU-Only (sec)	126.81	126.75
Normalized	99.95%	100%
OpenVINO - F.D.F - CPU (FPS)	5.85	5.82
Normalized	100%	99.49%
OpenVINO - F.D.F - CPU (ms)	5453	5492
Normalized	100%	99.28%
OpenVINO - P.D.F - CPU (FPS)	3.9	3.89
Normalized	100%	99.74%
OpenVINO - P.D.F - CPU (ms)	8087	8150
Normalized	100%	99.23%
OpenVINO - P.D.F - CPU (FPS)	3.85	3.89
Normalized	98.97%	100%
OpenVINO - P.D.F - CPU (ms)	8245	8120
Normalized	98.48%	100%
OpenVINO - V.D.F - CPU (FPS)	352.62	351.6
Normalized	100%	99.71%
OpenVINO - V.D.F - CPU (ms)	90.64	90.91
Normalized	100%	99.7%
OpenVINO - F.D.F.I - CPU (FPS)	7.61	7.61
OpenVINO - F.D.F.I - CPU (ms)	4182	4185
Normalized	100%	99.93%
OpenVINO - V.D.F.I - CPU (FPS)	614.56	613.31
Normalized	100%	99.8%
OpenVINO - V.D.F.I - CPU (ms)	52.03	52.14
Normalized	100%	99.79%
OpenVINO - W.P.D.F - CPU (FPS)	626.61	626.42
Normalized	100%	99.97%
OpenVINO - W.P.D.F - CPU (ms)	51.03	51.04

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Normalized	100%	99.98%
OpenVINO - M.T.E.T.D.F - CPU (FPS)	59.76	61.27
Normalized	97.54%	100%
OpenVINO - M.T.E.T.D.F - CPU (ms)	533.65	520.79
Normalized	97.59%	100%
OpenVINO - W.P.D.F.I - CPU (FPS)	751.84	751.3
Normalized	100%	99.93%
OpenVINO - W.P.D.F.I - CPU (ms)	85.05	85.09
Normalized	100%	99.95%
OpenVINO - P.V.B.D.F - CPU (FPS)	513.24	508.7
Normalized	100%	99.12%
OpenVINO - P.V.B.D.F - CPU (ms)	62.29	62.84
Normalized	100%	99.12%
OpenVINO - A.G.R.R.0.F - CPU (FPS)	16069	16149
Normalized	99.5%	100%
OpenVINO - A.G.R.R.0.F - CPU (ms)	3.94	3.92
Normalized	99.49%	100%
OpenVINO - A.G.R.R.0.F.I - CPU (FPS)	19470	19580
Normalized	99.44%	100%
OpenVINO - A.G.R.R.0.F.I - CPU (ms)	3.26	3.24
Normalized	99.39%	100%
Facebook RocksDB - Rand Read (Op/s)	198794977	196826975
Normalized	100%	99.01%
Facebook RocksDB - Update Rand (Op/s)	199394	198198
Normalized	100%	99.4%
Facebook RocksDB - Read While Writing (Op/s)	5807440	6220606
Normalized	93.36%	100%
Facebook RocksDB - R.R.W.R (Op/s)	1551427	1558868
Normalized	99.52%	100%
nginx - 200 (Reqs/sec)	100112	101709
Normalized	98.43%	100%
nginx - 500 (Reqs/sec)	99536	98640
Normalized	100%	99.1%
nginx - 1000 (Reqs/sec)	96266	95346
Normalized	100%	99.05%
Natron - Spaceship (FPS)	3.5	3.6
Normalized	97.22%	100%
AI Benchmark Alpha - D.I.S (Score)	1245	1232
Normalized	100%	98.96%
AI Benchmark Alpha - D.T.S (Score)	764	760
Normalized	100%	99.48%
AI Benchmark Alpha - Device AI Score (Score)	2009	1992
Normalized	100%	99.15%
EnCodec - 3 kbps (sec)	66.471	68.291
Normalized	100%	97.33%
EnCodec - 6 kbps (sec)	74.538	74.885
Normalized	100%	99.54%
EnCodec - 24 kbps (sec)	78.457	81.167
Normalized	100%	96.66%
EnCodec - 1.5 kbps (sec)	67.588	75.036
Normalized	100%	90.07%
BRL-CAD - V.P.M (VGR Performance Metric)	413004	406201
Normalized	100%	98.35%

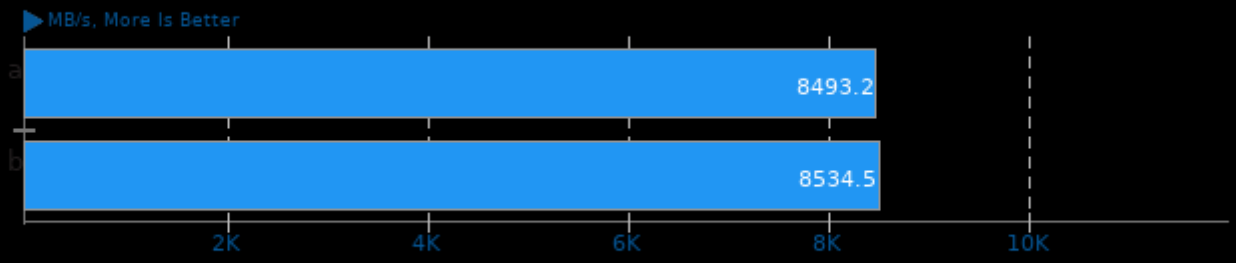
Unpacking The Linux Kernel 5.19

linux-5.19.tar.xz



C-Blosc 2.3

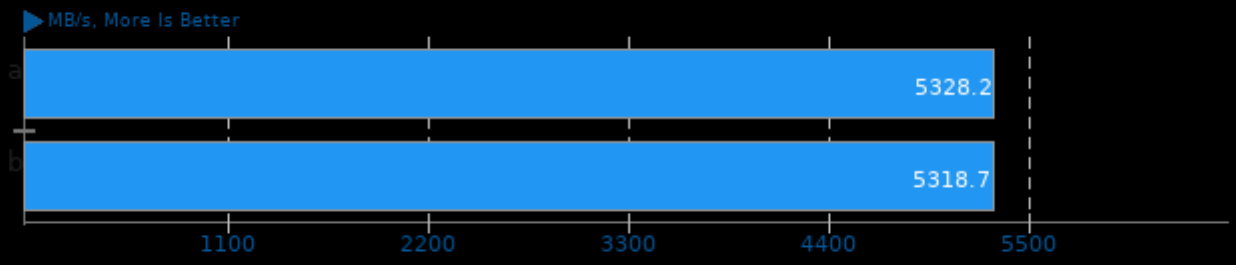
Test: blosclz shuffle



1. (CC) gcc options: -std=gnu99 -O3 -lrt -lm

C-Blosc 2.3

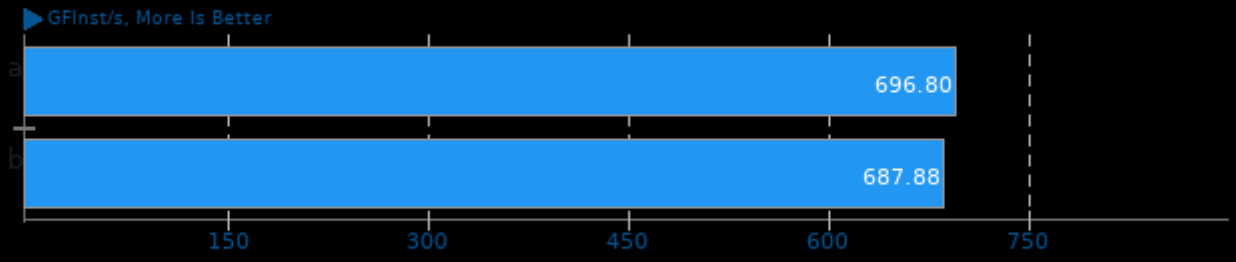
Test: blosclz bitshuffle



1. (CC) gcc options: -std=gnu99 -O3 -lrt -lm

miniBUDE 20210901

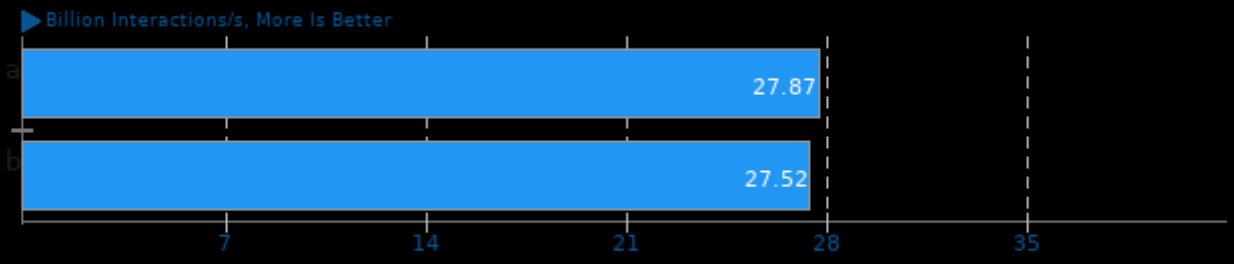
Implementation: OpenMP - Input Deck: BM1



1. (CC) gcc options: -std=c99 -Ofast -ffast-math -fopenmp -march=native -lm

miniBUDE 20210901

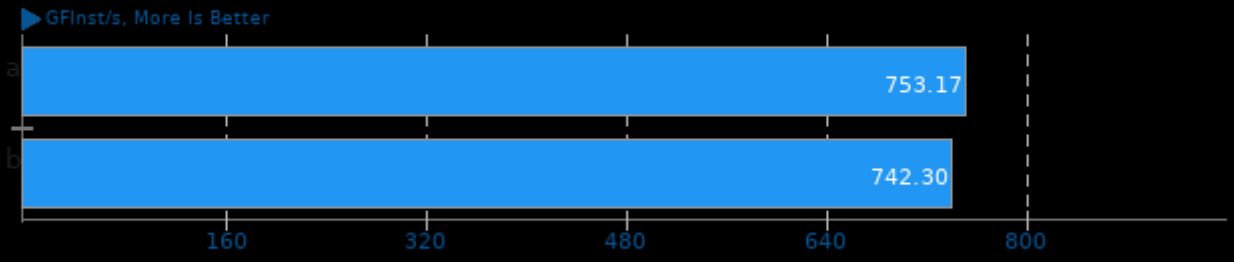
Implementation: OpenMP - Input Deck: BM1



1. (CC) gcc options: -std=c99 -Ofast -ffast-math -fopenmp -march=native -lm

miniBUDE 20210901

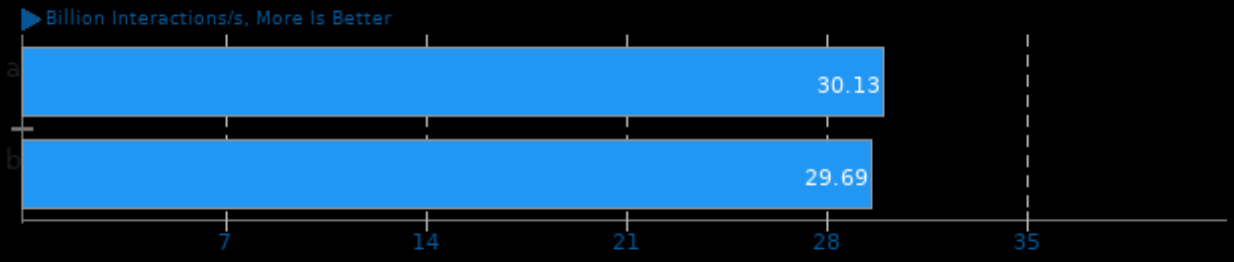
Implementation: OpenMP - Input Deck: BM2



1. (CC) gcc options: -std=c99 -Ofast -ffast-math -fopenmp -march=native -lm

miniBUDE 20210901

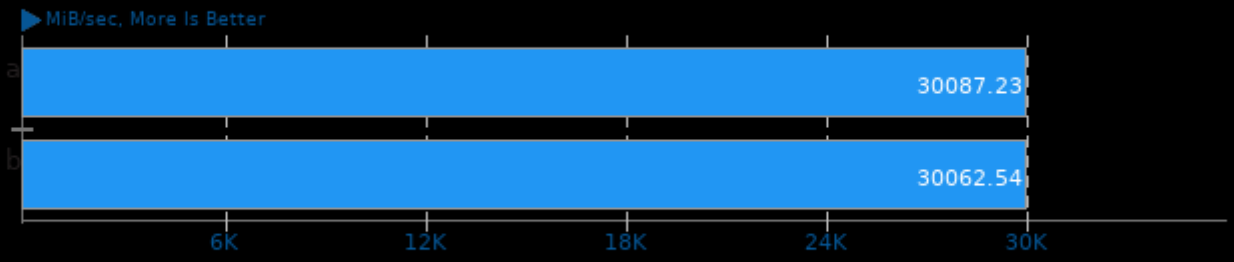
Implementation: OpenMP - Input Deck: BM2



1. (CC) gcc options: -std=c99 -Ofast -ffast-math -fopenmp -march=native -lm

SMHasher 2022-08-22

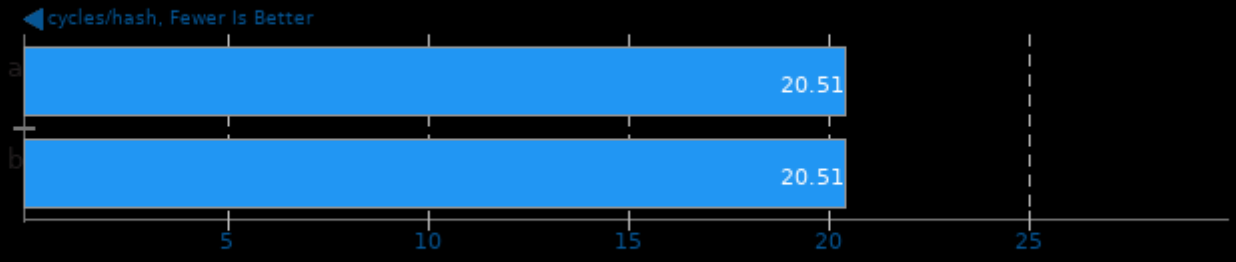
Hash: wyhash



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

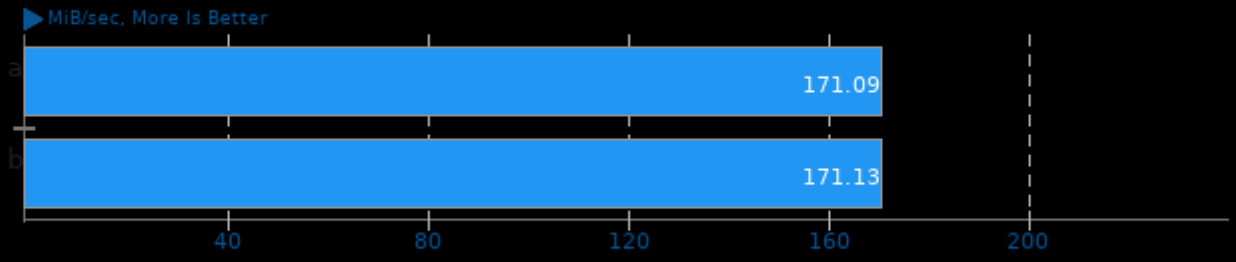
Hash: wyhash



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

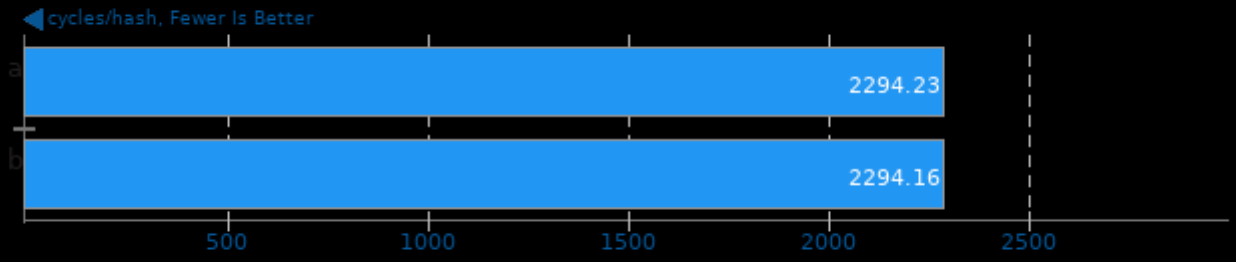
Hash: SHA3-256



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

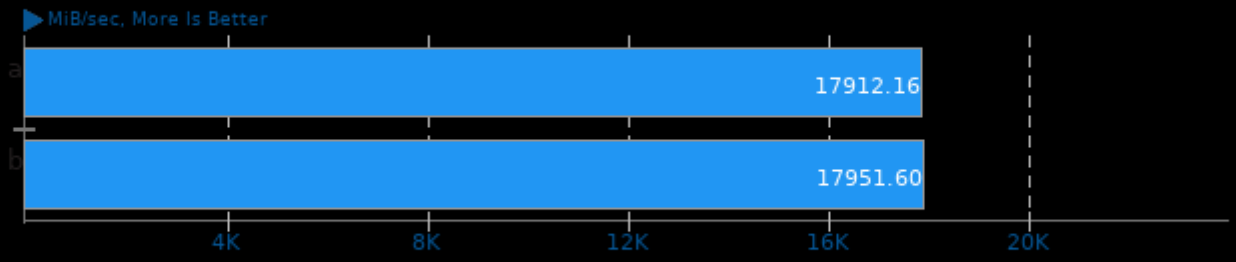
Hash: SHA3-256



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

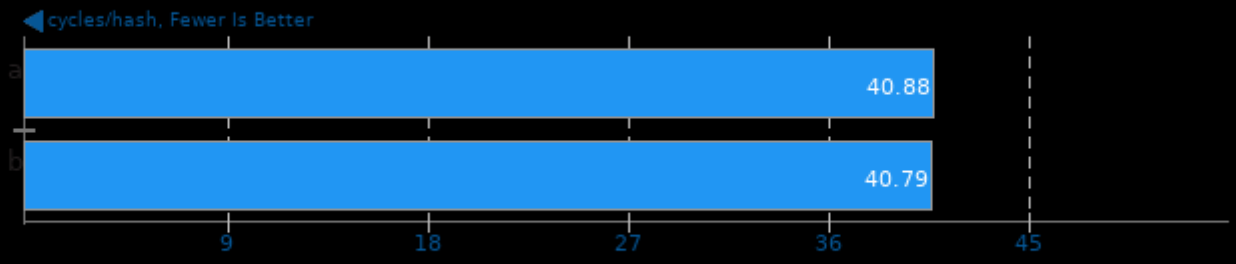
Hash: Spooky32



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

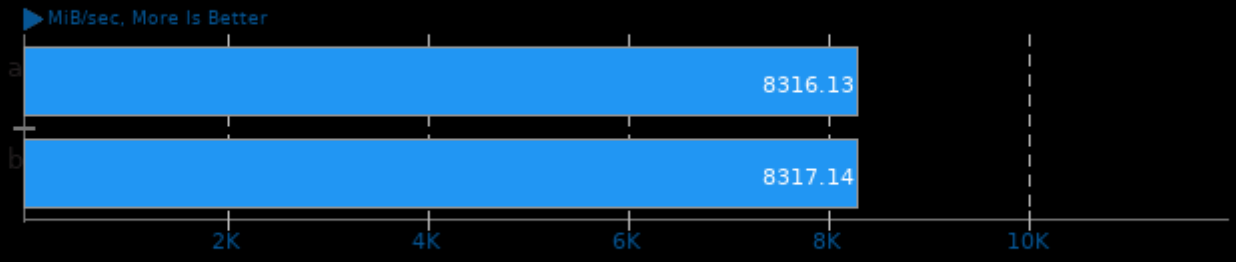
Hash: Spooky32



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

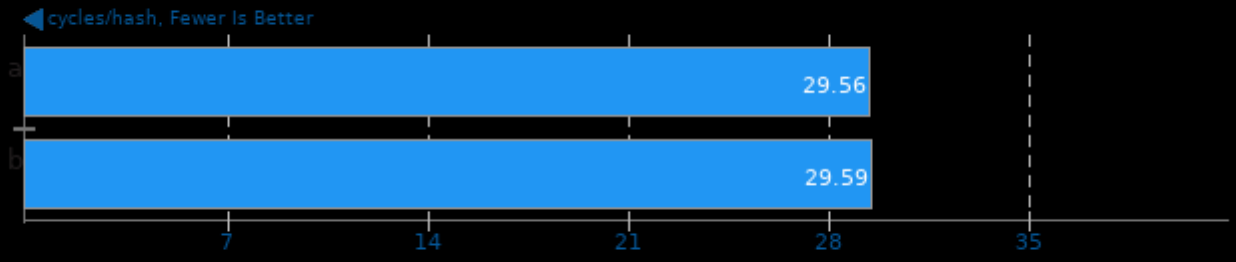
Hash: fasthash32



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

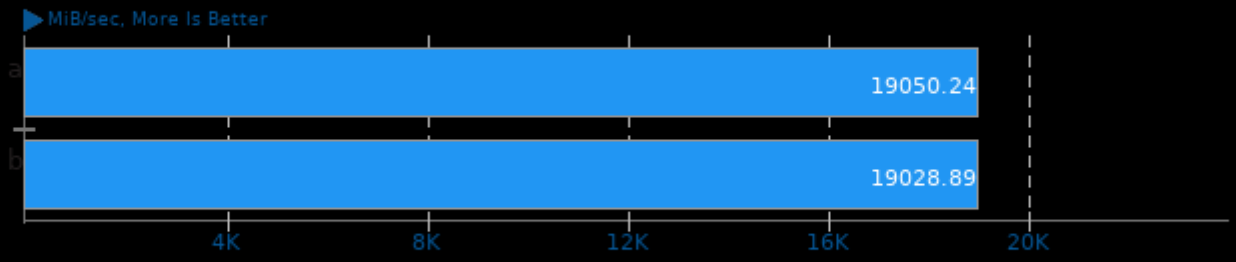
Hash: fasthash32



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

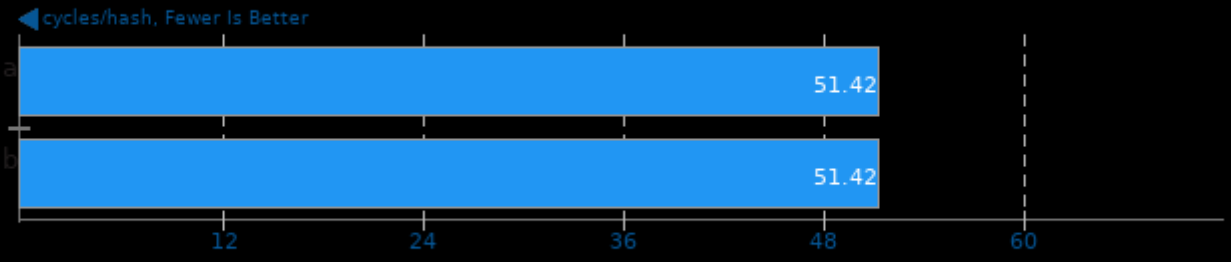
Hash: FarmHash128



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

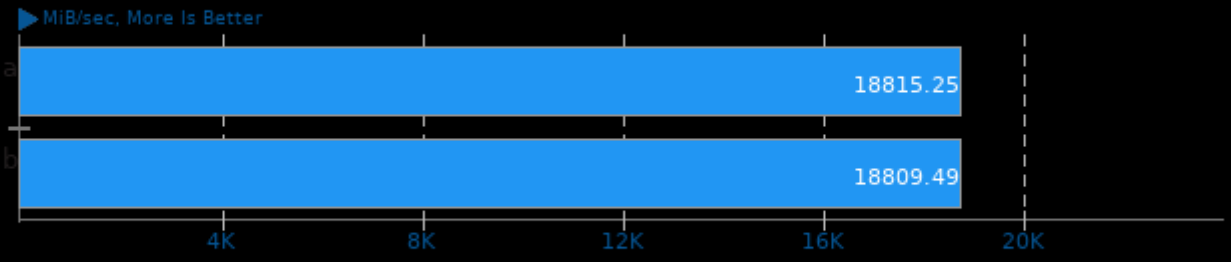
Hash: FarmHash128



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

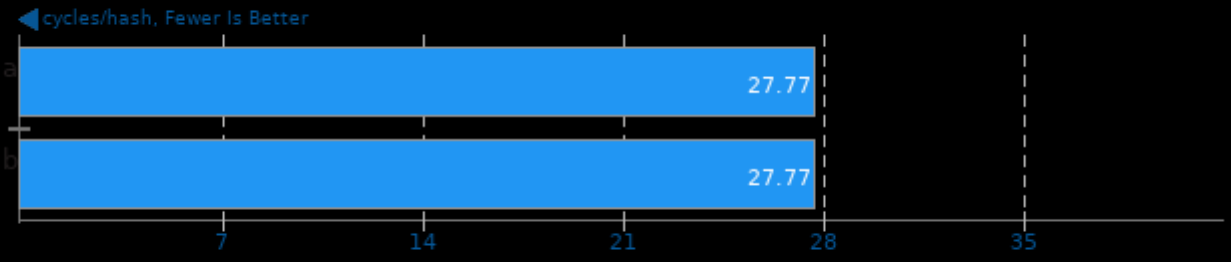
Hash: t1ha2_atonce



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

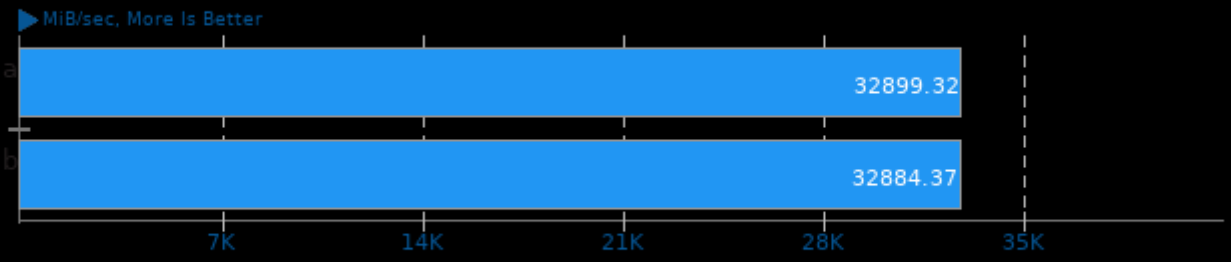
Hash: t1ha2_atonce



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

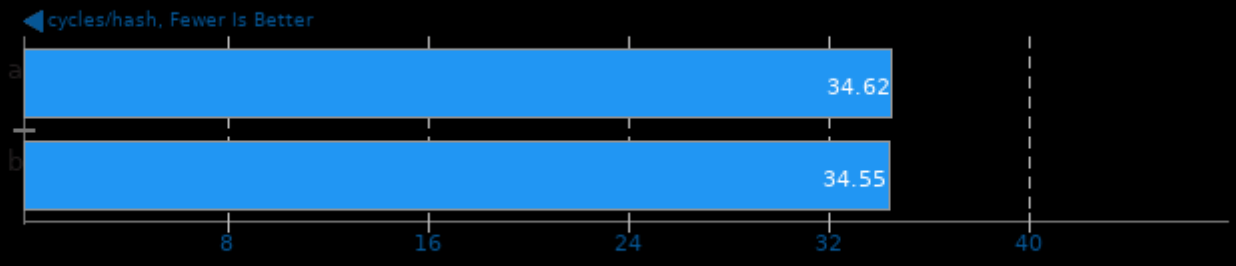
Hash: FarmHash32 x86_64 AVX



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

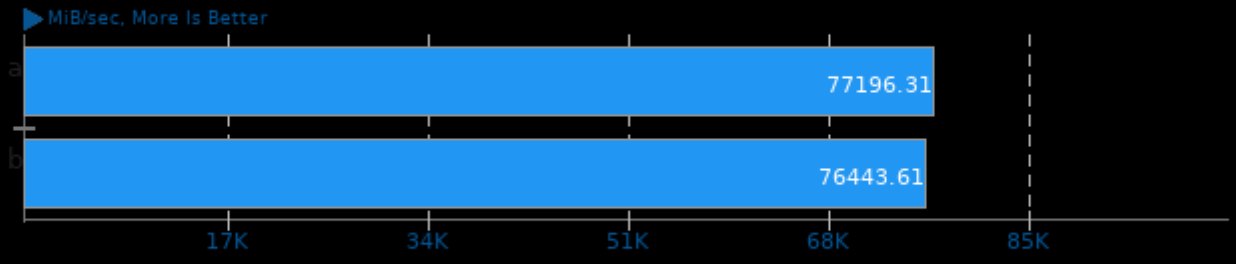
Hash: FarmHash32 x86_64 AVX



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

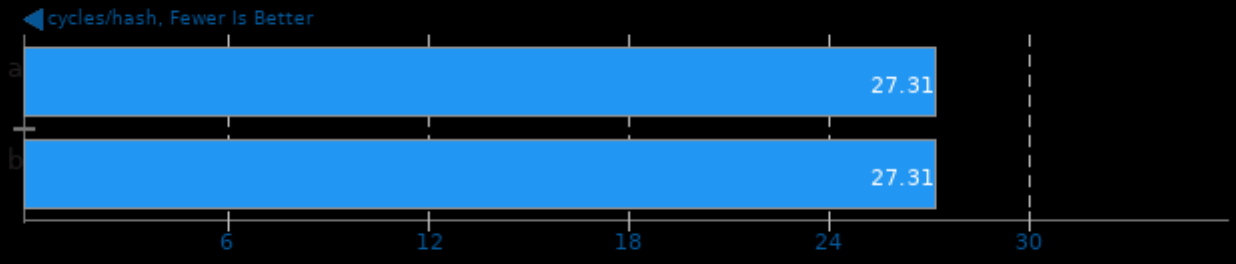
Hash: t1ha0_aes_avx2 x86_64



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

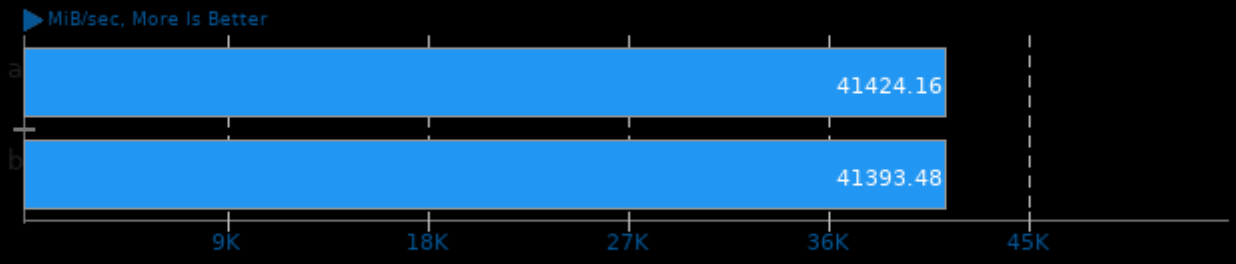
Hash: t1ha0_aes_avx2 x86_64



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

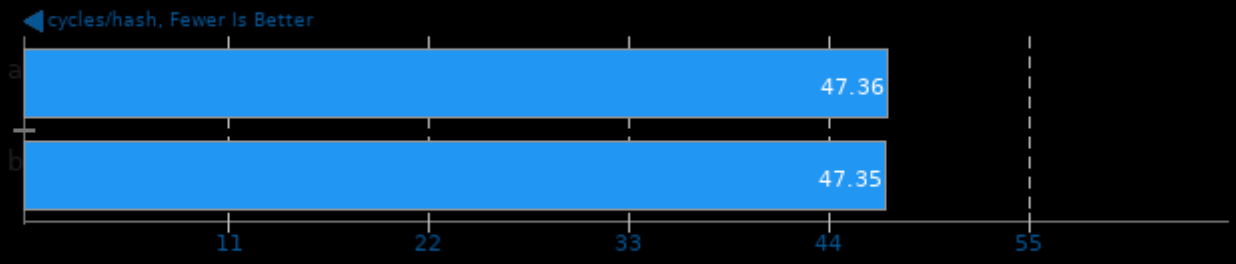
Hash: MeowHash x86_64 AES-NI



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

SMHasher 2022-08-22

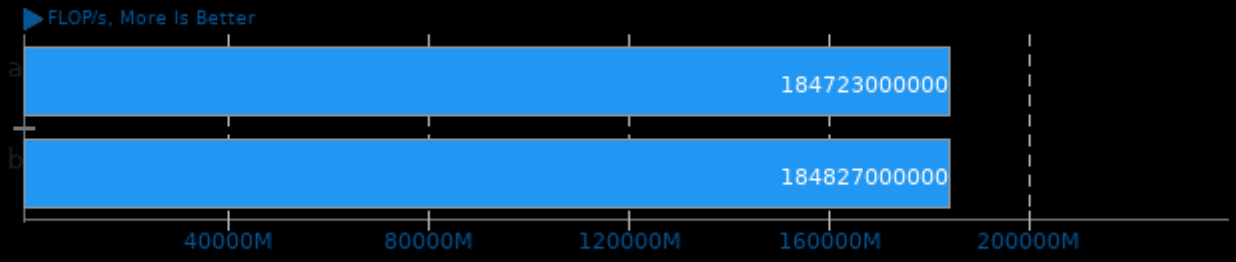
Hash: MeowHash x86_64 AES-NI



1. (CXX) g++ options: -march=native -O3 -flto -fno-fat-lto-objects

nekRS 22.0

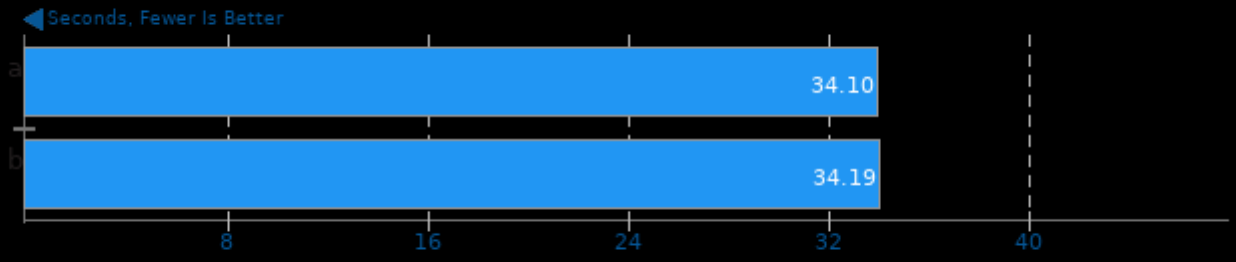
Input: TurboPipe Periodic



1. (CXX) g++ options: -fopenmp -O2 -march=native -mtune=native -ftree-vectorize -lmpi_cxx -lmpi

OpenFOAM 10

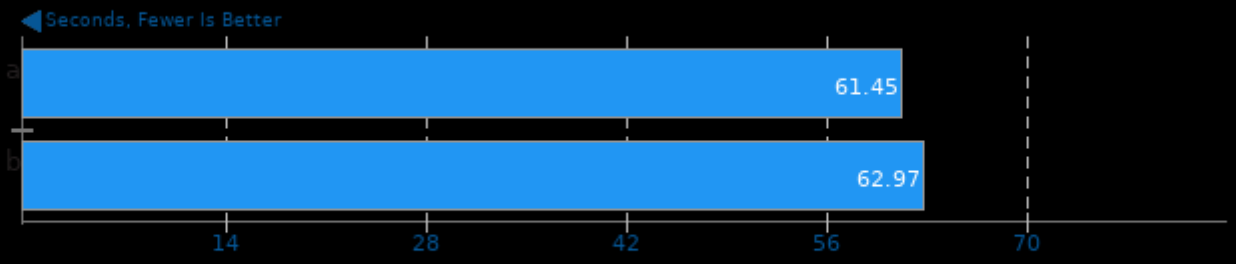
Input: drivaerFastback, Small Mesh Size - Mesh Time



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

OpenFOAM 10

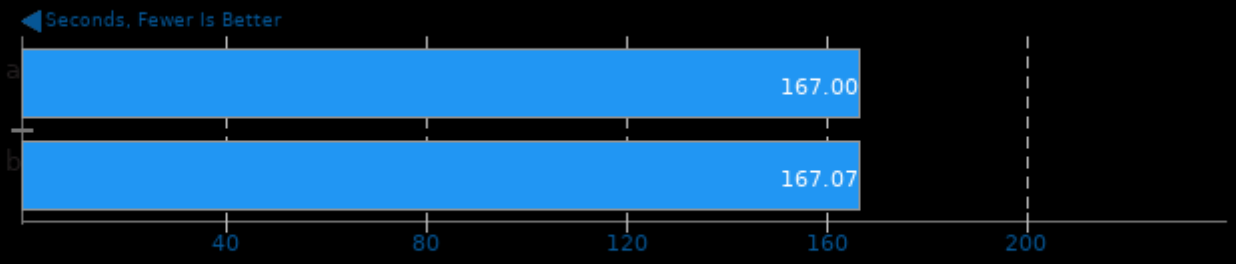
Input: drivaerFastback, Small Mesh Size - Execution Time



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

OpenFOAM 10

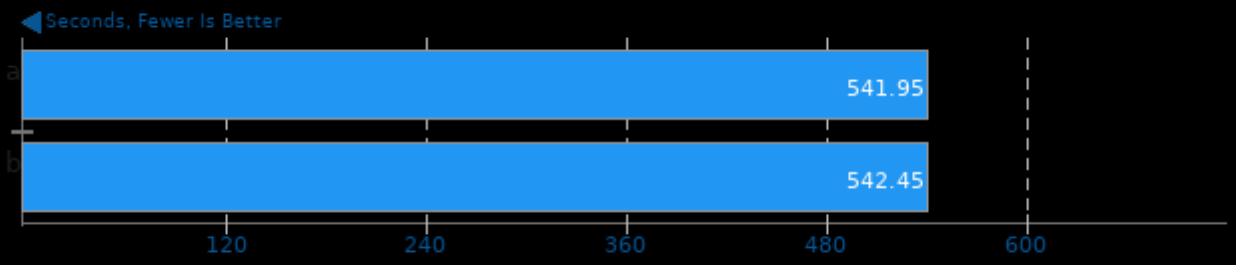
Input: drivaerFastback, Medium Mesh Size - Mesh Time



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

OpenFOAM 10

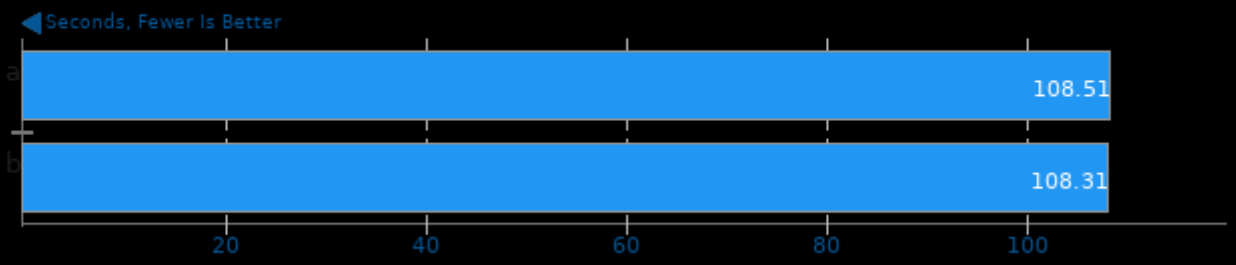
Input: drivaerFastback, Medium Mesh Size - Execution Time

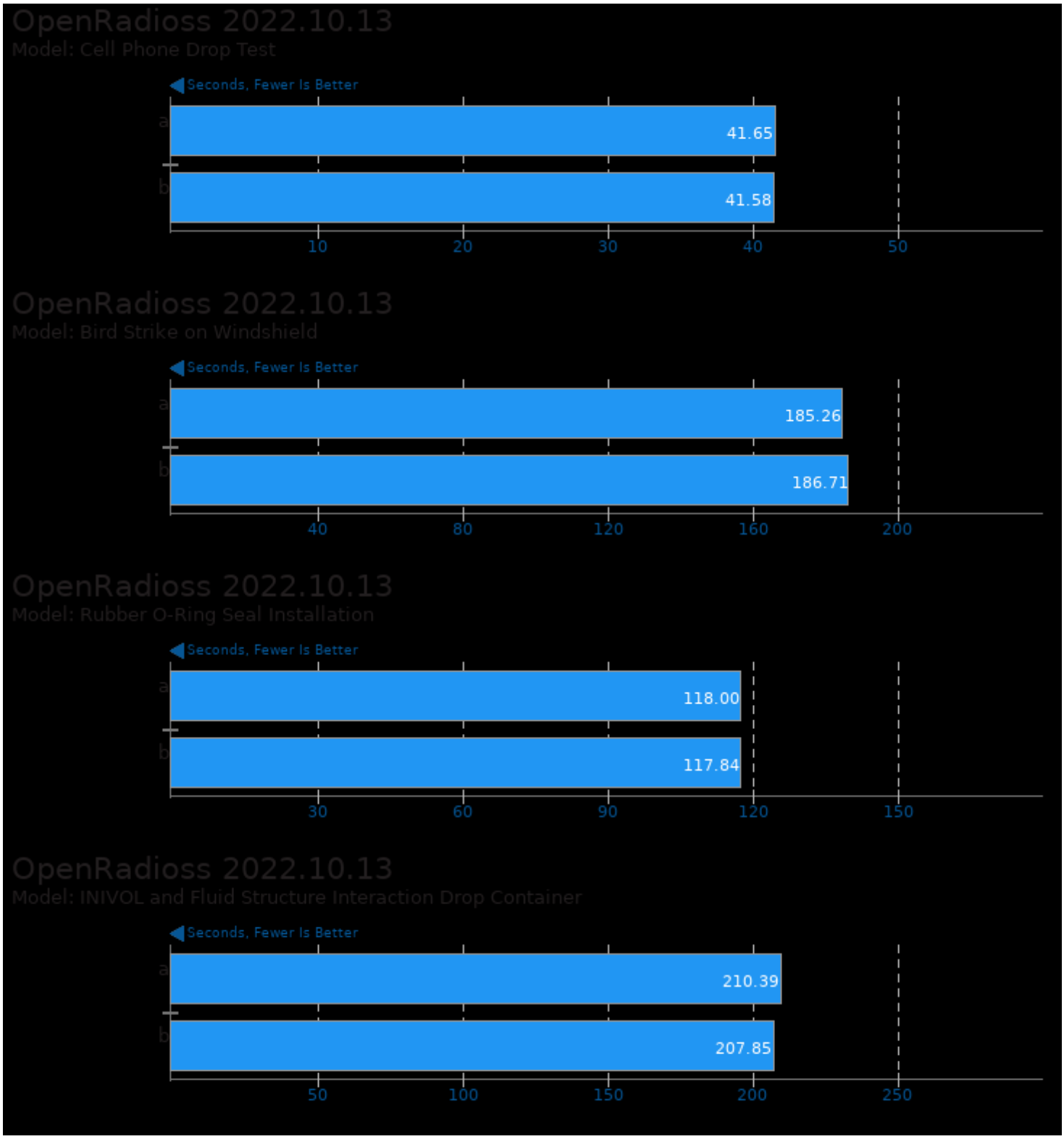


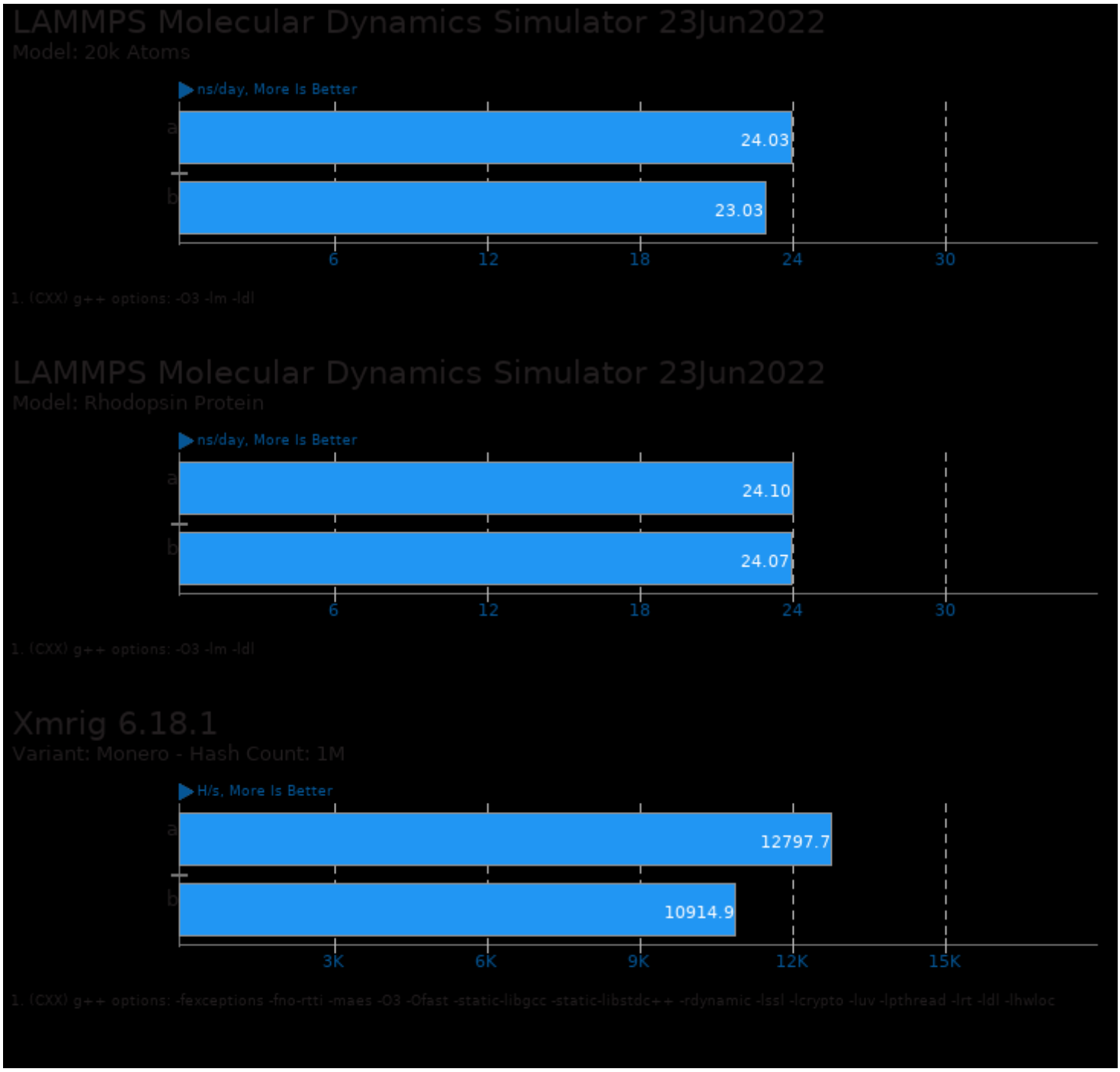
1. (CXX) g++ options: -std=c++14 -m64 -O3 -ftemplate-depth-100 -fPIC -fuse-ld=bfd -Xlinker --add-needed --no-as-needed -lfiniteVolume -lmeshTools -l

OpenRadioss 2022.10.13

Model: Bumper Beam

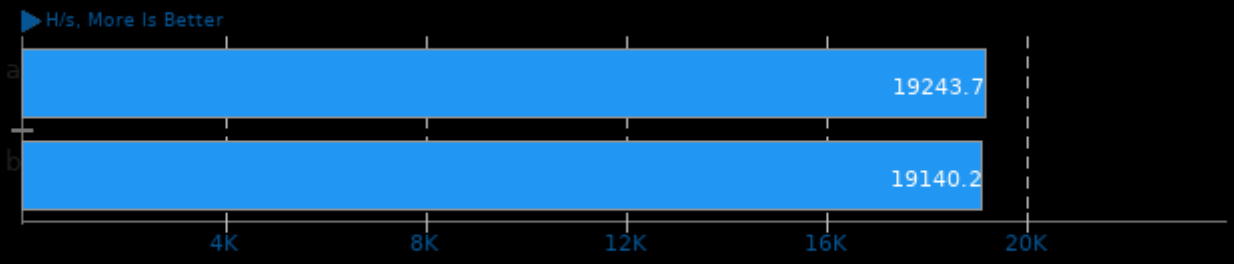



OpenRadioss 2022.10.13
Model: Cell Phone Drop Test
Seconds, Fewer Is Better
a
41.65
b
41.58
10
20
30
40
50
OpenRadioss 2022.10.13
Model: Bird Strike on Windshield
Seconds, Fewer Is Better
a
185.26
b
186.71
40
80
120
160
200
OpenRadioss 2022.10.13
Model: Rubber O-Ring Seal Installation
Seconds, Fewer Is Better
a
118.00
b
117.84
30
60
90
120
150
OpenRadioss 2022.10.13
Model: INIVOL and Fluid Structure Interaction Drop Container
Seconds, Fewer Is Better
a
210.39
b
207.85
50
100
150
200
250


LAMMPS Molecular Dynamics Simulator 23Jun2022
Model: 20k Atoms
ns/day, More Is Better
a
24.03
b
23.03
6
12
18
24
30
1. (CXX) g++ options: -O3 -lm -ldl
LAMMPS Molecular Dynamics Simulator 23Jun2022
Model: Rhodopsin Protein
ns/day, More Is Better
a
24.10
b
24.07
6
12
18
24
30
1. (CXX) g++ options: -O3 -lm -ldl
Xmrig 6.18.1
Variant: Monero - Hash Count: 1M
H/s, More Is Better
a
12797.7
b
10914.9
3K
6K
9K
12K
15K
1. (CXX) g++ options: -fexceptions -fno-rtti -maes -O3 -Ofast -static-libgcc -static-libstdc++ -rdynamic -lssl -lcrypto -luv -lpthread -lrt -ldl -lhwloc

Xmrig 6.18.1

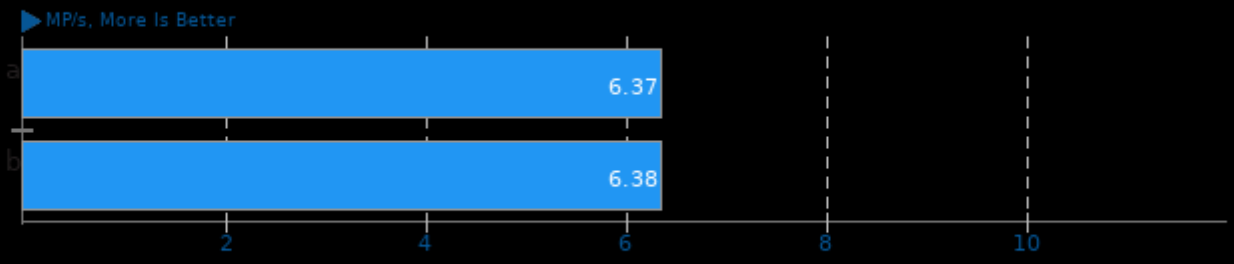
Variant: Wownero - Hash Count: 1M



1. (CXX) g++ options: -fexceptions -fno-rtti -maes -O3 -Ofast -static-libgcc -static-libstdc++ -rdynamic -lssl -lcrypto -luv -lpthread -lrt -ldl -lhwloc

JPEG XL libjxl 0.7

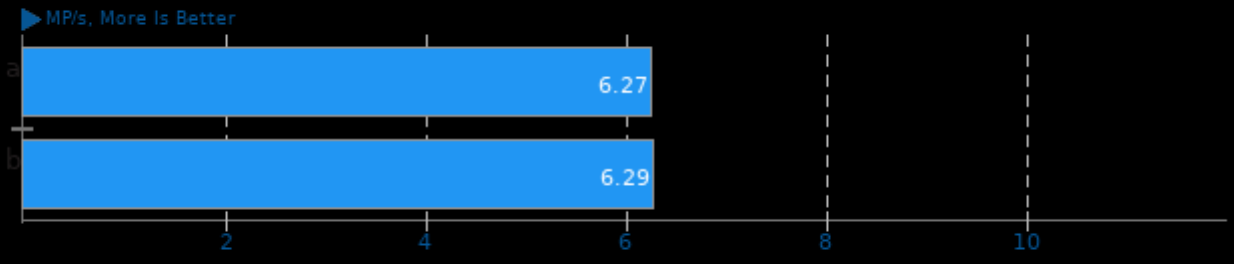
Input: PNG - Quality: 80



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

JPEG XL libjxl 0.7

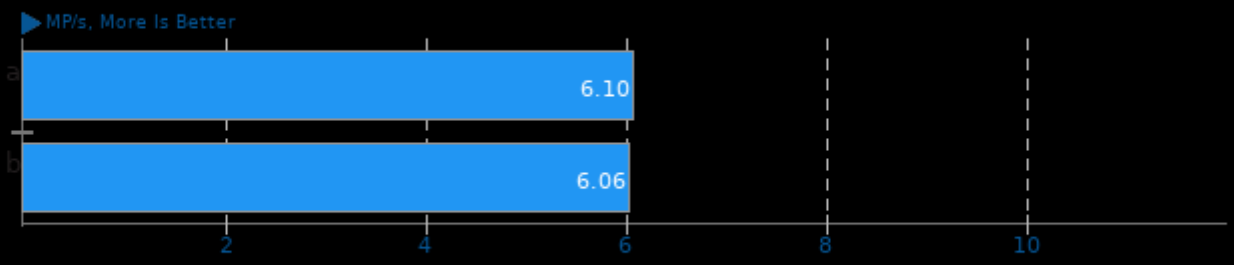
Input: PNG - Quality: 90



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

JPEG XL libjxl 0.7

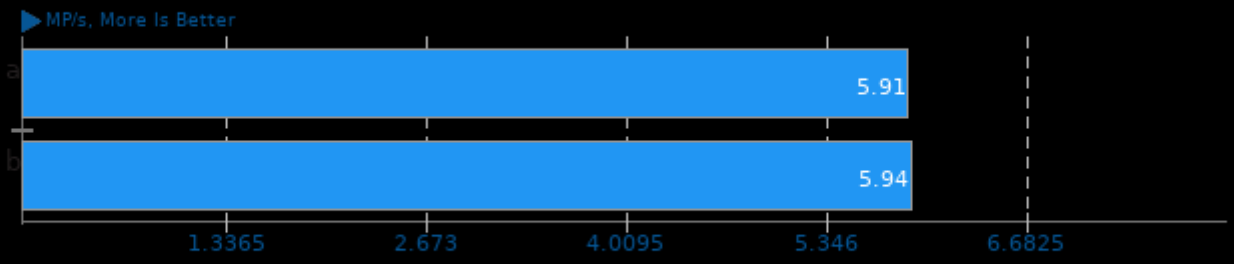
Input: JPEG - Quality: 80



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

JPEG XL libjxl 0.7

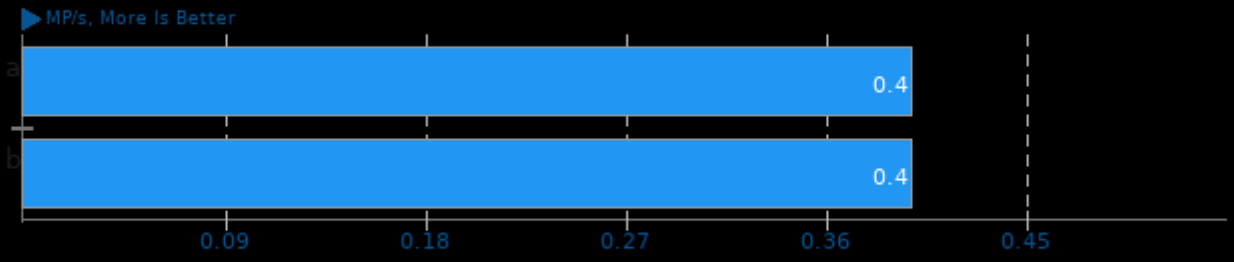
Input: JPEG - Quality: 90



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

JPEG XL libjxl 0.7

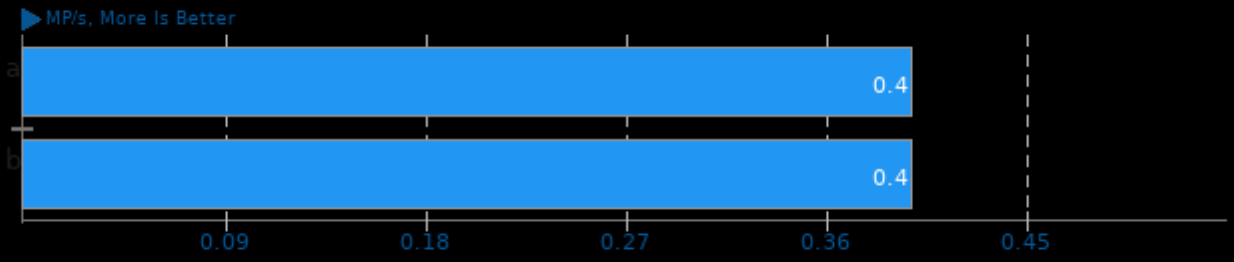
Input: PNG - Quality: 100



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

JPEG XL libjxl 0.7

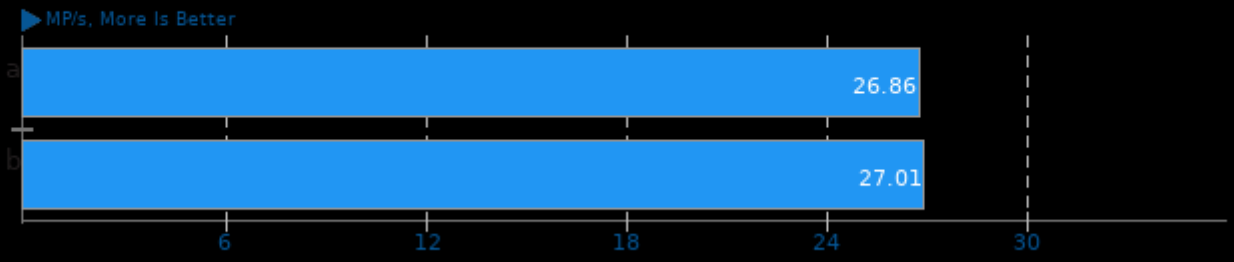
Input: JPEG - Quality: 100



1. (CXX) g++ options: -fno-rtti -funwind-tables -O3 -O2 -fPIE -pie -lm -latomic

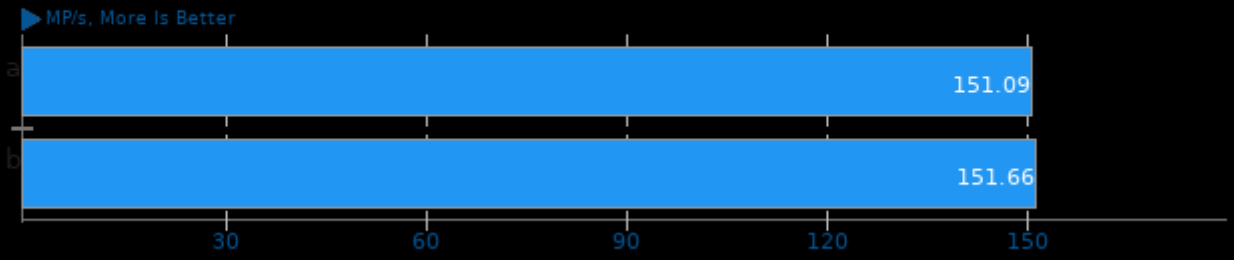
JPEG XL Decoding libjxl 0.7

CPU Threads: 1



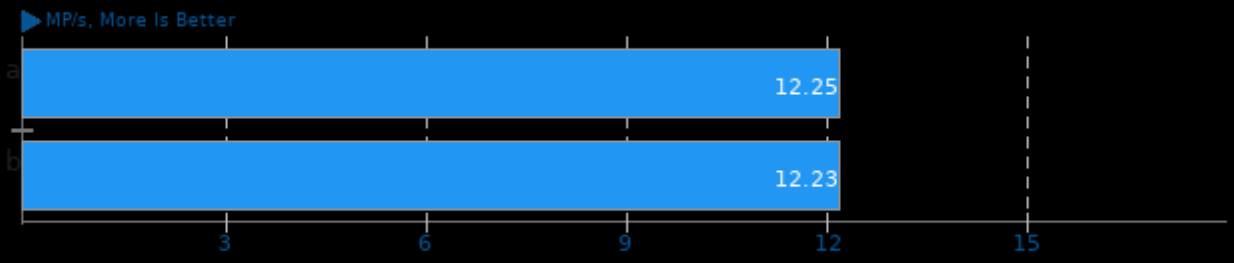
JPEG XL Decoding libjxl 0.7

CPU Threads: All



WebP Image Encode 1.2.4

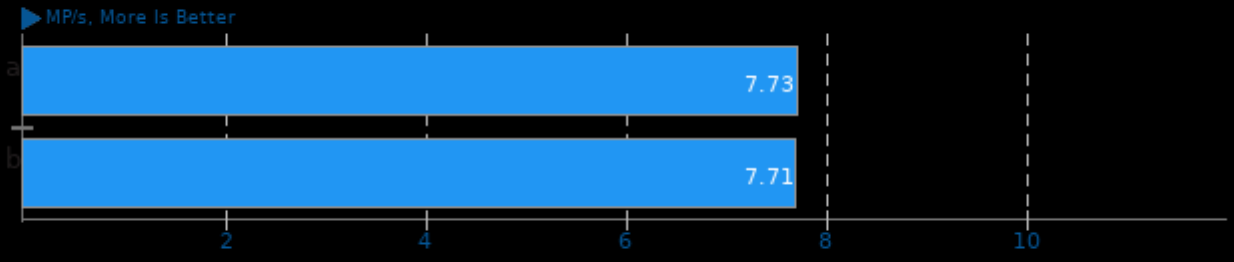
Encode Settings: Default



1. (CC) gcc options: -fvisibility=hidden -O2 -lm

WebP Image Encode 1.2.4

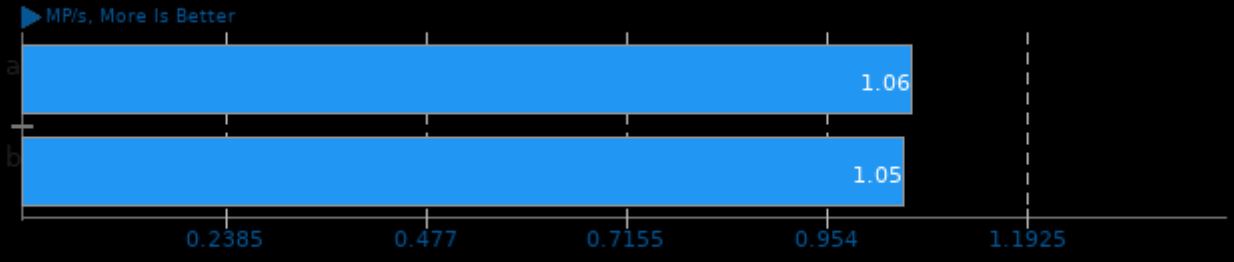
Encode Settings: Quality 100



1. (CC) gcc options: -fvisibility=hidden -O2 -lm

WebP Image Encode 1.2.4

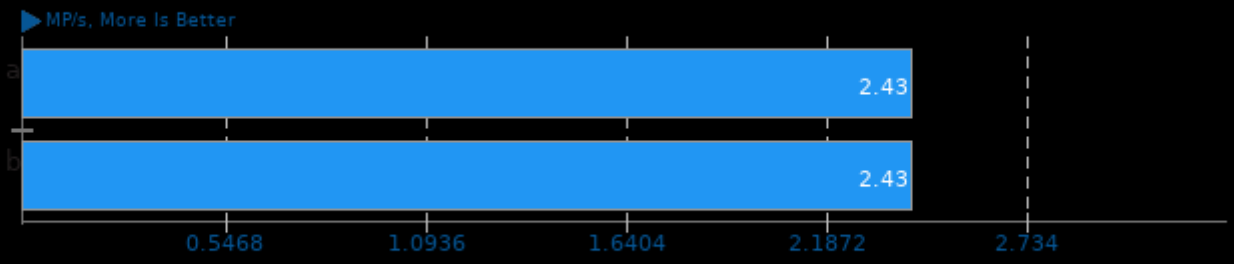
Encode Settings: Quality 100, Lossless



1. (CC) gcc options: -fvisibility=hidden -O2 -lm

WebP Image Encode 1.2.4

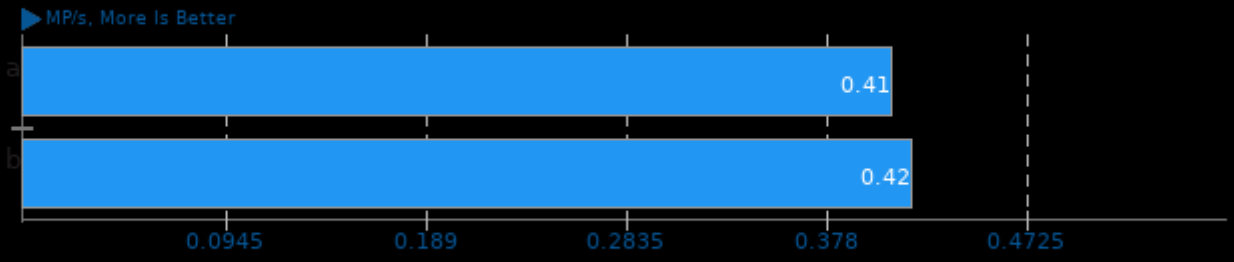
Encode Settings: Quality 100, Highest Compression



1. (CC) gcc options: -fvisibility=hidden -O2 -lm

WebP Image Encode 1.2.4

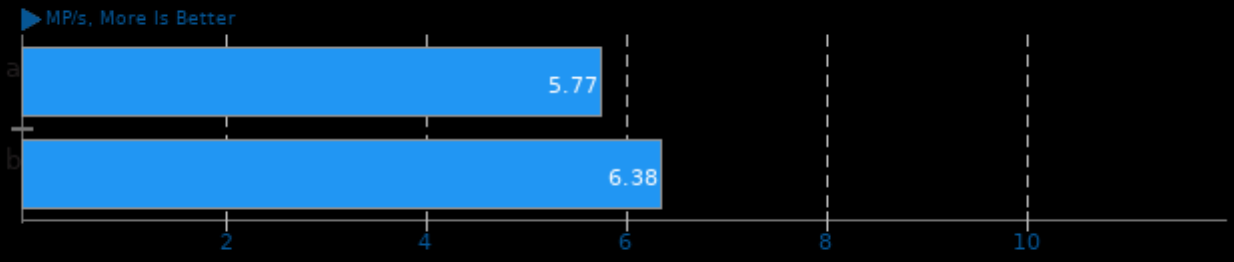
Encode Settings: Quality 100, Lossless, Highest Compression



1. (CC) gcc options: -fvisibility=hidden -O2 -lm

WebP2 Image Encode 20220823

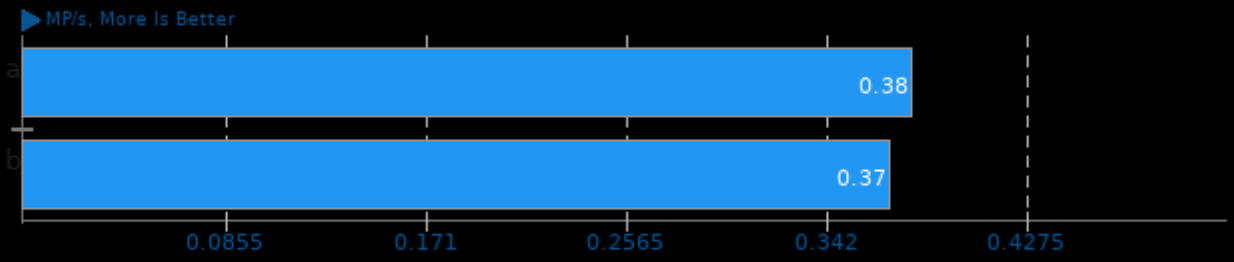
Encode Settings: Default



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

WebP2 Image Encode 20220823

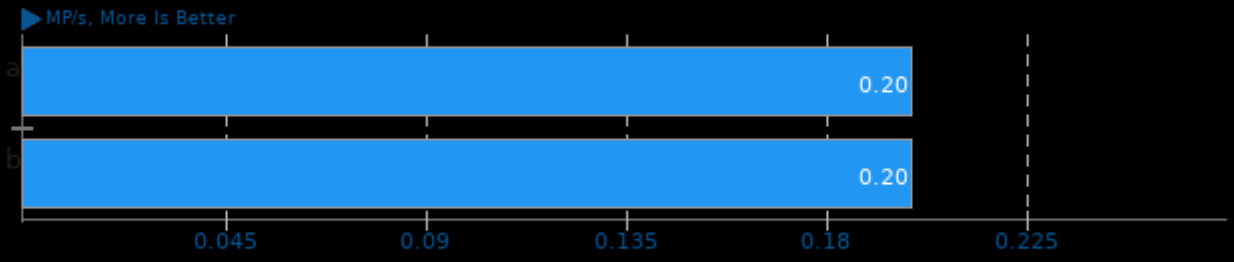
Encode Settings: Quality 75, Compression Effort 7



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

WebP2 Image Encode 20220823

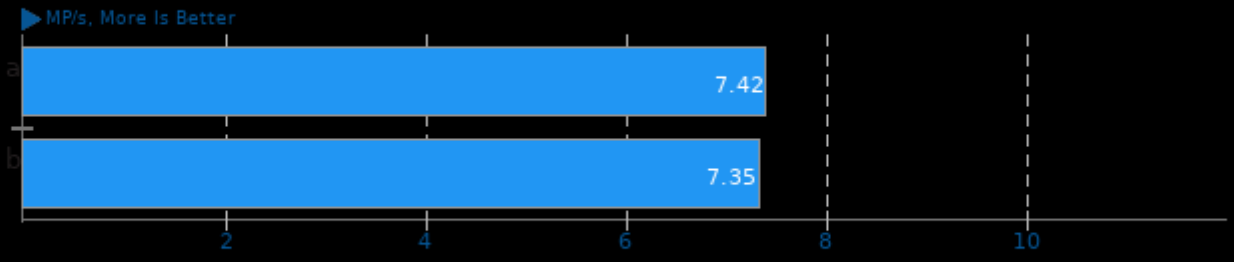
Encode Settings: Quality 95, Compression Effort 7



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

WebP2 Image Encode 20220823

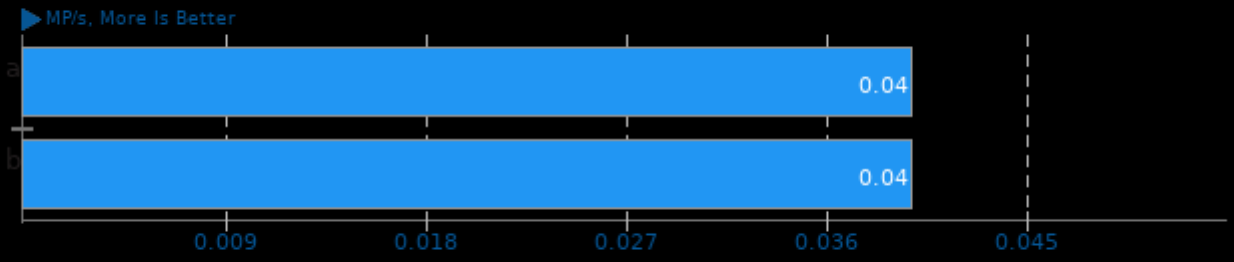
Encode Settings: Quality 100, Compression Effort 5



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

WebP2 Image Encode 20220823

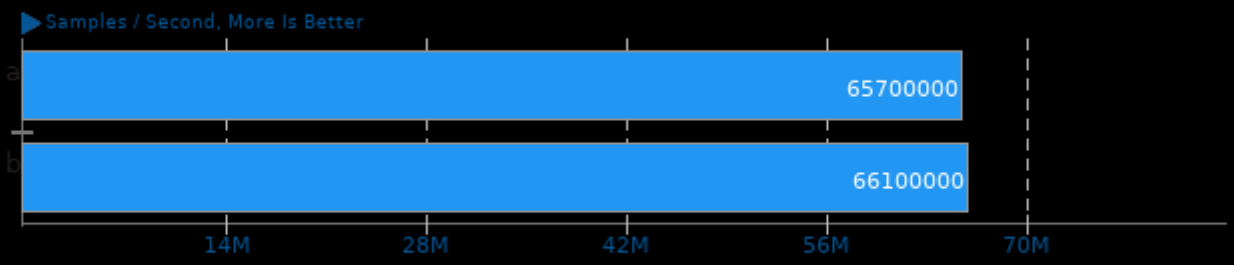
Encode Settings: Quality 100, Lossless Compression



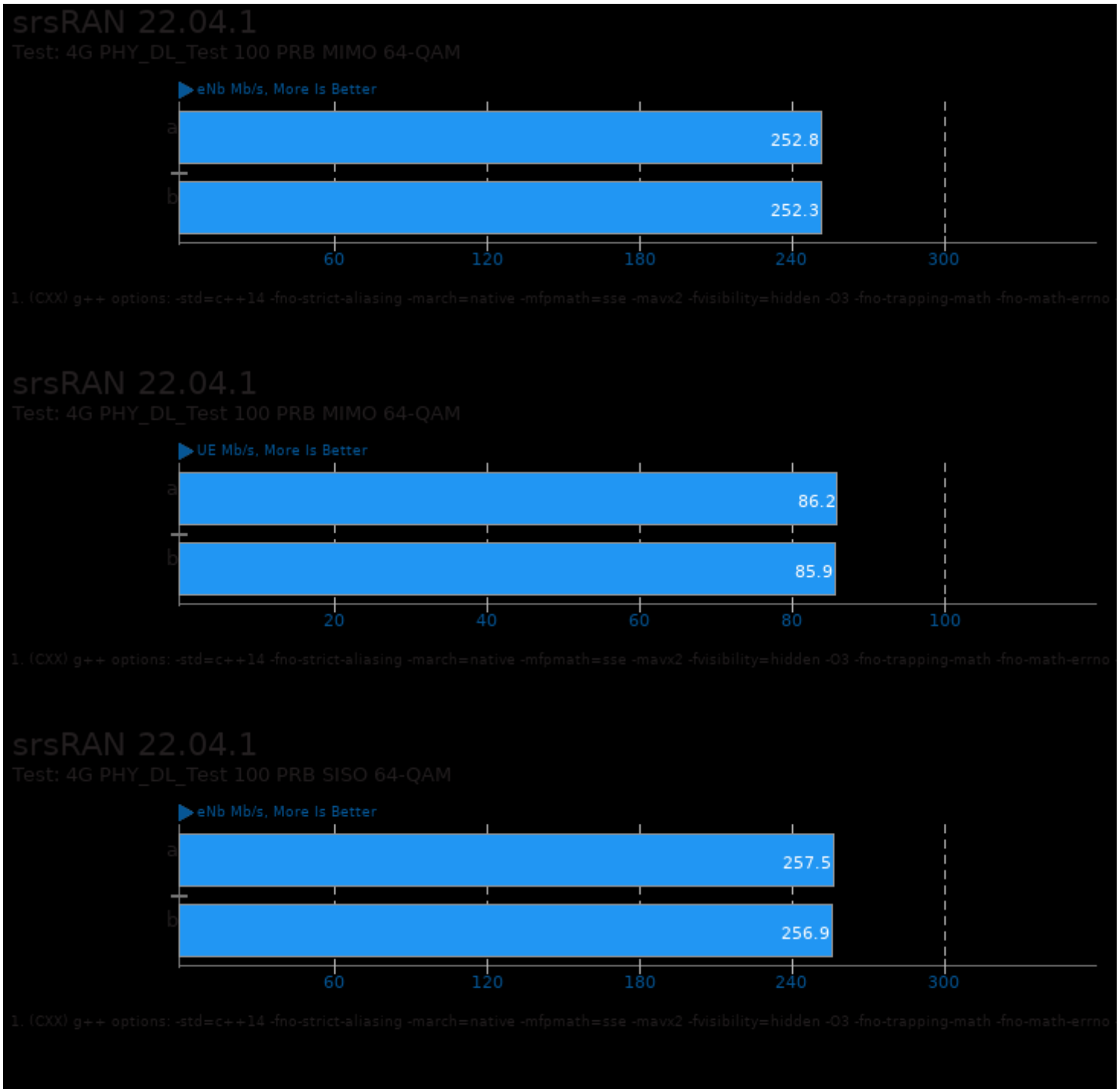
1. (CXX) g++ options: -msse4.2 -fno-rtti -O3 -ldl

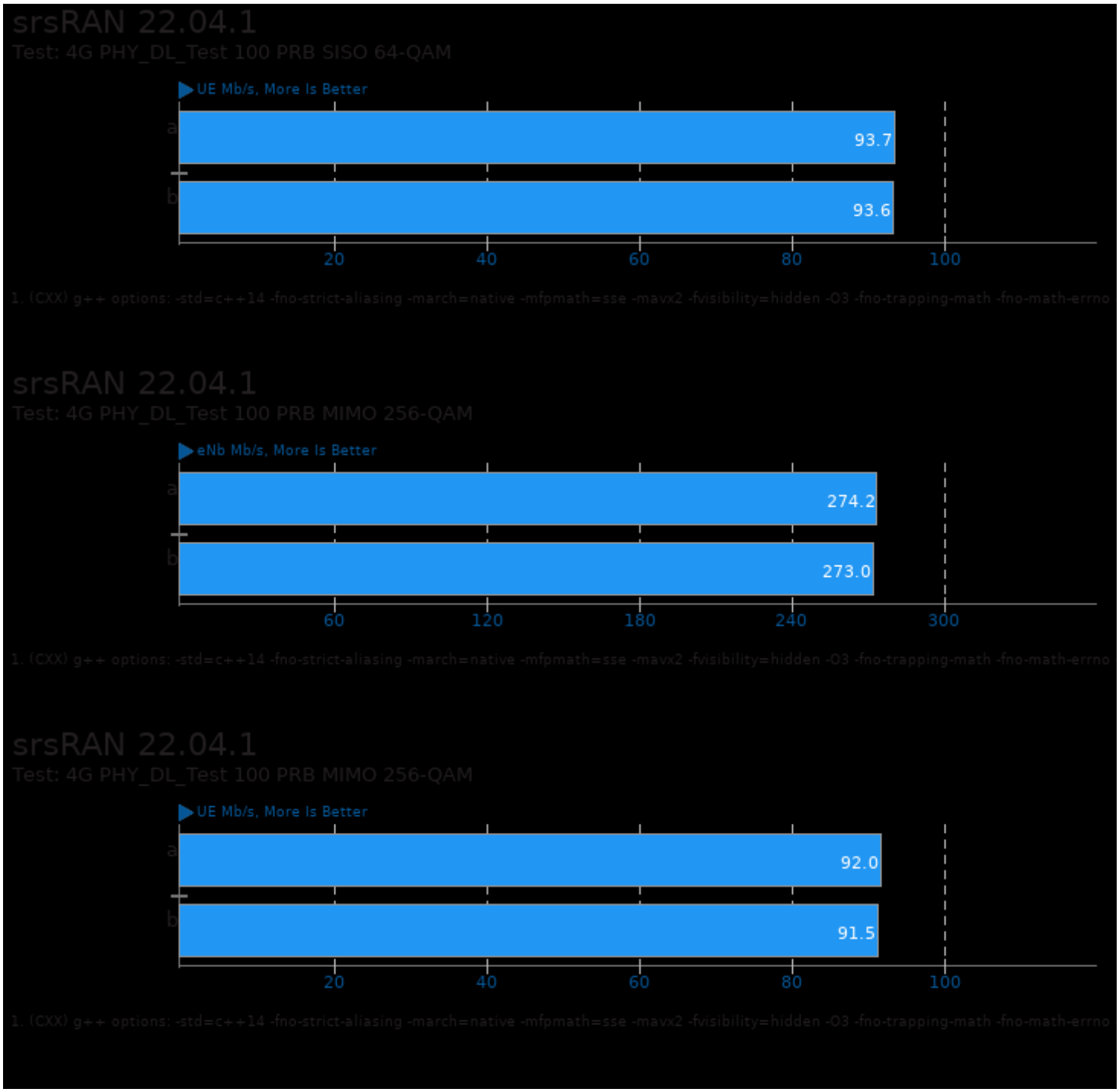
srsRAN 22.04.1

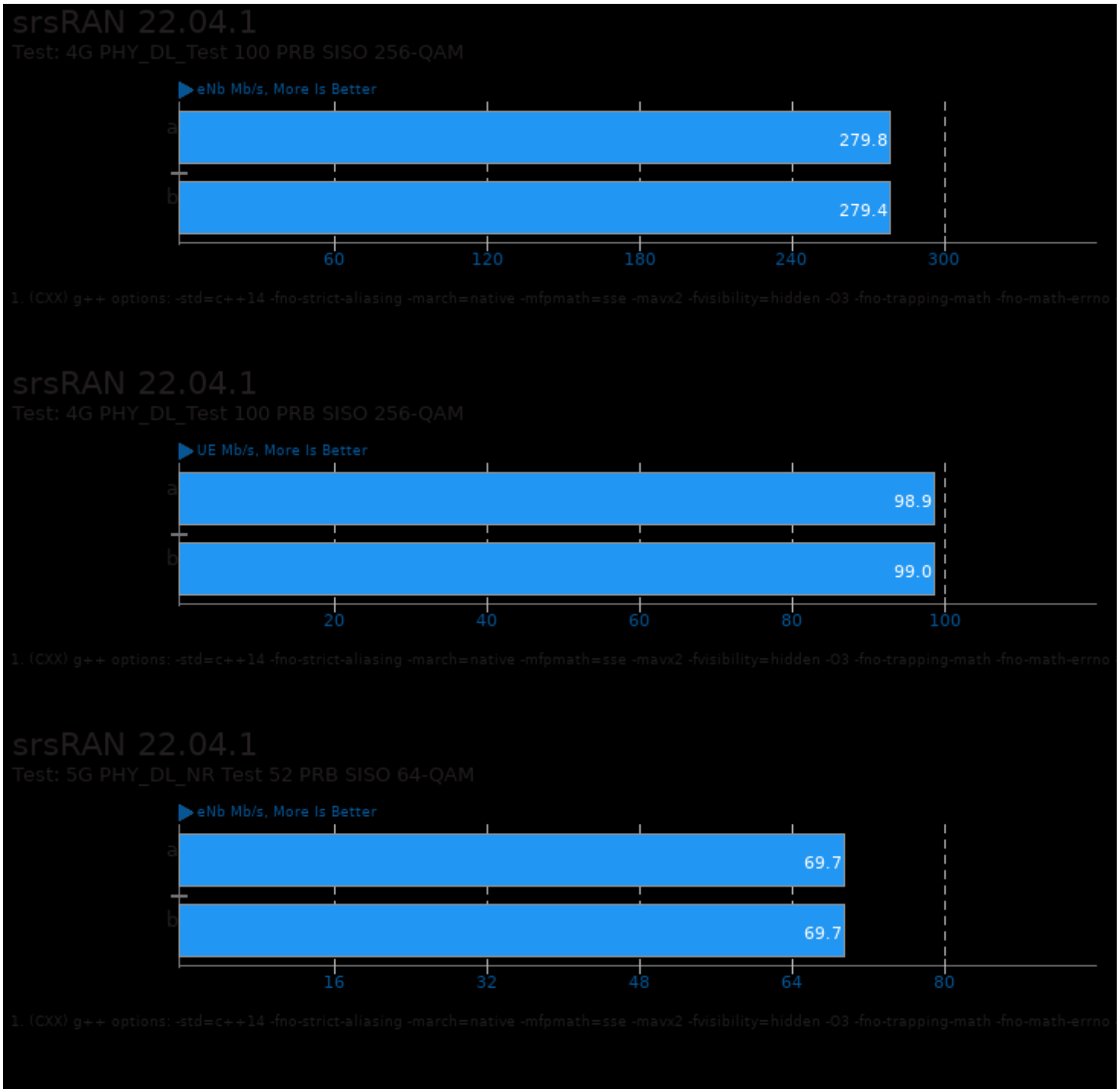
Test: OFDM_Test



1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

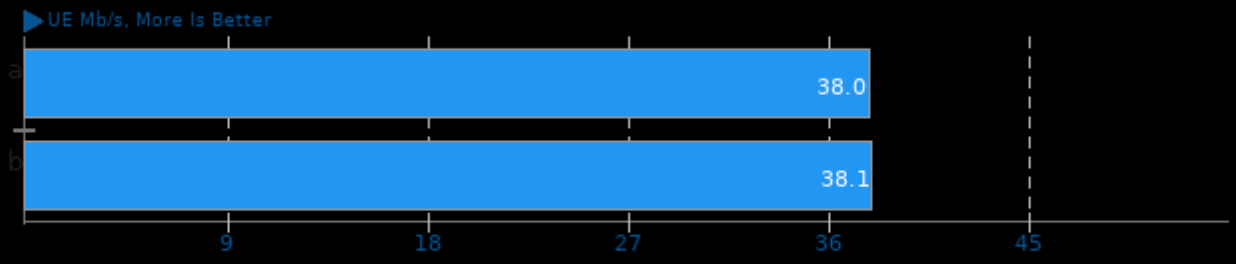

srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM
eNb Mb/s, More Is Better
a
252.8
b
252.3
60
120
180
240
300
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB MIMO 64-QAM
UE Mb/s, More Is Better
a
86.2
b
85.9
20
40
60
80
100
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM
eNb Mb/s, More Is Better
a
257.5
b
256.9
60
120
180
240
300
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno


srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB SISO 64-QAM
UE Mb/s, More Is Better
a
93.7
b
93.6
20
40
60
80
100
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM
eNb Mb/s, More Is Better
a
274.2
b
273.0
60
120
180
240
300
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB MIMO 256-QAM
UE Mb/s, More Is Better
a
92.0
b
91.5
20
40
60
80
100
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno


srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM
eNb Mb/s, More Is Better
a
279.8
b
279.4
60
120
180
240
300
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 4G PHY_DL_Test 100 PRB SISO 256-QAM
UE Mb/s, More Is Better
a
98.9
b
99.0
20
40
60
80
100
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno
srsRAN 22.04.1
Test: 5G PHY_DL_NR Test 52 PRB SISO 64-QAM
eNb Mb/s, More Is Better
a
69.7
b
69.7
16
32
48
64
80
1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

srsRAN 22.04.1

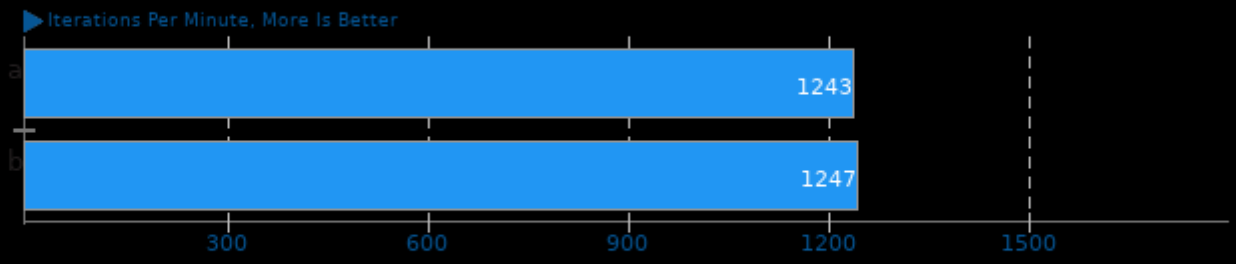
Test: 5G PHY_DL_NR Test 52 PRB SISO 64-QAM



1. (CXX) g++ options: -std=c++14 -fno-strict-aliasing -march=native -mfpmath=sse -mavx2 -fvisibility=hidden -O3 -fno-trapping-math -fno-math-errno

GraphicsMagick 1.3.38

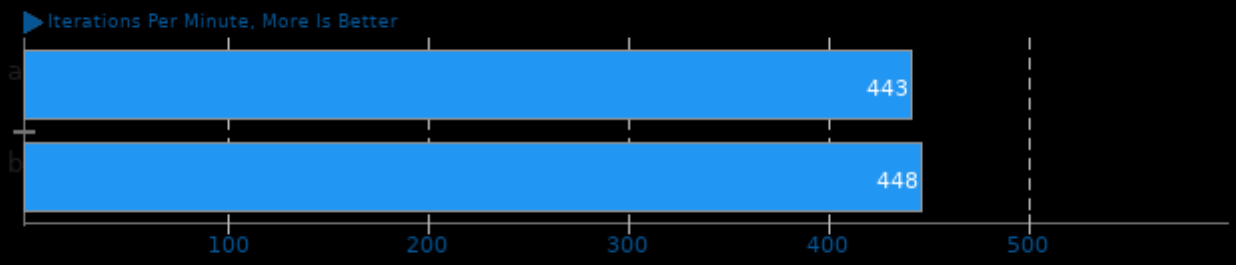
Operation: Swirl



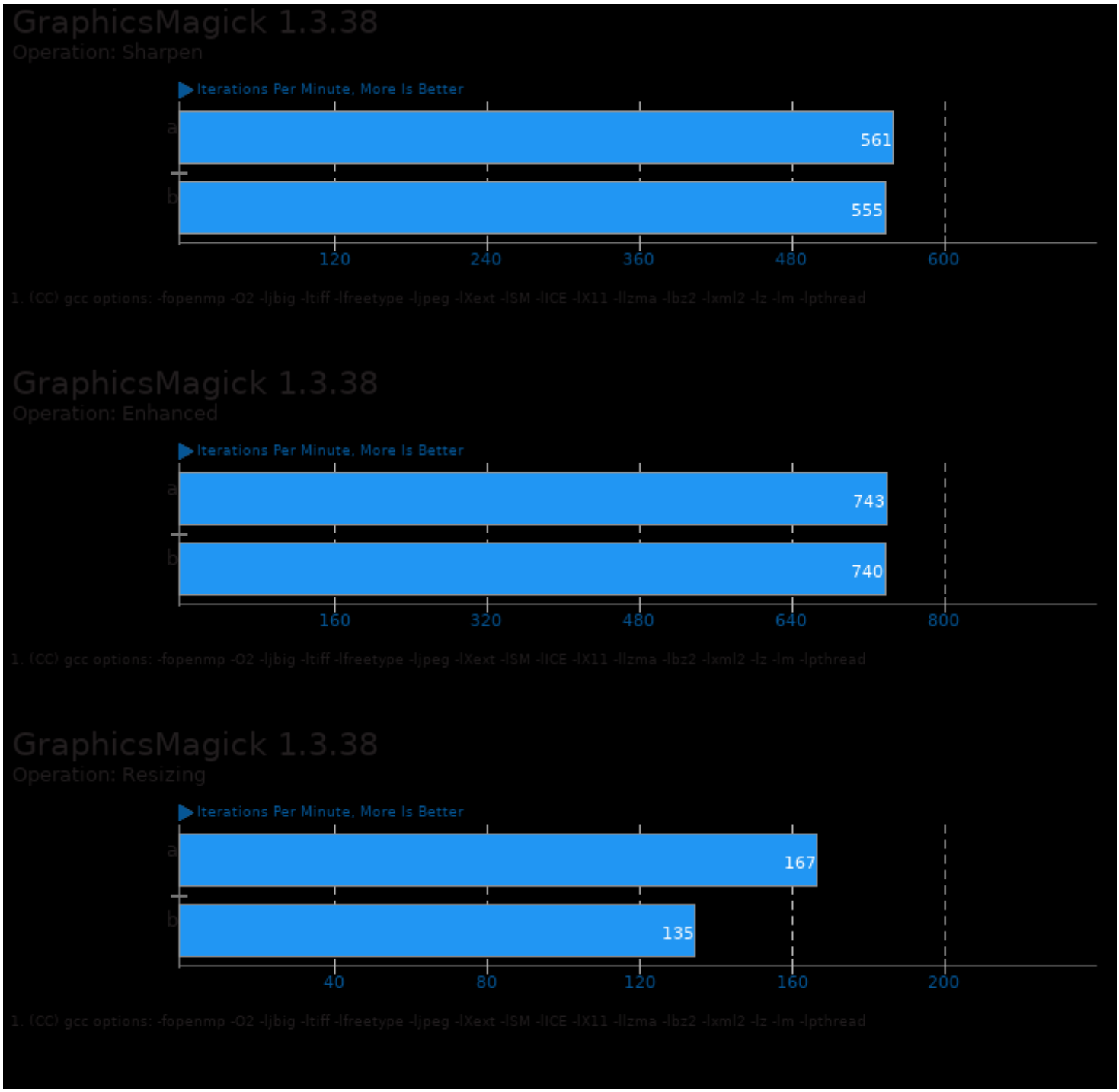
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread

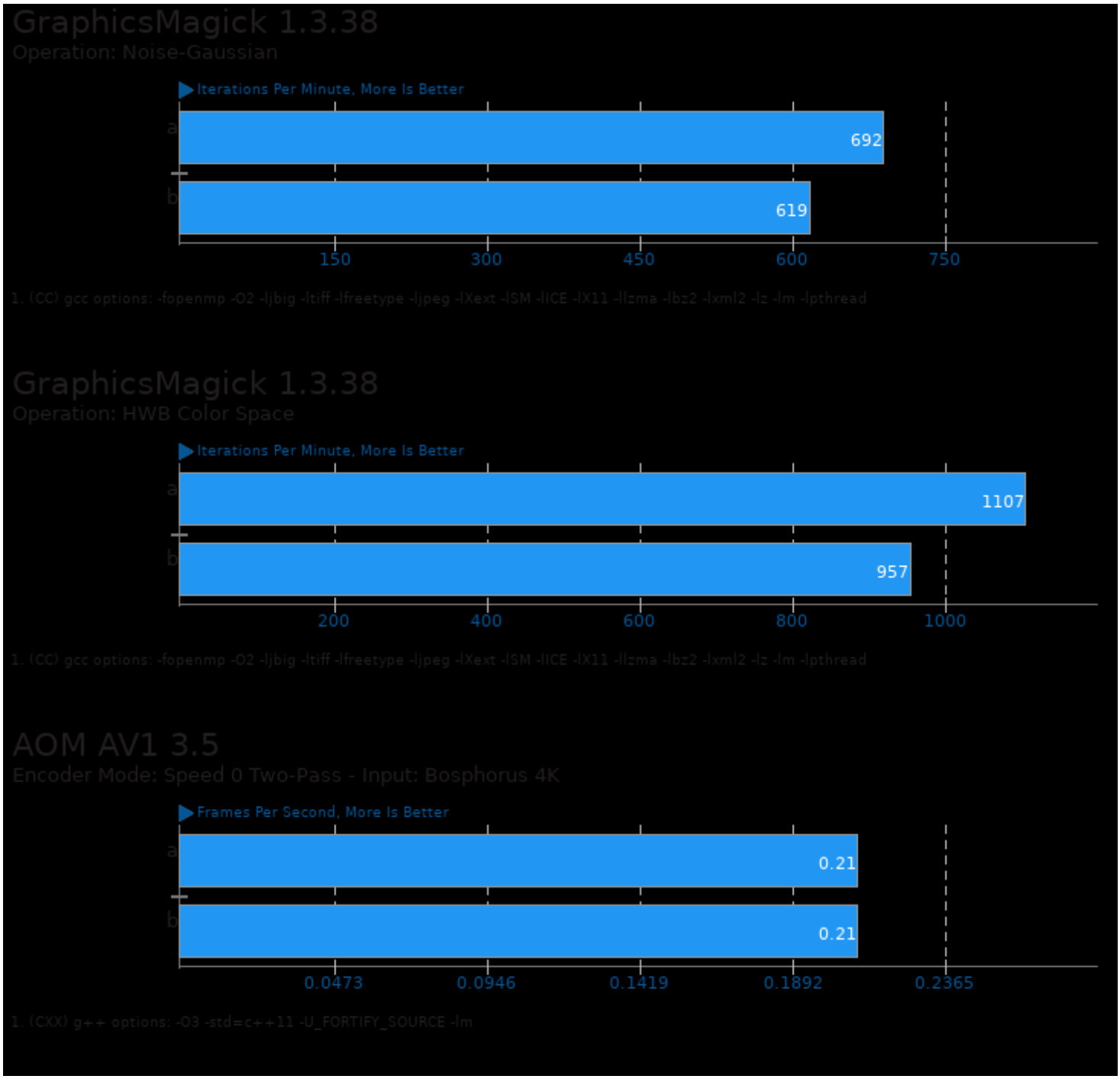
GraphicsMagick 1.3.38

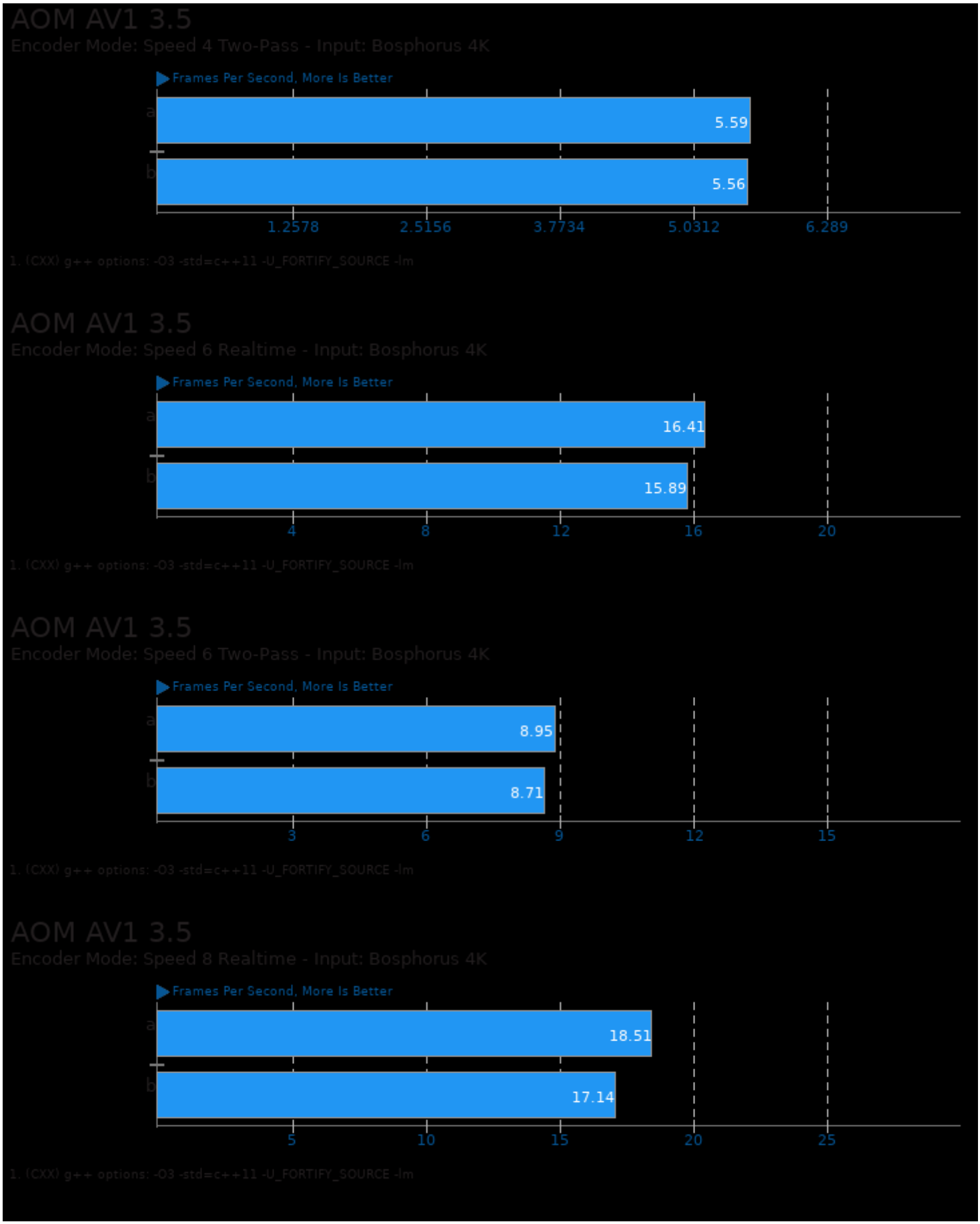
Operation: Rotate



1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread

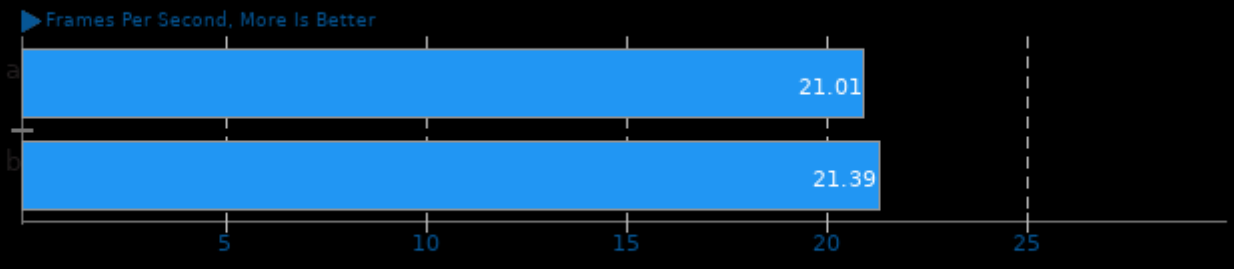

GraphicsMagick 1.3.38
Operation: Sharpen
Iterations Per Minute, More Is Better
a
b
561
555
120
240
360
480
600
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: Enhanced
Iterations Per Minute, More Is Better
a
b
743
740
160
320
480
640
800
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: Resizing
Iterations Per Minute, More Is Better
a
b
167
135
40
80
120
160
200
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread


GraphicsMagick 1.3.38
Operation: Noise-Gaussian
Iterations Per Minute, More Is Better
a
692
b
619
150
300
450
600
750
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: HWB Color Space
Iterations Per Minute, More Is Better
a
1107
b
957
200
400
600
800
1000
1. (CC) gcc options: -fopenmp -O2 -ljbig -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lbz2 -lxml2 -lz -lm -lpthread
AOM AV1 3.5
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
a
0.21
b
0.21
0.0473
0.0946
0.1419
0.1892
0.2365
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.5
Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
a
5.59
b
5.56
1.2578
2.5156
3.7734
5.0312
6.289
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 6 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
a
16.41
b
15.89
4
8
12
16
20
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 4K
Frames Per Second, More Is Better
a
8.95
b
8.71
3
6
9
12
15
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 8 Realtime - Input: Bosphorus 4K
Frames Per Second, More Is Better
a
18.51
b
17.14
5
10
15
20
25
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.5

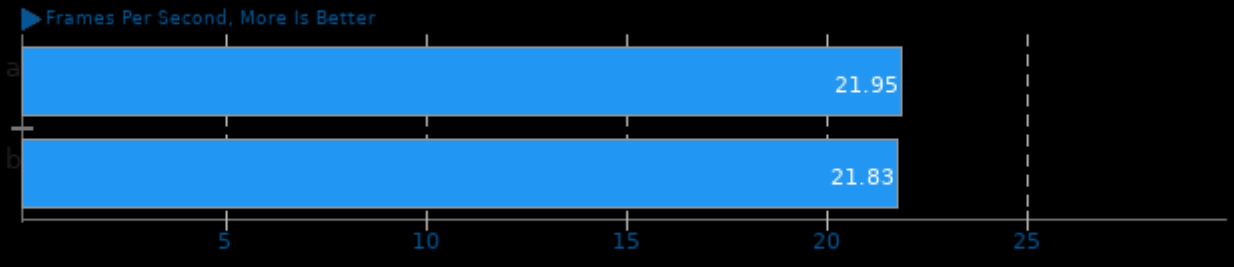
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 4K



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

AOM AV1 3.5

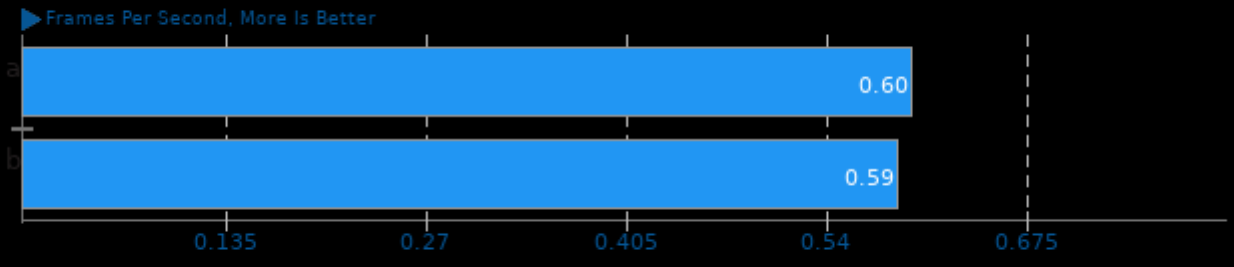
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 4K



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

AOM AV1 3.5

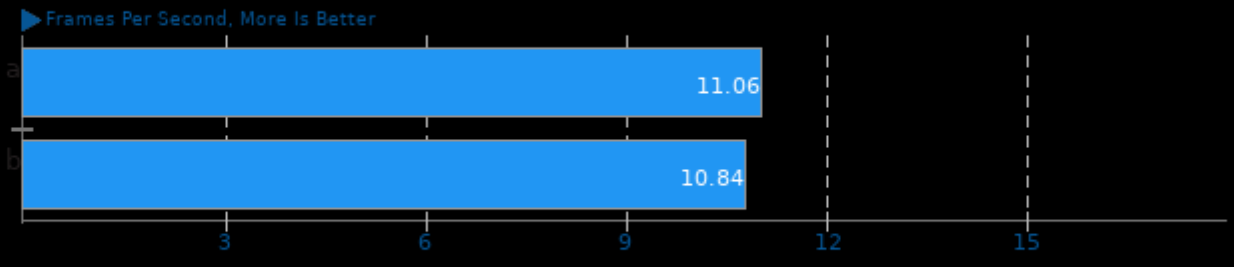
Encoder Mode: Speed 0 Two-Pass - Input: Bosphorus 1080p



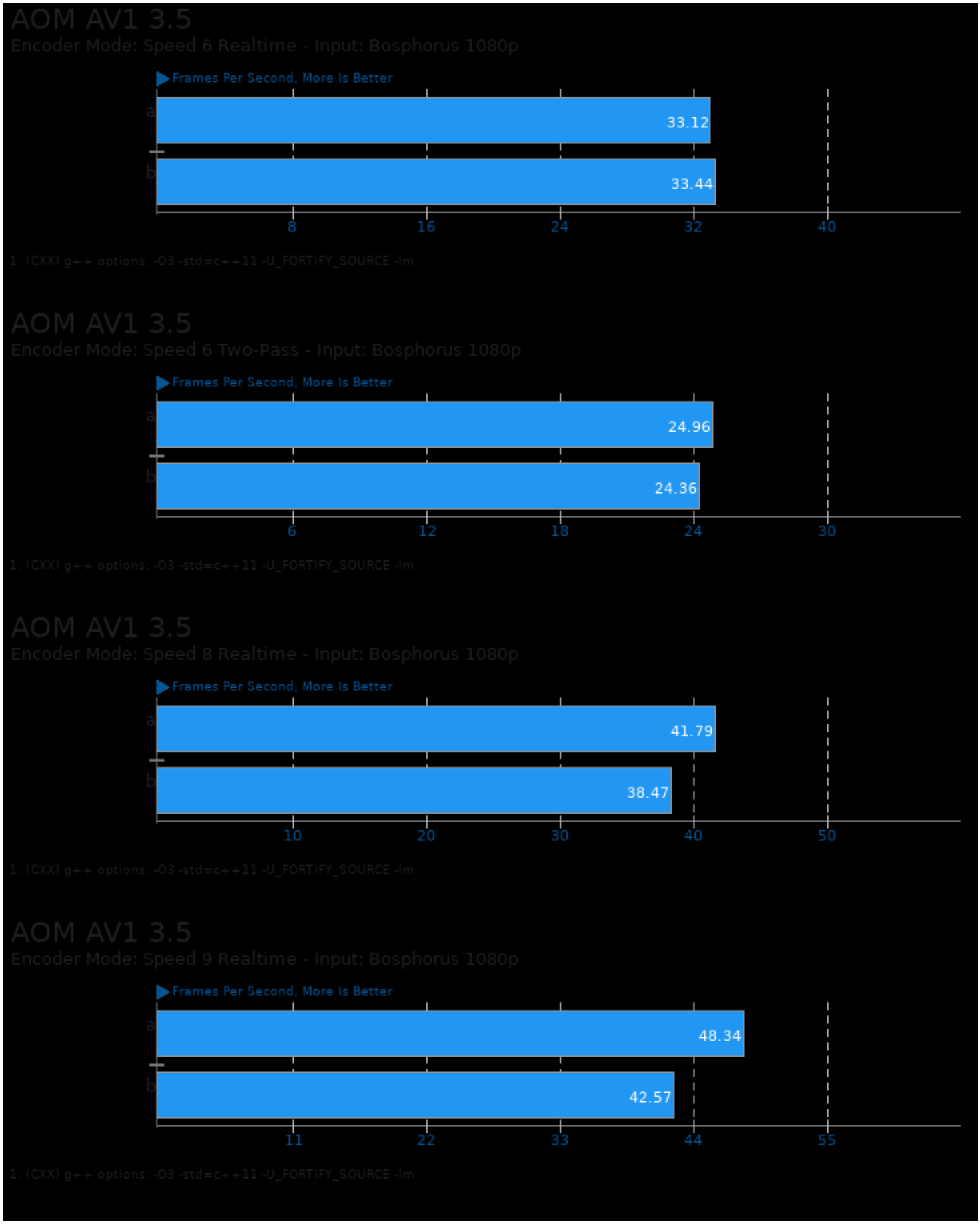
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.5

Encoder Mode: Speed 4 Two-Pass - Input: Bosphorus 1080p

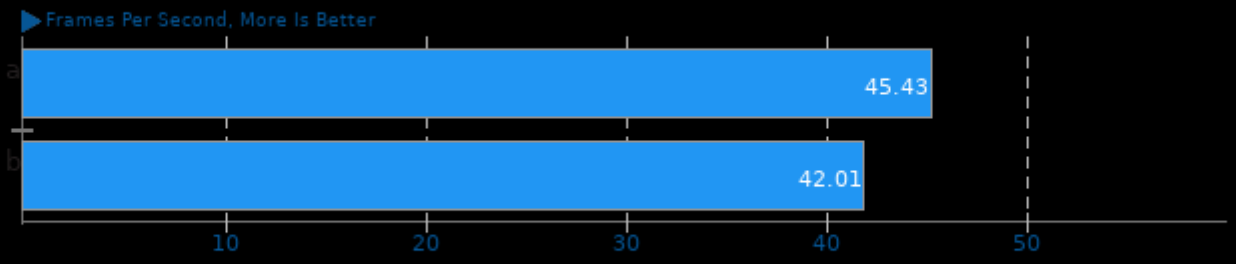


1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm


AOM AV1 3.5
Encoder Mode: Speed 6 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
a
33.12
b
33.44
8
16
24
32
40
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 6 Two-Pass - Input: Bosphorus 1080p
Frames Per Second, More Is Better
a
24.96
b
24.36
6
12
18
24
30
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 8 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
a
41.79
b
38.47
10
20
30
40
50
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm
AOM AV1 3.5
Encoder Mode: Speed 9 Realtime - Input: Bosphorus 1080p
Frames Per Second, More Is Better
a
48.34
b
42.57
11
22
33
44
55
1. (CXX) g++ options: -O3 -std=c++11 -U_FORTIFY_SOURCE -lm

AOM AV1 3.5

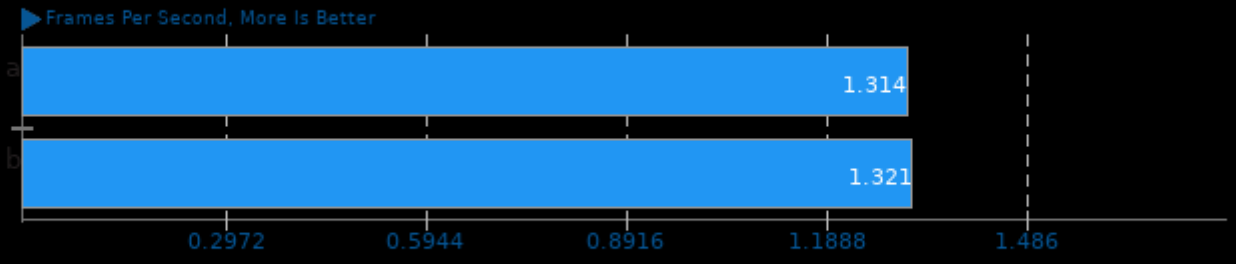
Encoder Mode: Speed 10 Realtime - Input: Bosphorus 1080p



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

SVT-AV1 1.2

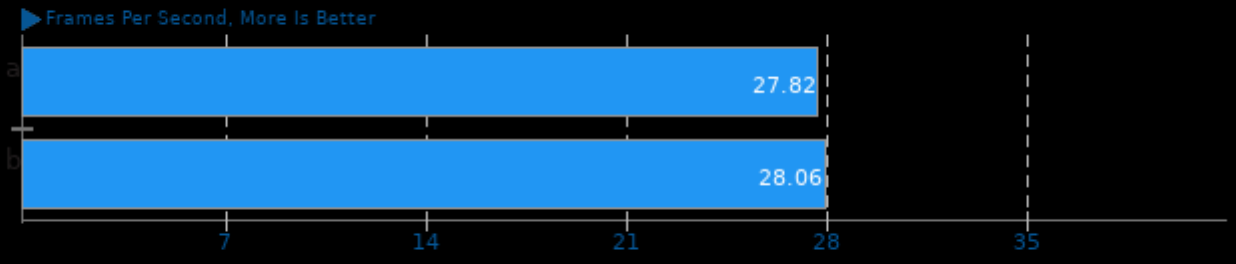
Encoder Mode: Preset 4 - Input: Bosphorus 4K



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

SVT-AV1 1.2

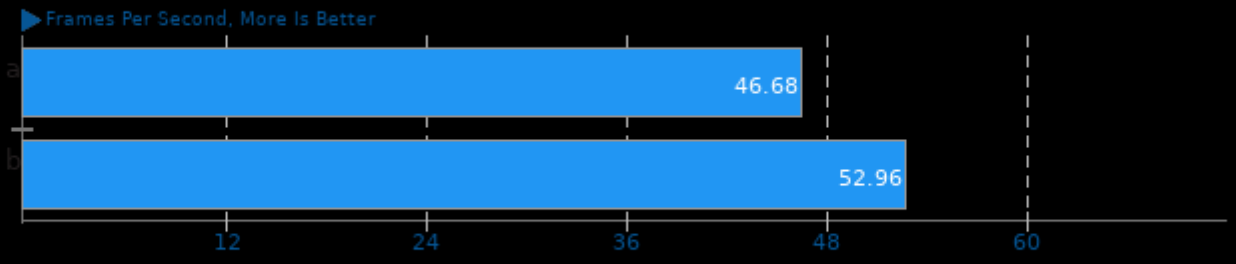
Encoder Mode: Preset 8 - Input: Bosphorus 4K



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

SVT-AV1 1.2

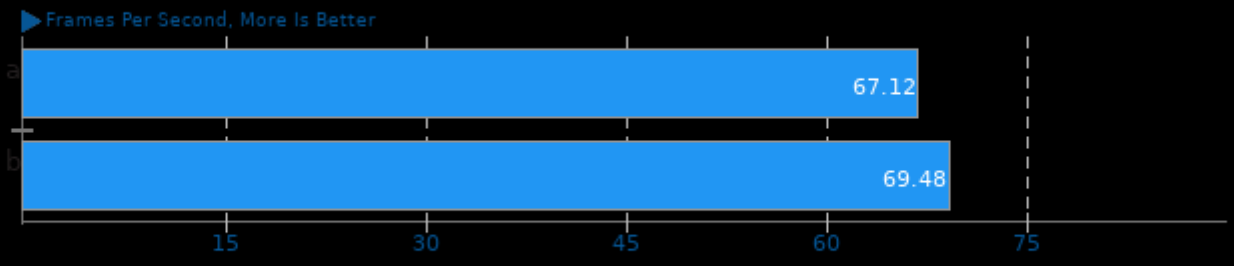
Encoder Mode: Preset 10 - Input: Bosphorus 4K



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

SVT-AV1 1.2

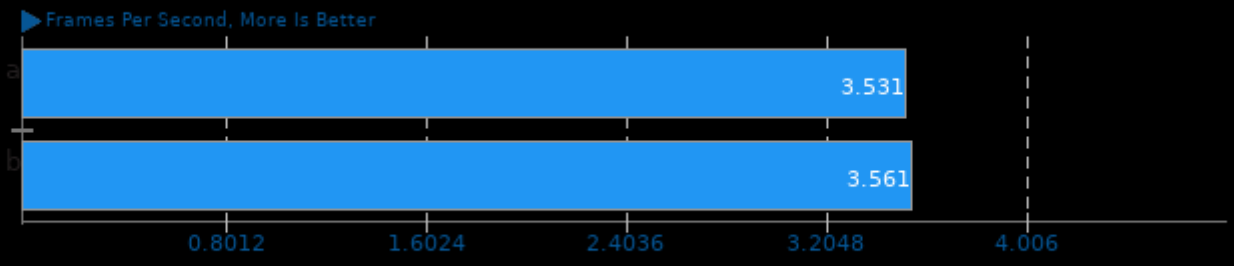
Encoder Mode: Preset 12 - Input: Bosphorus 4K



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

SVT-AV1 1.2

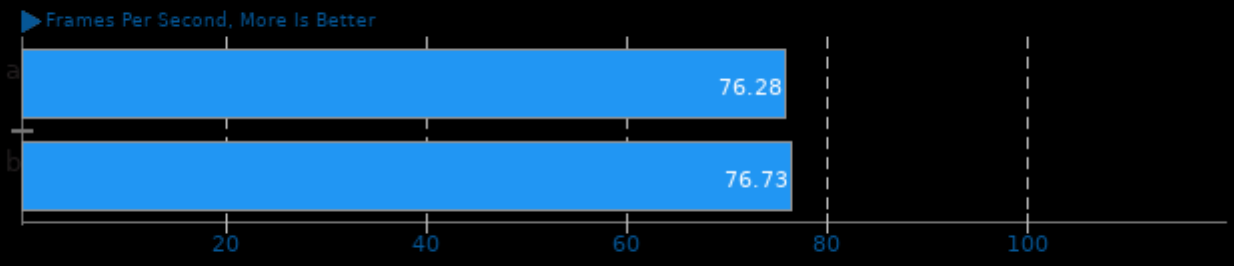
Encoder Mode: Preset 4 - Input: Bosphorus 1080p



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

SVT-AV1 1.2

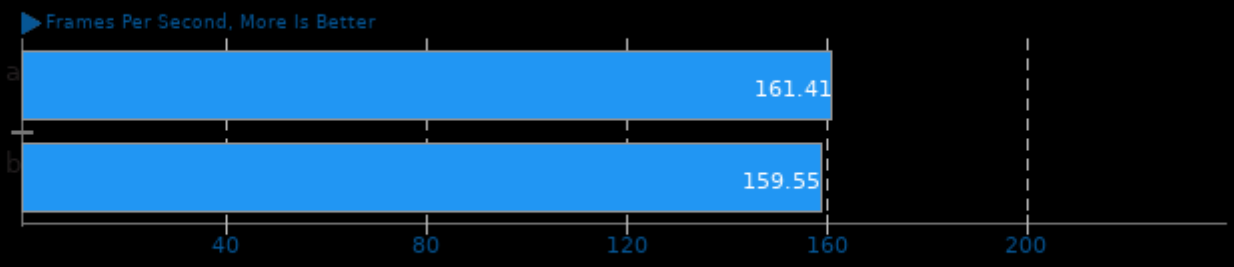
Encoder Mode: Preset 8 - Input: Bosphorus 1080p



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

SVT-AV1 1.2

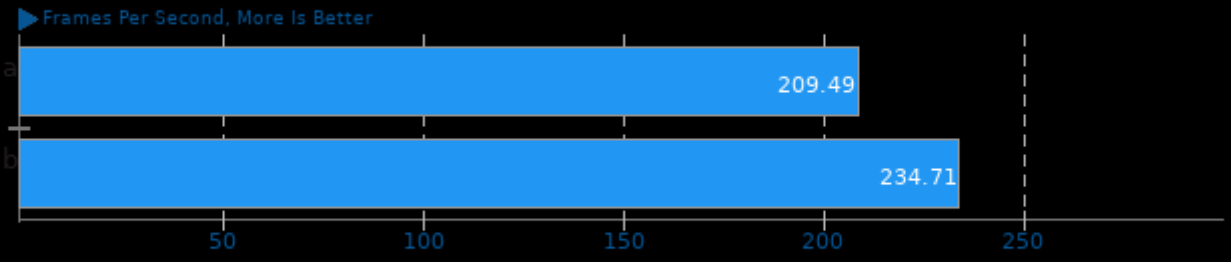
Encoder Mode: Preset 10 - Input: Bosphorus 1080p



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

SVT-AV1 1.2

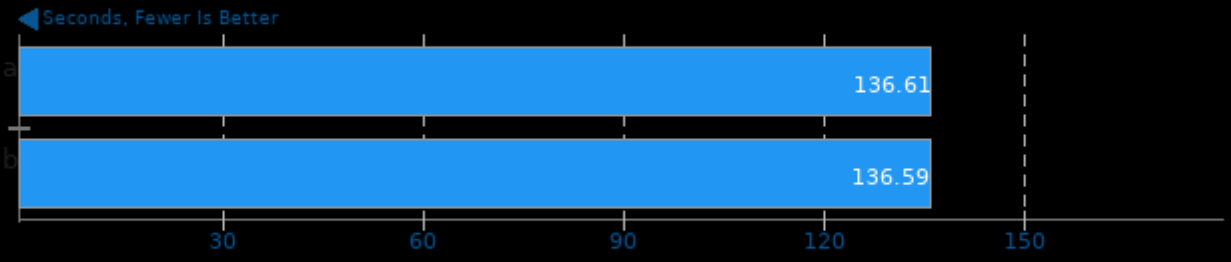
Encoder Mode: Preset 12 - Input: Bosphorus 1080p



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

libavif avifenc 0.11

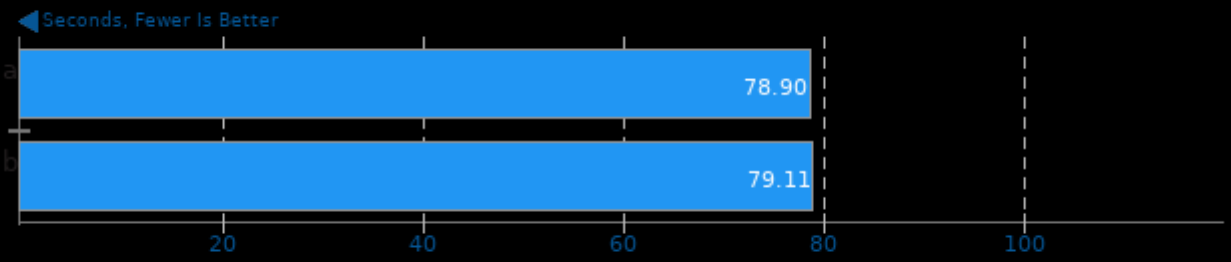
Encoder Speed: 0



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

libavif avifenc 0.11

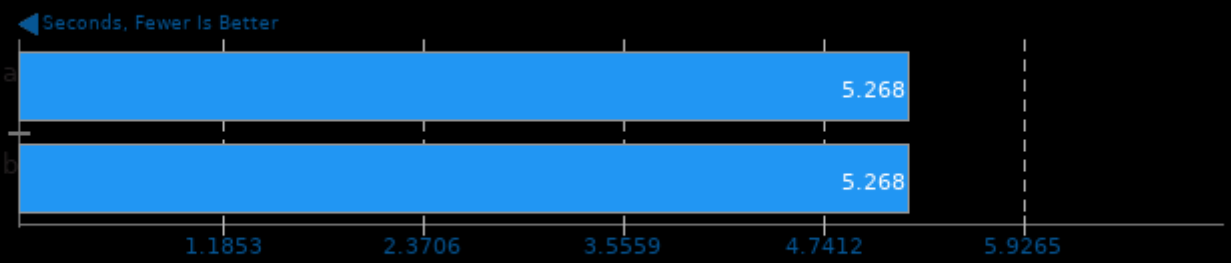
Encoder Speed: 2



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

libavif avifenc 0.11

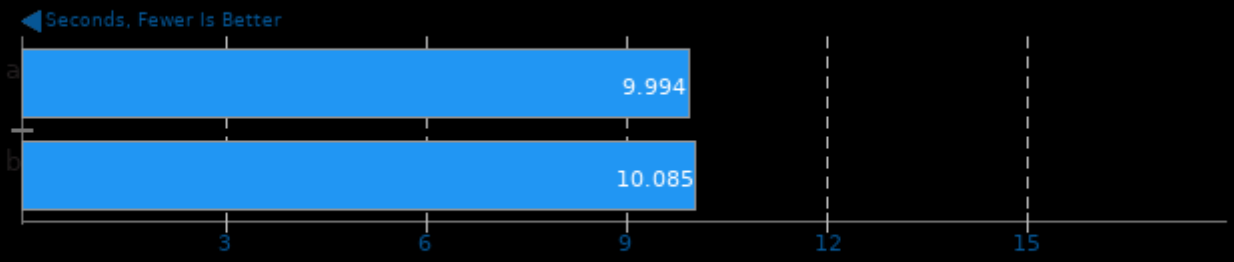
Encoder Speed: 6



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

libavif avifenc 0.11

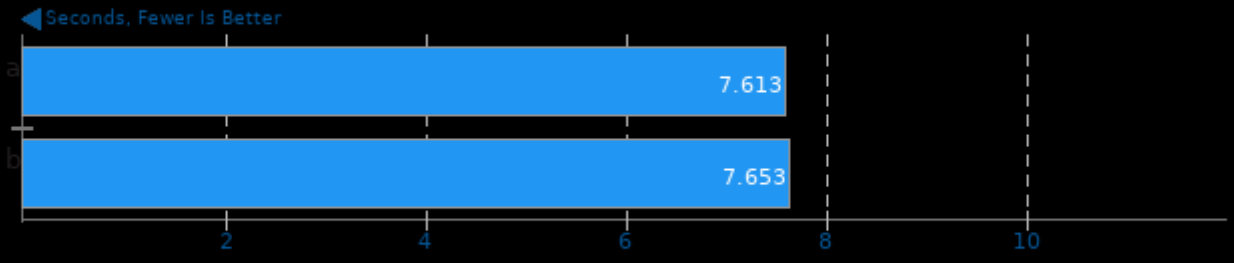
Encoder Speed: 6, Lossless



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

libavif avifenc 0.11

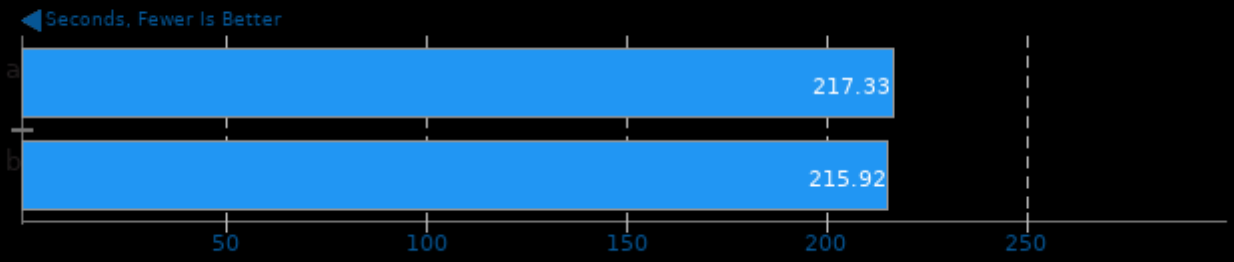
Encoder Speed: 10, Lossless



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

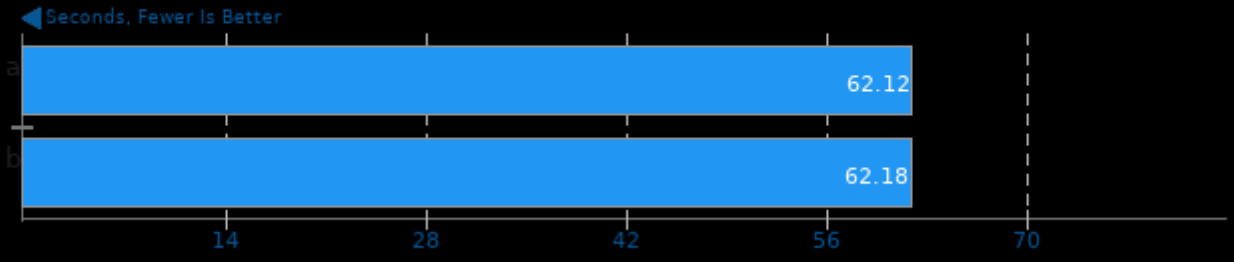
Timed Node.js Compilation 18.8

Time To Compile



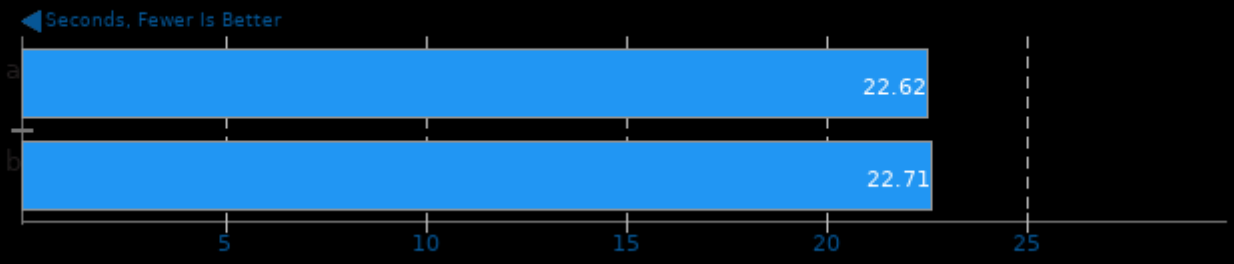
Timed PHP Compilation 8.1.9

Time To Compile



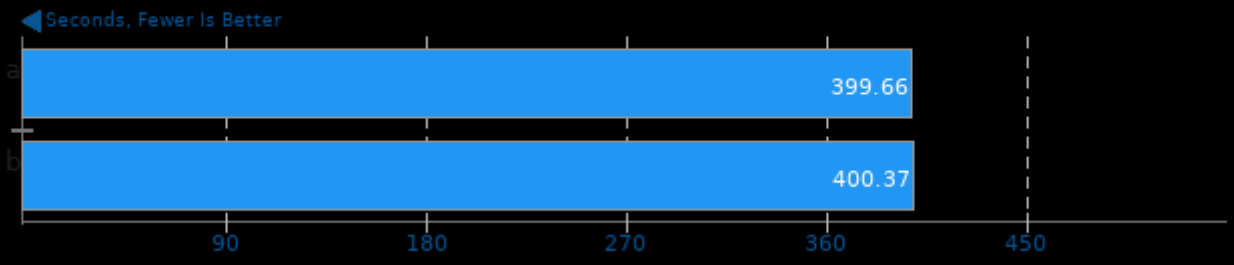
Timed CPython Compilation 3.10.6

Build Configuration: Default



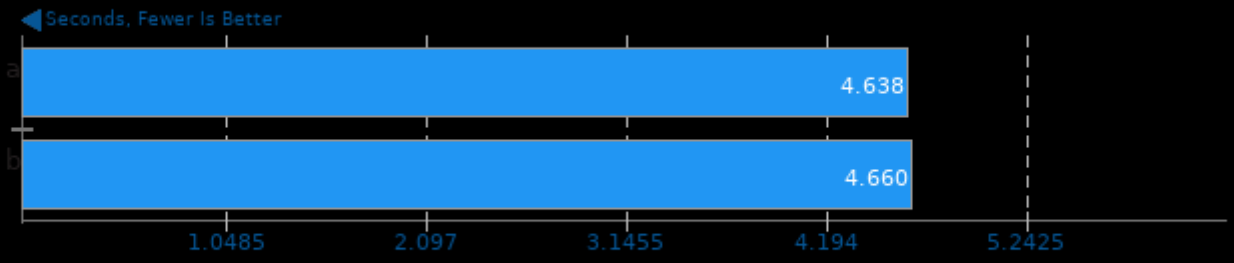
Timed CPython Compilation 3.10.6

Build Configuration: Released Build, PGO + LTO Optimized



Primesieve 8.0

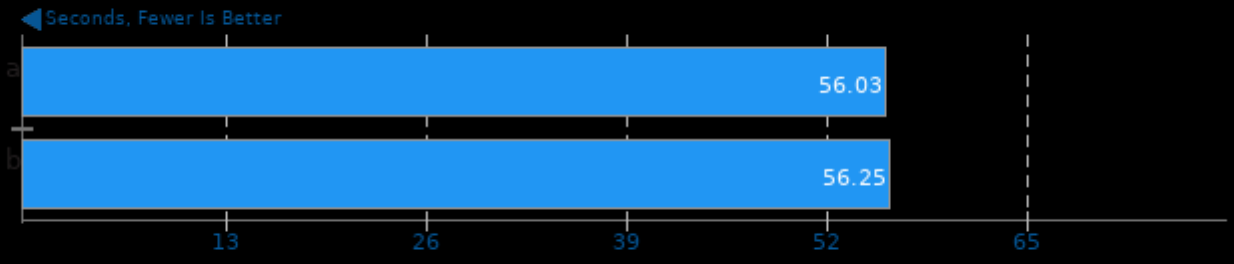
Length: 1e12



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

Primesieve 8.0

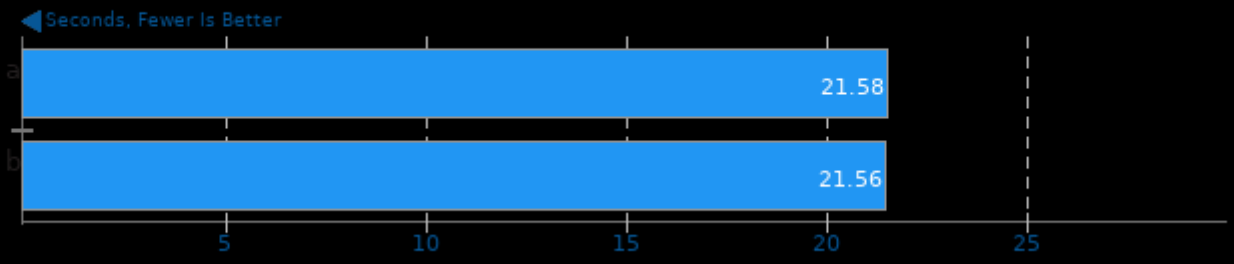
Length: 1e13



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

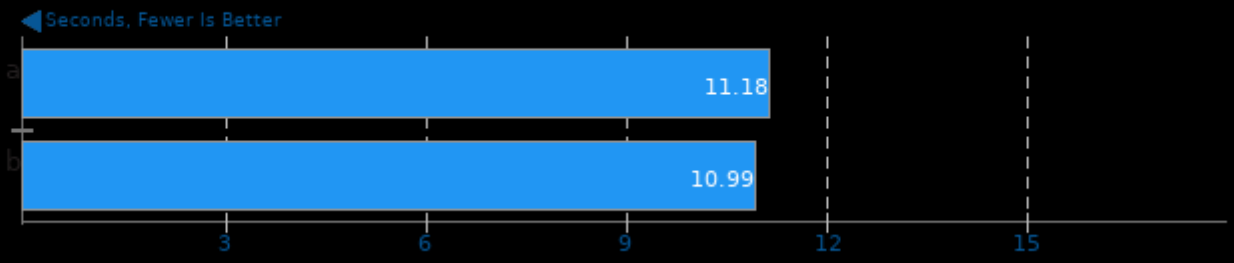
Y-Cruncher 0.7.10.9513

Pi Digits To Calculate: 1B



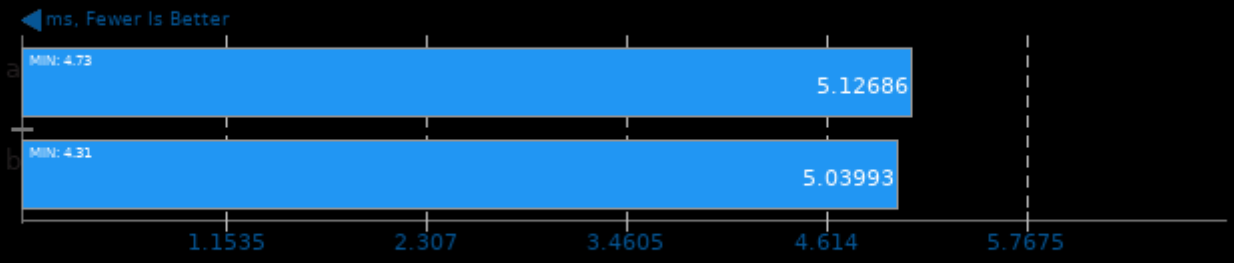
Y-Cruncher 0.7.10.9513

Pi Digits To Calculate: 500M



oneDNN 2.7

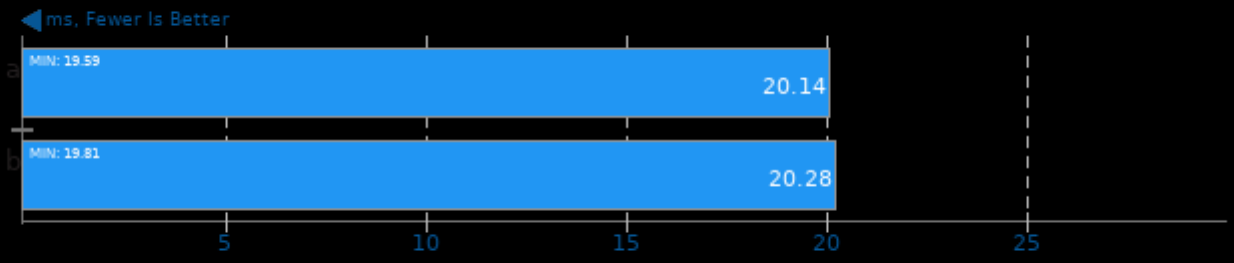
Harness: IP Shapes 1D - Data Type: f32 - Engine: CPU



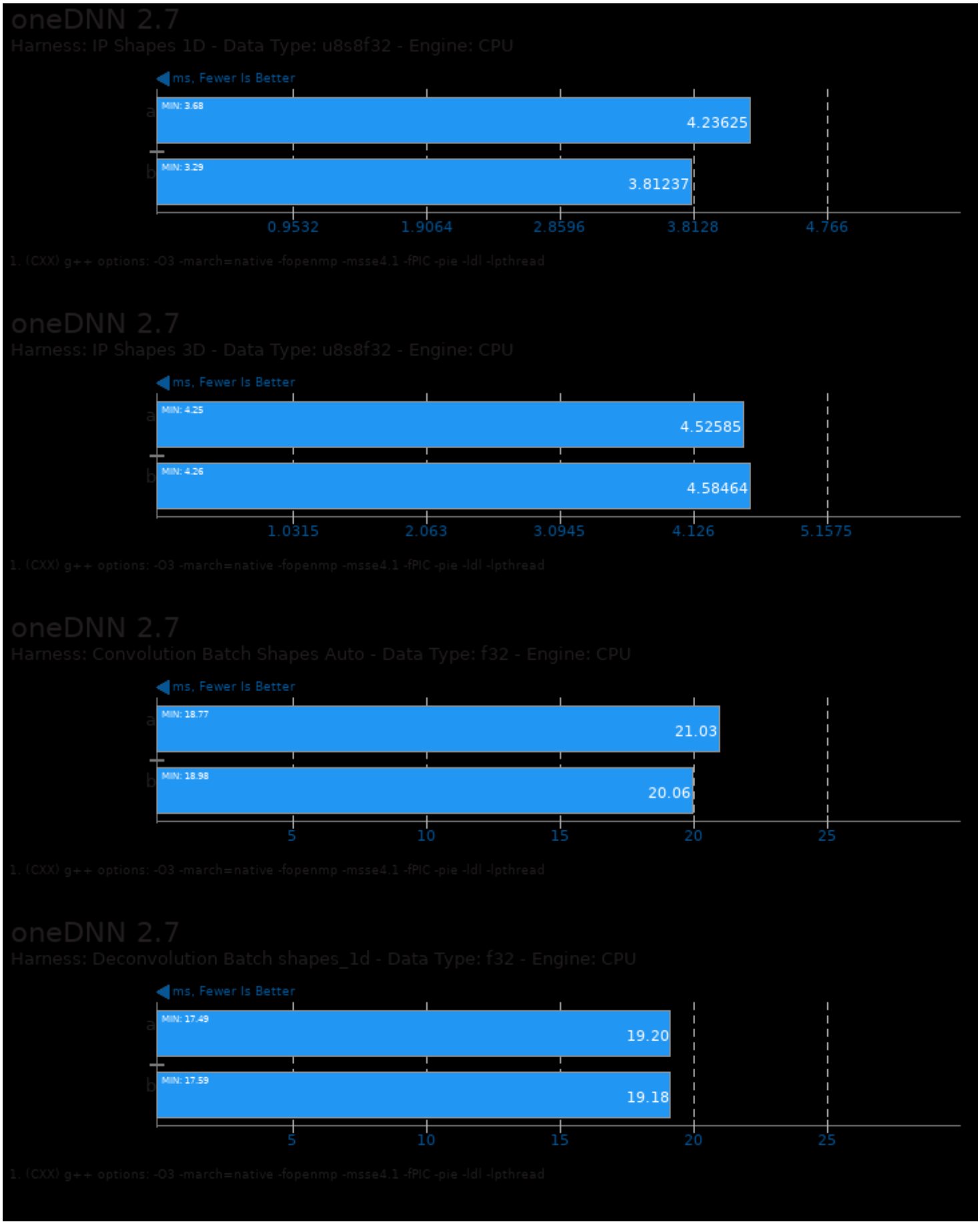
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

Harness: IP Shapes 3D - Data Type: f32 - Engine: CPU

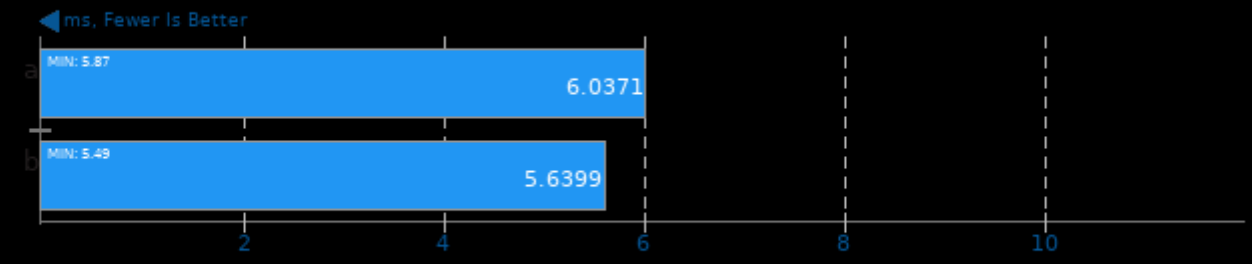


1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread


oneDNN 2.7
Harness: IP Shapes 1D - Data Type: u8s8f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 3.68
4.23625
b
MIN: 3.29
3.81237
0.9532
1.9064
2.8596
3.8128
4.766
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: IP Shapes 3D - Data Type: u8s8f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 4.25
4.52585
b
MIN: 4.26
4.58464
1.0315
2.063
3.0945
4.126
5.1575
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: Convolution Batch Shapes Auto - Data Type: f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 18.77
21.03
b
MIN: 18.98
20.06
5
10
15
20
25
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: Deconvolution Batch shapes_1d - Data Type: f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 17.49
19.20
b
MIN: 17.59
19.18
5
10
15
20
25
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

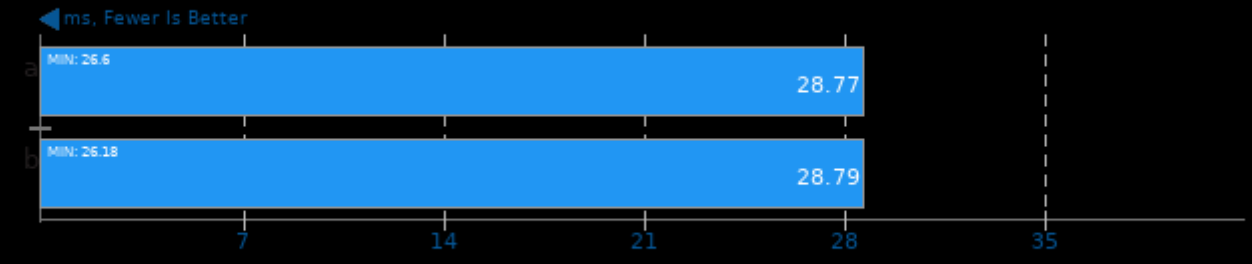
Harness: Deconvolution Batch shapes_3d - Data Type: f32 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

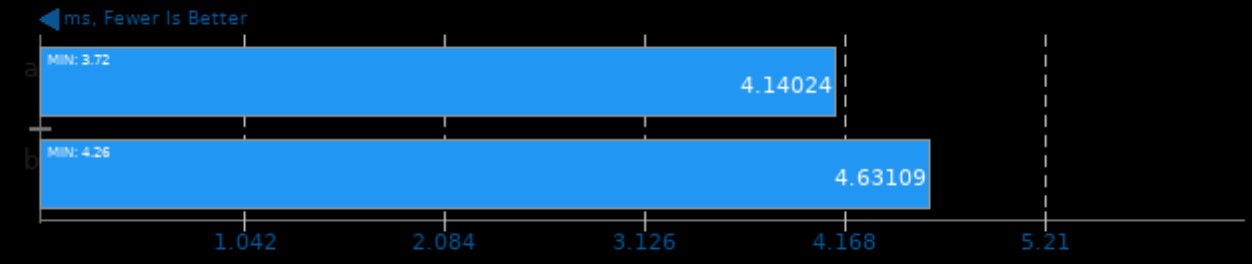
Harness: Convolution Batch Shapes Auto - Data Type: u8s8f32 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

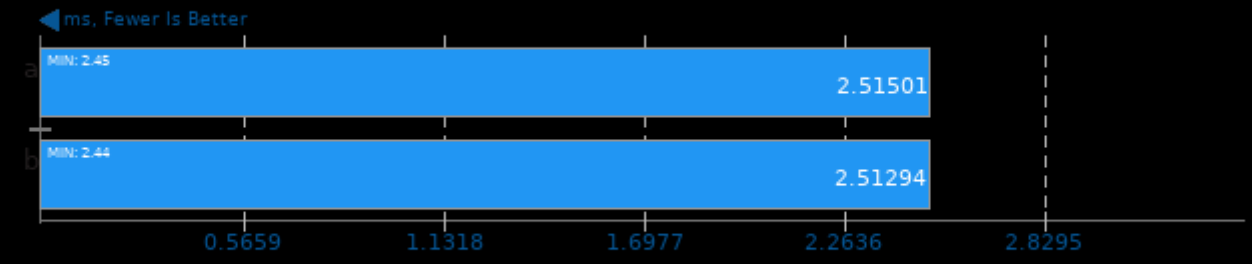
Harness: Deconvolution Batch shapes_1d - Data Type: u8s8f32 - Engine: CPU



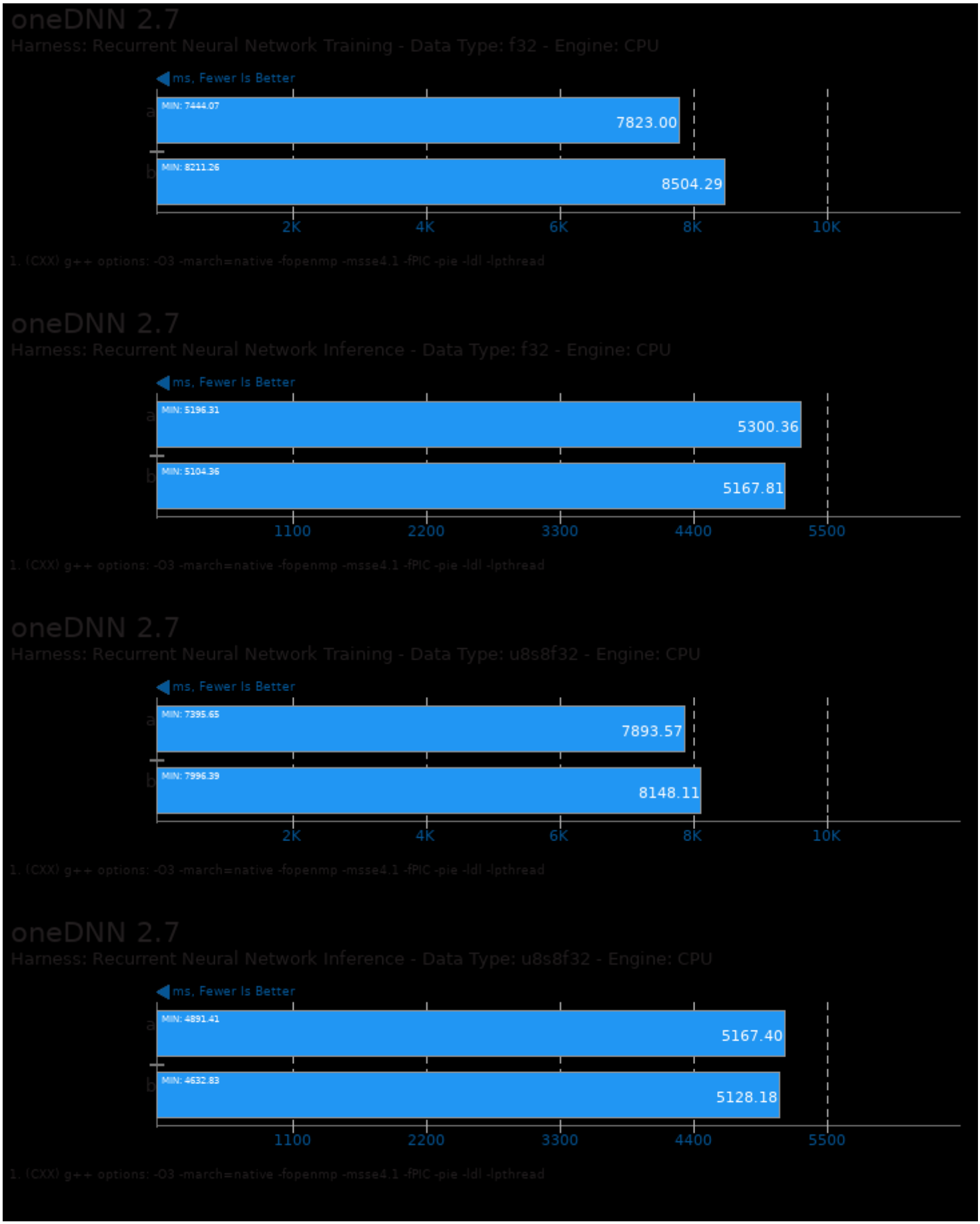
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

Harness: Deconvolution Batch shapes_3d - Data Type: u8s8f32 - Engine: CPU

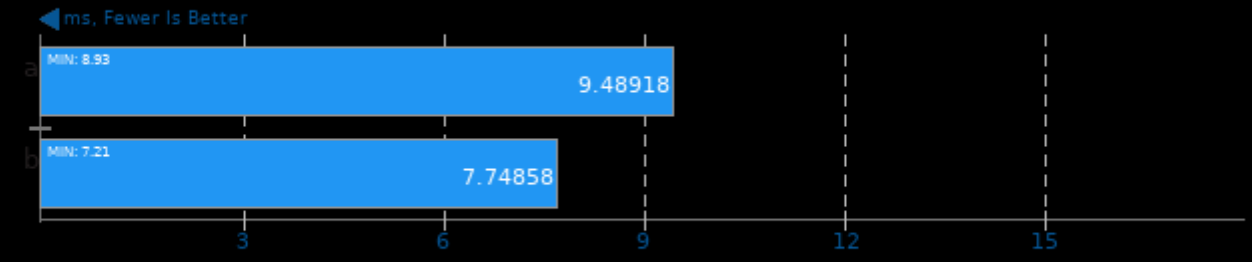


1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread


oneDNN 2.7
Harness: Recurrent Neural Network Training - Data Type: f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 7444.07
7823.00
b
MIN: 8211.26
8504.29
2K
4K
6K
8K
10K
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: Recurrent Neural Network Inference - Data Type: f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 5196.31
5300.36
b
MIN: 5104.36
5167.81
1100
2200
3300
4400
5500
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: Recurrent Neural Network Training - Data Type: u8s8f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 7395.65
7893.57
b
MIN: 7996.39
8148.11
2K
4K
6K
8K
10K
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread
oneDNN 2.7
Harness: Recurrent Neural Network Inference - Data Type: u8s8f32 - Engine: CPU
ms, Fewer Is Better
a
MIN: 4891.41
5167.40
b
MIN: 4632.83
5128.18
1100
2200
3300
4400
5500
1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

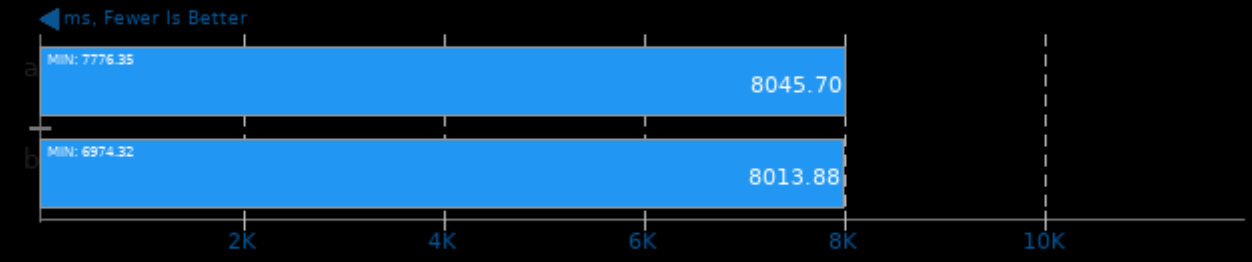
Harness: Matrix Multiply Batch Shapes Transformer - Data Type: f32 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

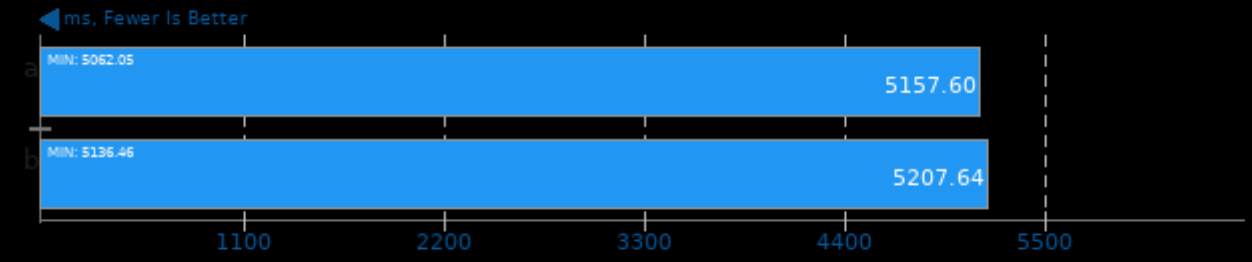
Harness: Recurrent Neural Network Training - Data Type: bf16bf16bf16 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

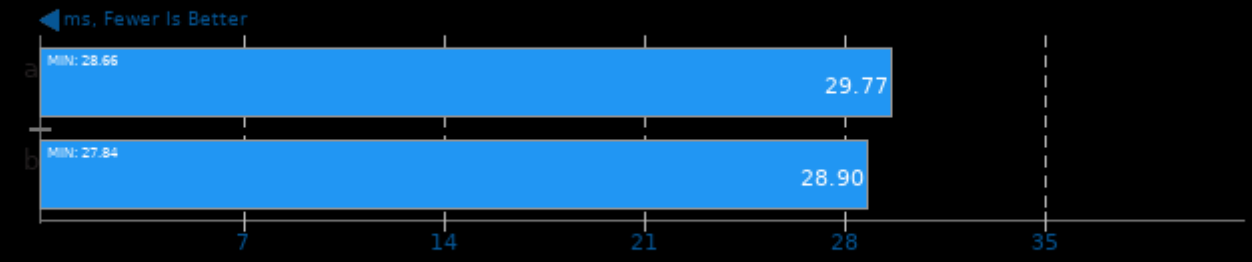
Harness: Recurrent Neural Network Inference - Data Type: bf16bf16bf16 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

oneDNN 2.7

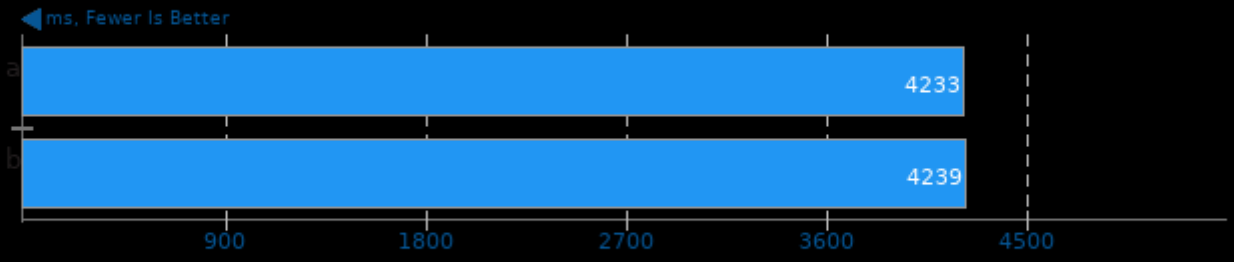
Harness: Matrix Multiply Batch Shapes Transformer - Data Type: u8s8f32 - Engine: CPU



1. (CXX) g++ options: -O3 -march=native -fopenmp -msse4.1 -fPIC -pie -ldl -lpthread

OSPRay Studio 0.11

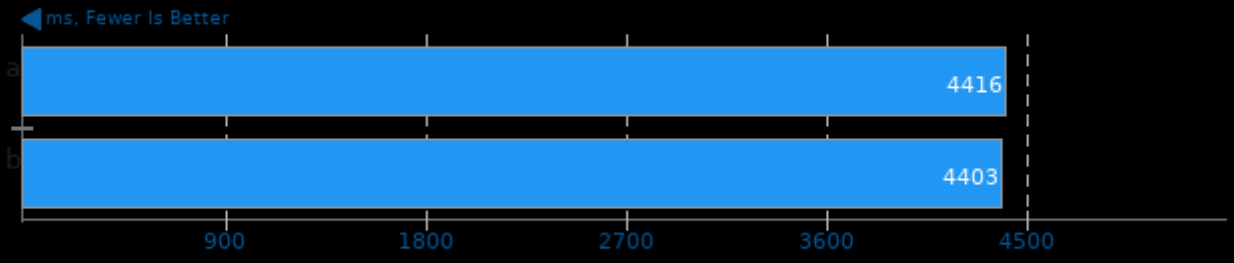
Camera: 1 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer



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

OSPRay Studio 0.11

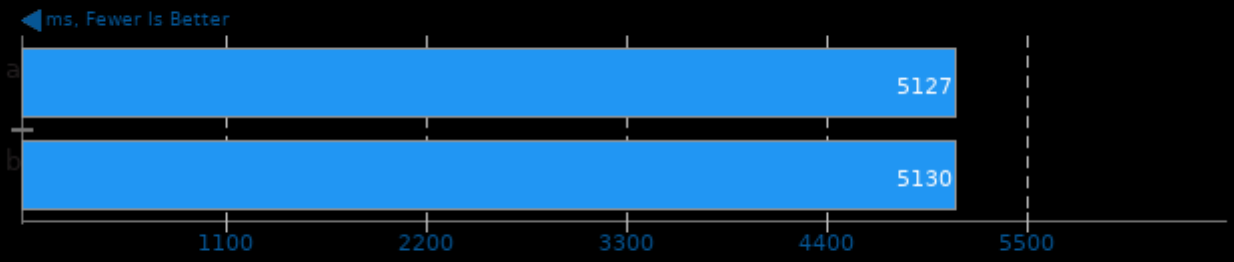
Camera: 2 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer



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

OSPRay Studio 0.11

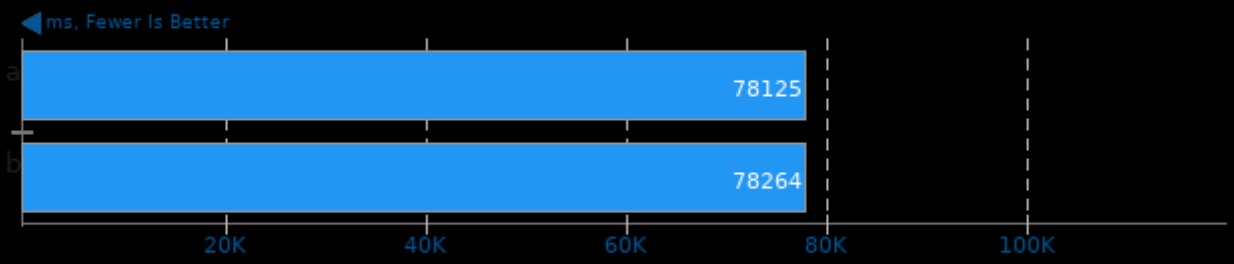
Camera: 3 - Resolution: 4K - Samples Per Pixel: 1 - Renderer: Path Tracer



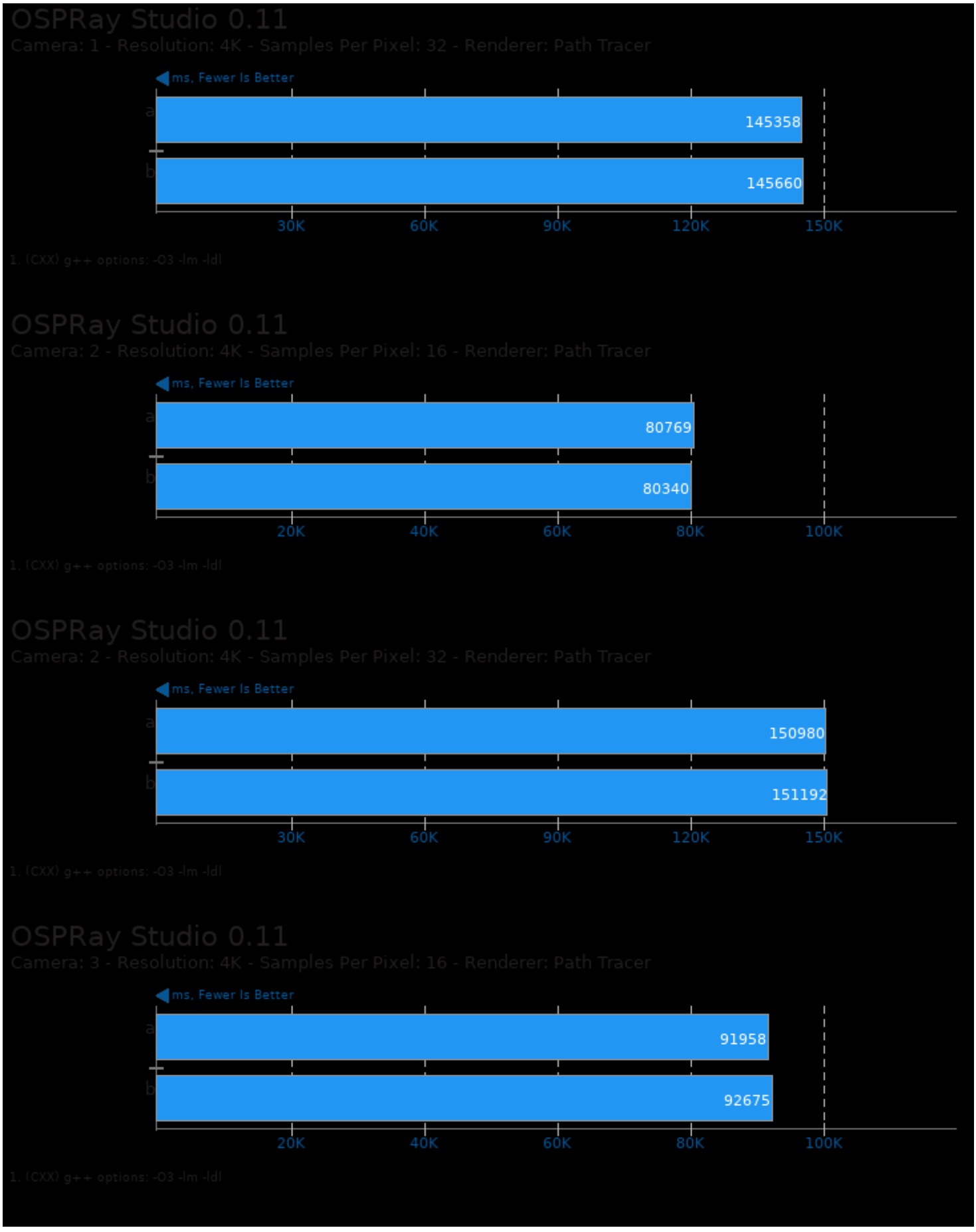
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

Camera: 1 - Resolution: 4K - Samples Per Pixel: 16 - Renderer: Path Tracer

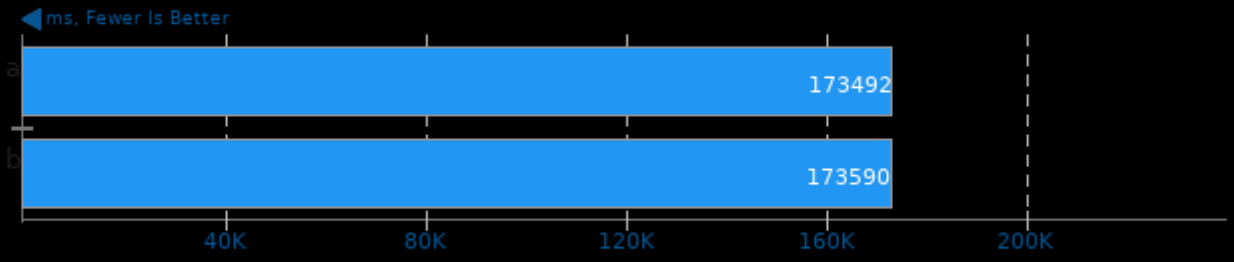


1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 1 - Resolution: 4K - Samples Per Pixel: 32 - Renderer: Path Tracer
ms, Fewer Is Better
a
145358
b
145660
30K
60K
90K
120K
150K
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
80769
b
80340
20K
40K
60K
80K
100K
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
150980
b
151192
30K
60K
90K
120K
150K
1. (CXX) g++ options: -O3 -lm -ldl
OSPRay Studio 0.11
Camera: 3 - Resolution: 4K - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
a
91958
b
92675
20K
40K
60K
80K
100K
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

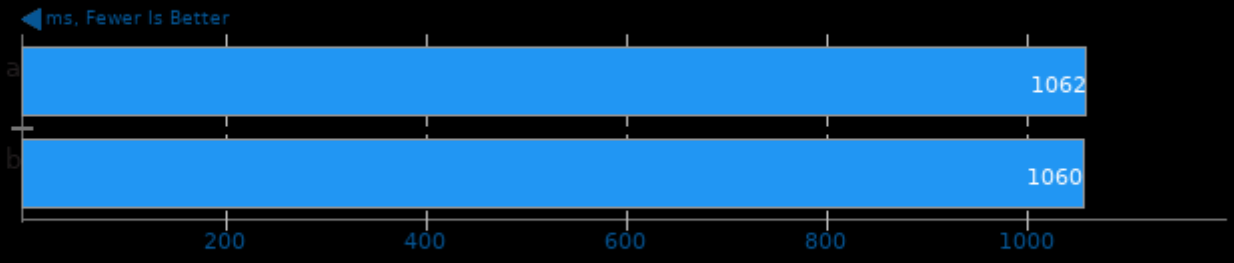
Camera: 3 - Resolution: 4K - Samples Per Pixel: 32 - Renderer: Path Tracer



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

OSPRay Studio 0.11

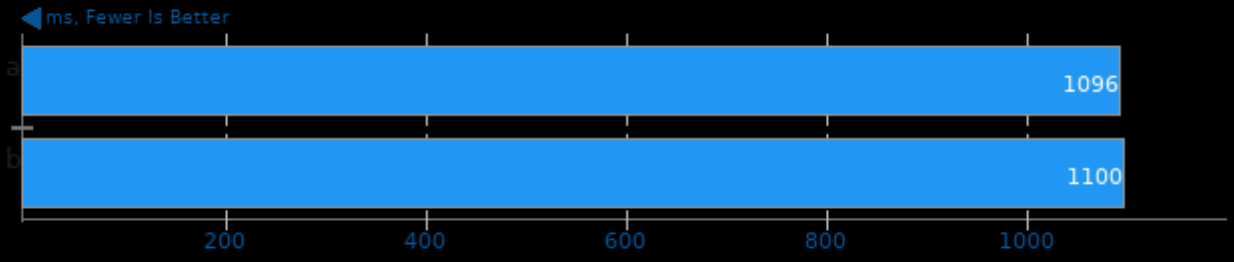
Camera: 1 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer



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

OSPRay Studio 0.11

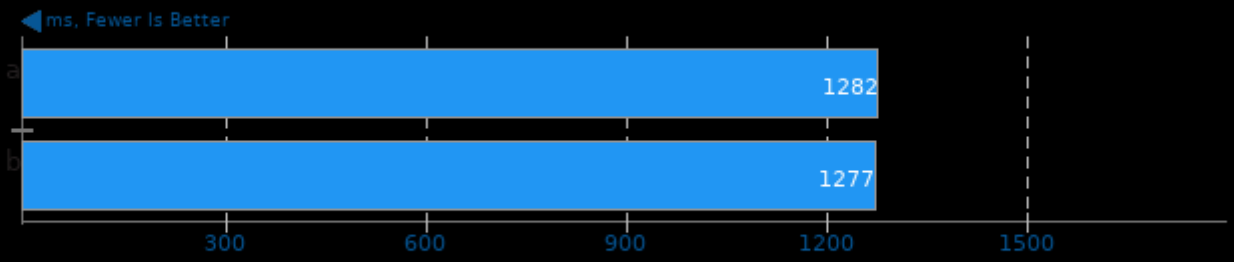
Camera: 2 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer



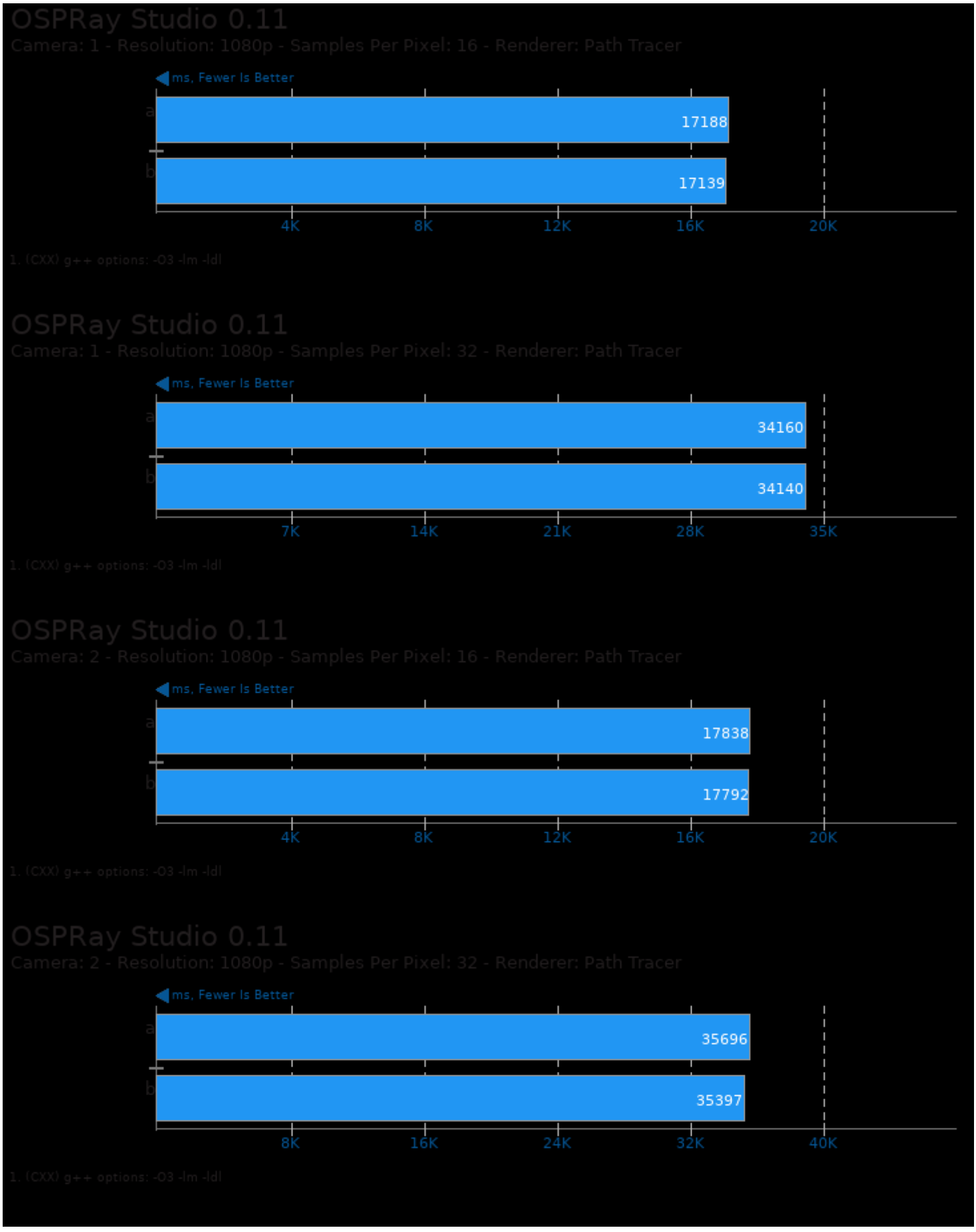
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

Camera: 3 - Resolution: 1080p - Samples Per Pixel: 1 - Renderer: Path Tracer

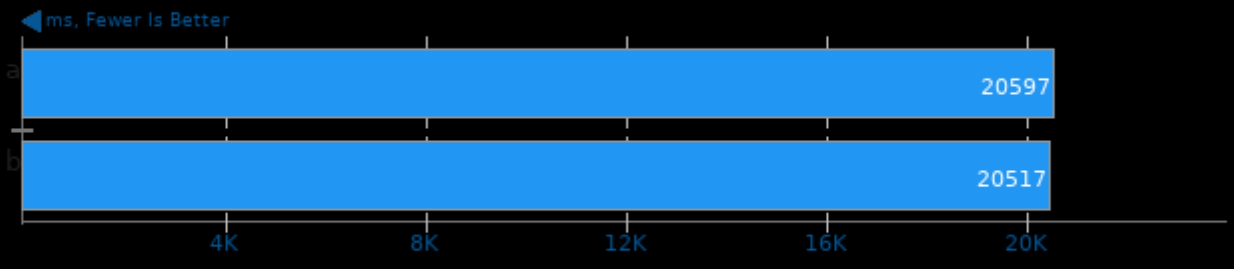


1. (CXX) g++ options: -O3 -lm -ldl


OSPRay Studio 0.11
Camera: 1 - Resolution: 1080p - Samples Per Pixel: 16 - Renderer: Path Tracer
ms, Fewer Is Better
a
17188
b
17139
4K
8K
12K
16K
20K
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
34160
b
34140
7K
14K
21K
28K
35K
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
17838
b
17792
4K
8K
12K
16K
20K
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
35696
b
35397
8K
16K
24K
32K
40K
1. (CXX) g++ options: -O3 -lm -ldl

OSPRay Studio 0.11

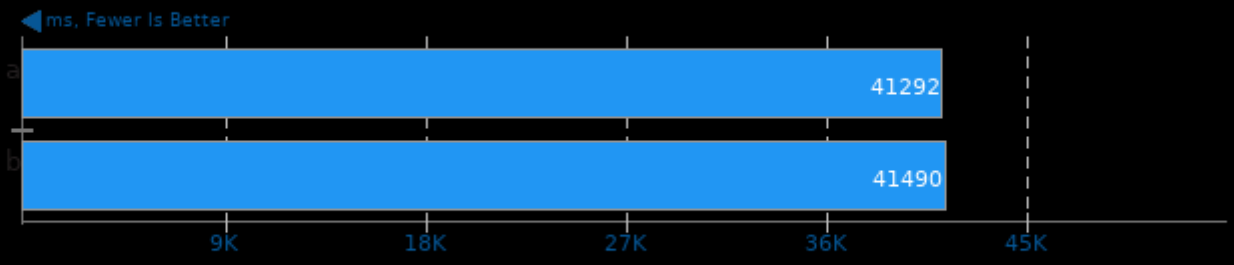
Camera: 3 - Resolution: 1080p - Samples Per Pixel: 16 - Renderer: Path Tracer



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

OSPRay Studio 0.11

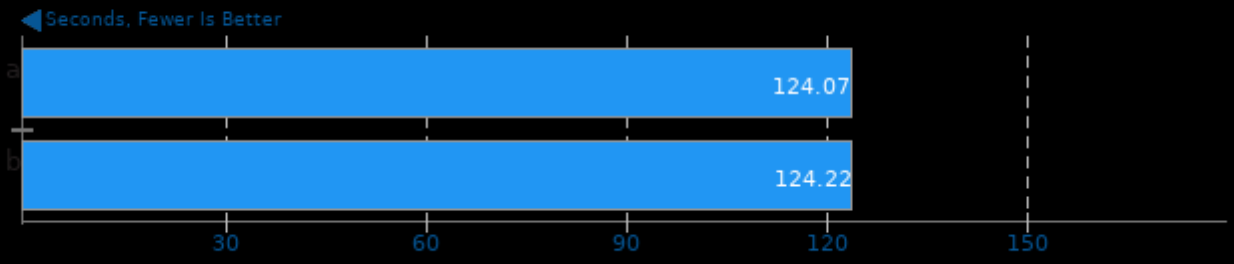
Camera: 3 - Resolution: 1080p - Samples Per Pixel: 32 - Renderer: Path Tracer



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

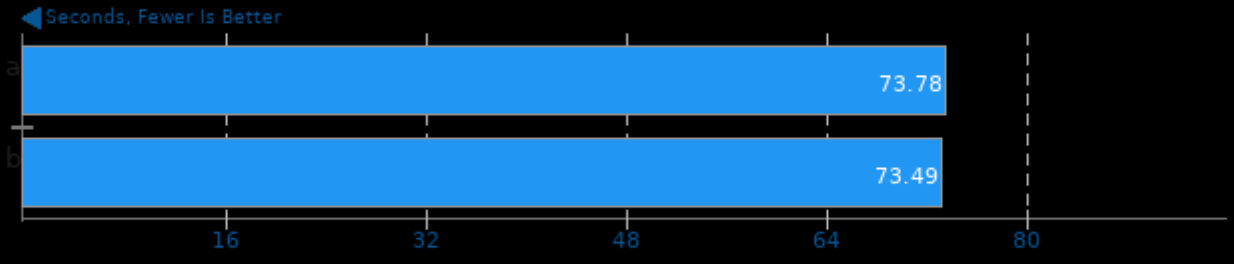
Timed Erlang/OTP Compilation 25.0

Time To Compile



Timed Wasmer Compilation 2.3

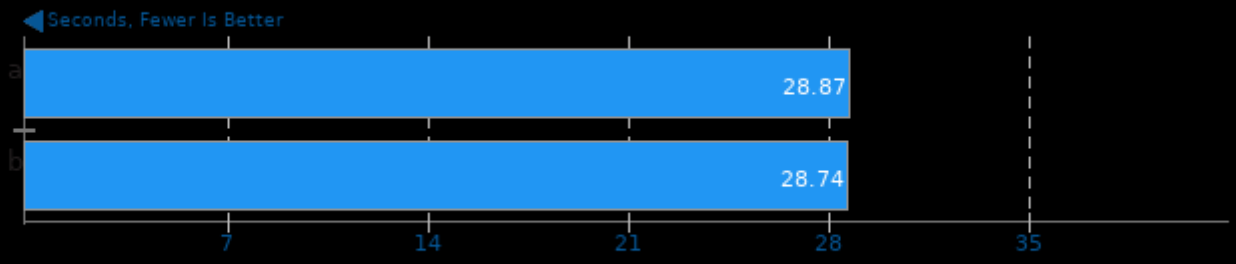
Time To Compile



1. (CC) gcc options: -m64 -ldl -lgcc_s -lutil -lrt -lpthread -lm -lc -pie -nodefaultlibs

FLAC Audio Encoding 1.4

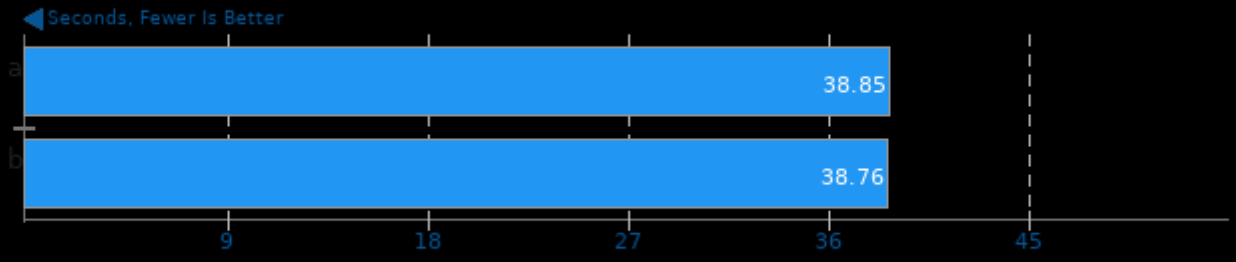
WAV To FLAC



1. (CXX) g++ options: -O3 -fvisibility=hidden -logg -lm

FFmpeg 5.1.2

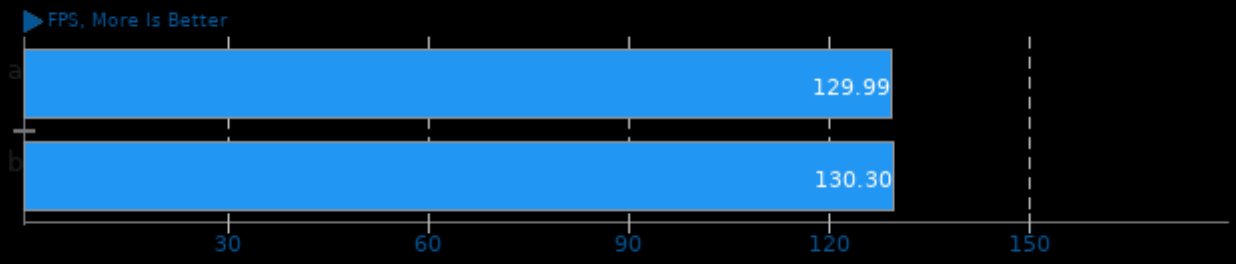
Encoder: libx264 - Scenario: Live



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

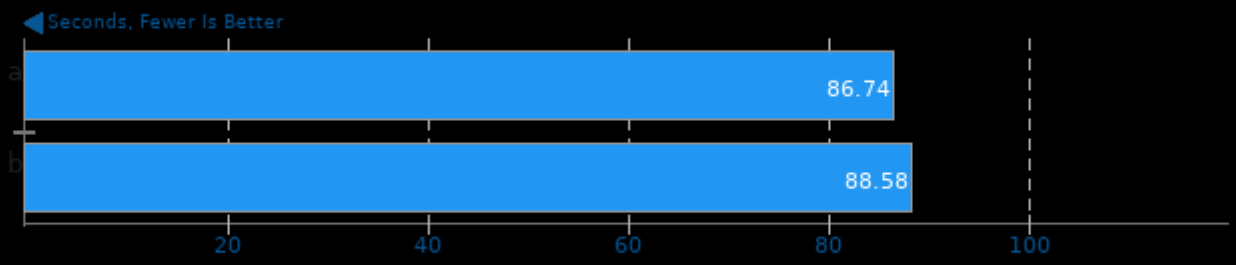
Encoder: libx264 - Scenario: Live



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

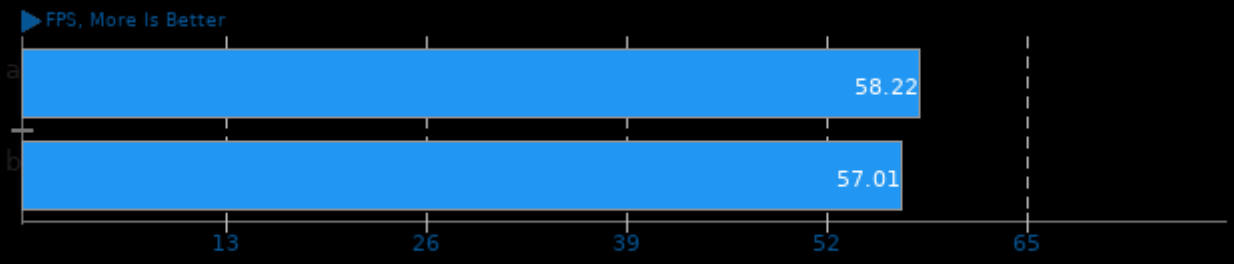
Encoder: libx265 - Scenario: Live



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

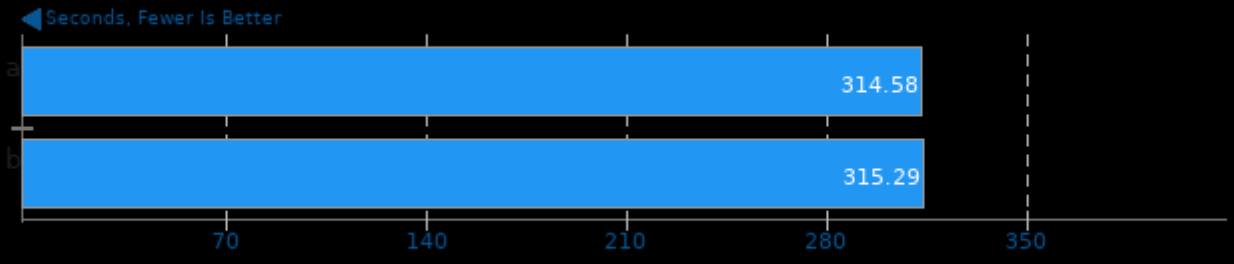
Encoder: libx265 - Scenario: Live



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

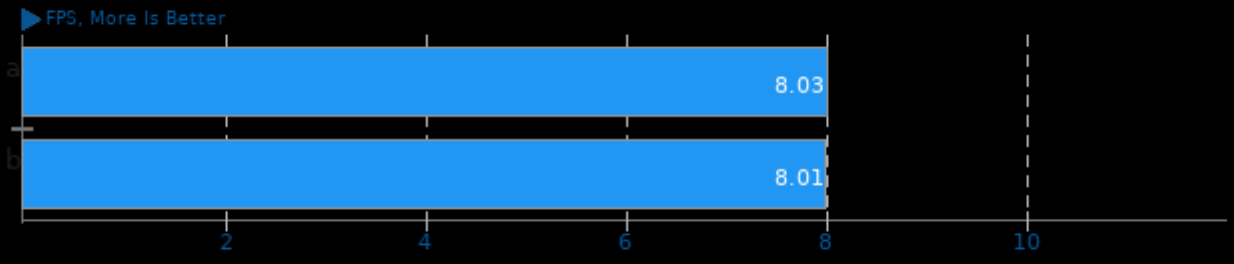
Encoder: libx264 - Scenario: Upload



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

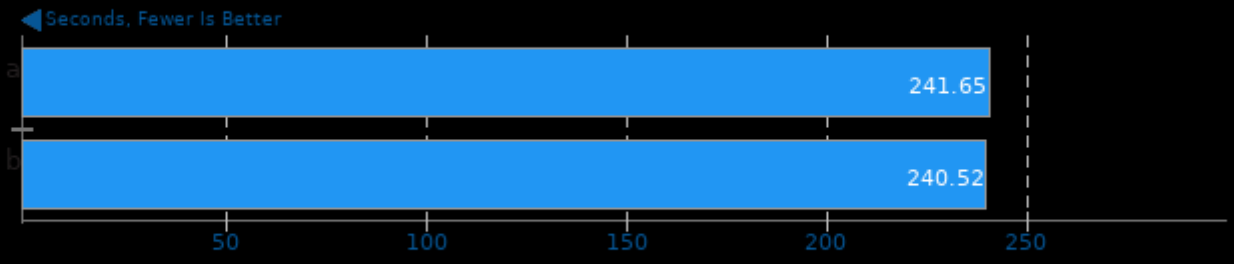
Encoder: libx264 - Scenario: Upload



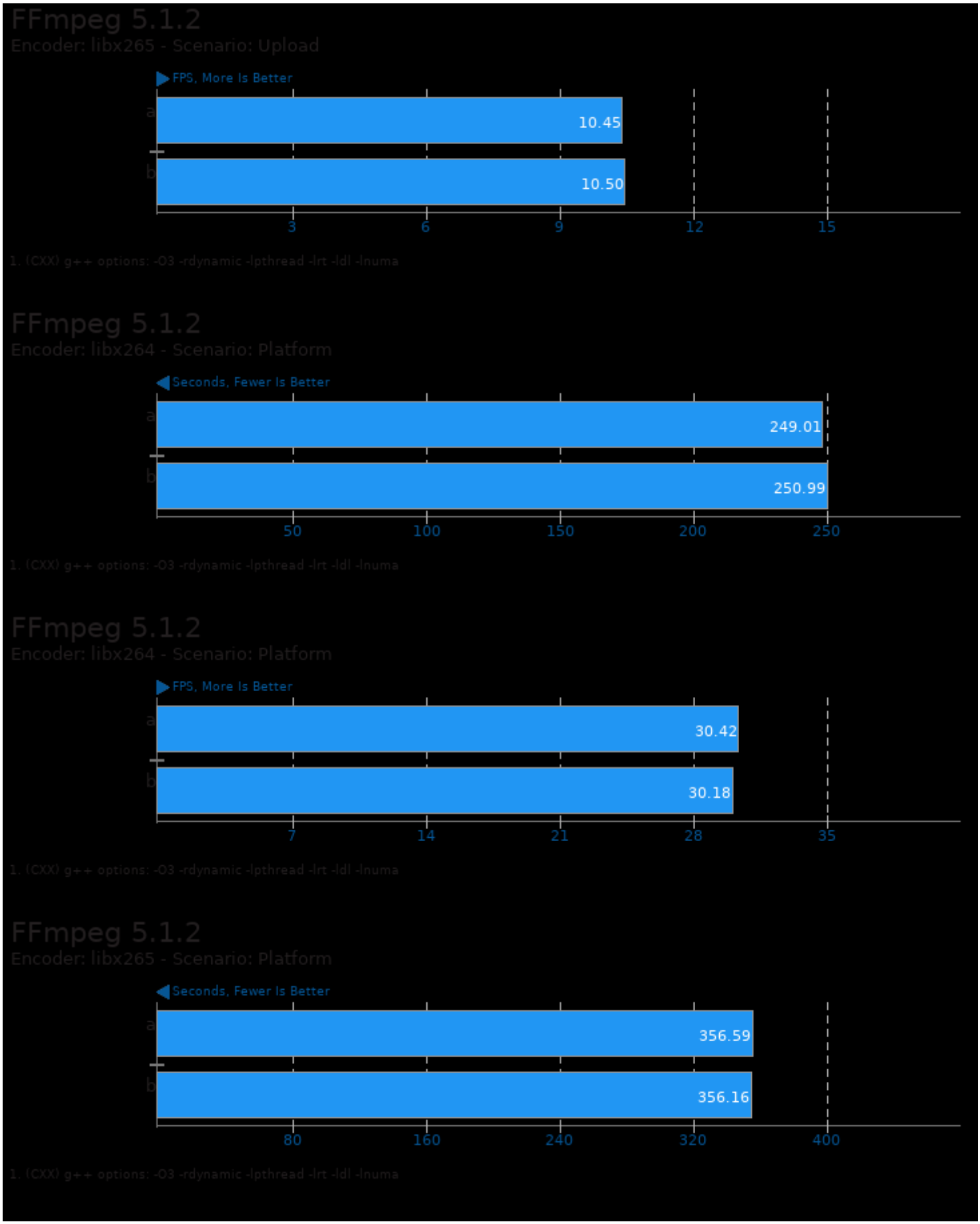
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

Encoder: libx265 - Scenario: Upload

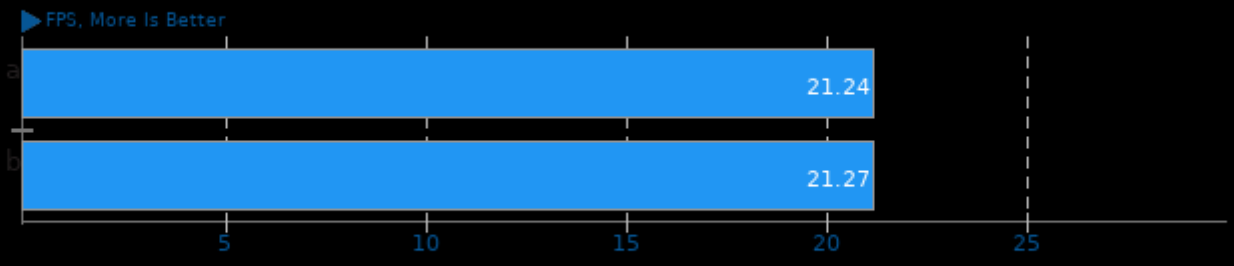


1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma


FFmpeg 5.1.2
Encoder: libx265 - Scenario: Upload
FPS, More Is Better
a
10.45
b
10.50
3
6
9
12
15
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Platform
Seconds, Fewer Is Better
a
249.01
b
250.99
50
100
150
200
250
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Platform
FPS, More Is Better
a
30.42
b
30.18
7
14
21
28
35
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx265 - Scenario: Platform
Seconds, Fewer Is Better
a
356.59
b
356.16
80
160
240
320
400
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

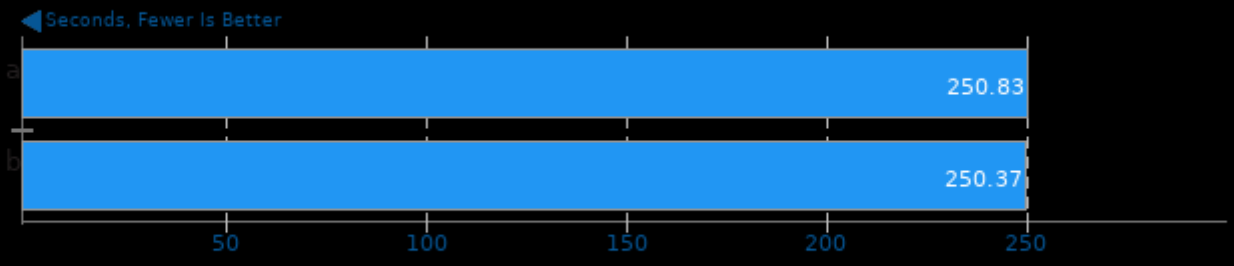
Encoder: libx265 - Scenario: Platform



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

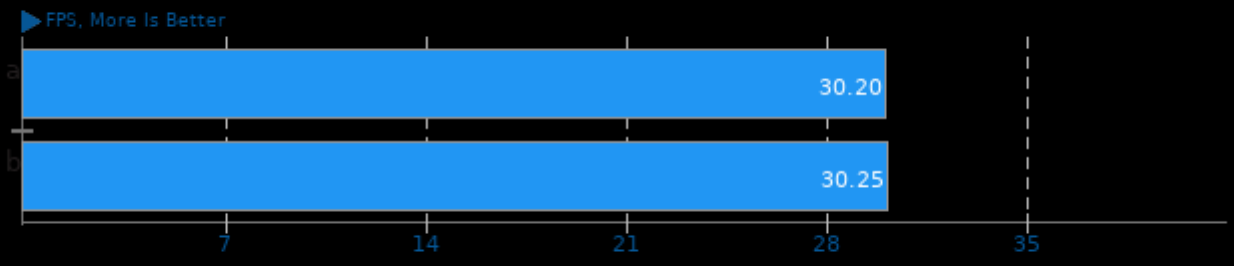
Encoder: libx264 - Scenario: Video On Demand



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

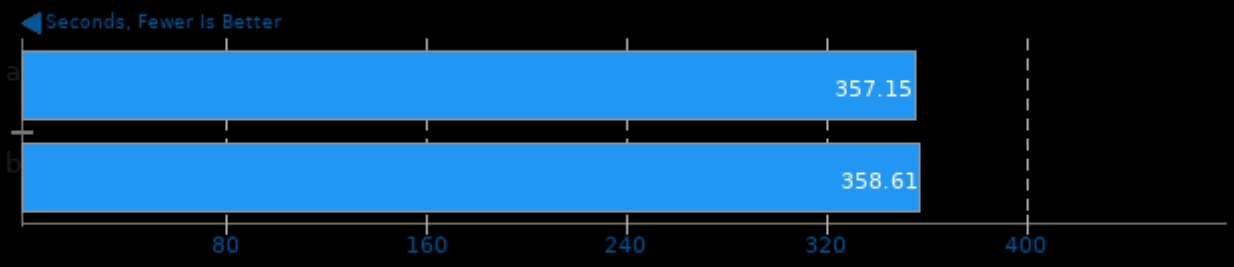
Encoder: libx264 - Scenario: Video On Demand



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

FFmpeg 5.1.2

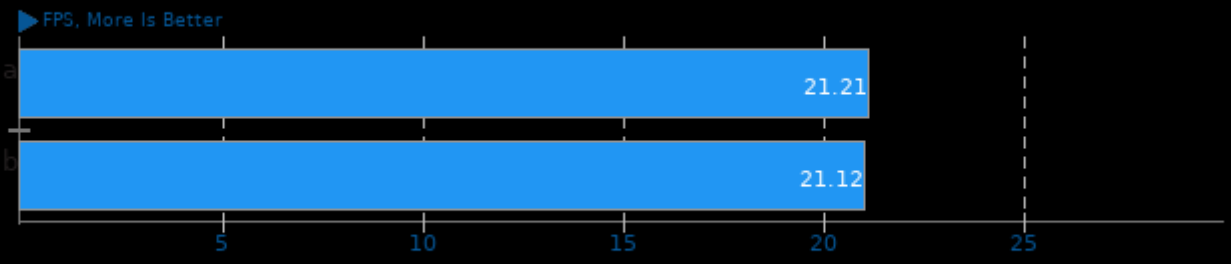
Encoder: libx265 - Scenario: Video On Demand



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

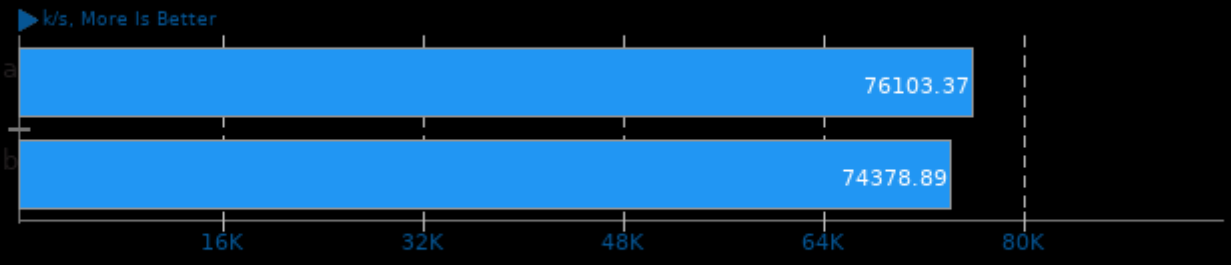
FFmpeg 5.1.2

Encoder: libx265 - Scenario: Video On Demand



1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

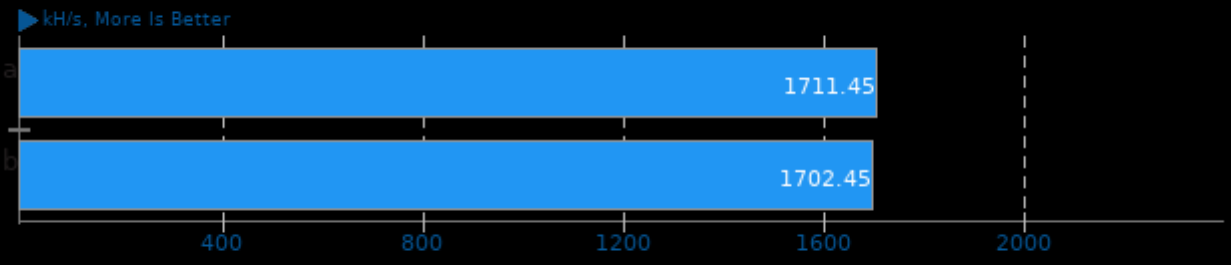
Aircrack-ng 1.7



1. (CXX) g++ options: -std=gnu++17 -O3 -fvisibility=hidden -fcommon -rdynamic -lnl-3 -lnl-genl-3 -lsqlite3 -lpthread -lz -lssl -lcrypto -lhwloc -ldl -lm -pti

Cpuminer-Opt 3.20.3

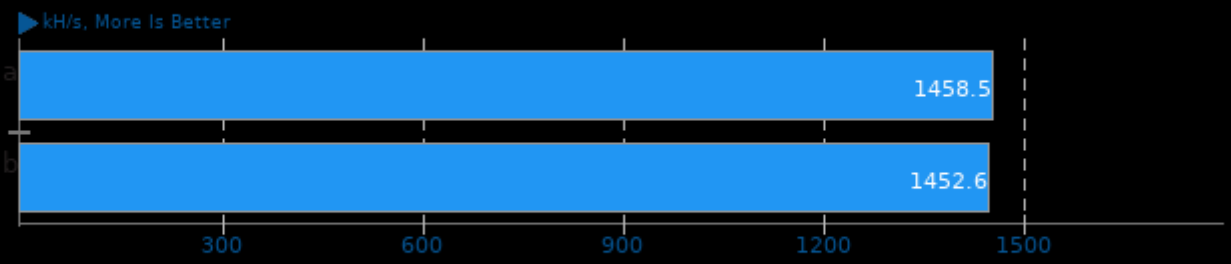
Algorithm: Magi



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

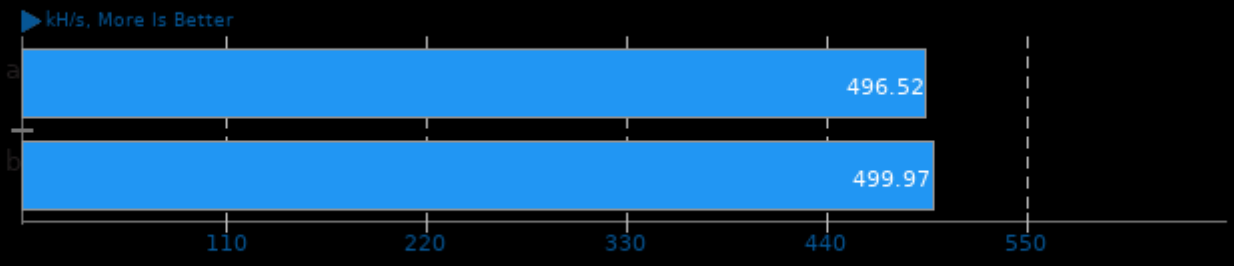
Algorithm: x25x



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

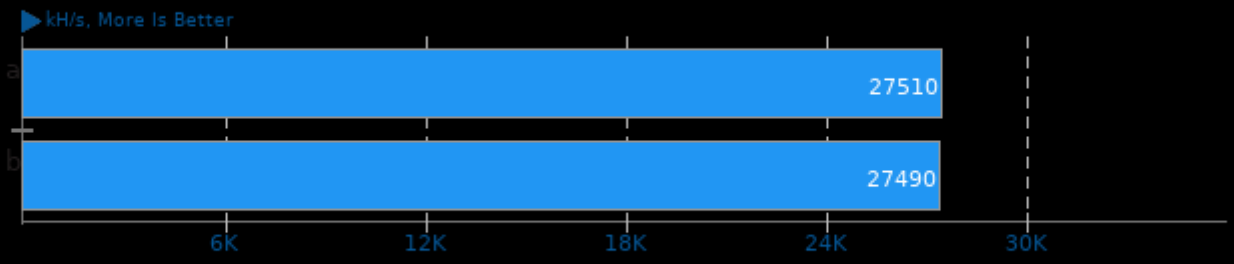
Algorithm: scrypt



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

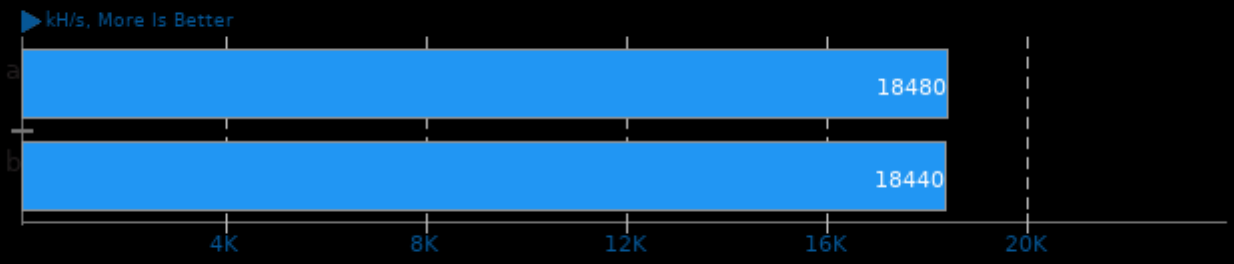
Algorithm: Deepcoin



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

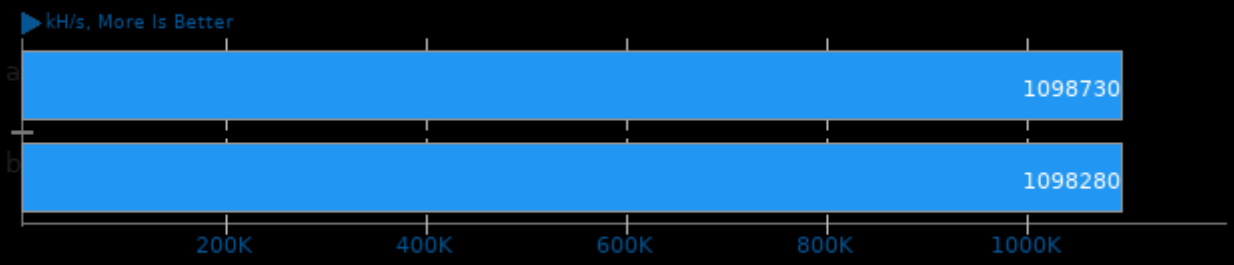
Algorithm: Ringcoin



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

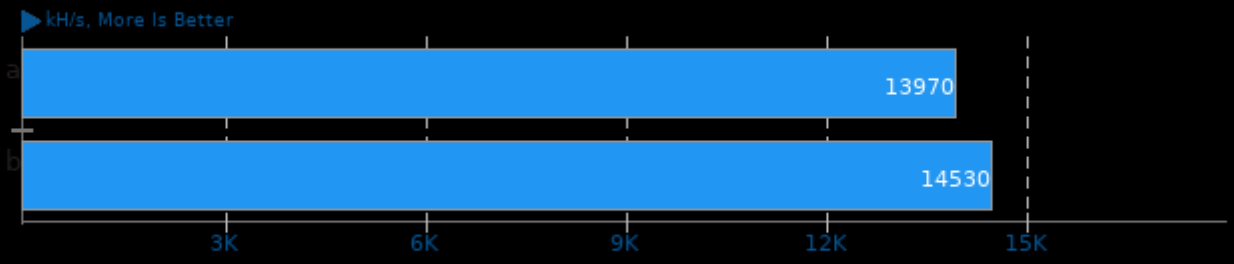
Algorithm: Blake-2 S



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

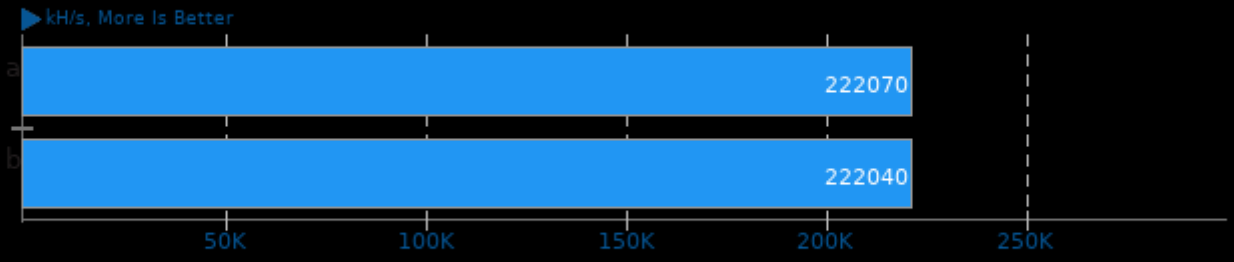
Algorithm: Garlicoin



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

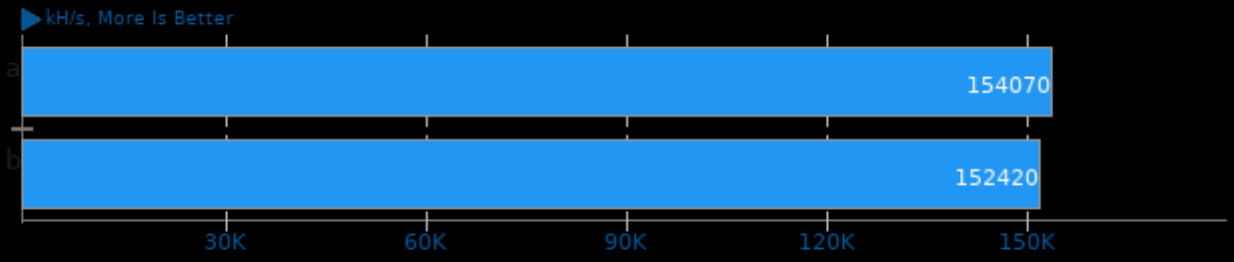
Algorithm: Skeincoin



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

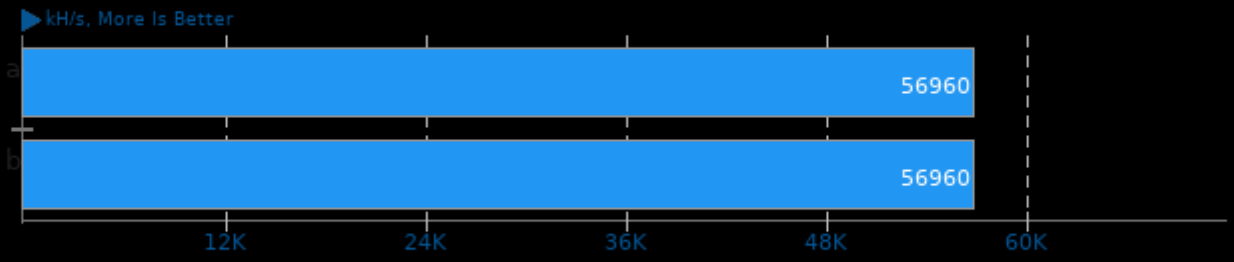
Algorithm: Myriad-Groestl



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

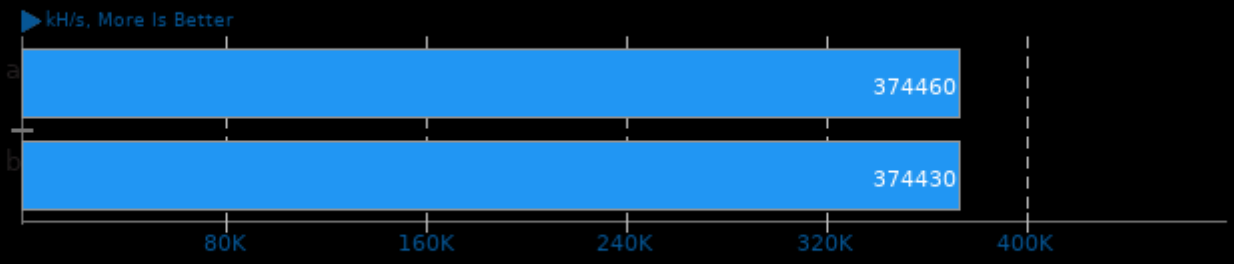
Algorithm: LBC, LBRY Credits



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Cpuminer-Opt 3.20.3

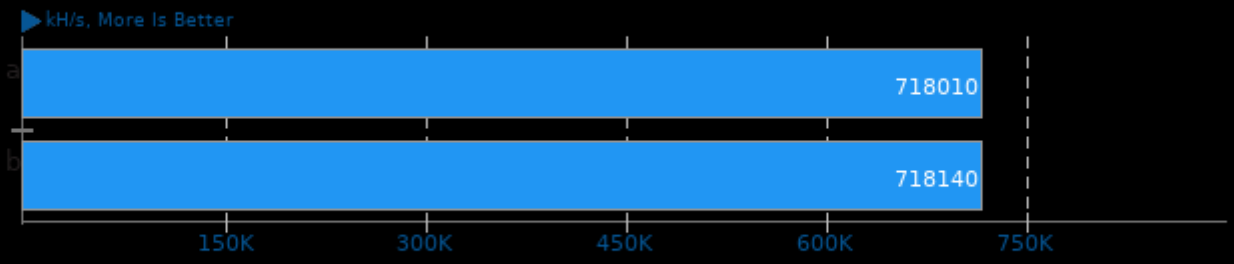
Algorithm: Quad SHA-256, Pyrite



1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

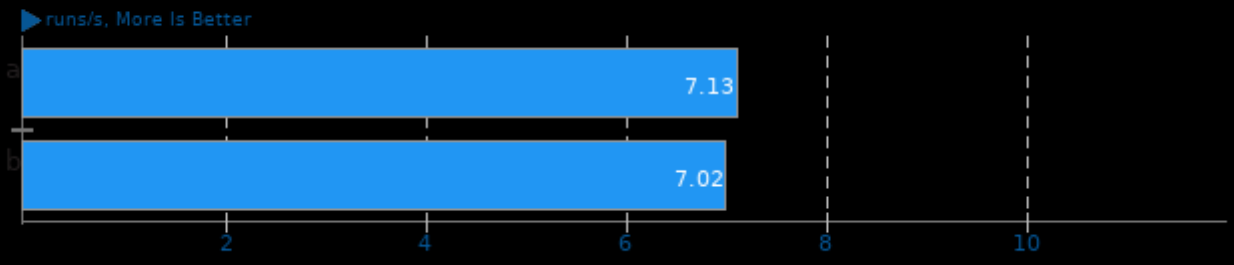
Cpuminer-Opt 3.20.3

Algorithm: Triple SHA-256, Onecoin



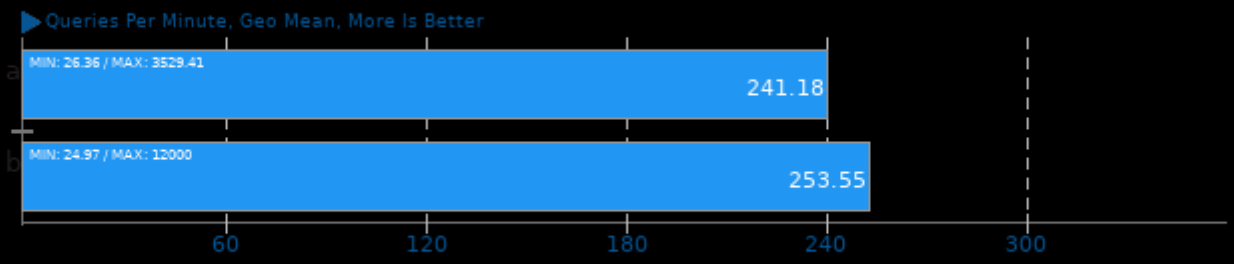
1. (CXX) g++ options: -O2 -lcurl -lz -lpthread -lssl -lcrypto -lgmp

Node.js V8 Web Tooling Benchmark



ClickHouse 22.5.4.19

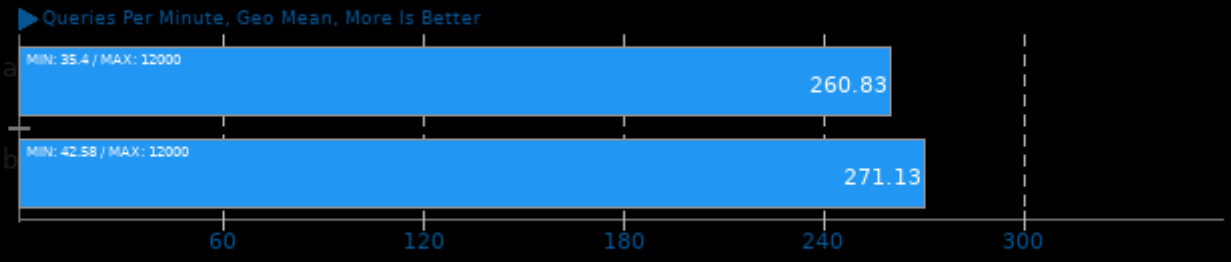
100M Rows Web Analytics Dataset, First Run / Cold Cache



1. ClickHouse server version 22.5.4.19 (official build).

ClickHouse 22.5.4.19

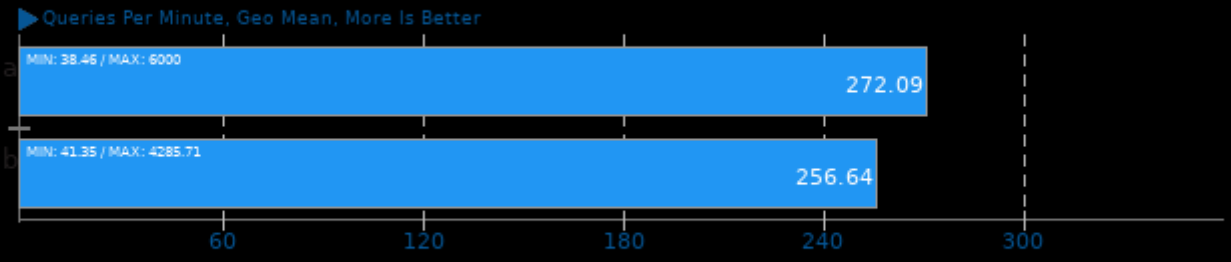
100M Rows Web Analytics Dataset, Second Run



1. ClickHouse server version 22.5.4.19 (official build).

ClickHouse 22.5.4.19

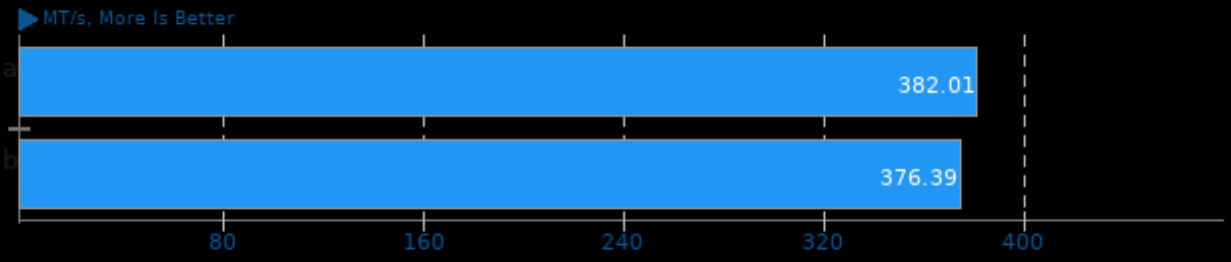
100M Rows Web Analytics Dataset, Third Run



1. ClickHouse server version 22.5.4.19 (official build).

ASTC Encoder 4.0

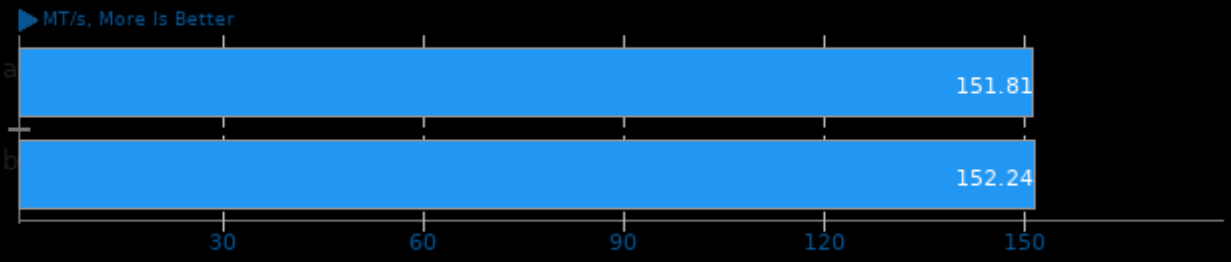
Preset: Fast



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

ASTC Encoder 4.0

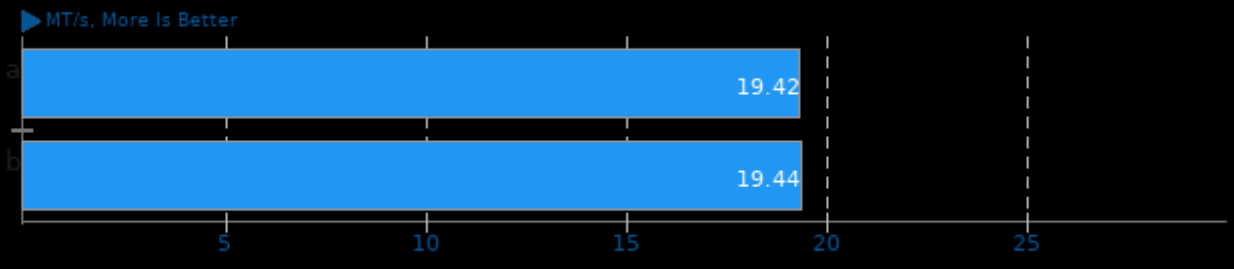
Preset: Medium



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

ASTC Encoder 4.0

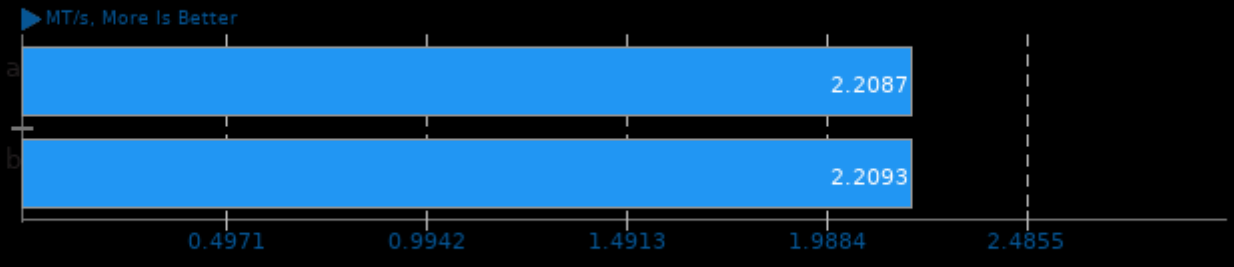
Preset: Thorough



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

ASTC Encoder 4.0

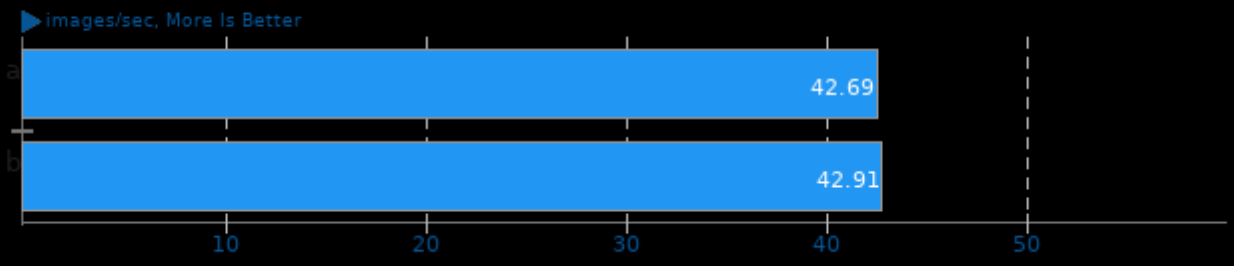
Preset: Exhaustive



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

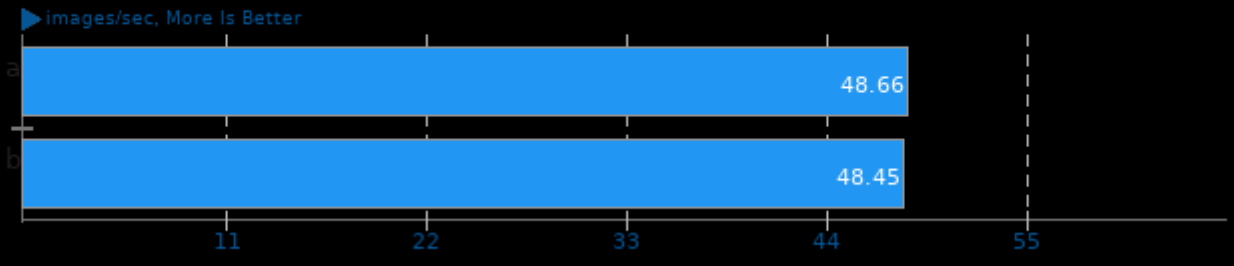
TensorFlow 2.10

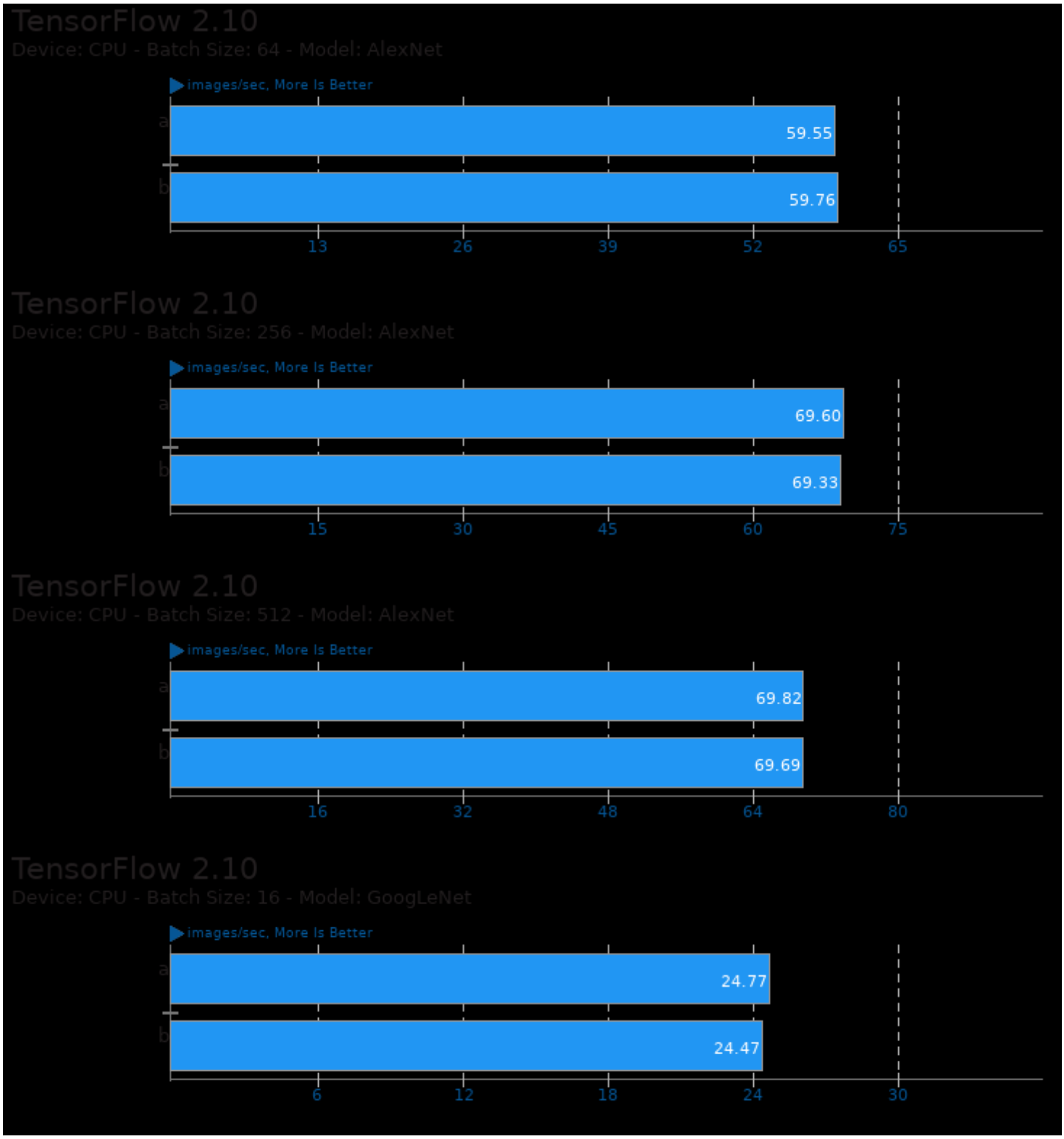
Device: CPU - Batch Size: 16 - Model: AlexNet

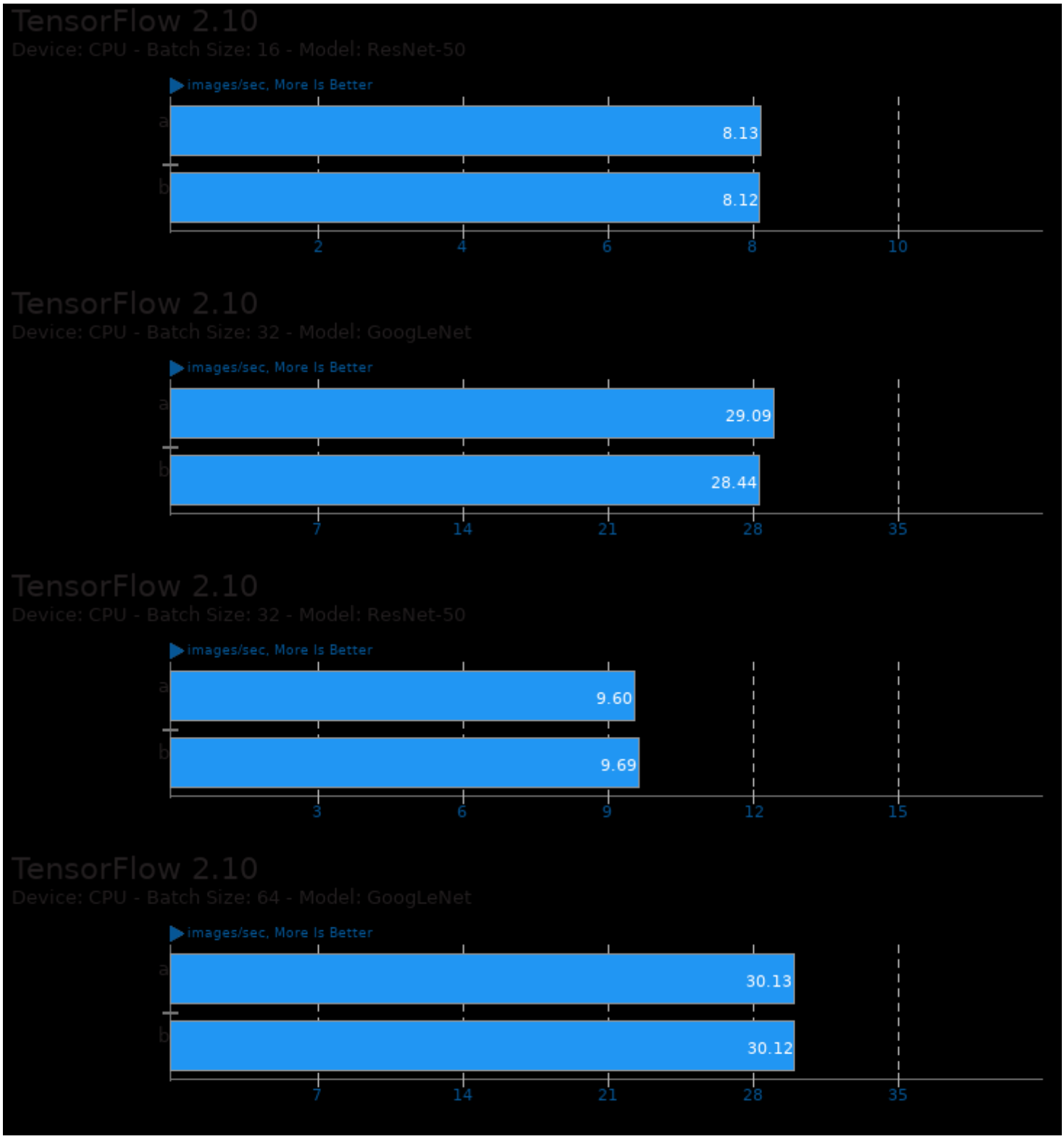


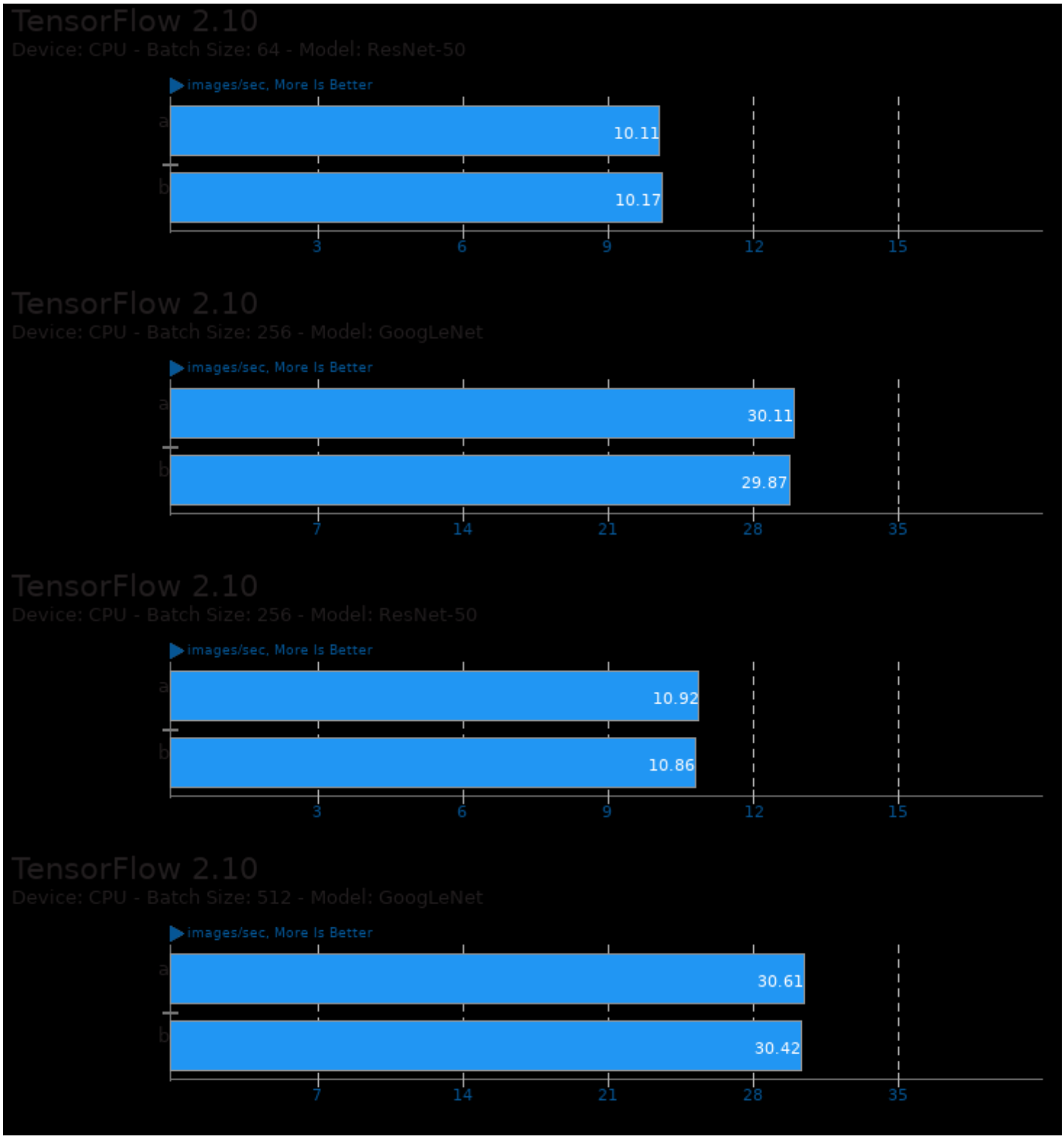
TensorFlow 2.10

Device: CPU - Batch Size: 32 - Model: AlexNet



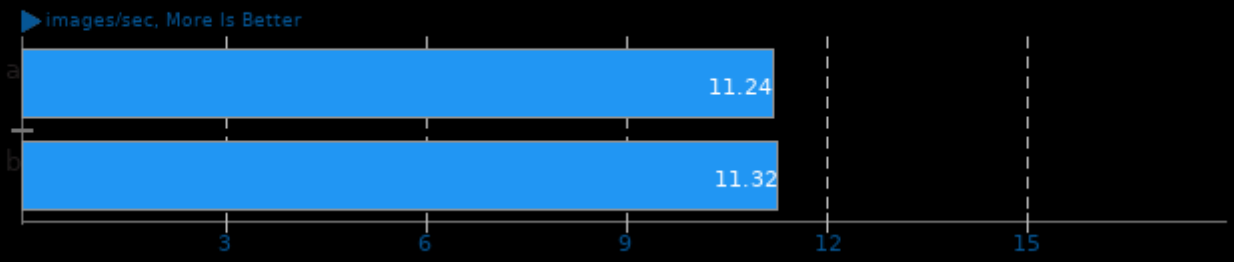

TensorFlow 2.10
Device: CPU - Batch Size: 64 - Model: AlexNet
images/sec, More Is Better
a
59.55
b
59.76
13
26
39
52
65
TensorFlow 2.10
Device: CPU - Batch Size: 256 - Model: AlexNet
images/sec, More Is Better
a
69.60
b
69.33
15
30
45
60
75
TensorFlow 2.10
Device: CPU - Batch Size: 512 - Model: AlexNet
images/sec, More Is Better
a
69.82
b
69.69
16
32
48
64
80
TensorFlow 2.10
Device: CPU - Batch Size: 16 - Model: GoogLeNet
images/sec, More Is Better
a
24.77
b
24.47
6
12
18
24
30


TensorFlow 2.10
Device: CPU - Batch Size: 16 - Model: ResNet-50
images/sec, More Is Better
a
8.13
b
8.12
2
4
6
8
10
TensorFlow 2.10
Device: CPU - Batch Size: 32 - Model: GoogLeNet
images/sec, More Is Better
a
29.09
b
28.44
7
14
21
28
35
TensorFlow 2.10
Device: CPU - Batch Size: 32 - Model: ResNet-50
images/sec, More Is Better
a
9.60
b
9.69
3
6
9
12
15
TensorFlow 2.10
Device: CPU - Batch Size: 64 - Model: GoogLeNet
images/sec, More Is Better
a
30.13
b
30.12
7
14
21
28
35


TensorFlow 2.10
Device: CPU - Batch Size: 64 - Model: ResNet-50
images/sec, More Is Better
a
10.11
b
10.17
3
6
9
12
15
TensorFlow 2.10
Device: CPU - Batch Size: 256 - Model: GoogLeNet
images/sec, More Is Better
a
30.11
b
29.87
7
14
21
28
35
TensorFlow 2.10
Device: CPU - Batch Size: 256 - Model: ResNet-50
images/sec, More Is Better
a
10.92
b
10.86
3
6
9
12
15
TensorFlow 2.10
Device: CPU - Batch Size: 512 - Model: GoogLeNet
images/sec, More Is Better
a
30.61
b
30.42
7
14
21
28
35

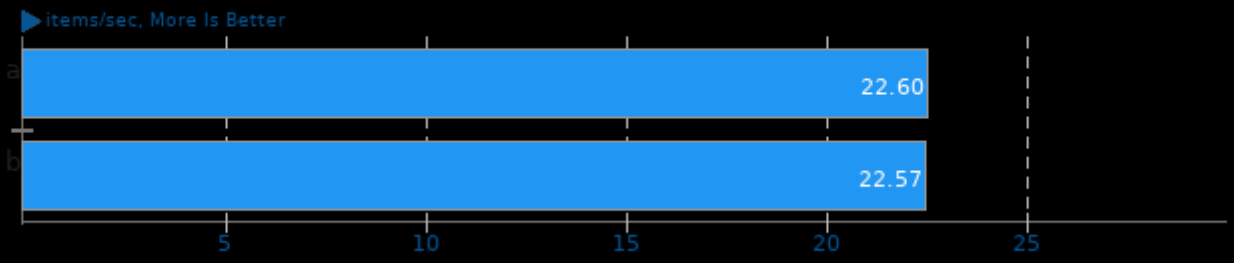
TensorFlow 2.10

Device: CPU - Batch Size: 512 - Model: ResNet-50



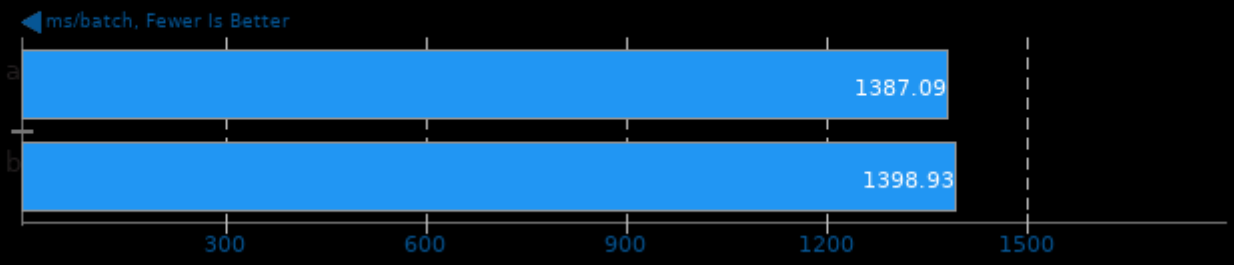
Neural Magic DeepSparse 1.1

Model: NLP Document Classification, oBERT base uncased on IMDB - Scenario: Asynchronous Multi-Stream



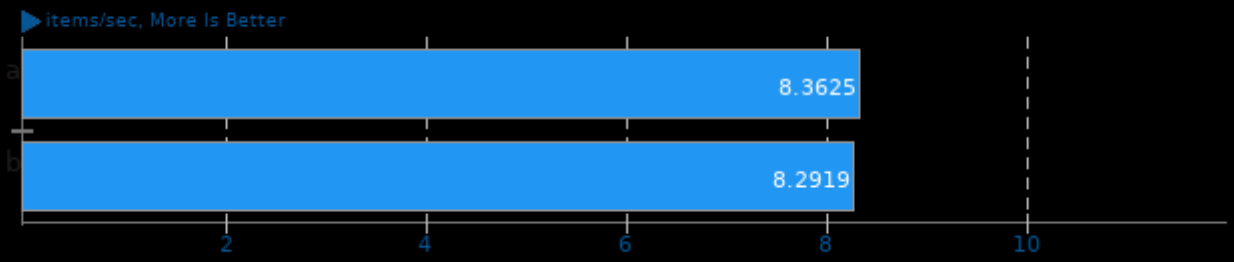
Neural Magic DeepSparse 1.1

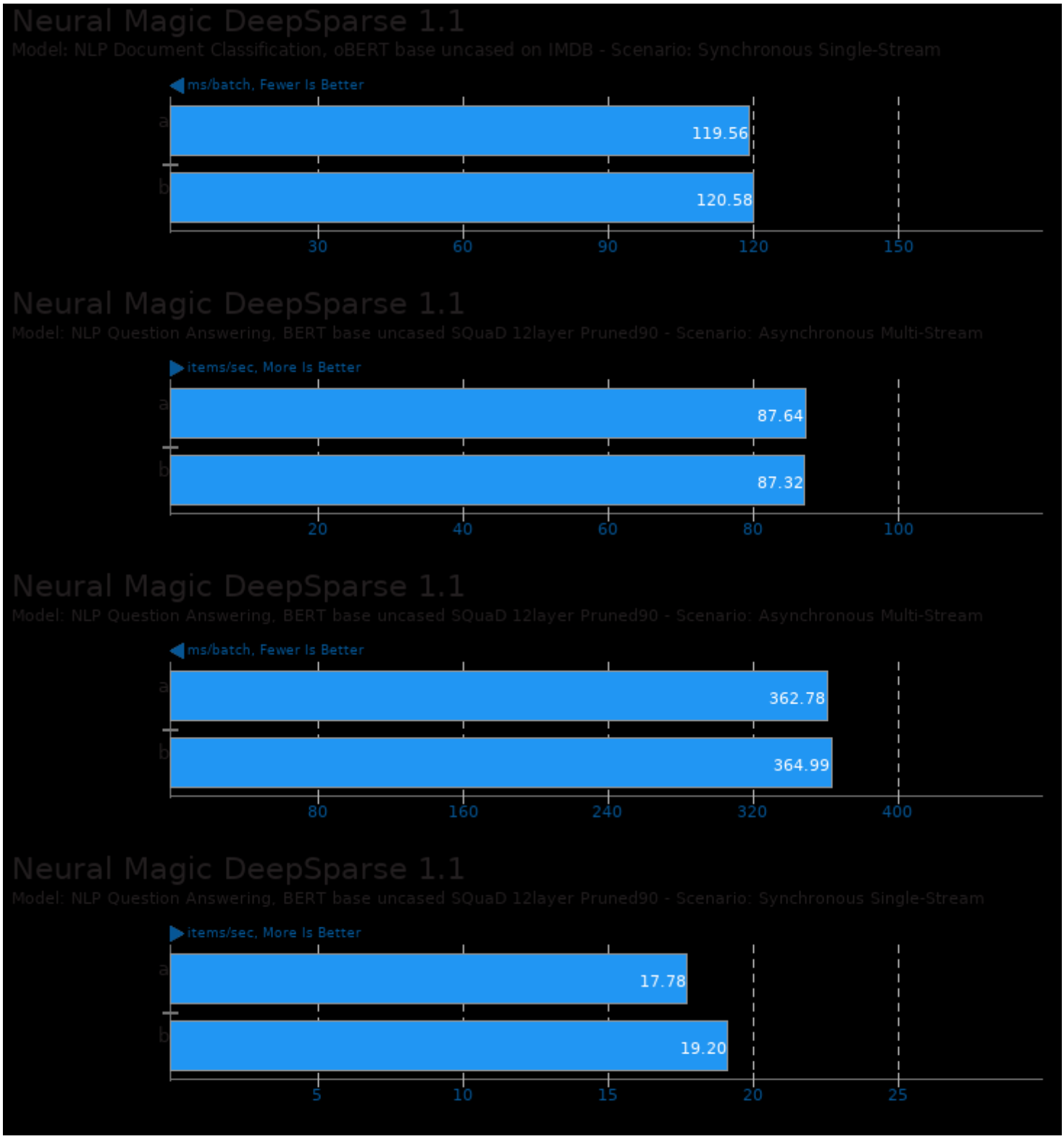
Model: NLP Document Classification, oBERT base uncased on IMDB - Scenario: Asynchronous Multi-Stream

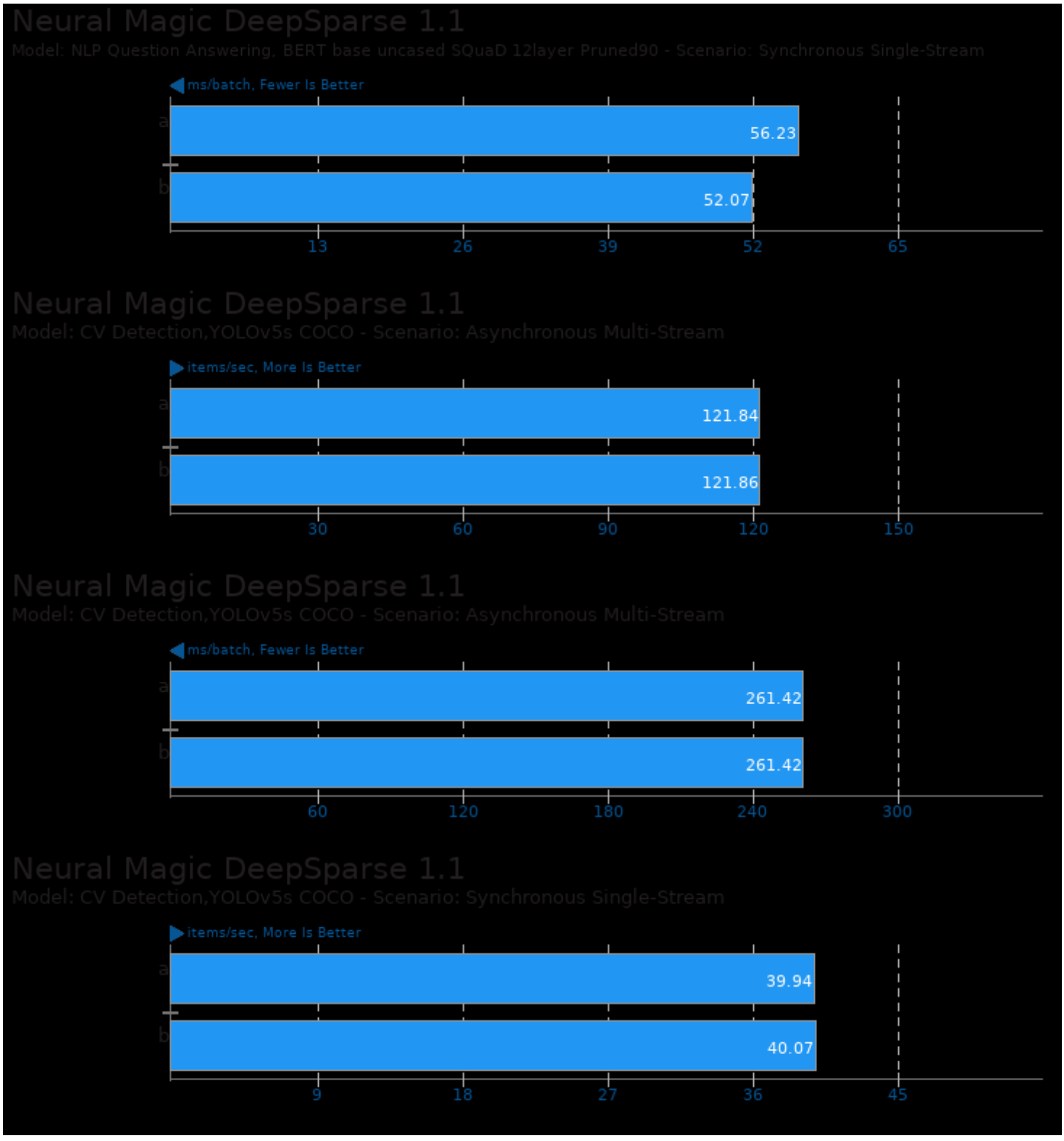


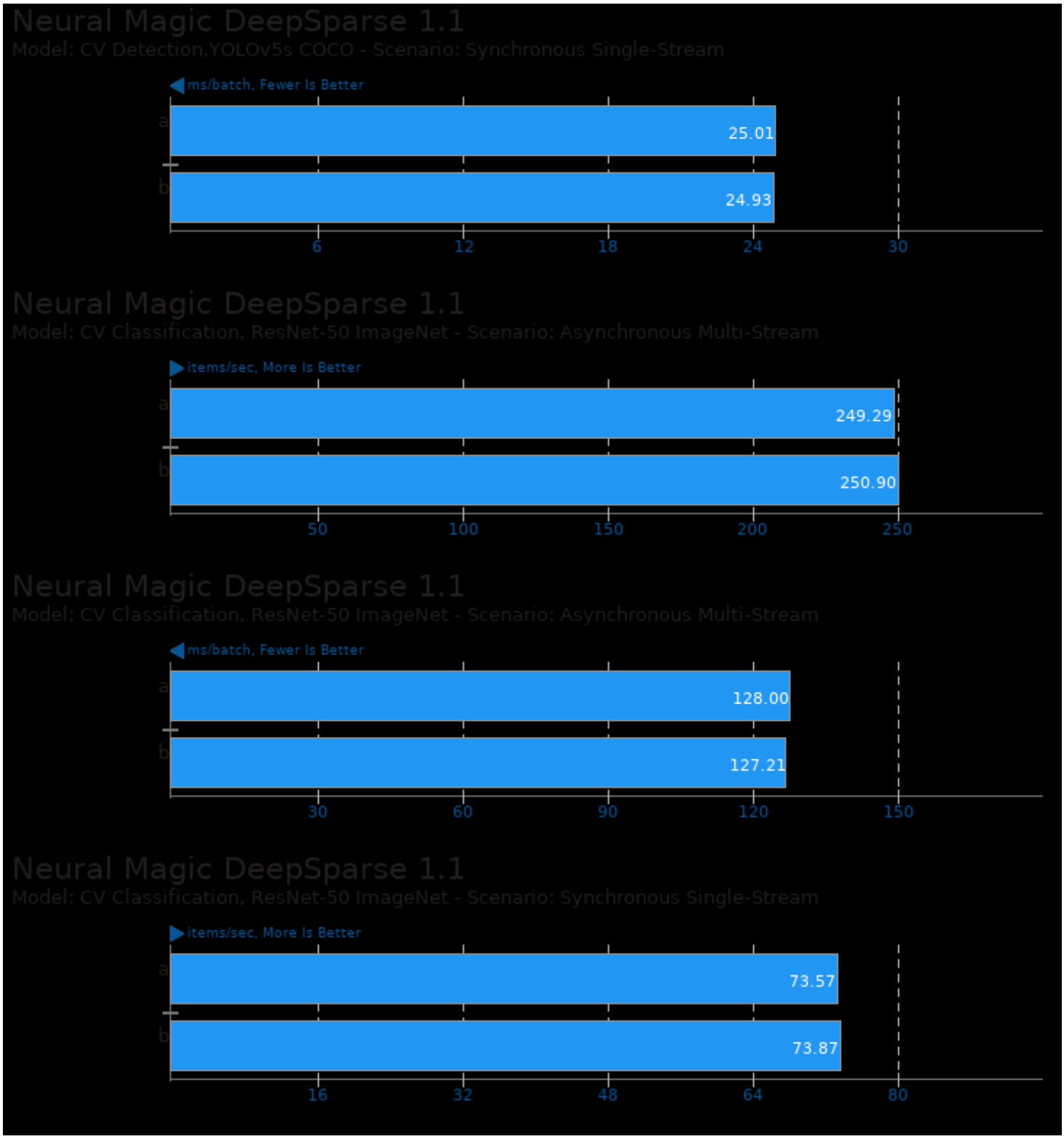
Neural Magic DeepSparse 1.1

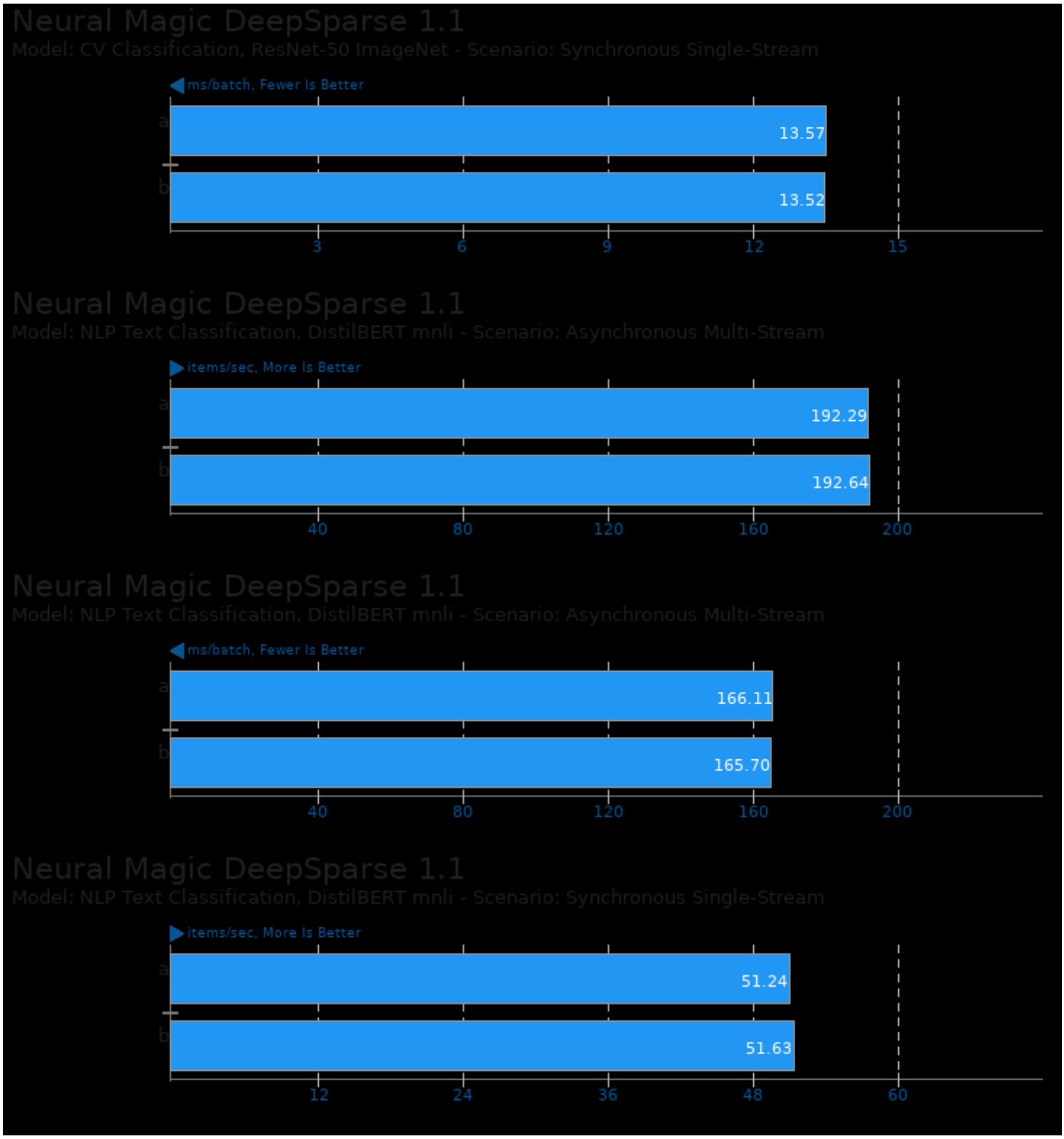
Model: NLP Document Classification, oBERT base uncased on IMDB - Scenario: Synchronous Single-Stream

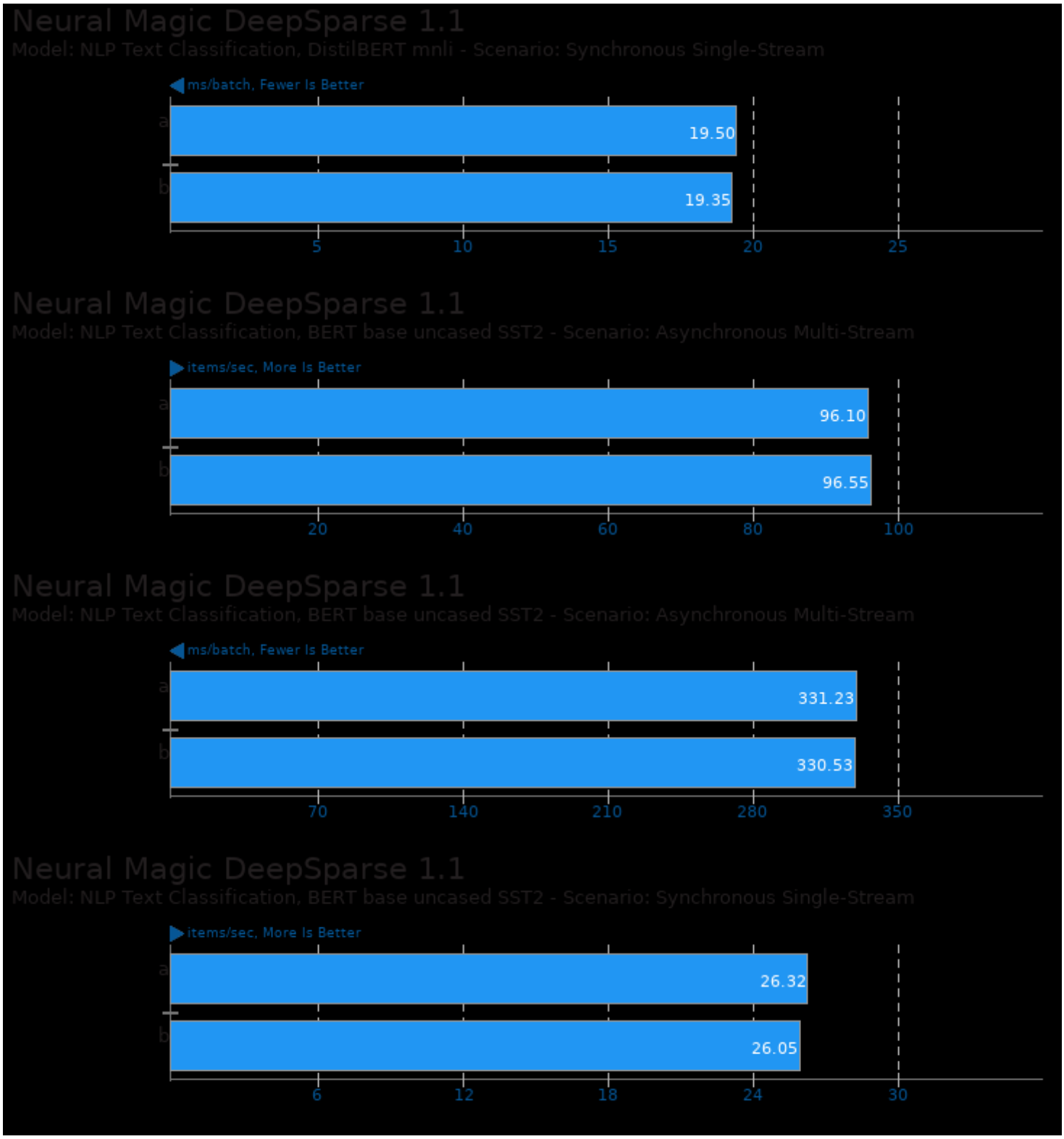


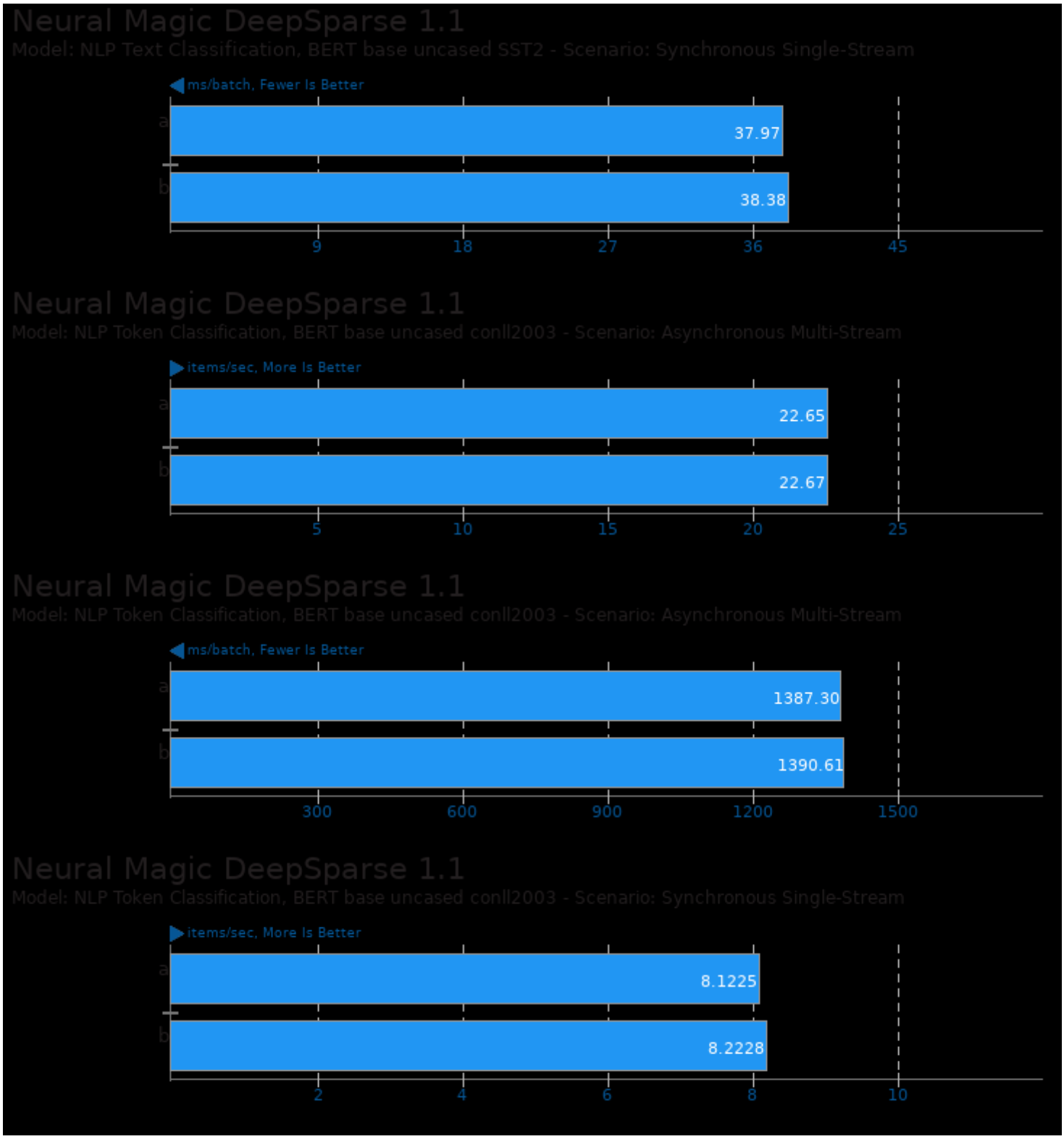

Neural Magic DeepSparse 1.1
Model: NLP Document Classification, oBERT base uncased on IMDB - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
119.56
b
120.58
30
60
90
120
150
Neural Magic DeepSparse 1.1
Model: NLP Question Answering, BERT base uncased SQuaD 12layer Pruned90 - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
87.64
b
87.32
20
40
60
80
100
Neural Magic DeepSparse 1.1
Model: NLP Question Answering, BERT base uncased SQuaD 12layer Pruned90 - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
362.78
b
364.99
80
160
240
320
400
Neural Magic DeepSparse 1.1
Model: NLP Question Answering, BERT base uncased SQuaD 12layer Pruned90 - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
17.78
b
19.20
5
10
15
20
25


Neural Magic DeepSparse 1.1
Model: NLP Question Answering, BERT base uncased SQuaD 12layer Pruned90 - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
56.23
b
52.07
13
26
39
52
65
Neural Magic DeepSparse 1.1
Model: CV Detection,YOLOv5s COCO - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
121.84
b
121.86
30
60
90
120
150
Neural Magic DeepSparse 1.1
Model: CV Detection,YOLOv5s COCO - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
261.42
b
261.42
60
120
180
240
300
Neural Magic DeepSparse 1.1
Model: CV Detection,YOLOv5s COCO - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
39.94
b
40.07
9
18
27
36
45


Neural Magic DeepSparse 1.1
Model: CV Detection,YOLOv5s COCO - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
25.01
b
24.93
6
12
18
24
30
Neural Magic DeepSparse 1.1
Model: CV Classification, ResNet-50 ImageNet - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
249.29
b
250.90
50
100
150
200
250
Neural Magic DeepSparse 1.1
Model: CV Classification, ResNet-50 ImageNet - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
128.00
b
127.21
30
60
90
120
150
Neural Magic DeepSparse 1.1
Model: CV Classification, ResNet-50 ImageNet - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
73.57
b
73.87
16
32
48
64
80

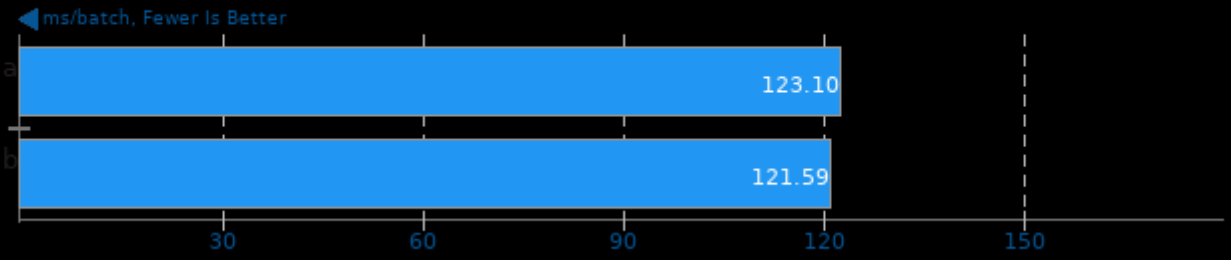

Neural Magic DeepSparse 1.1
Model: CV Classification, ResNet-50 ImageNet - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
13.57
b
13.52
3
6
9
12
15
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, DistilBERT mnli - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
192.29
b
192.64
40
80
120
160
200
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, DistilBERT mnli - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
166.11
b
165.70
40
80
120
160
200
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, DistilBERT mnli - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
51.24
b
51.63
12
24
36
48
60


Neural Magic DeepSparse 1.1
Model: NLP Text Classification, DistilBERT mnli - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
19.50
b
19.35
5
10
15
20
25
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, BERT base uncased SST2 - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
96.10
b
96.55
20
40
60
80
100
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, BERT base uncased SST2 - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
331.23
b
330.53
70
140
210
280
350
Neural Magic DeepSparse 1.1
Model: NLP Text Classification, BERT base uncased SST2 - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
26.32
b
26.05
6
12
18
24
30


Neural Magic DeepSparse 1.1
Model: NLP Text Classification, BERT base uncased SST2 - Scenario: Synchronous Single-Stream
ms/batch, Fewer Is Better
a
37.97
b
38.38
9
18
27
36
45
Neural Magic DeepSparse 1.1
Model: NLP Token Classification, BERT base uncased conll2003 - Scenario: Asynchronous Multi-Stream
items/sec, More Is Better
a
22.65
b
22.67
5
10
15
20
25
Neural Magic DeepSparse 1.1
Model: NLP Token Classification, BERT base uncased conll2003 - Scenario: Asynchronous Multi-Stream
ms/batch, Fewer Is Better
a
1387.30
b
1390.61
300
600
900
1200
1500
Neural Magic DeepSparse 1.1
Model: NLP Token Classification, BERT base uncased conll2003 - Scenario: Synchronous Single-Stream
items/sec, More Is Better
a
8.1225
b
8.2228
2
4
6
8
10

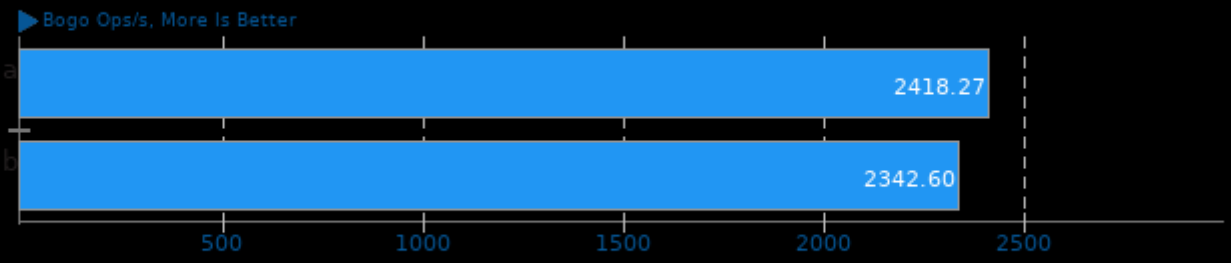
Neural Magic DeepSparse 1.1

Model: NLP Token Classification, BERT base uncased conll2003 - Scenario: Synchronous Single-Stream



Stress-NG 0.14.06

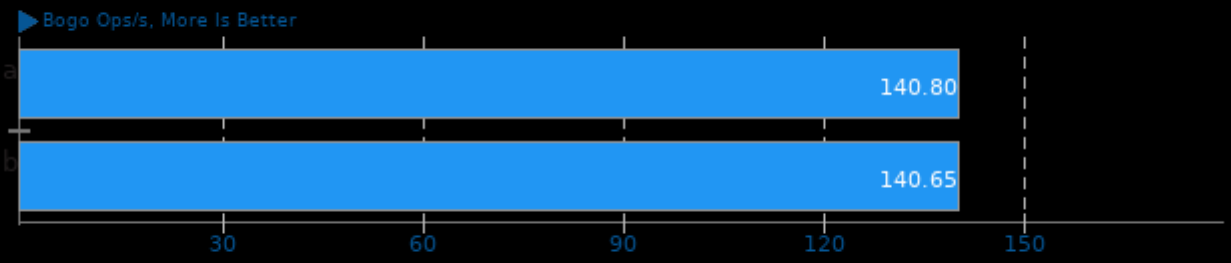
Test: MMAP



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

Stress-NG 0.14.06

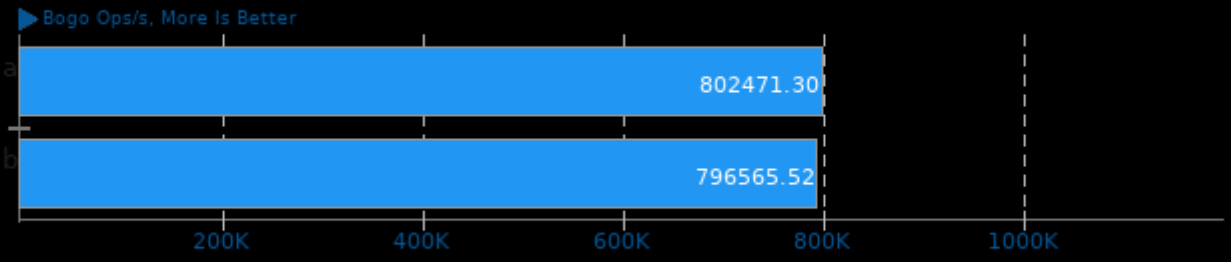
Test: NUMA



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

Stress-NG 0.14.06

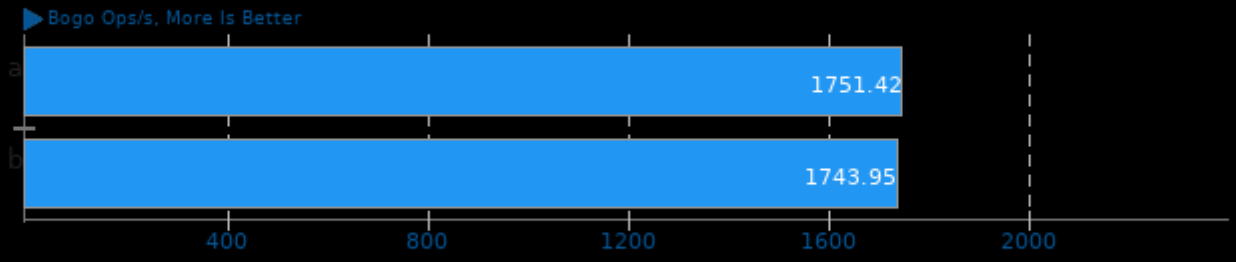
Test: Futex



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

Stress-NG 0.14.06

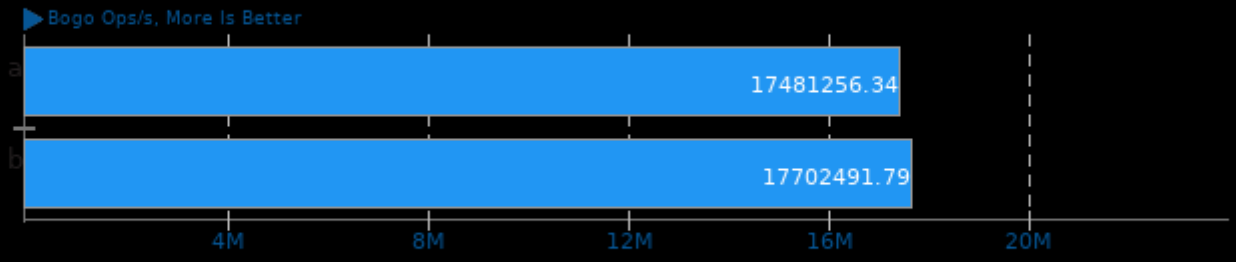
Test: MEMFD



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

Stress-NG 0.14.06

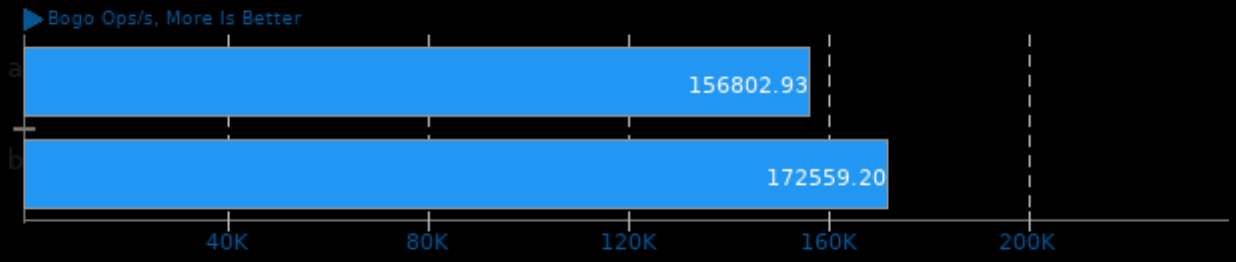
Test: Mutex



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

Stress-NG 0.14.06

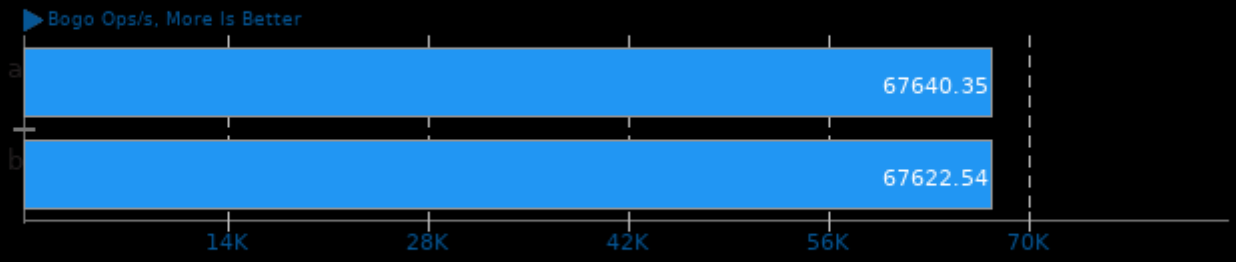
Test: Atomic



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

Stress-NG 0.14.06

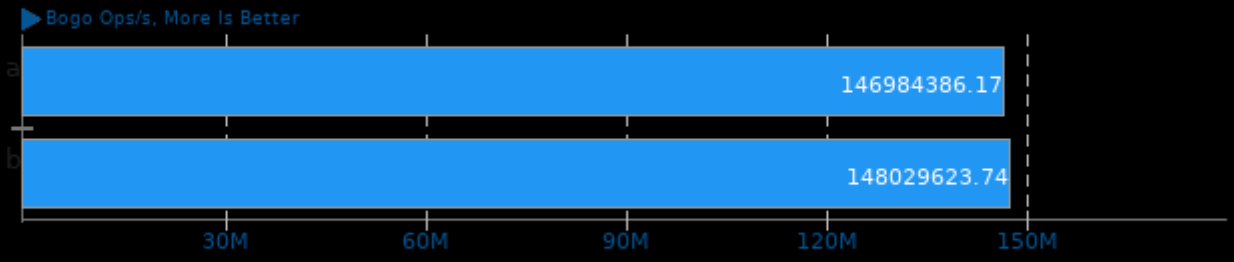
Test: Crypto



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

Stress-NG 0.14.06

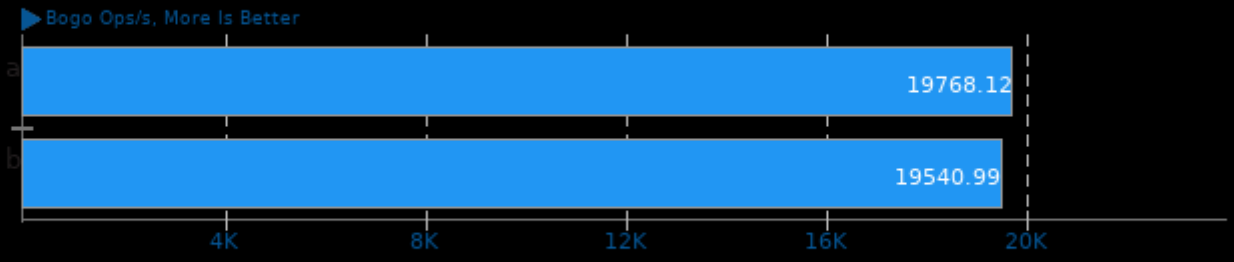
Test: Malloc



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

Stress-NG 0.14.06

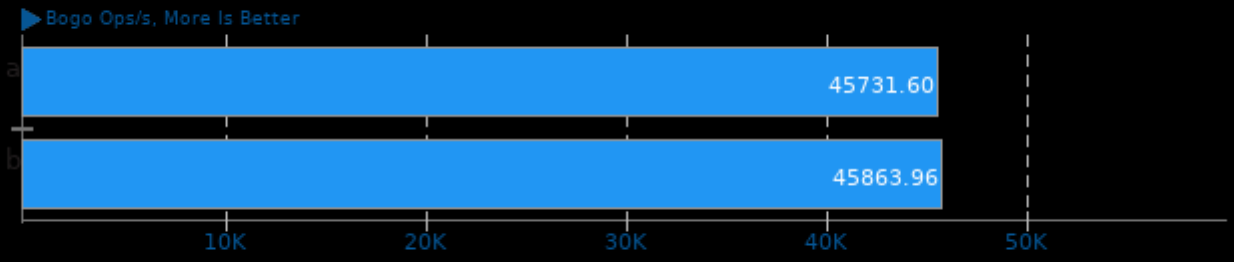
Test: Forking



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

Stress-NG 0.14.06

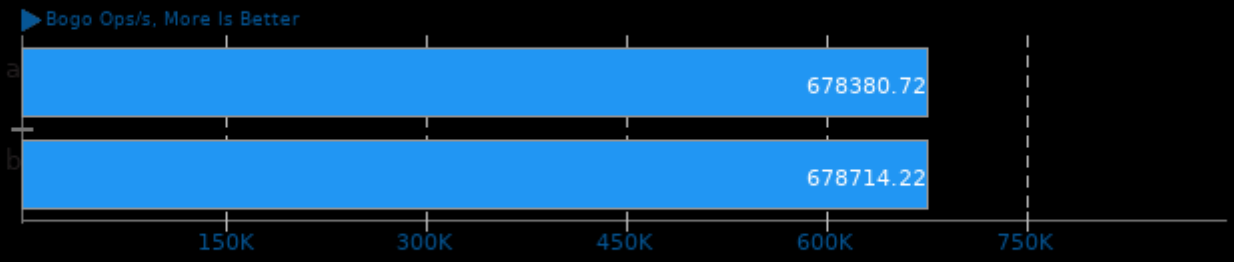
Test: IO_uring



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

Stress-NG 0.14.06

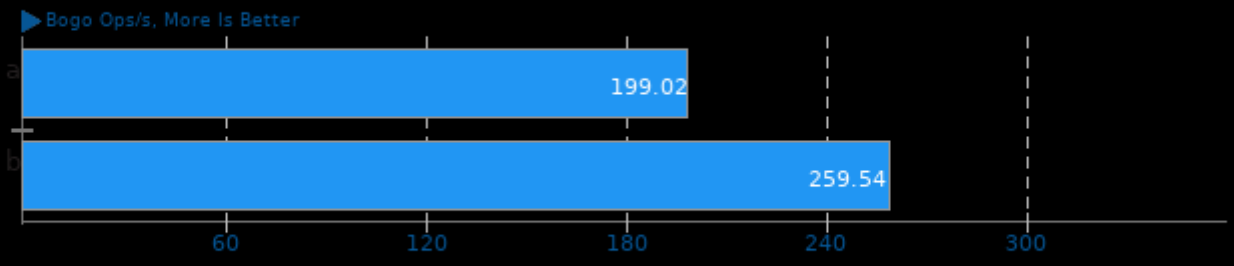
Test: SENDFILE



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

Stress-NG 0.14.06

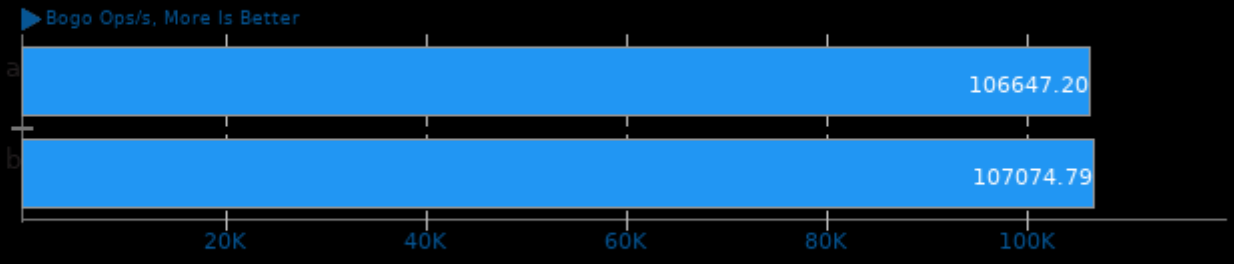
Test: CPU Cache



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

Stress-NG 0.14.06

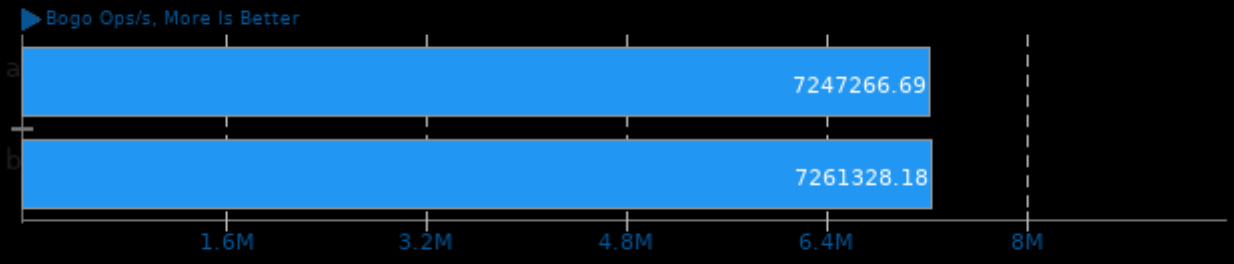
Test: CPU Stress



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

Stress-NG 0.14.06

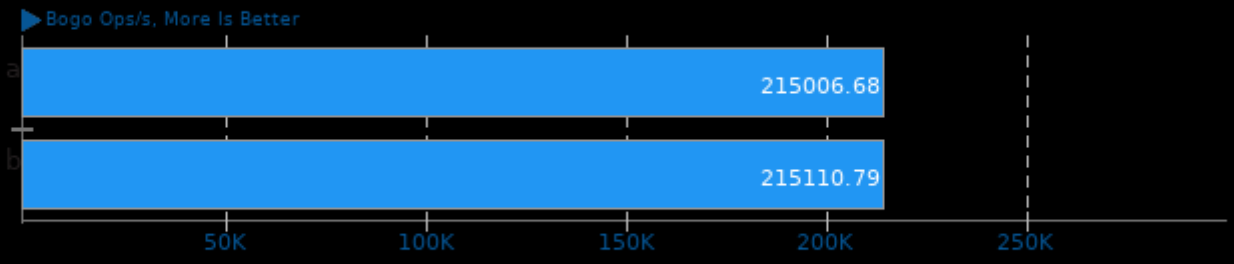
Test: Semaphores



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

Stress-NG 0.14.06

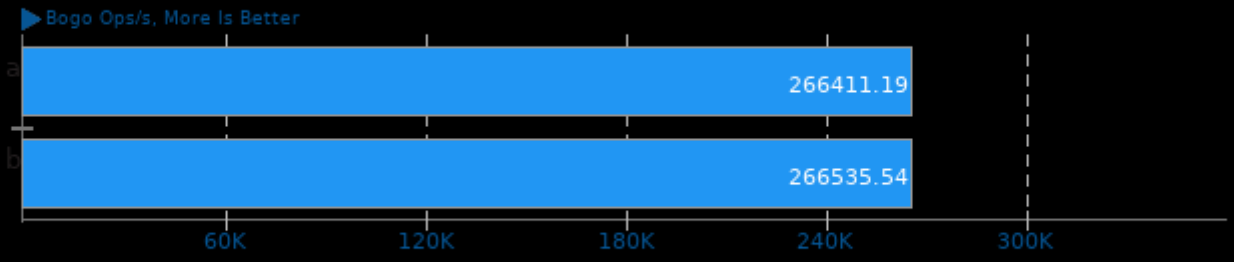
Test: Matrix Math



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

Stress-NG 0.14.06

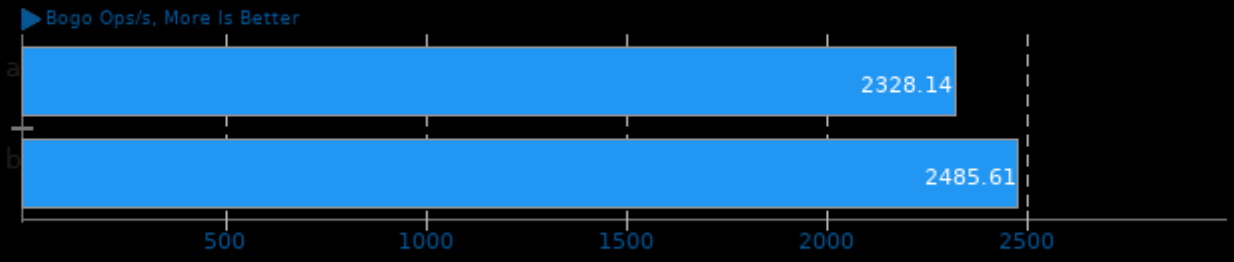
Test: Vector Math



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

Stress-NG 0.14.06

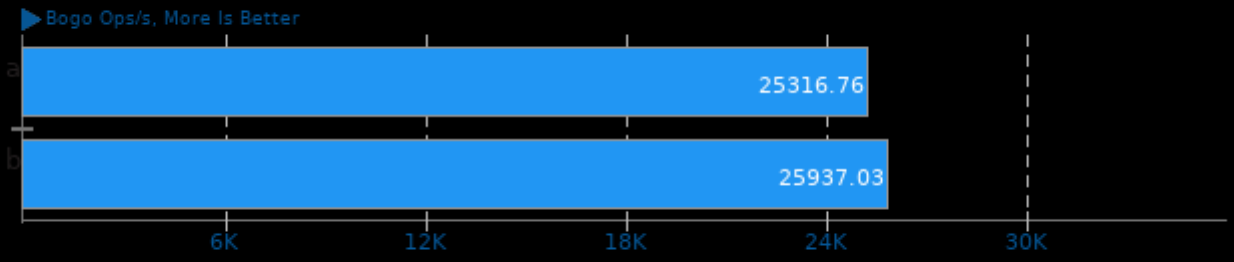
Test: Memory Copying



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

Stress-NG 0.14.06

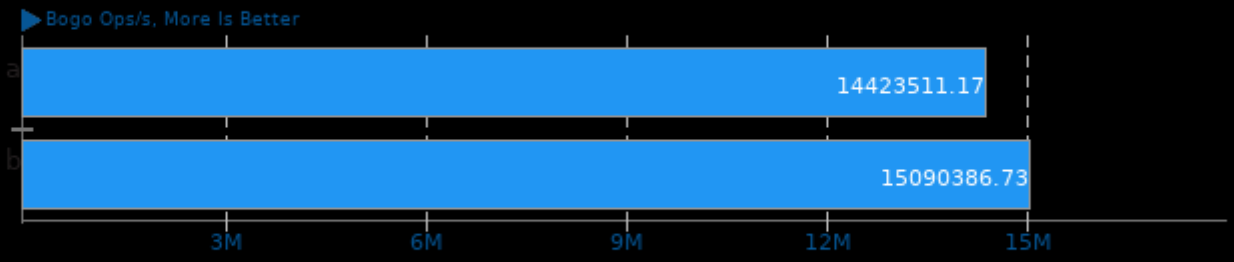
Test: Socket Activity



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

Stress-NG 0.14.06

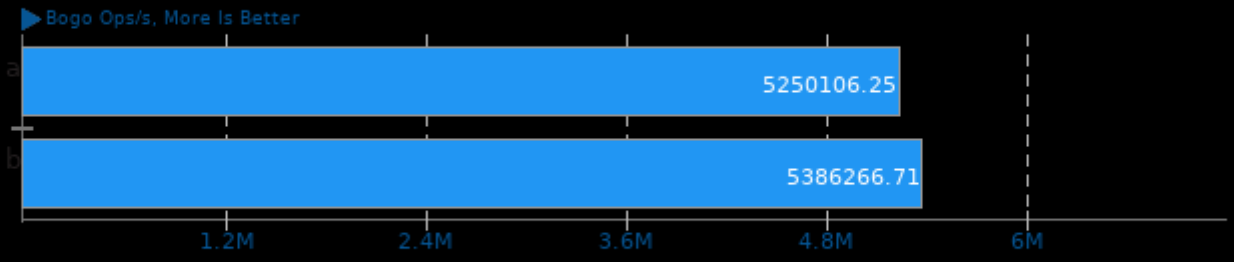
Test: Context Switching



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

Stress-NG 0.14.06

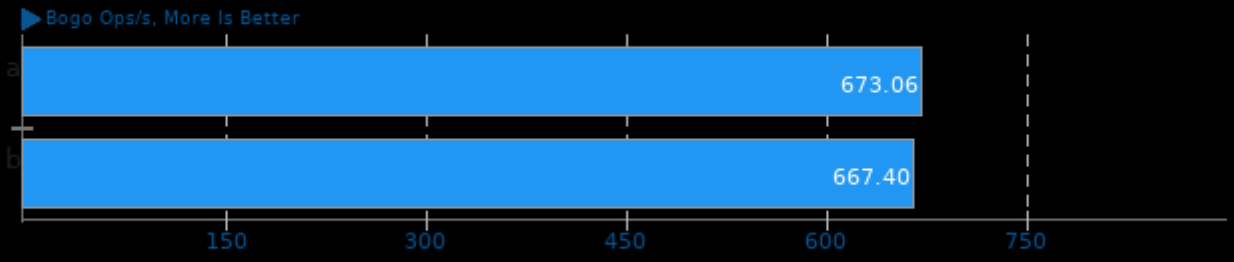
Test: Glibc C String Functions



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

Stress-NG 0.14.06

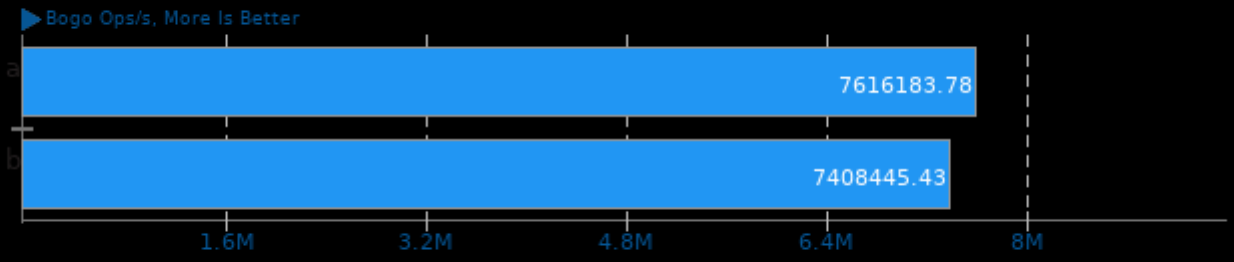
Test: Glibc Qsort Data Sorting



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

Stress-NG 0.14.06

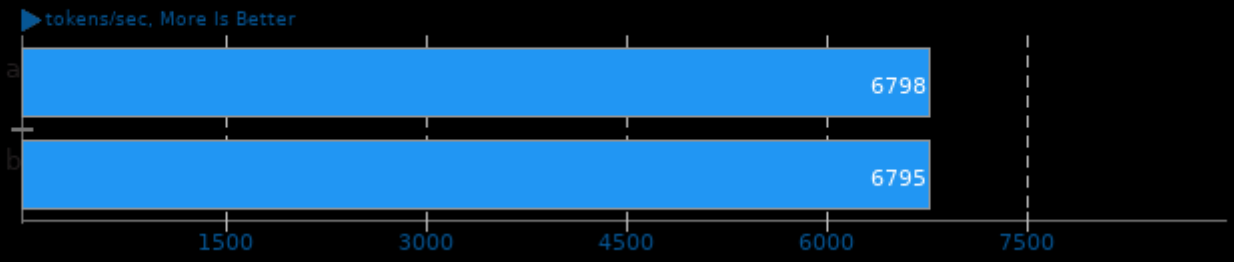
Test: System V Message Passing



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

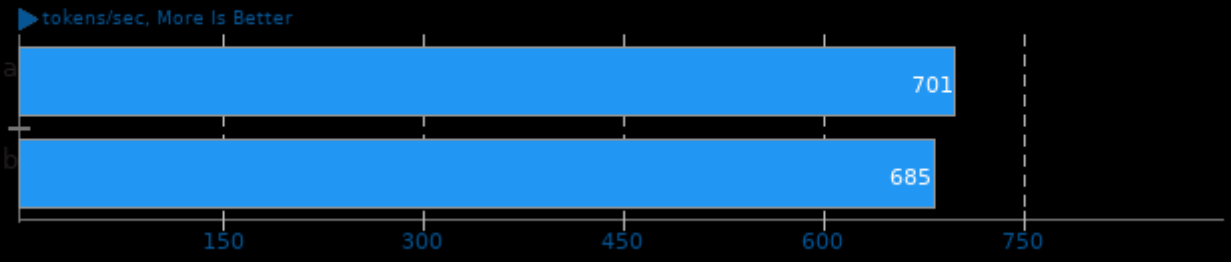
spaCy 3.4.1

Model: en_core_web_lg



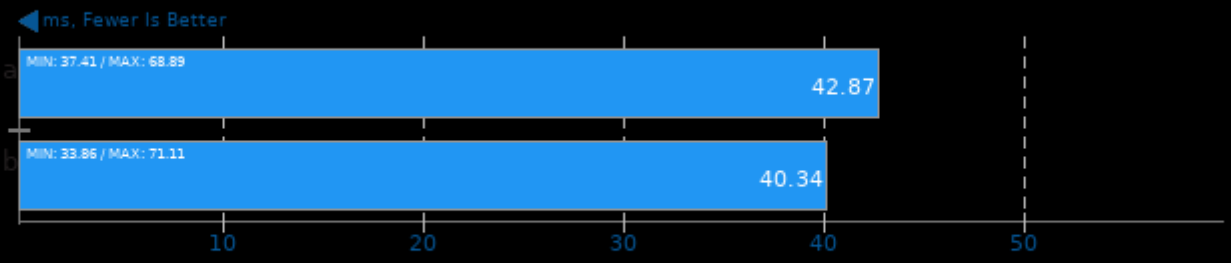
spaCy 3.4.1

Model: en_core_web_trf



Mobile Neural Network 2.1

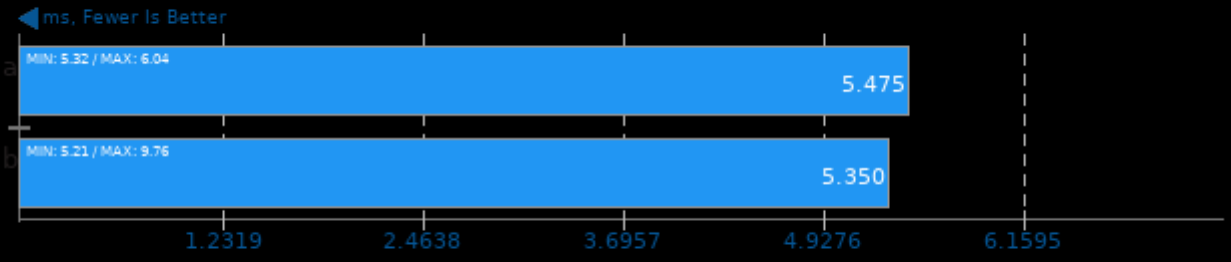
Model: nasnet



1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -f

Mobile Neural Network 2.1

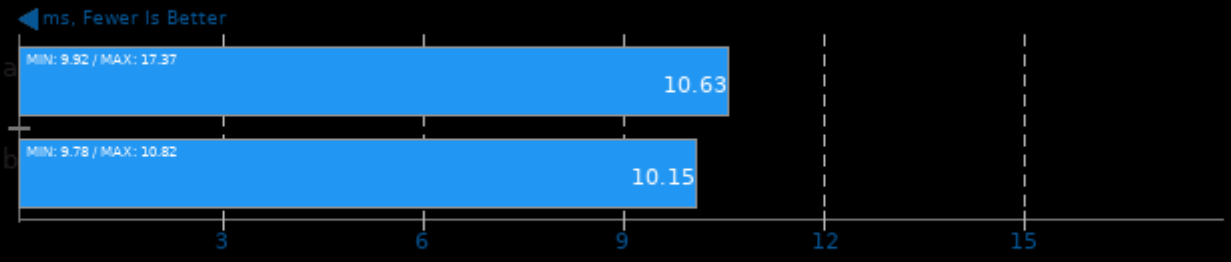
Model: mobilenetV3



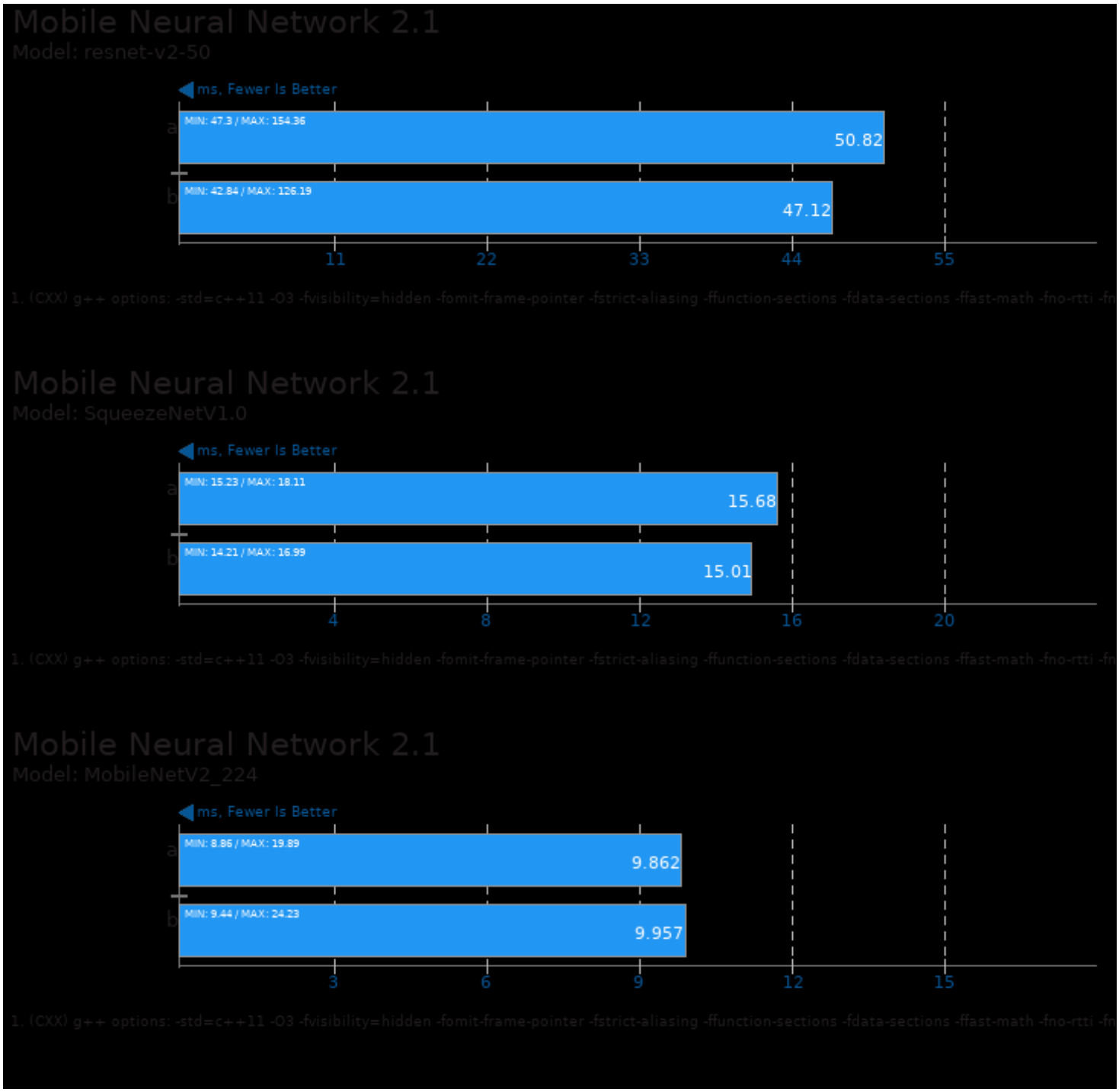
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -f

Mobile Neural Network 2.1

Model: squeezenetv1.1

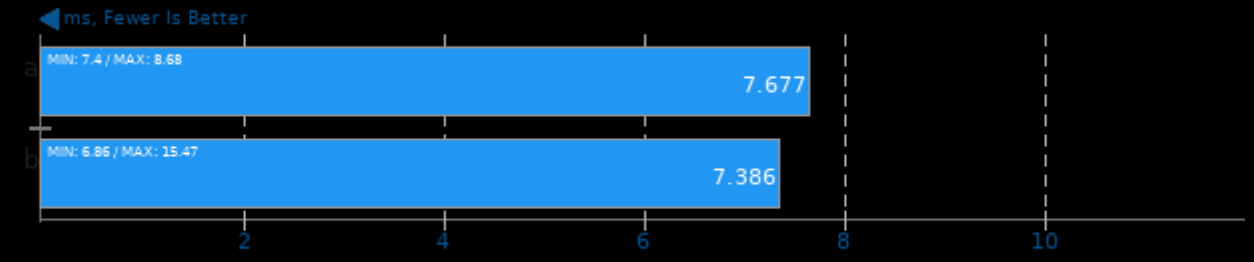


1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -f


Mobile Neural Network 2.1
Model: resnet-v2-50
ms, Fewer Is Better
a
MIN: 47.3 / MAX: 154.36
50.82
b
MIN: 42.84 / MAX: 126.19
47.12
11
22
33
44
55
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn
Mobile Neural Network 2.1
Model: SqueezeNetV1.0
ms, Fewer Is Better
a
MIN: 15.23 / MAX: 18.11
15.68
b
MIN: 14.21 / MAX: 16.99
15.01
4
8
12
16
20
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn
Mobile Neural Network 2.1
Model: MobileNetV2_224
ms, Fewer Is Better
a
MIN: 8.86 / MAX: 19.89
9.862
b
MIN: 9.44 / MAX: 24.23
9.957
3
6
9
12
15
1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn

Mobile Neural Network 2.1

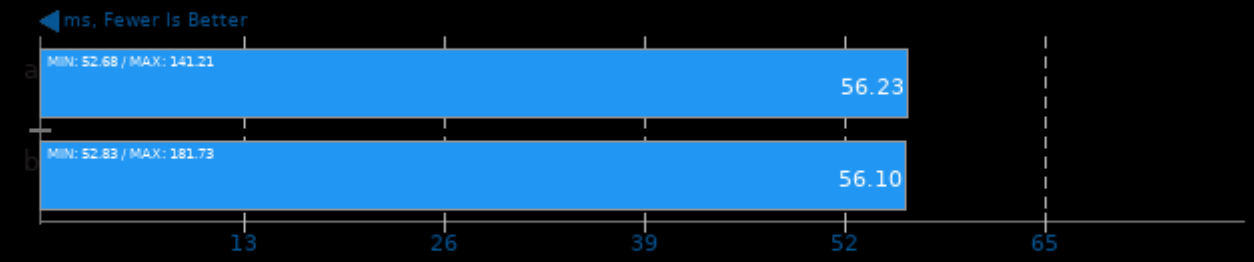
Model: mobilenet-v1-1.0



1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn

Mobile Neural Network 2.1

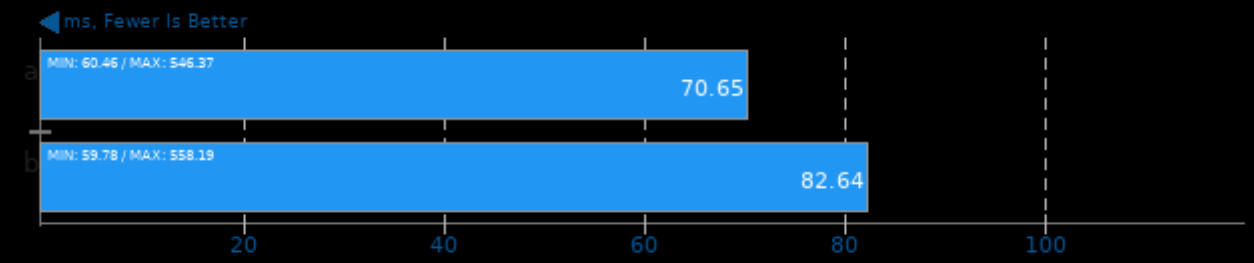
Model: inception-v3



1. (CXX) g++ options: -std=c++11 -O3 -fvisibility=hidden -fomit-frame-pointer -fstrict-aliasing -ffunction-sections -fdata-sections -ffast-math -fno-rtti -fn

NCNN 20220729

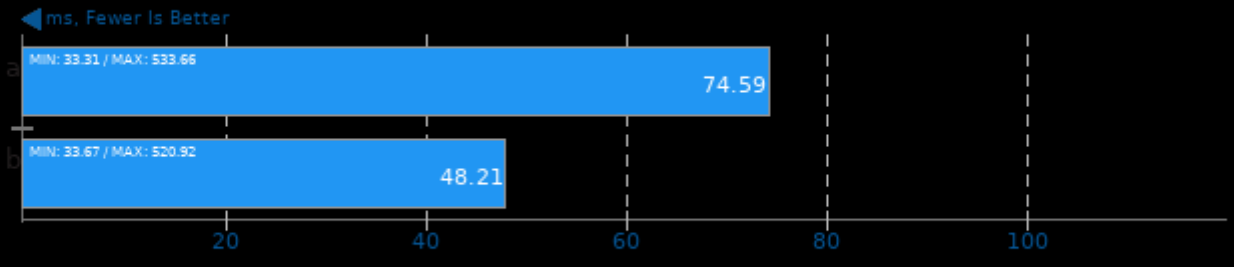
Target: CPU - Model: mobilenet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

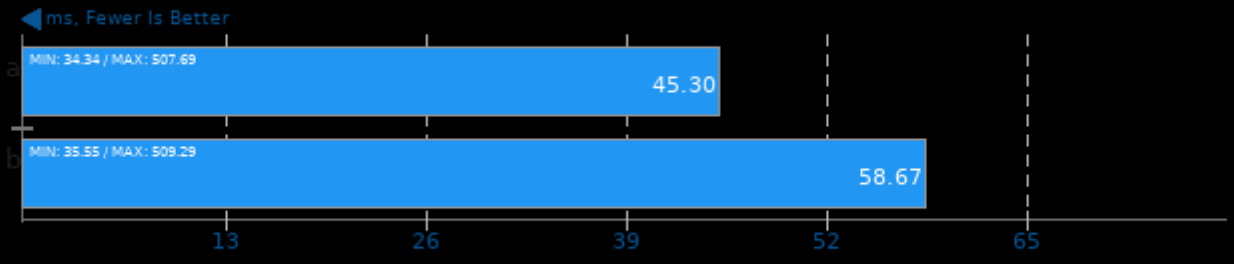
Target: CPU-v2-v2 - Model: mobilenet-v2



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

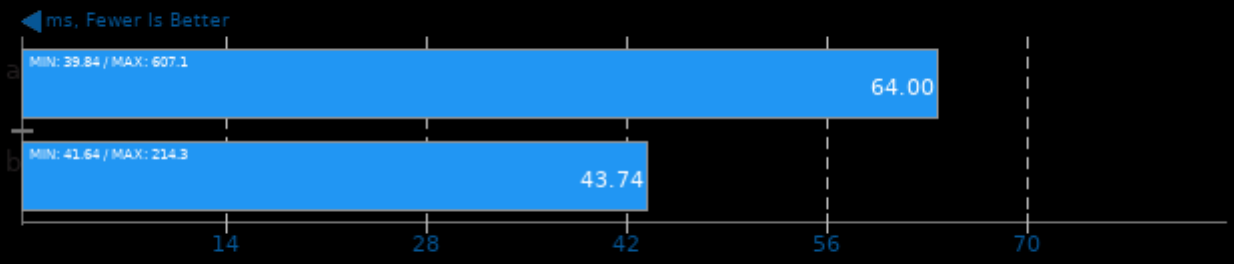
Target: CPU-v3-v3 - Model: mobilenet-v3



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

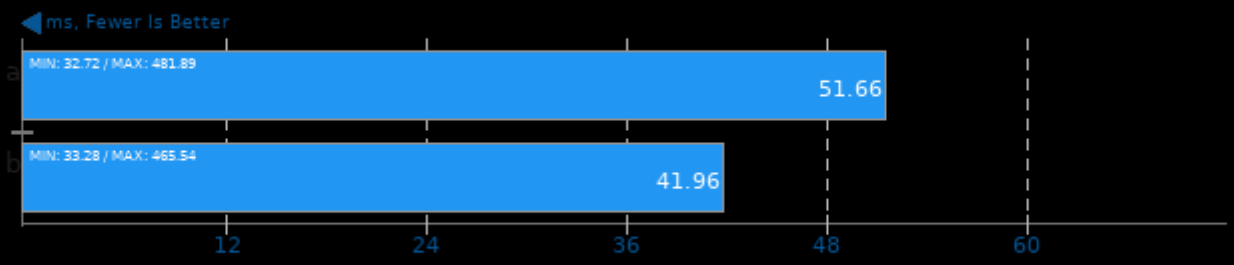
Target: CPU - Model: shufflenet-v2



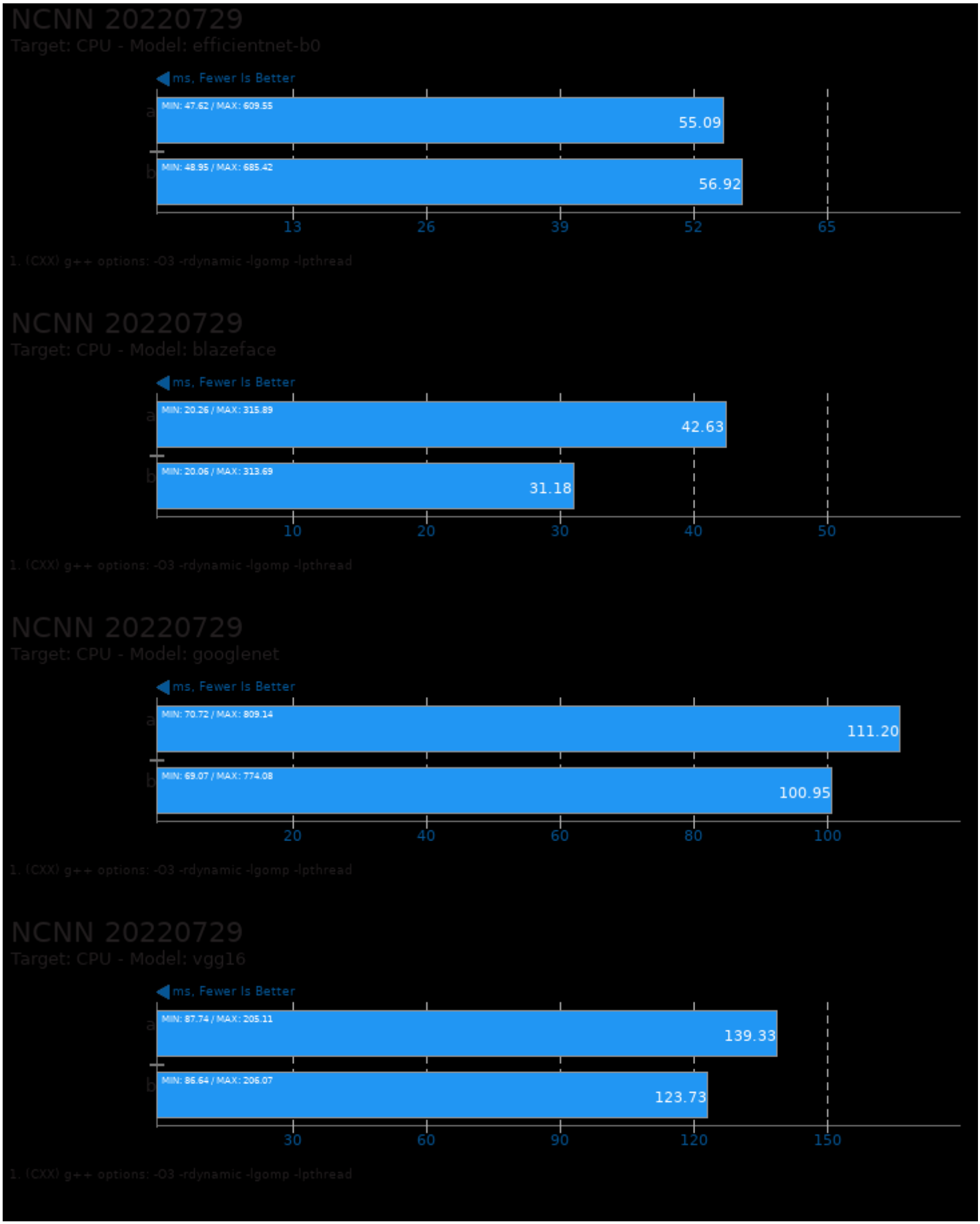
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

Target: CPU - Model: mnasnet

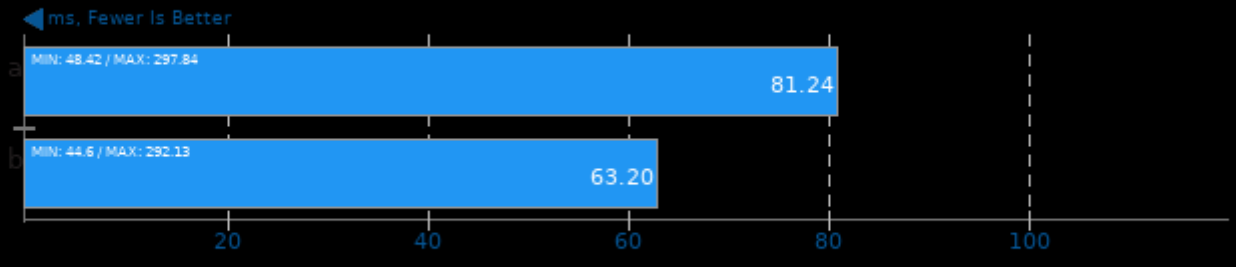


1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread


NCNN 20220729
Target: CPU - Model: efficientnet-b0
ms, Fewer Is Better
a
MIN: 47.62 / MAX: 609.55
55.09
b
MIN: 48.95 / MAX: 685.42
56.92
13
26
39
52
65
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread
NCNN 20220729
Target: CPU - Model: blazeface
ms, Fewer Is Better
a
MIN: 20.26 / MAX: 315.89
42.63
b
MIN: 20.06 / MAX: 313.69
31.18
10
20
30
40
50
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread
NCNN 20220729
Target: CPU - Model: googlenet
ms, Fewer Is Better
a
MIN: 70.72 / MAX: 809.14
111.20
b
MIN: 69.07 / MAX: 774.08
100.95
20
40
60
80
100
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread
NCNN 20220729
Target: CPU - Model: vgg16
ms, Fewer Is Better
a
MIN: 87.74 / MAX: 205.11
139.33
b
MIN: 86.64 / MAX: 206.07
123.73
30
60
90
120
150
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

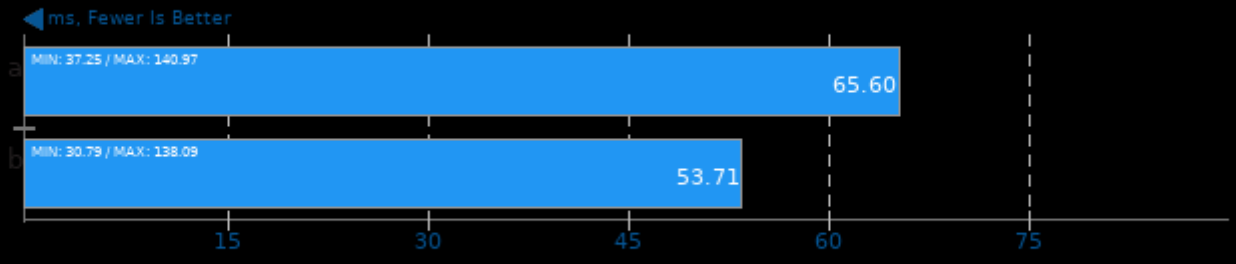
Target: CPU - Model: resnet18



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

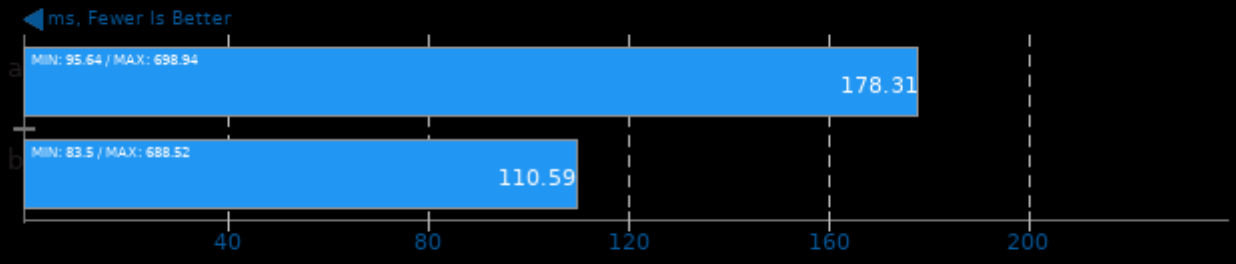
Target: CPU - Model: alexnet



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

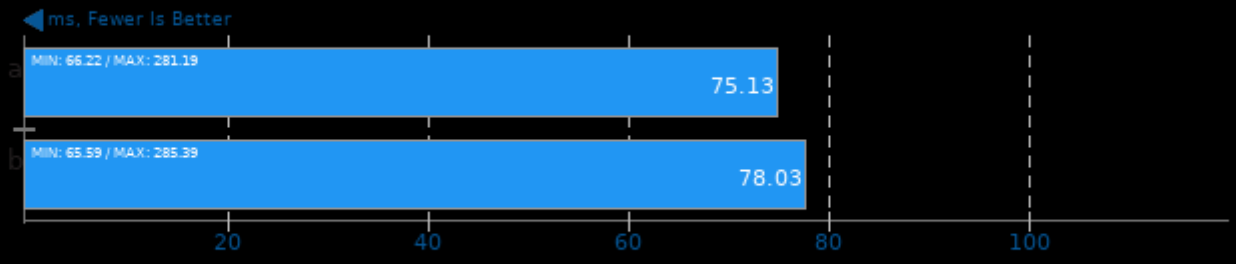
Target: CPU - Model: resnet50



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

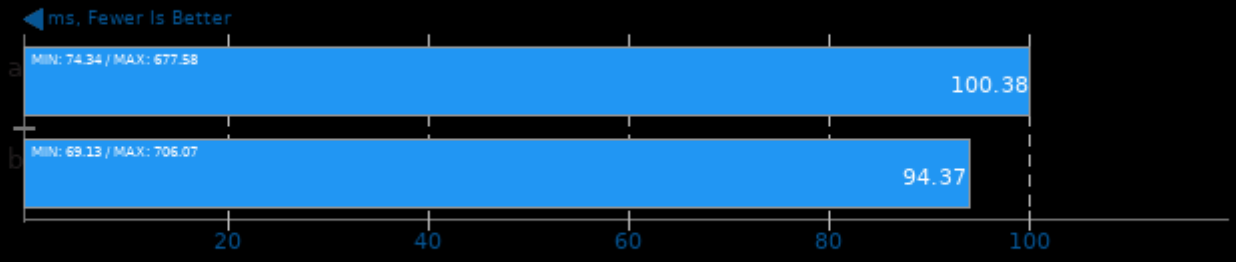
Target: CPU - Model: yolov4-tiny



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

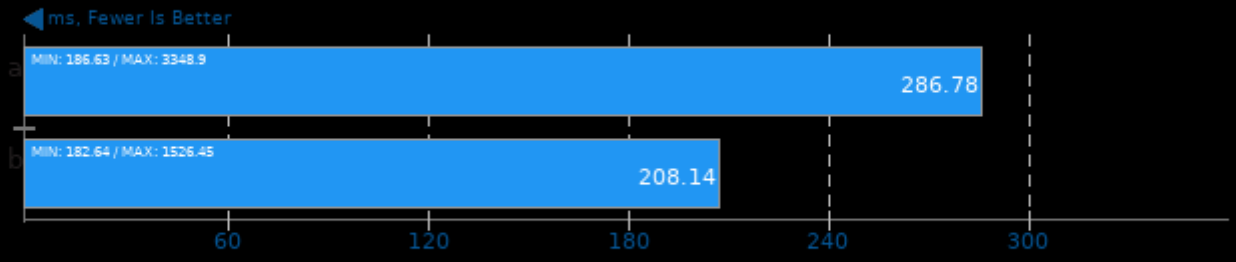
Target: CPU - Model: squeezenet_ssd



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

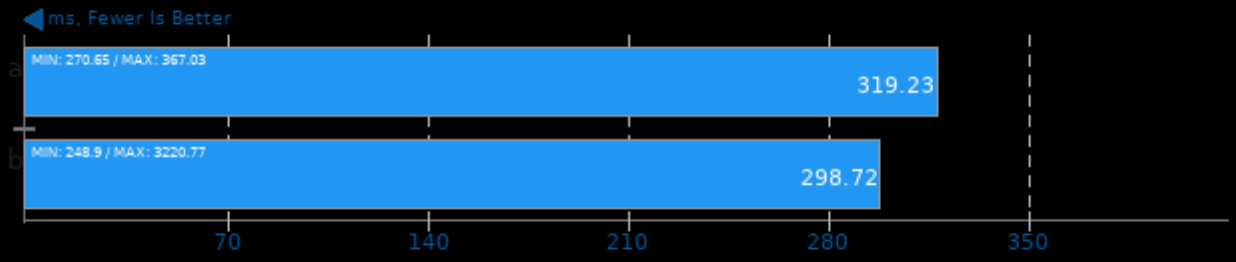
Target: CPU - Model: regnety_400m



1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

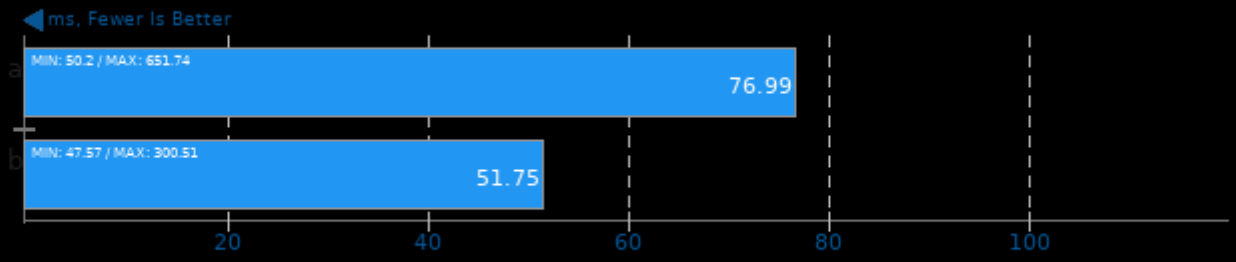
Target: CPU - Model: vision_transformer



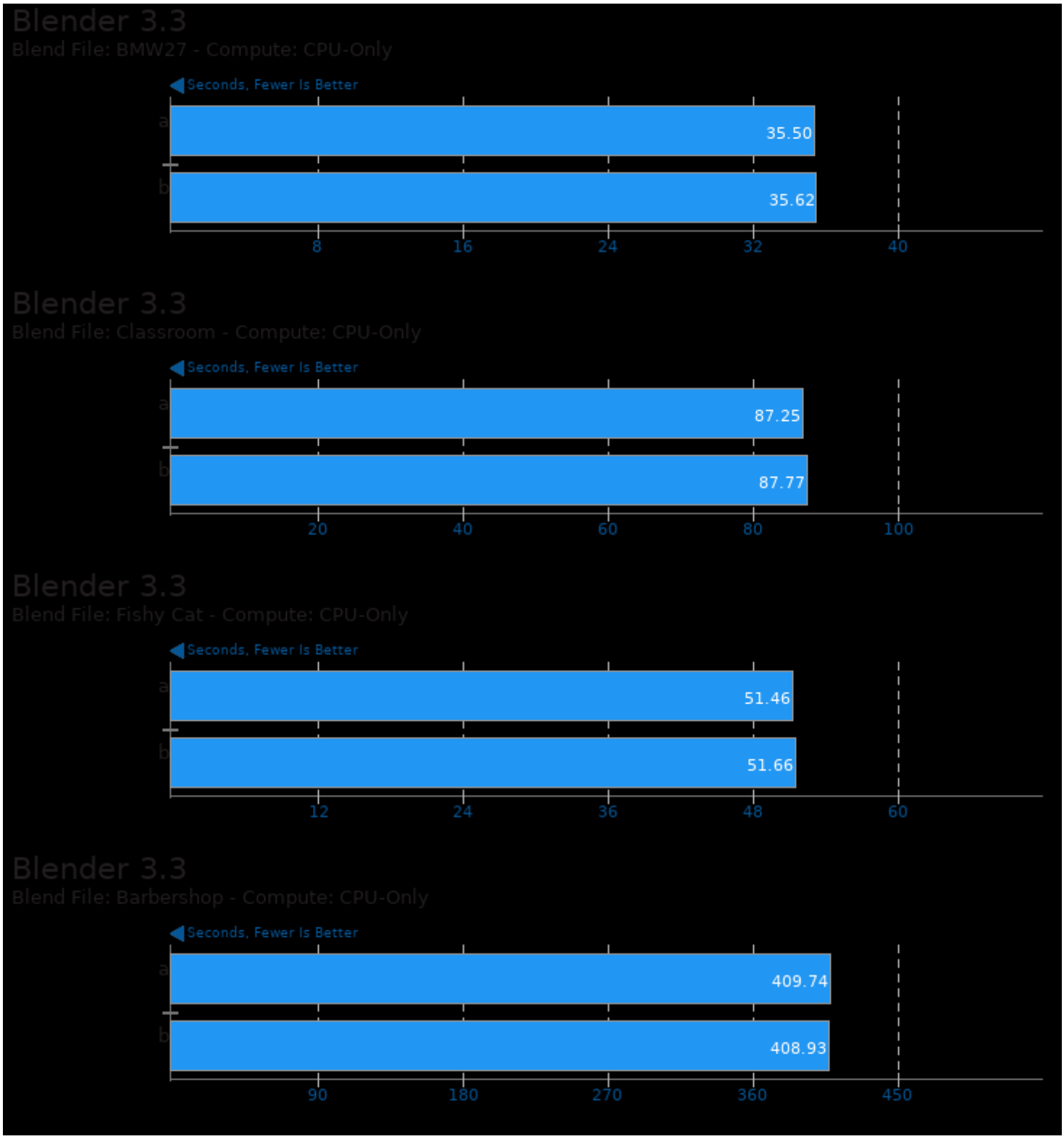
1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread

NCNN 20220729

Target: CPU - Model: FastestDet

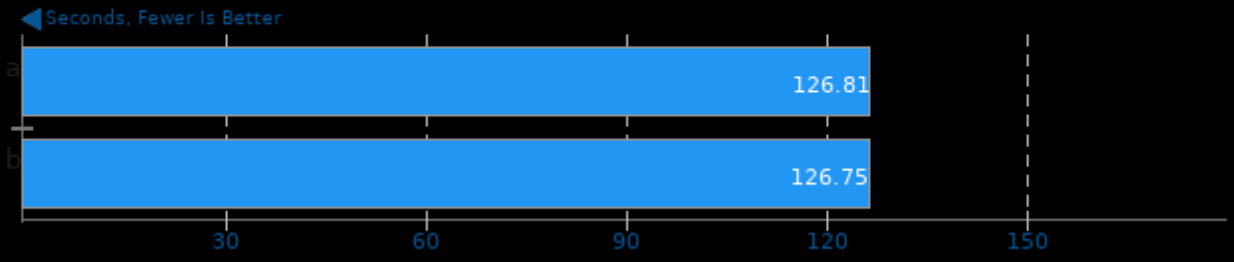


1. (CXX) g++ options: -O3 -rdynamic -lgomp -lpthread


Blender 3.3
Blend File: BMW27 - Compute: CPU-Only
Seconds, Fewer Is Better
a
b
35.50
35.62
8
16
24
32
40
Blender 3.3
Blend File: Classroom - Compute: CPU-Only
Seconds, Fewer Is Better
a
b
87.25
87.77
20
40
60
80
100
Blender 3.3
Blend File: Fishy Cat - Compute: CPU-Only
Seconds, Fewer Is Better
a
b
51.46
51.66
12
24
36
48
60
Blender 3.3
Blend File: Barbershop - Compute: CPU-Only
Seconds, Fewer Is Better
a
b
409.74
408.93
90
180
270
360
450

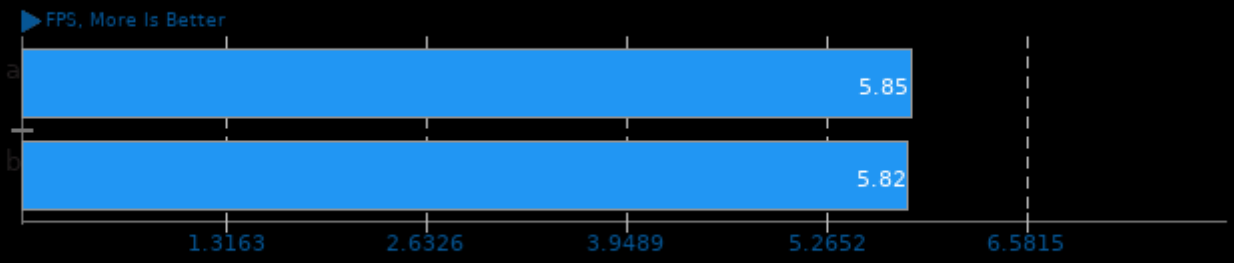
Blender 3.3

Blend File: Pabellon Barcelona - Compute: CPU-Only



OpenVINO 2022.2.dev

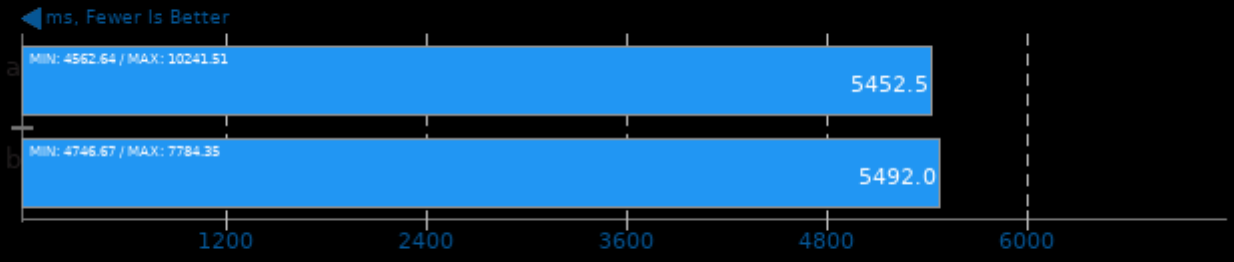
Model: Face Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

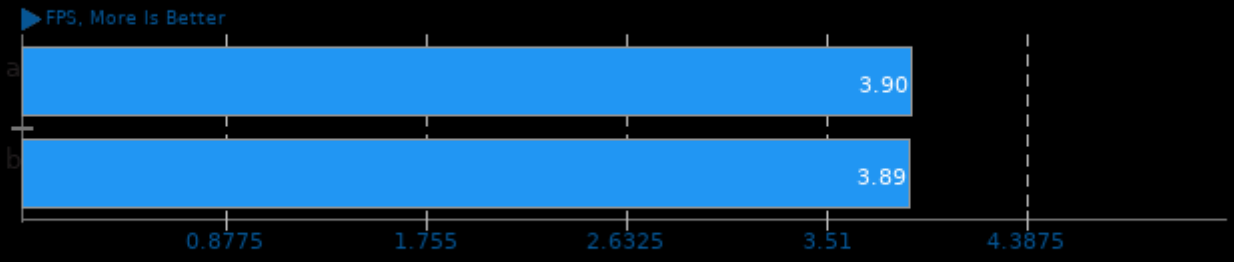
Model: Face Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

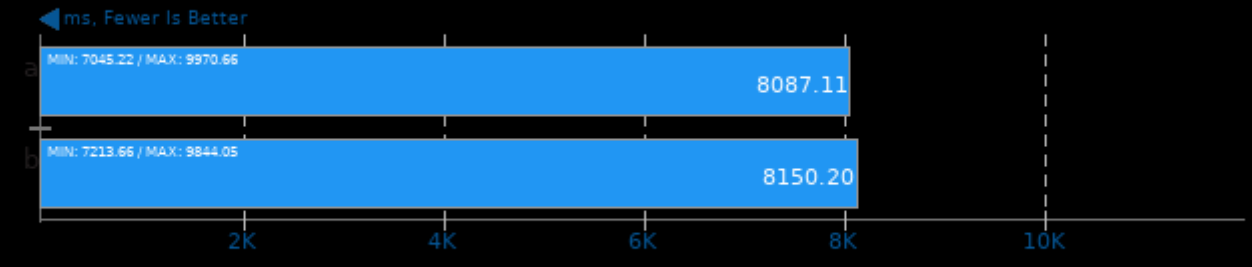
Model: Person Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

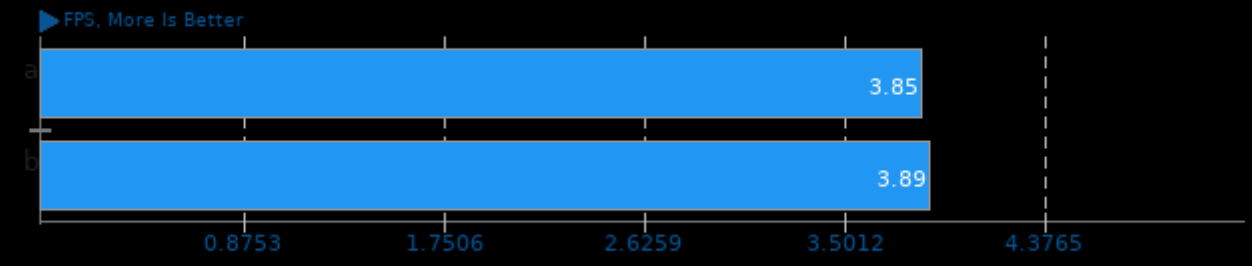
Model: Person Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

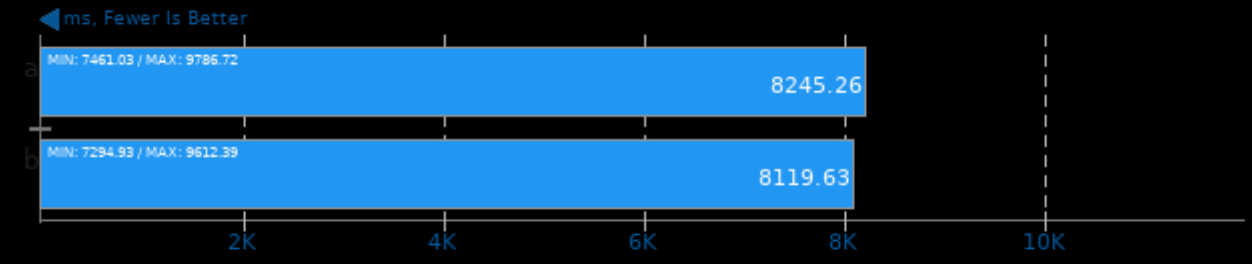
Model: Person Detection FP32 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

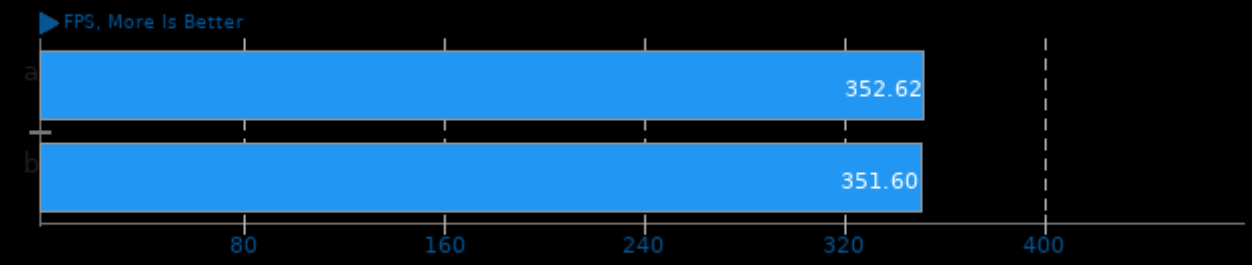
Model: Person Detection FP32 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

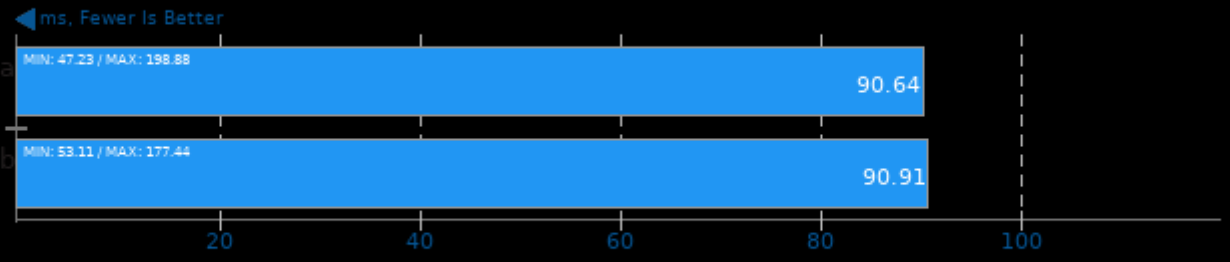
Model: Vehicle Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

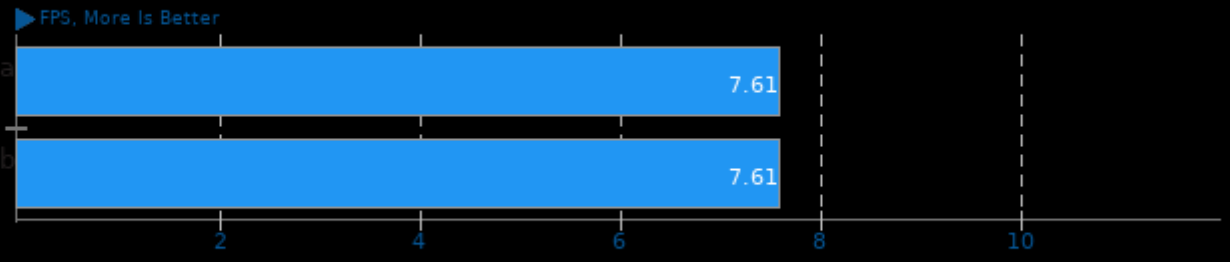
Model: Vehicle Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

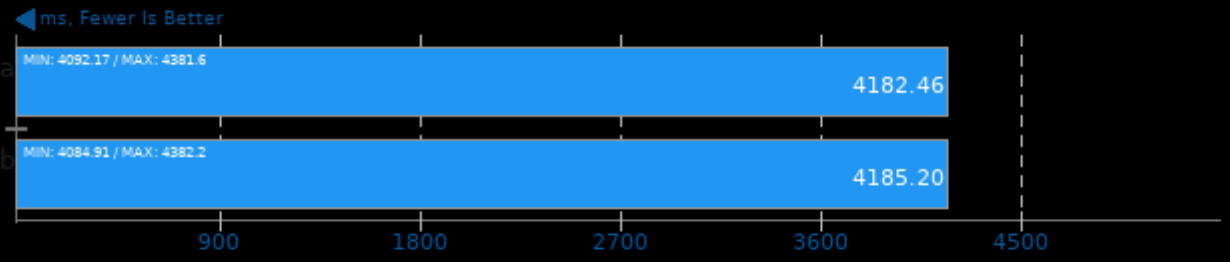
Model: Face Detection FP16-INT8 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

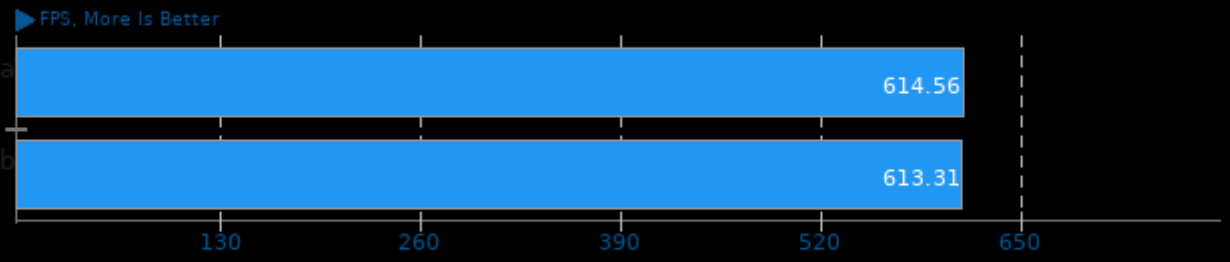
Model: Face Detection FP16-INT8 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

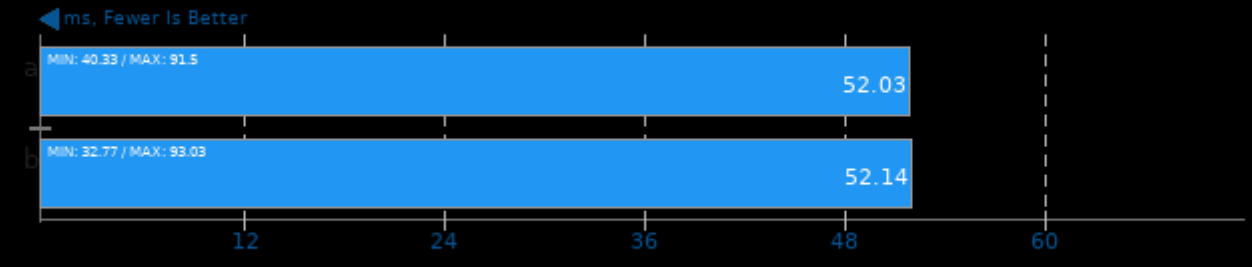
Model: Vehicle Detection FP16-INT8 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

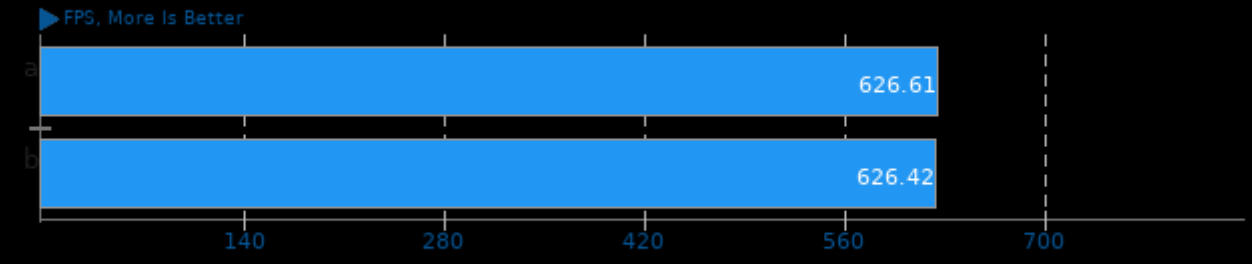
Model: Vehicle Detection FP16-INT8 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

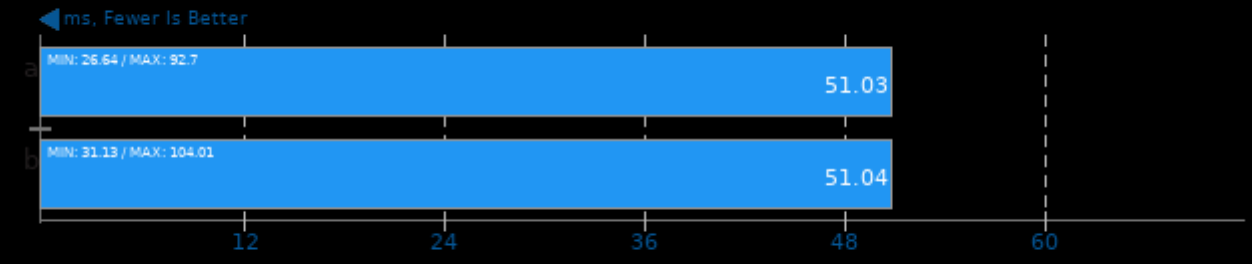
Model: Weld Porosity Detection FP16 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

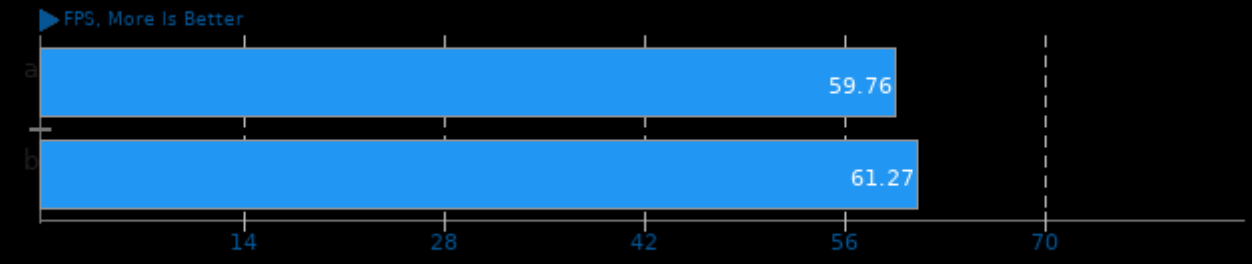
Model: Weld Porosity Detection FP16 - Device: CPU



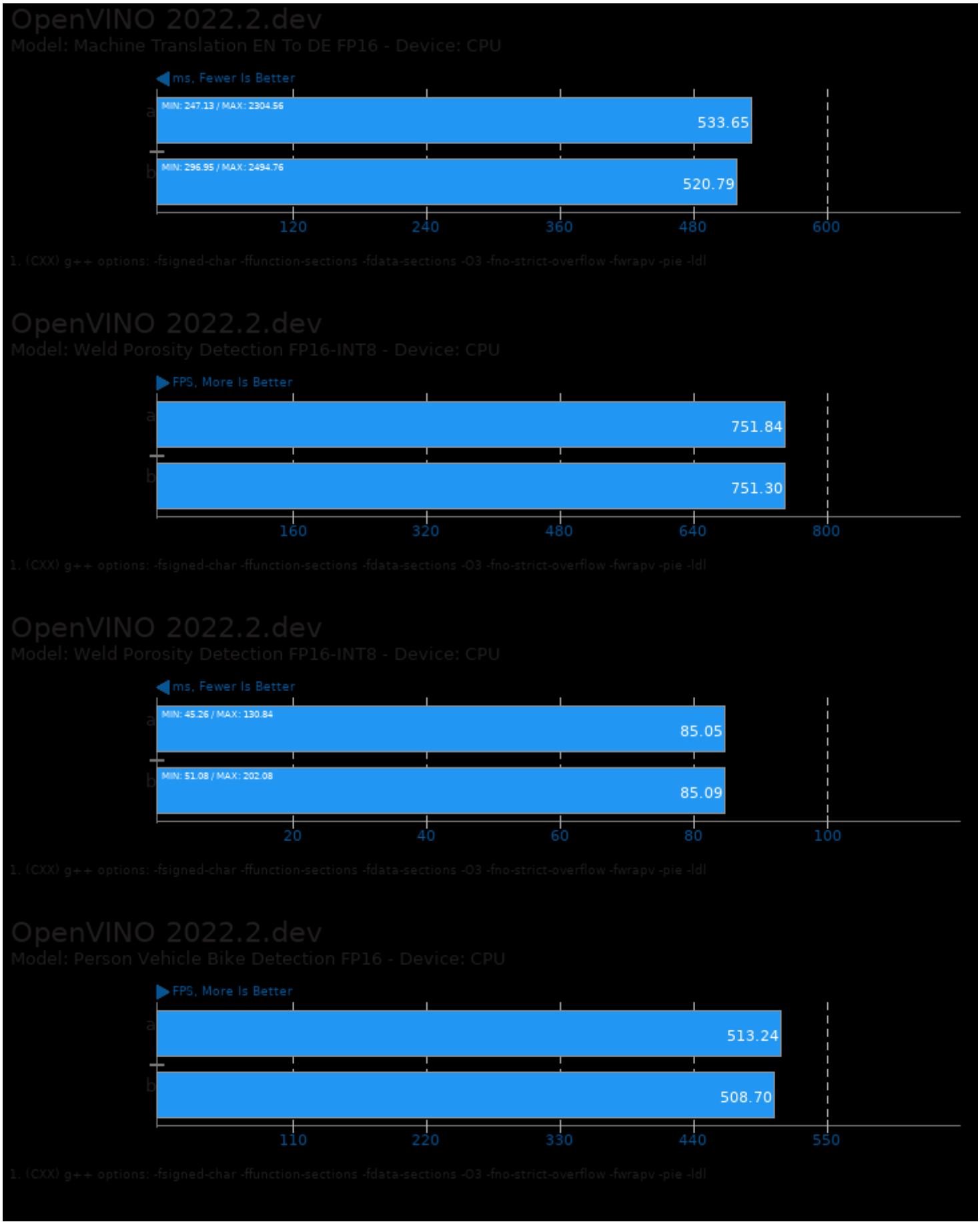
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

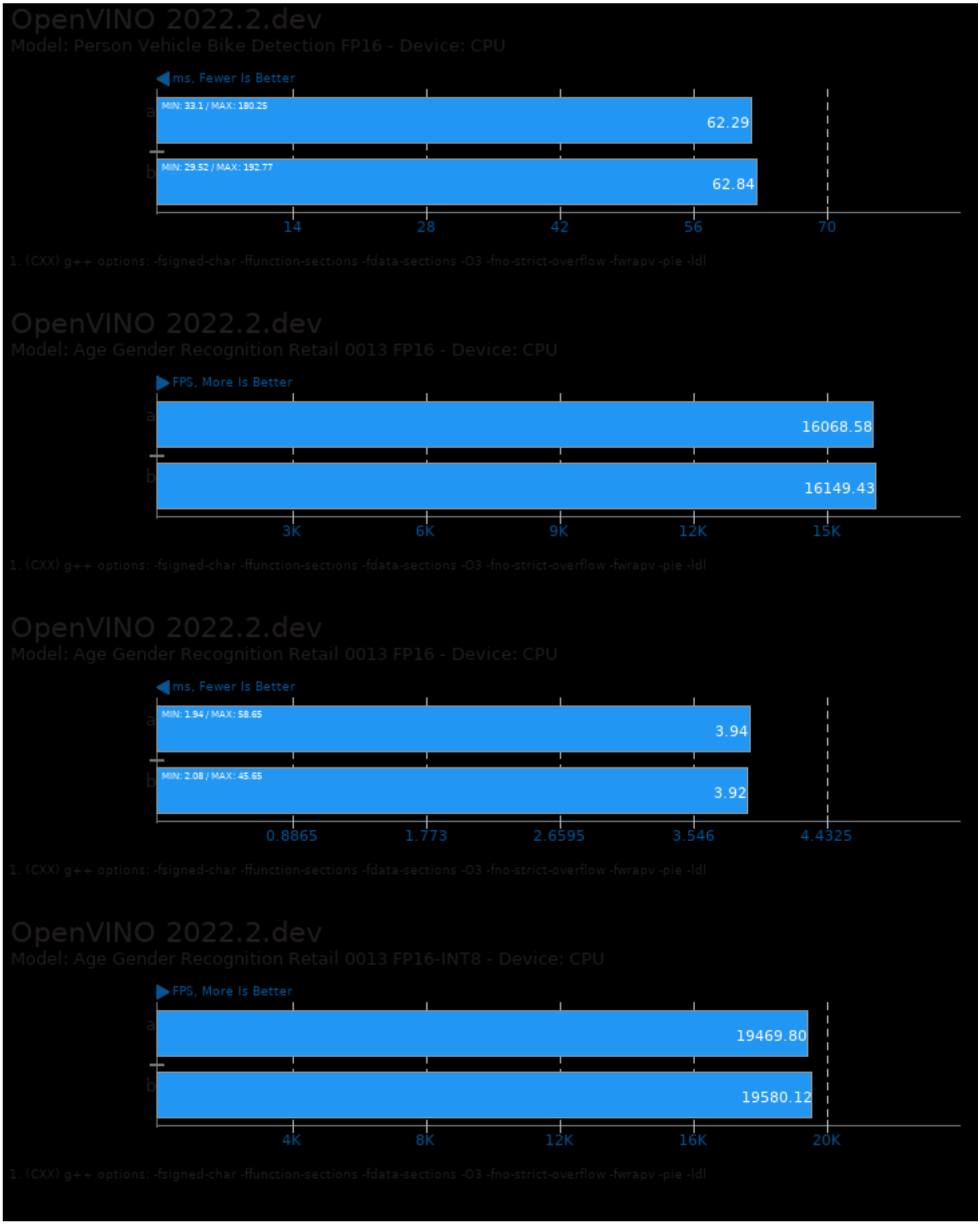
OpenVINO 2022.2.dev

Model: Machine Translation EN To DE FP16 - Device: CPU



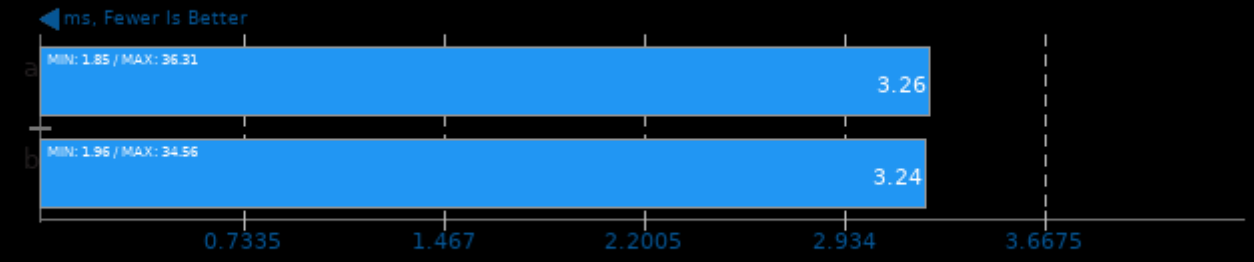
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl


OpenVINO 2022.2.dev
Model: Machine Translation EN To DE FP16 - Device: CPU
ms, Fewer Is Better
a
MIN: 247.13 / MAX: 2304.56
533.65
b
MIN: 296.95 / MAX: 2484.76
520.79
120
240
360
480
600
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Weld Porosity Detection FP16-INT8 - Device: CPU
FPS, More Is Better
a
751.84
b
751.30
160
320
480
640
800
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Weld Porosity Detection FP16-INT8 - Device: CPU
ms, Fewer Is Better
a
MIN: 45.26 / MAX: 130.84
85.05
b
MIN: 51.08 / MAX: 202.08
85.09
20
40
60
80
100
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Person Vehicle Bike Detection FP16 - Device: CPU
FPS, More Is Better
a
513.24
b
508.70
110
220
330
440
550
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl


OpenVINO 2022.2.dev
Model: Person Vehicle Bike Detection FP16 - Device: CPU
ms, Fewer Is Better
a
MIN: 33.1 / MAX: 180.25
62.29
b
MIN: 29.52 / MAX: 192.77
62.84
14
28
42
56
70
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Age Gender Recognition Retail 0013 FP16 - Device: CPU
FPS, More Is Better
a
16068.58
b
16149.43
3K
6K
9K
12K
15K
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Age Gender Recognition Retail 0013 FP16 - Device: CPU
ms, Fewer Is Better
a
MIN: 1.94 / MAX: 58.65
3.94
b
MIN: 2.08 / MAX: 45.65
3.92
0.8865
1.773
2.6595
3.546
4.4325
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl
OpenVINO 2022.2.dev
Model: Age Gender Recognition Retail 0013 FP16-INT8 - Device: CPU
FPS, More Is Better
a
19469.80
b
19580.12
4K
8K
12K
16K
20K
1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

OpenVINO 2022.2.dev

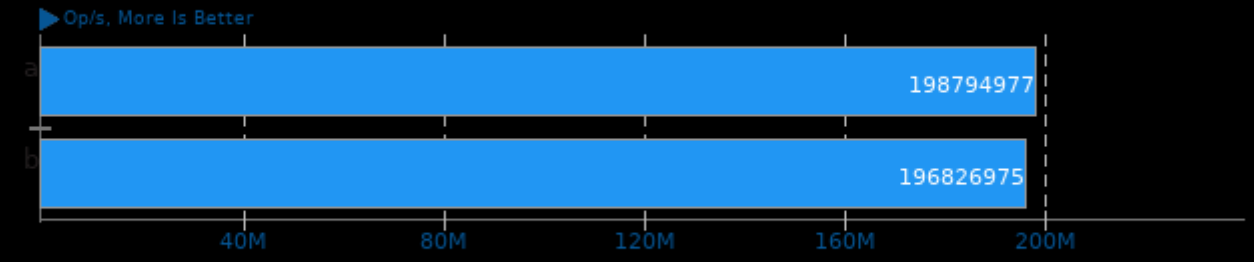
Model: Age Gender Recognition Retail 0013 FP16-INT8 - Device: CPU



1. (CXX) g++ options: -fsigned-char -ffunction-sections -fdata-sections -O3 -fno-strict-overflow -fwrapv -pie -ldl

Facebook RocksDB 7.5.3

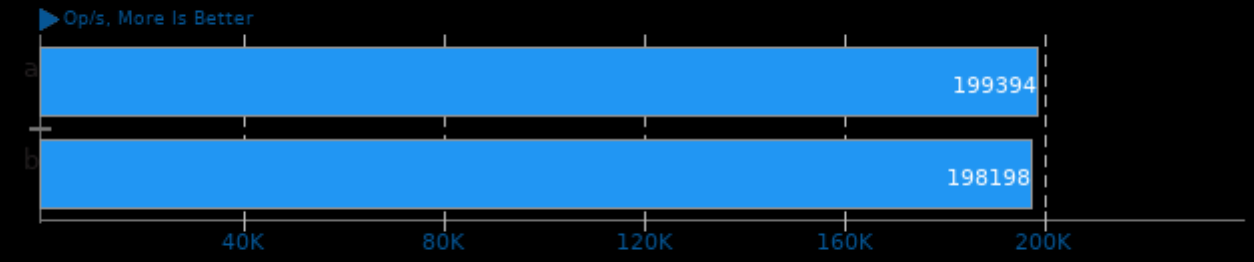
Test: Random Read



1. (CXX) g++ options: -O3 -march=native -pthread -fno-builtin-memcmp -fno-rtti -lpthread

Facebook RocksDB 7.5.3

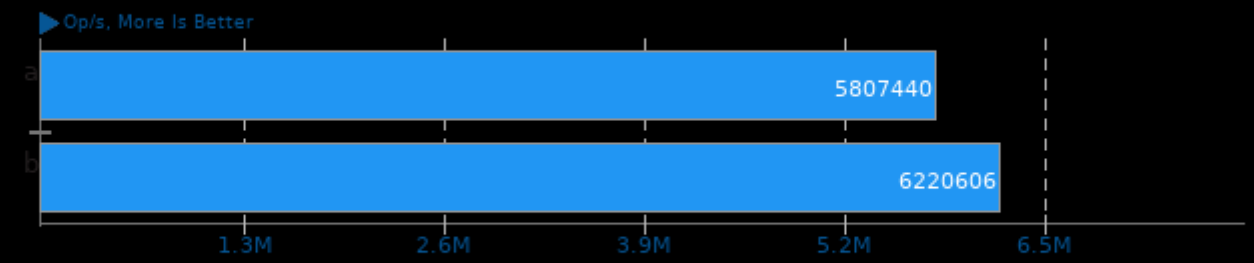
Test: Update Random



1. (CXX) g++ options: -O3 -march=native -pthread -fno-builtin-memcmp -fno-rtti -lpthread

Facebook RocksDB 7.5.3

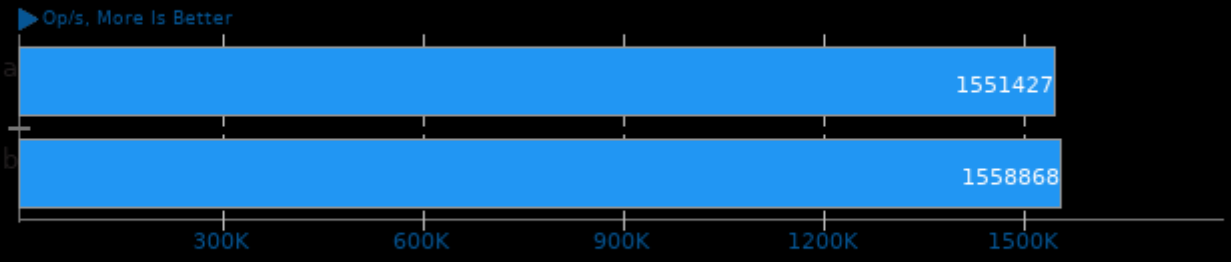
Test: Read While Writing



1. (CXX) g++ options: -O3 -march=native -pthread -fno-builtin-memcmp -fno-rtti -lpthread

Facebook RocksDB 7.5.3

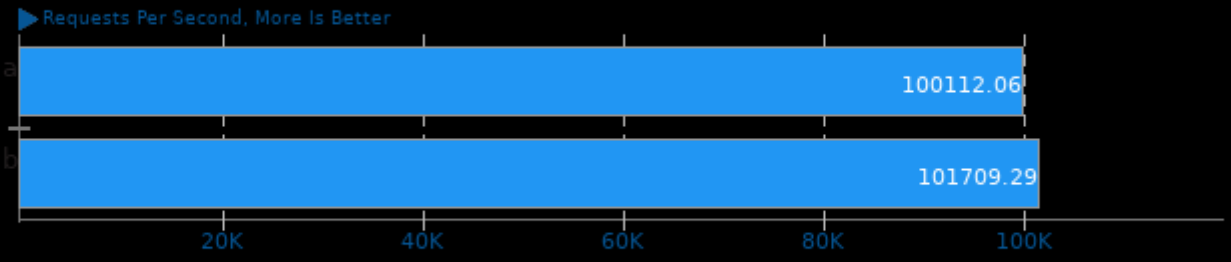
Test: Read Random Write Random



1. (CXX) g++ options: -O3 -march=native -pthread -fno-builtin-memcmp -fno-rtti -lpthread

nginx 1.23.2

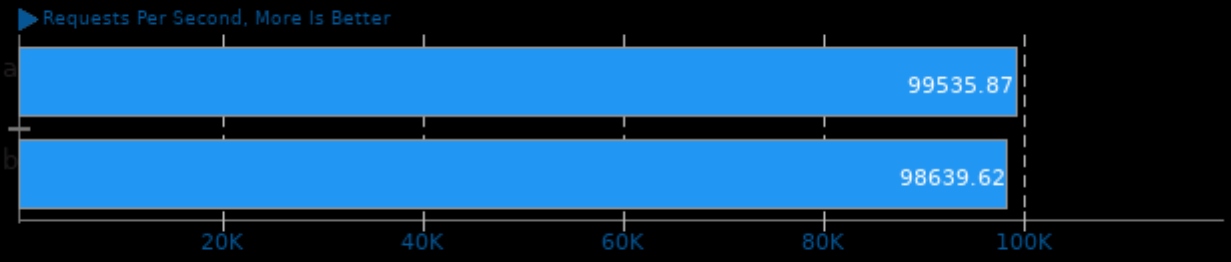
Connections: 200



1. (CC) gcc options: -lluajit-5.1 -lm -lssl -lcrypto -lpthread -ldl -std=c99 -O2

nginx 1.23.2

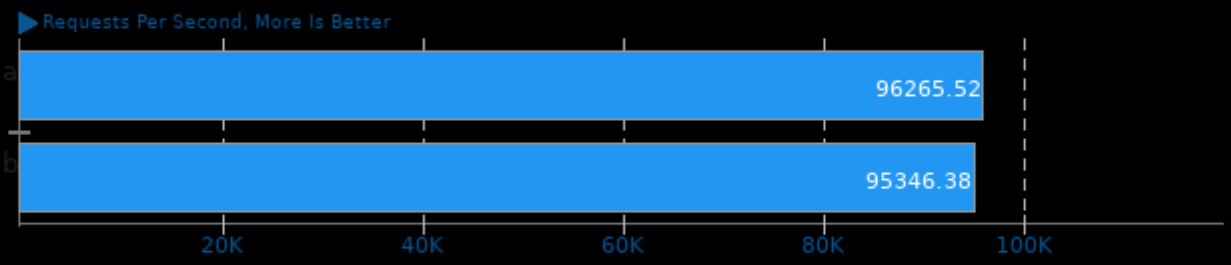
Connections: 500



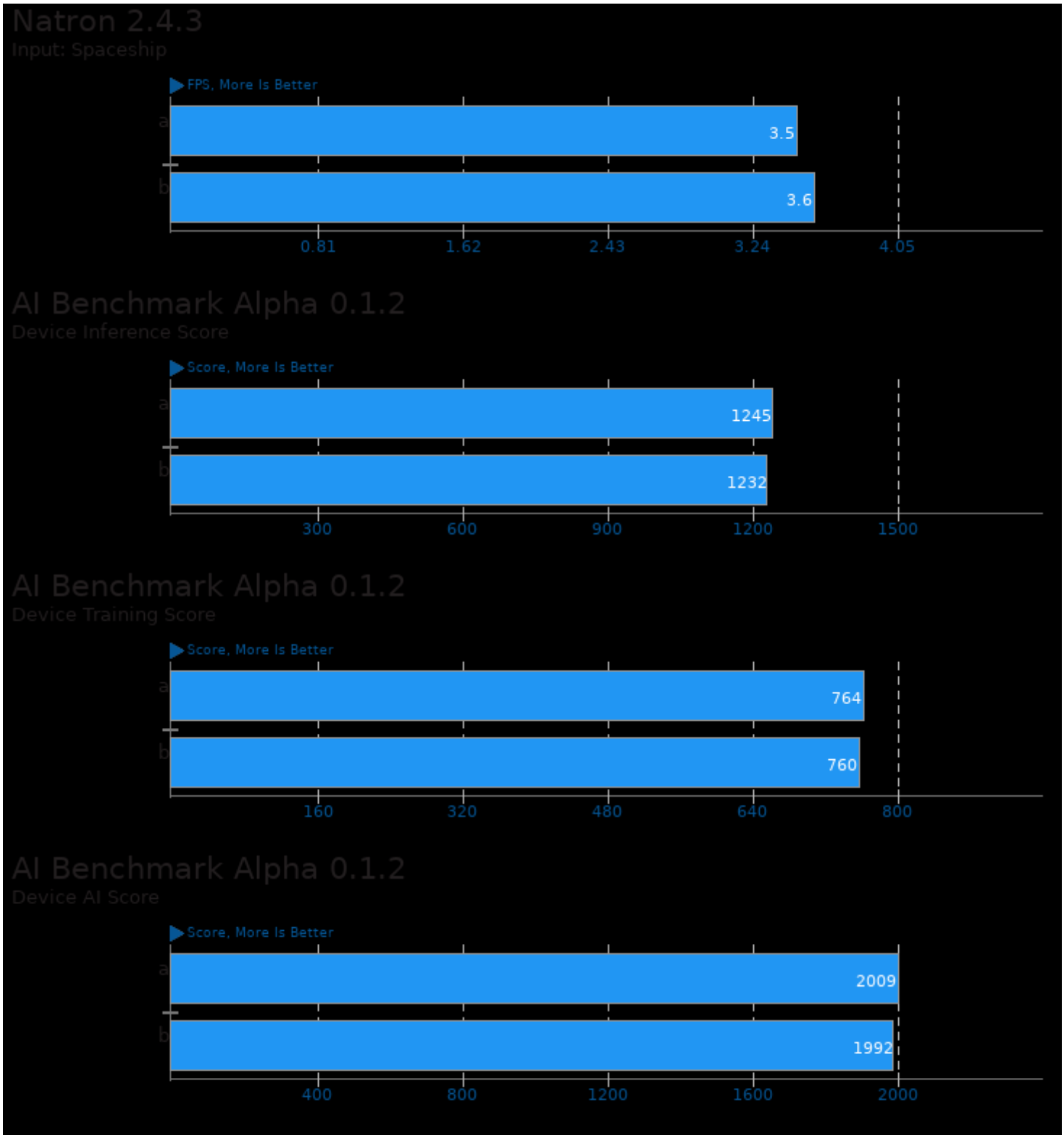
1. (CC) gcc options: -lluajit-5.1 -lm -lssl -lcrypto -lpthread -ldl -std=c99 -O2

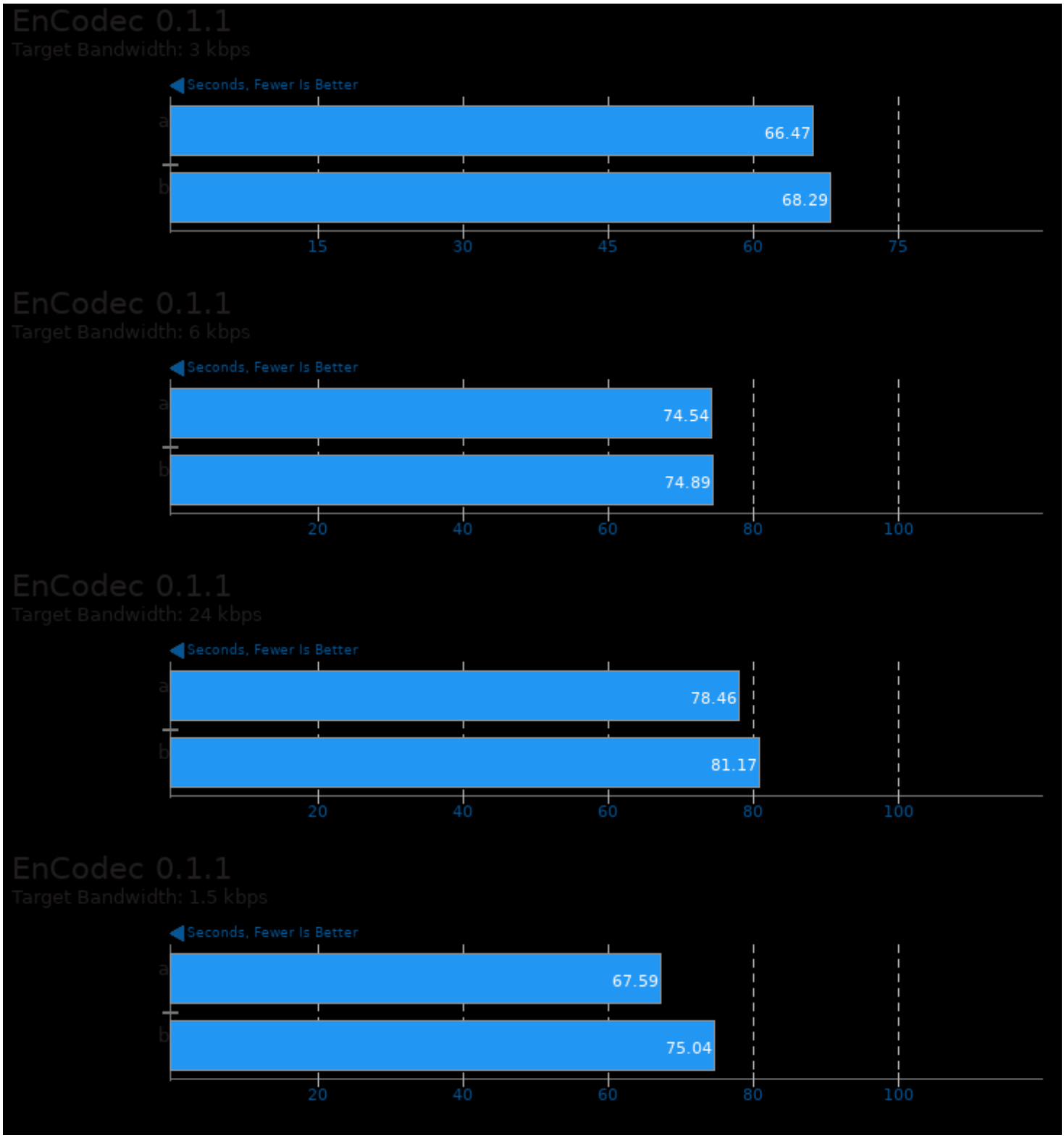
nginx 1.23.2

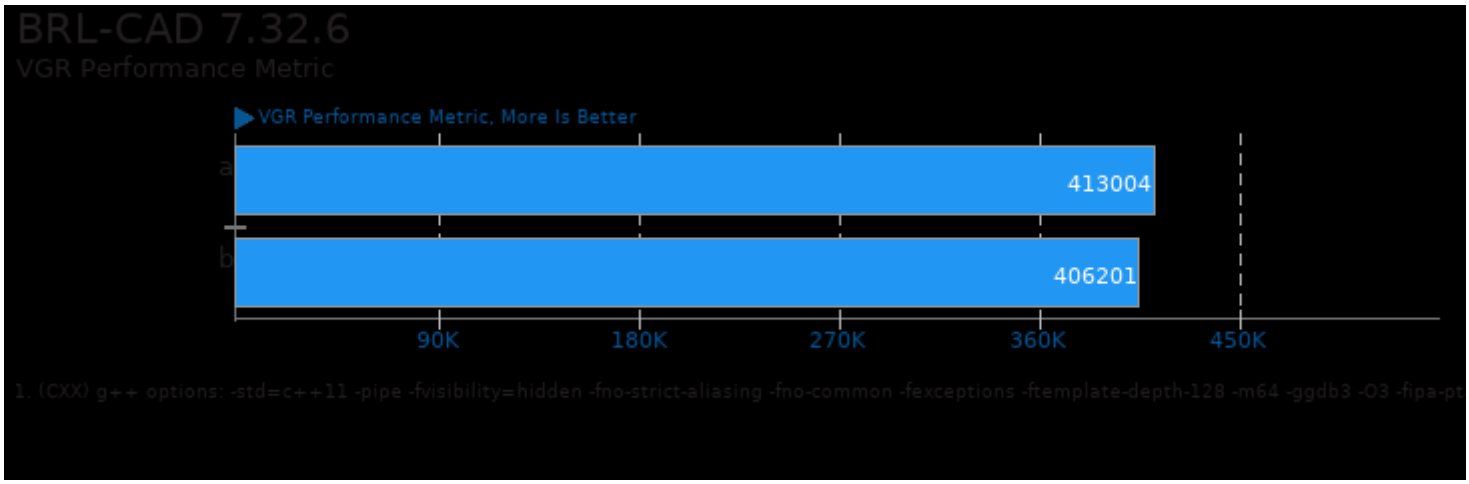
Connections: 1000



1. (CC) gcc options: -lluajit-5.1 -lm -lssl -lcrypto -lpthread -ldl -std=c99 -O2


Natron 2.4.3
Input: Spaceship
FPS, More Is Better
a
3.5
b
3.6
0.81
1.62
2.43
3.24
4.05
AI Benchmark Alpha 0.1.2
Device Inference Score
Score, More Is Better
a
1245
b
1232
300
600
900
1200
1500
AI Benchmark Alpha 0.1.2
Device Training Score
Score, More Is Better
a
764
b
760
160
320
480
640
800
AI Benchmark Alpha 0.1.2
Device AI Score
Score, More Is Better
a
2009
b
1992
400
800
1200
1600
2000


EnCodec 0.1.1
Target Bandwidth: 3 kbps
Seconds, Fewer Is Better
a
66.47
b
68.29
15
30
45
60
75
EnCodec 0.1.1
Target Bandwidth: 6 kbps
Seconds, Fewer Is Better
a
74.54
b
74.89
20
40
60
80
100
EnCodec 0.1.1
Target Bandwidth: 24 kbps
Seconds, Fewer Is Better
a
78.46
b
81.17
20
40
60
80
100
EnCodec 0.1.1
Target Bandwidth: 1.5 kbps
Seconds, Fewer Is Better
a
67.59
b
75.04
20
40
60
80
100

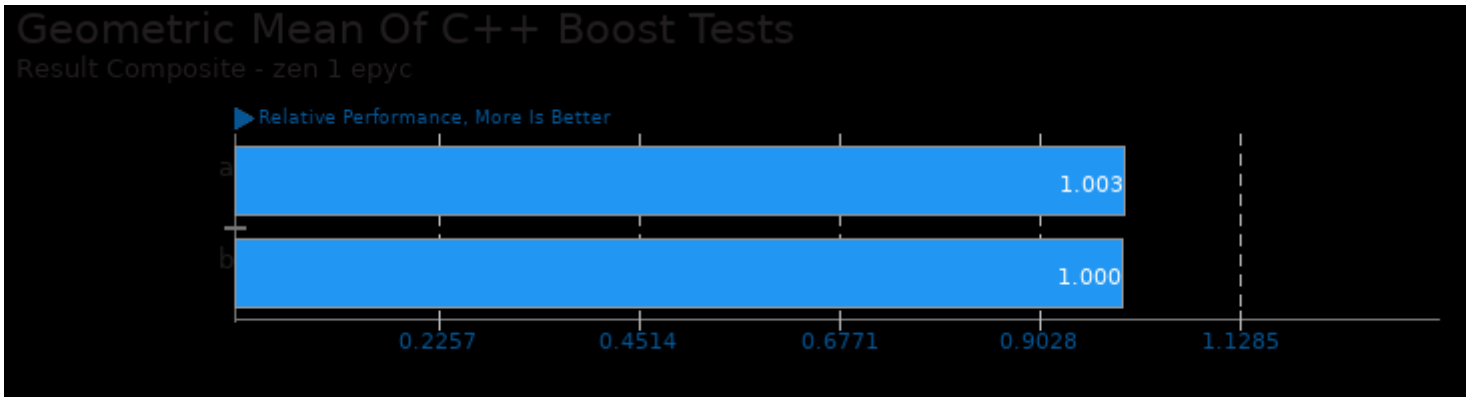

BRL-CAD 7.32.6
VGR Performance Metric
VGR Performance Metric, More Is Better
413004
406201
90K
180K
270K
360K
450K
1. (CXX) g++ options: -std=c++11 -pipe -fvisibility=hidden -fno-strict-aliasing -fno-common -fexceptions -ftemplate-depth-128 -m64 -ggdb3 -O3 -fipa-pt

zen 1 epyc

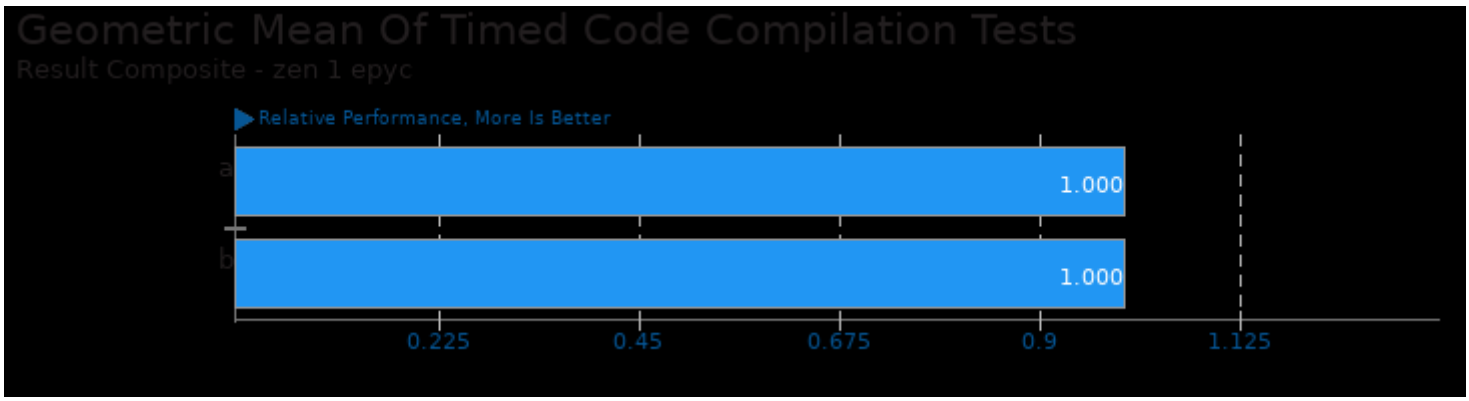
These geometric means are based upon test groupings / test suites for this result file.



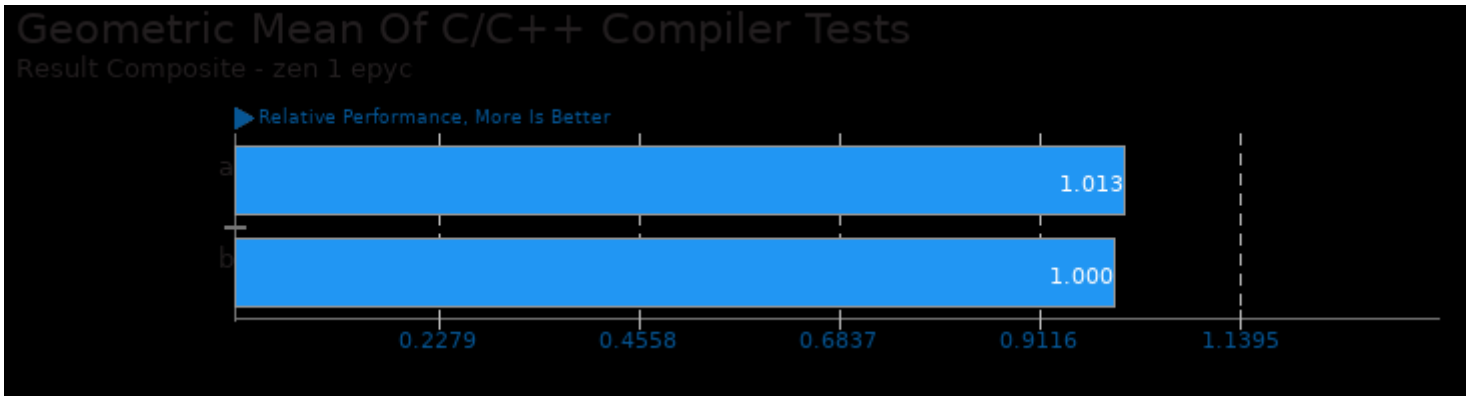
Geometric mean based upon tests: pts/aom-av1, pts/svt-av1 and pts/avifenc



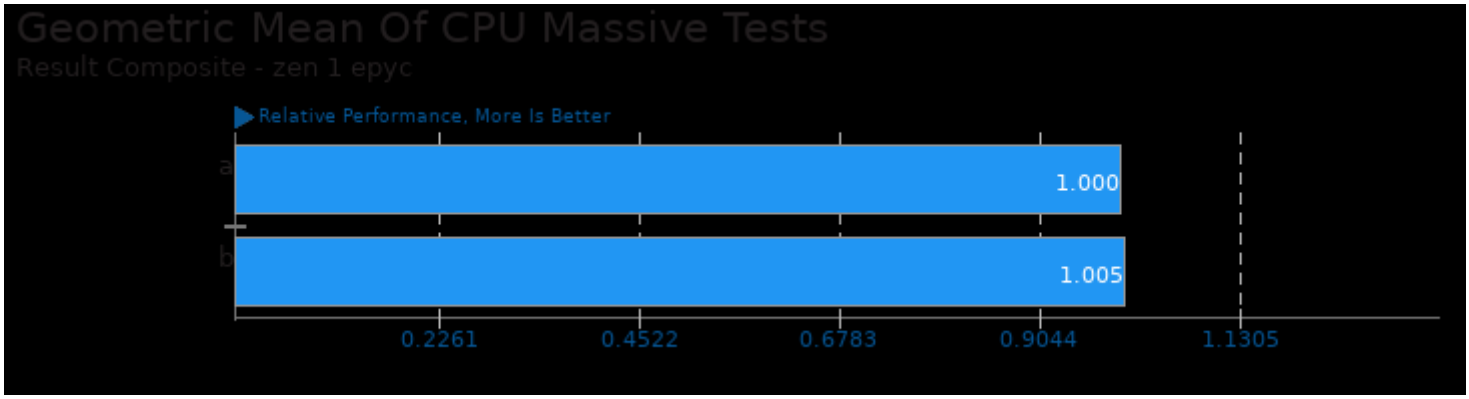
Geometric mean based upon tests: pts/openfoam and pts/srsran



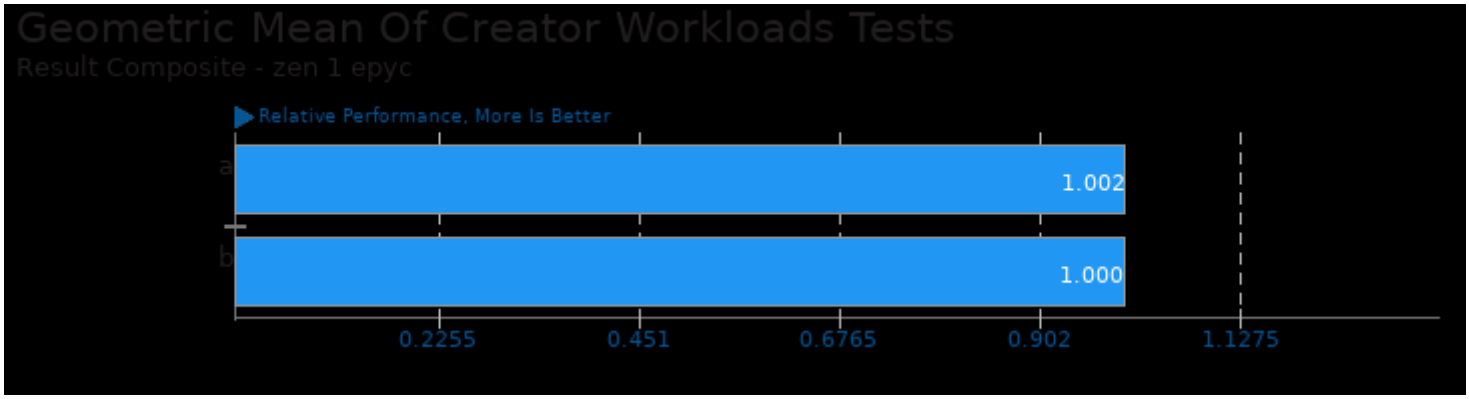
Geometric mean based upon tests: pts/build-php, pts/build-python, pts/build-erlang, pts/build-wasmer and pts/build-nodejs



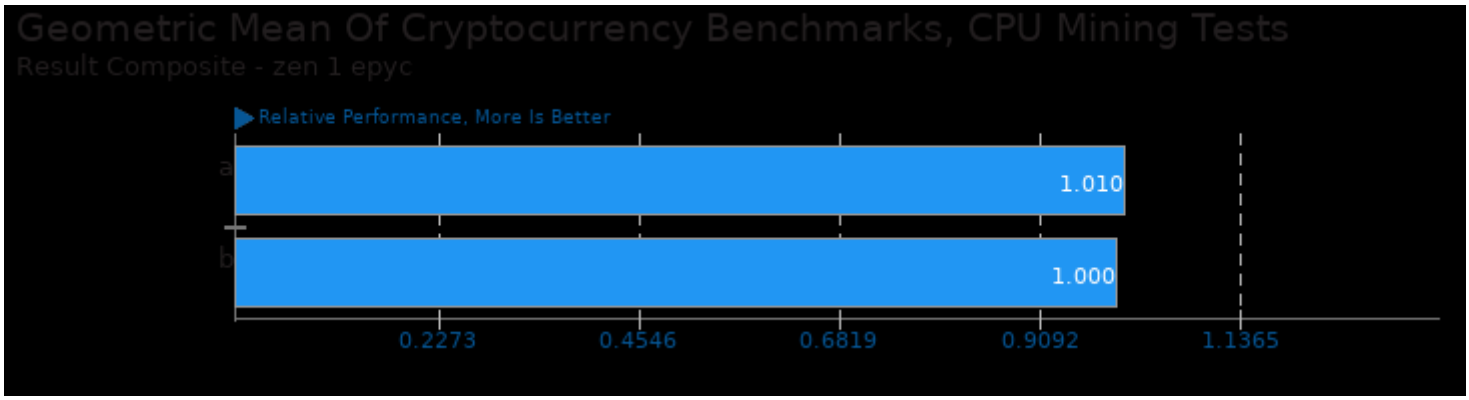
Geometric mean based upon tests: pts/graphics-magick, pts/build-php, pts/encode-flac, pts/nginx, pts/lammps, pts/aircrack-ng, pts/aom-av1, pts/svt-av1 and pts/smhasher



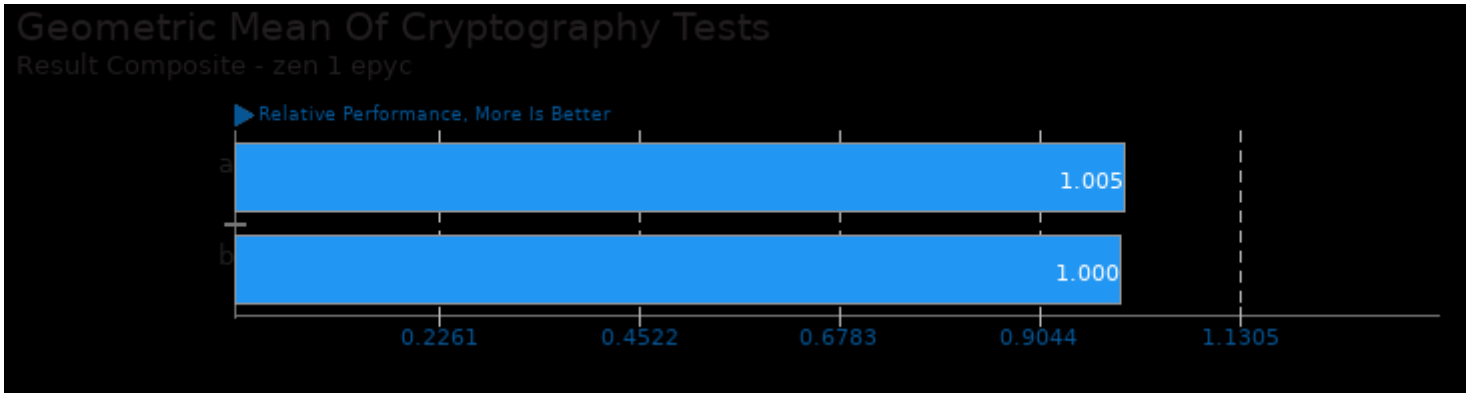
Geometric mean based upon tests: pts/brl-cad, pts/build-php, pts/svt-av1, pts/encode-flac, pts/graphics-magick, pts/lammps, pts/onednn, pts/nginx, pts/primesieve, pts/stress-ng, pts/tensorflow, pts/blender and pts/cpuminer-opt



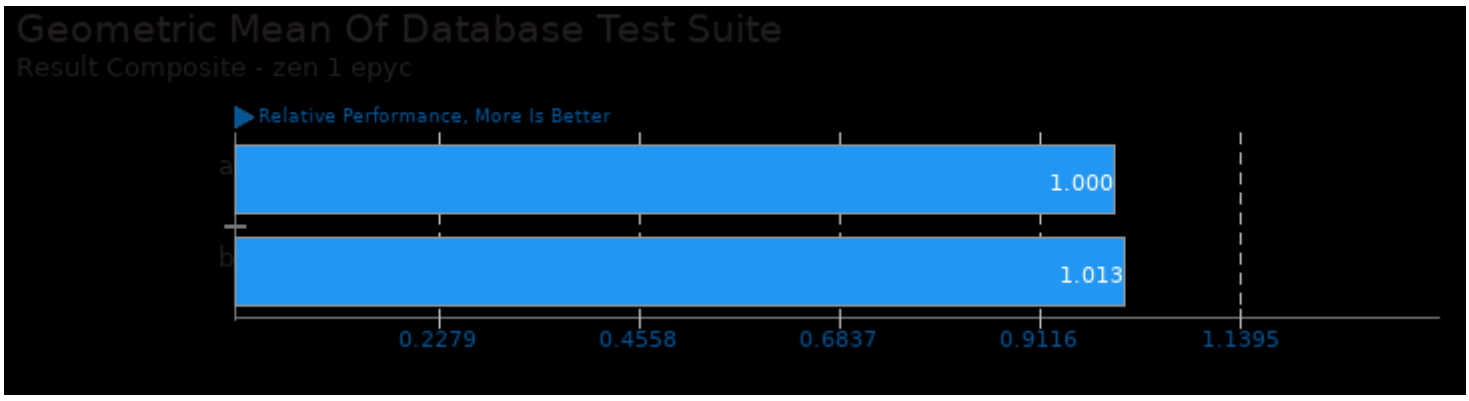
Geometric mean based upon tests: pts/ospray-studio, pts/blender, pts/natron, pts/ffmpeg, pts/aom-av1, pts/svt-av1, pts/avifenc, pts/encode-flac, pts/graphics-magick, pts/webp, pts/webp2, pts/jpegxl, pts/jpegxl-decode, pts/onednn, pts/openvino, pts/astcenc and pts/brl-cad



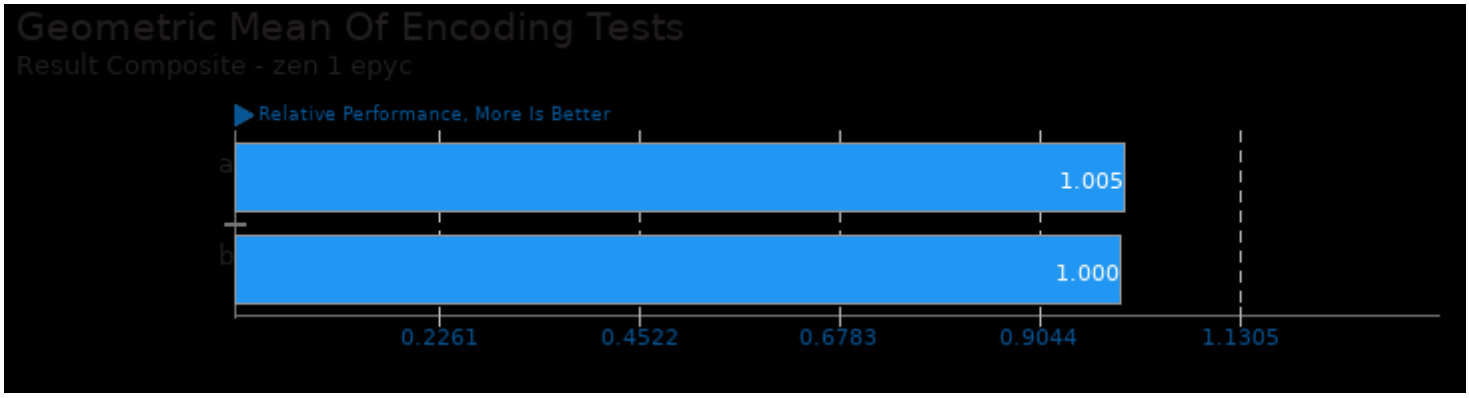
Geometric mean based upon tests: pts/cpuminer-opt and pts/xmrig



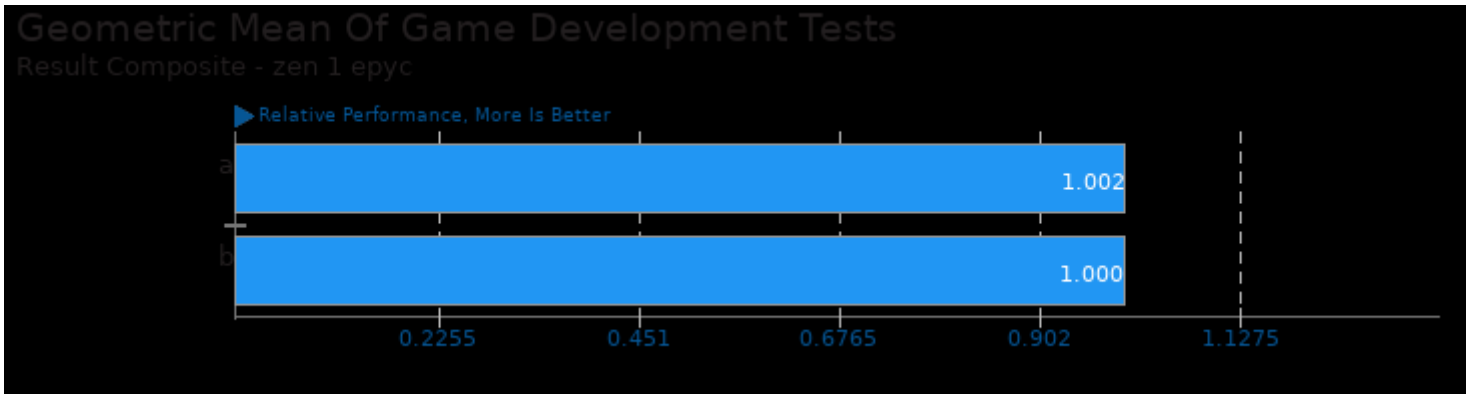
Geometric mean based upon tests: pts/smhasher, pts/aircrack-ng, pts/cpuminer-opt and pts/xmrig



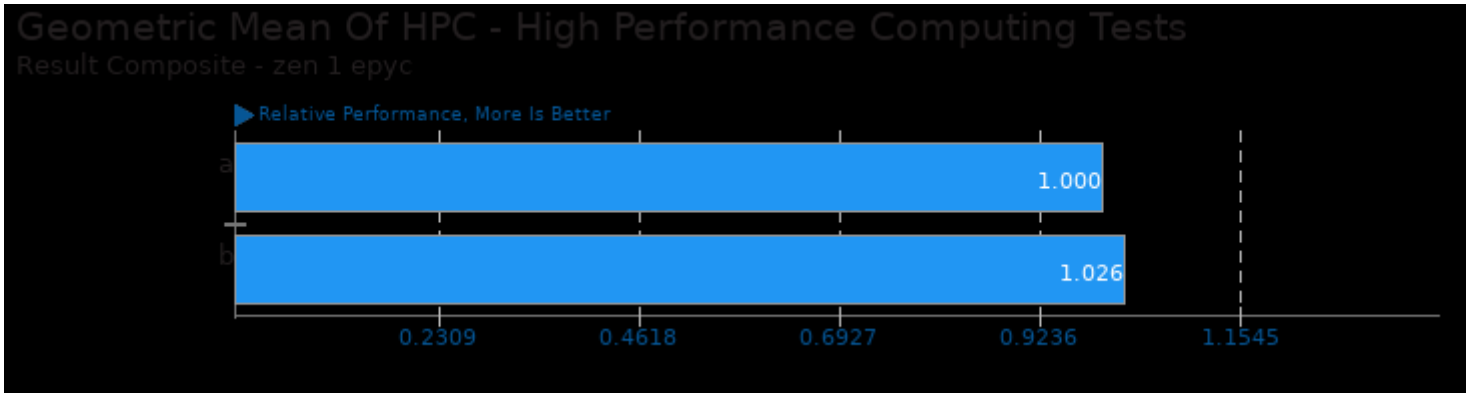
Geometric mean based upon tests: pts/rocksdb and pts/clickhouse



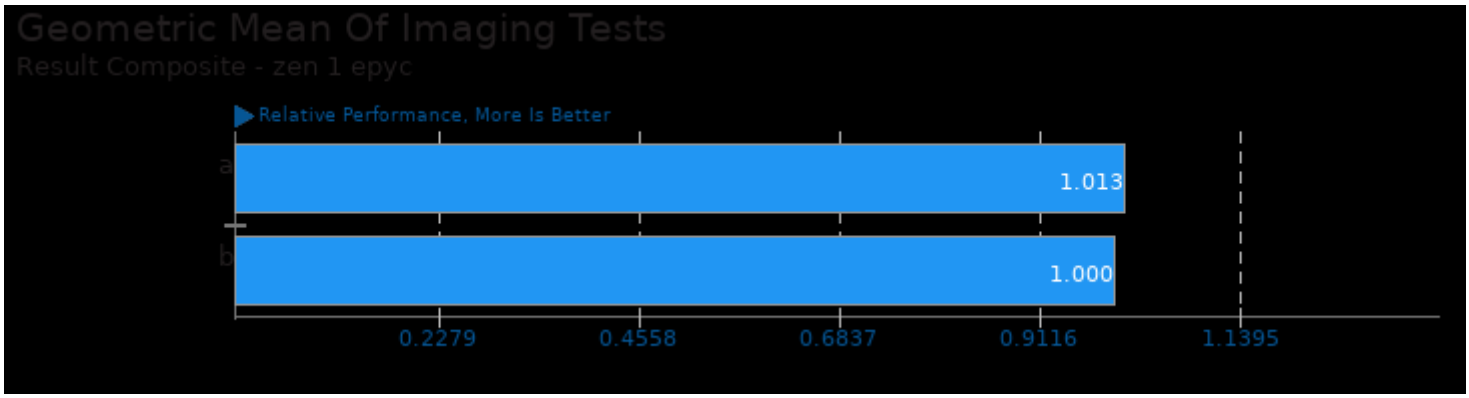
Geometric mean based upon tests: pts/encode-flac, pts/ffmpeg, pts/aom-av1, pts/svt-av1 and pts/avifenc



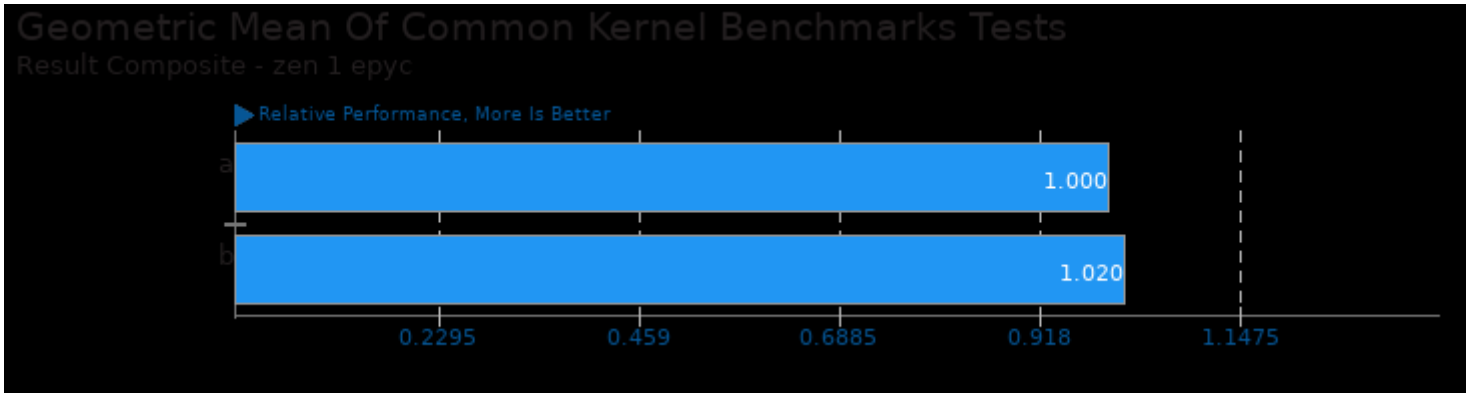
Geometric mean based upon tests: pts/astcenc and pts/blender



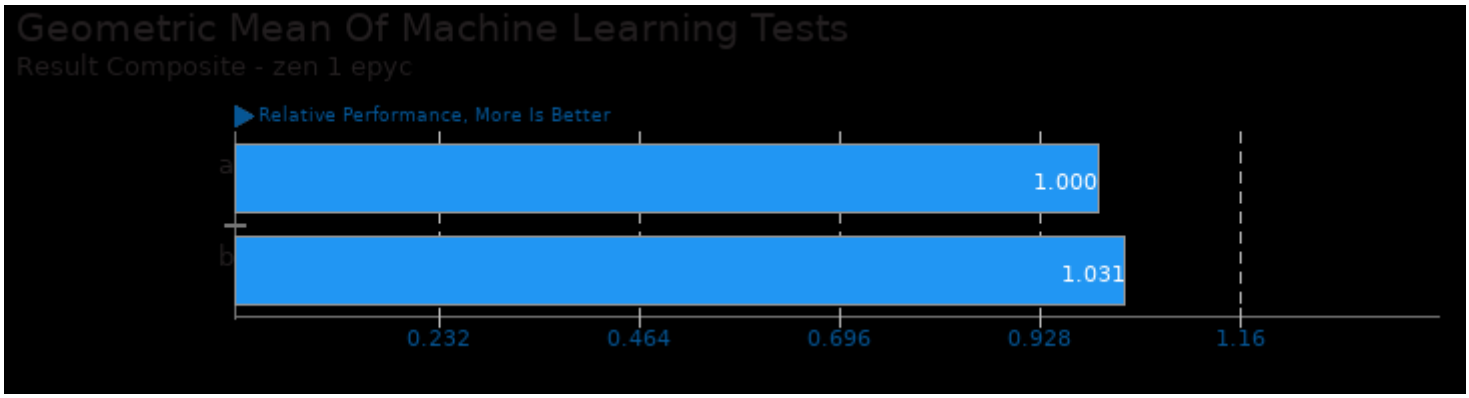
Geometric mean based upon tests: pts/lammps, pts/openfoam, pts/mnn, pts/ncnn, pts/ai-benchmark, pts/tensorflow, pts/onednn, pts/openvino, pts/spacy, pts/deepsparse, pts/openradioss, pts/nekrs and pts/minibude



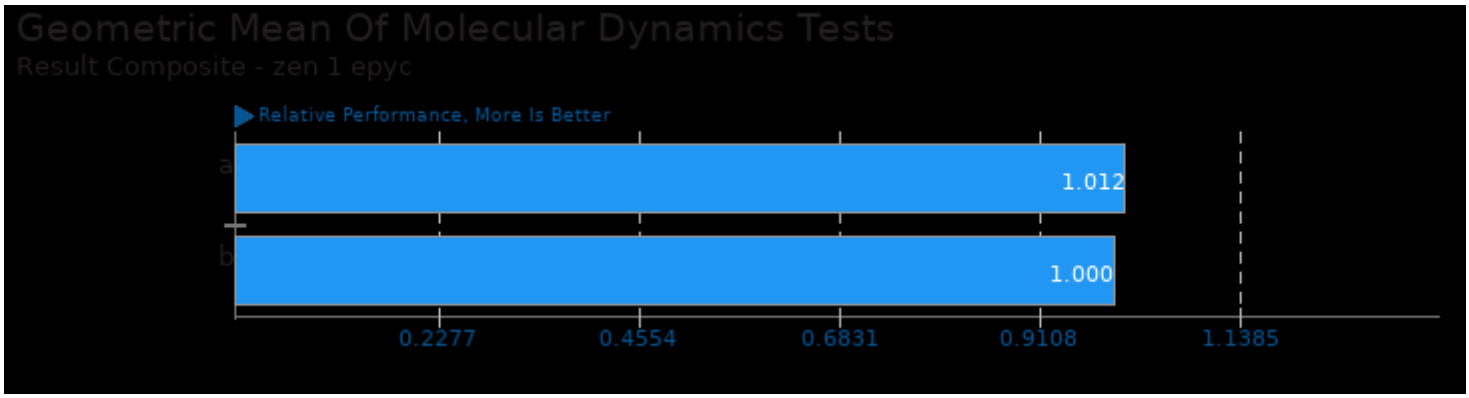
Geometric mean based upon tests: pts/graphics-magick, pts/webp, pts/webp2, pts/jpegxl, pts/jpegxl-decode and pts/avifenc



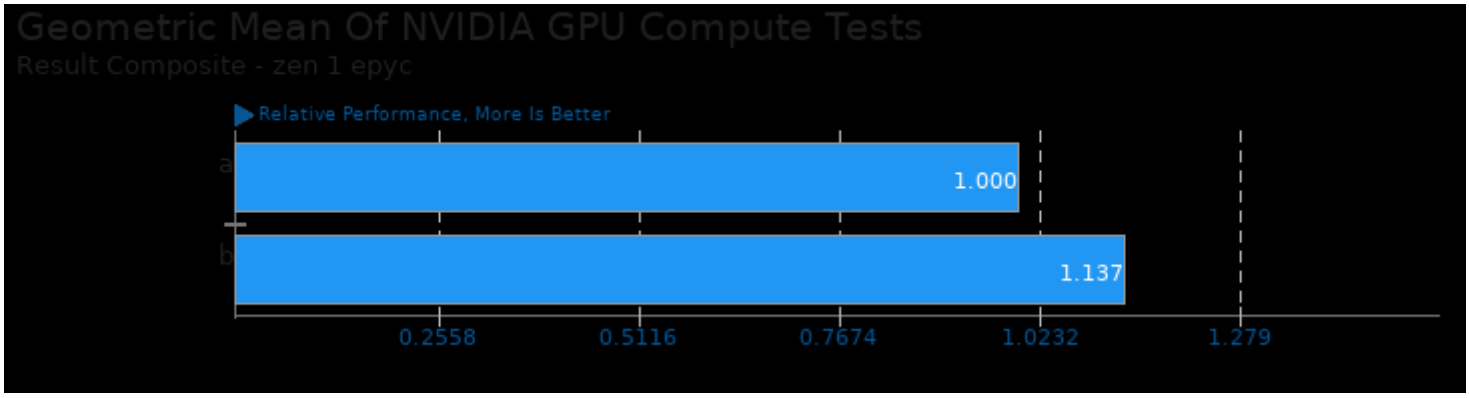
Geometric mean based upon tests: pts/stress-ng and pts/rocksdb



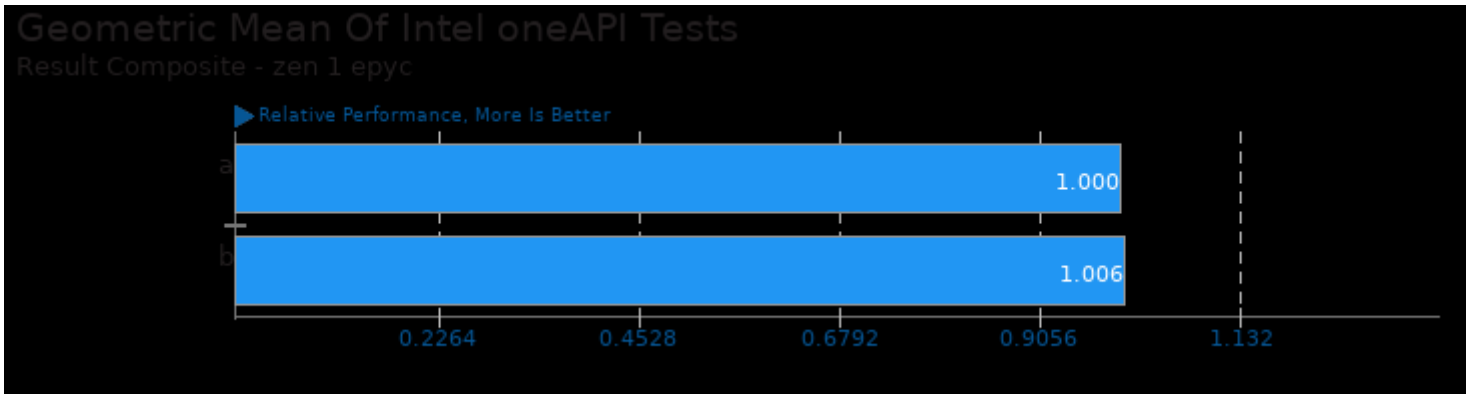
Geometric mean based upon tests: pts/mnn, pts/ncnn, pts/ai-benchmark, pts/tensorflow, pts/onednn, pts/openvino, pts/spacy and pts/deepsparse



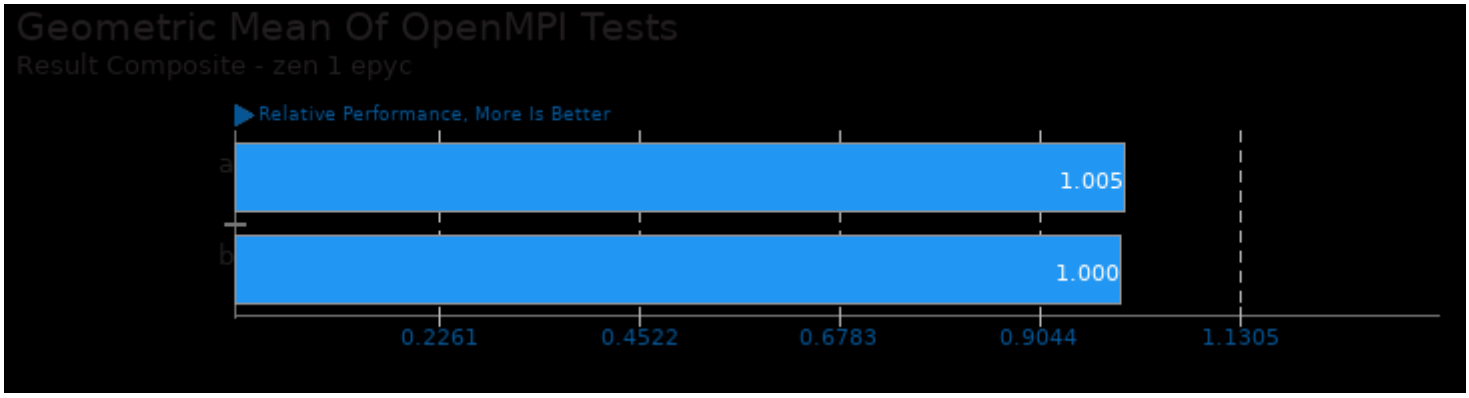
Geometric mean based upon tests: pts/lammps and pts/openfoam



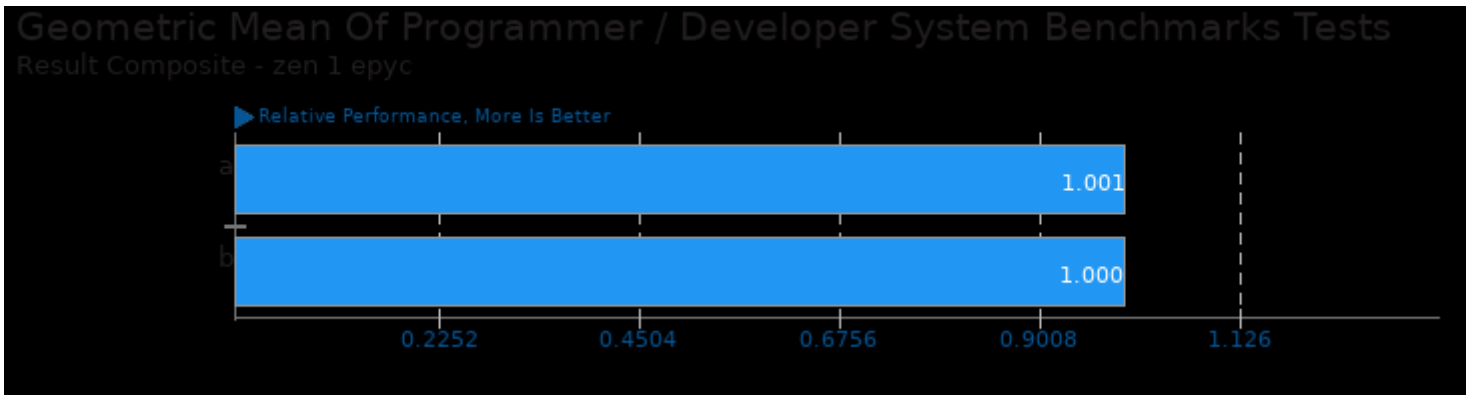
Geometric mean based upon tests: pts/blender and pts/ncnn



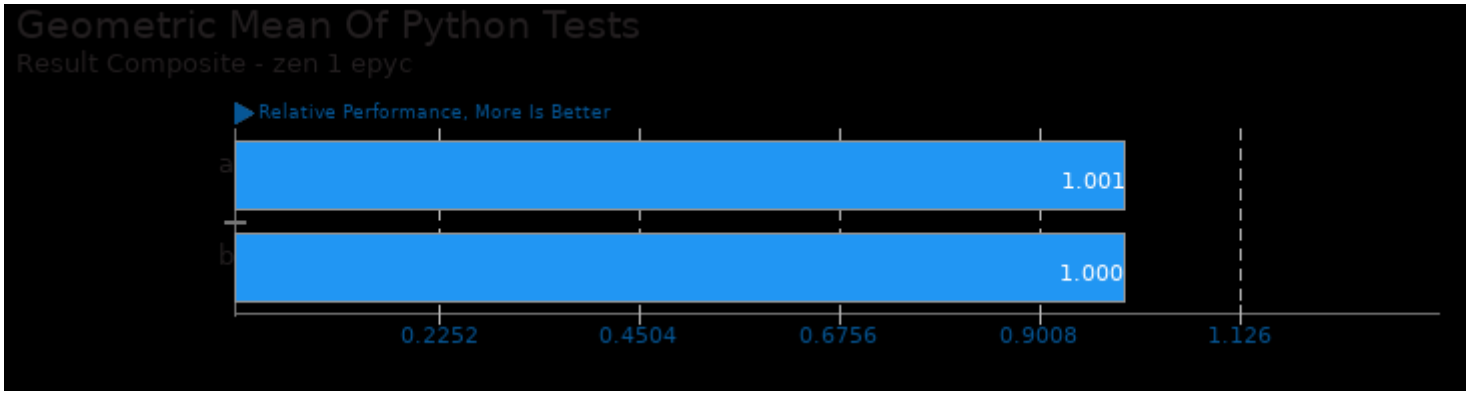
Geometric mean based upon tests: pts/onednn, pts/ospray-studio and pts/openvino



Geometric mean based upon tests: pts/nekrs, pts/openfoam, pts/openradioss and pts/lammps

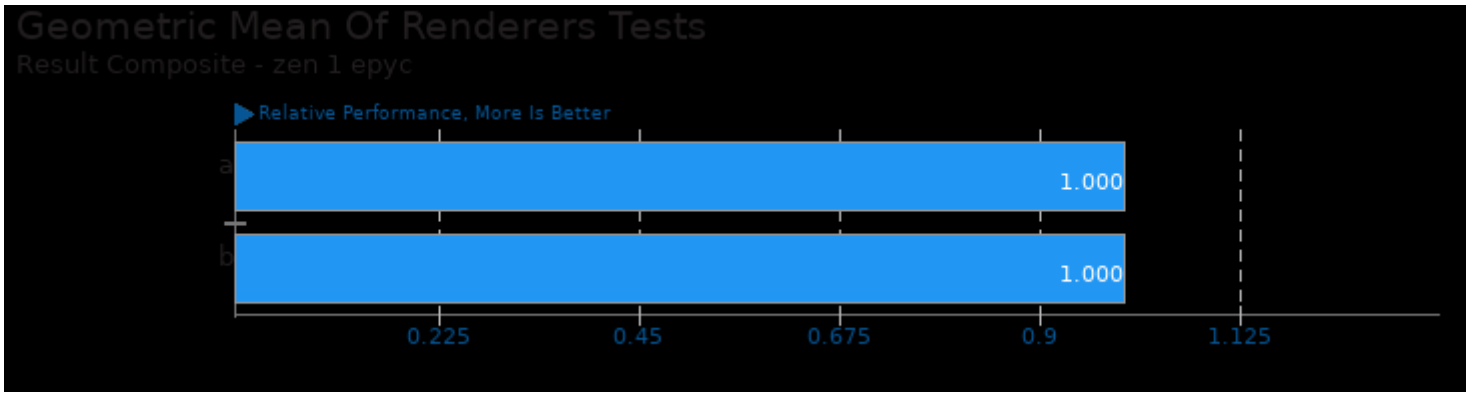


Geometric mean based upon tests: pts/node-web-tooling, pts/blosc, pts/build-php, pts/build-python, pts/build-erlang, pts/build-wasmer and pts/build-nodejs

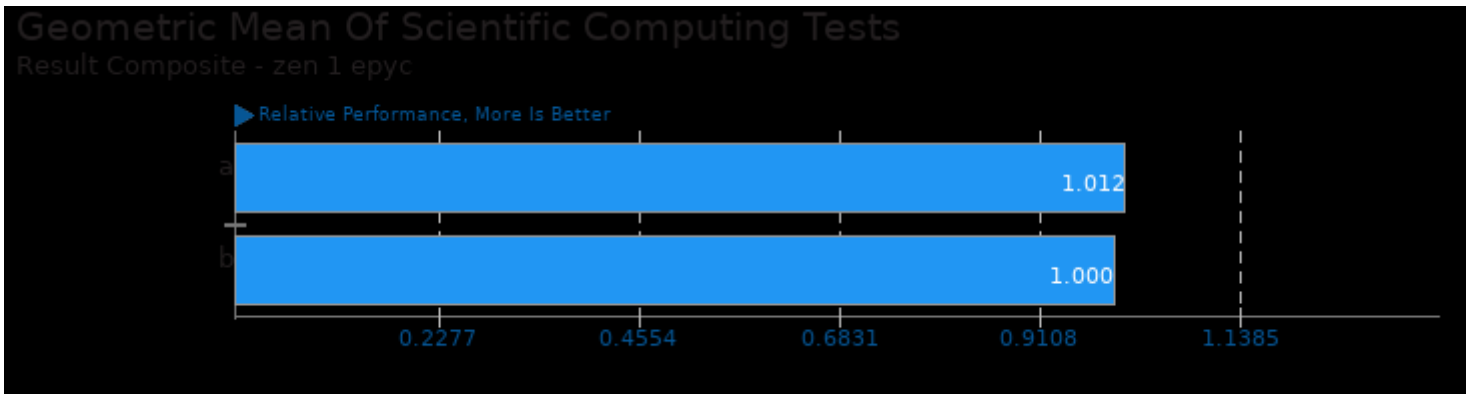


Geometric mean based upon tests: pts/build-nodejs, pts/ffmpeg, pts/tensorflow, pts/deepsparse, pts/spacy,

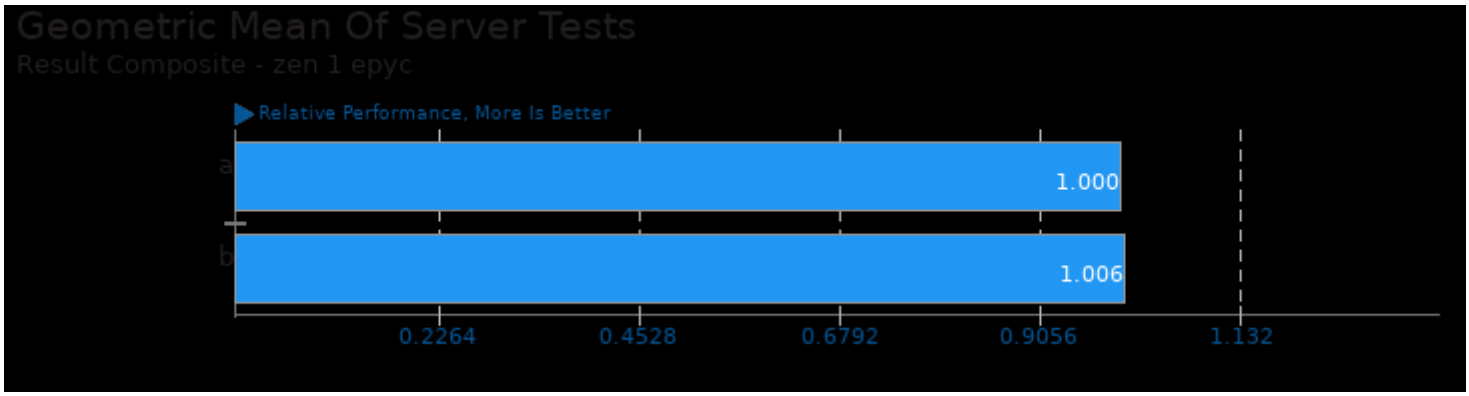
pts/openvino, pts/ai-benchmark and pts/encodec



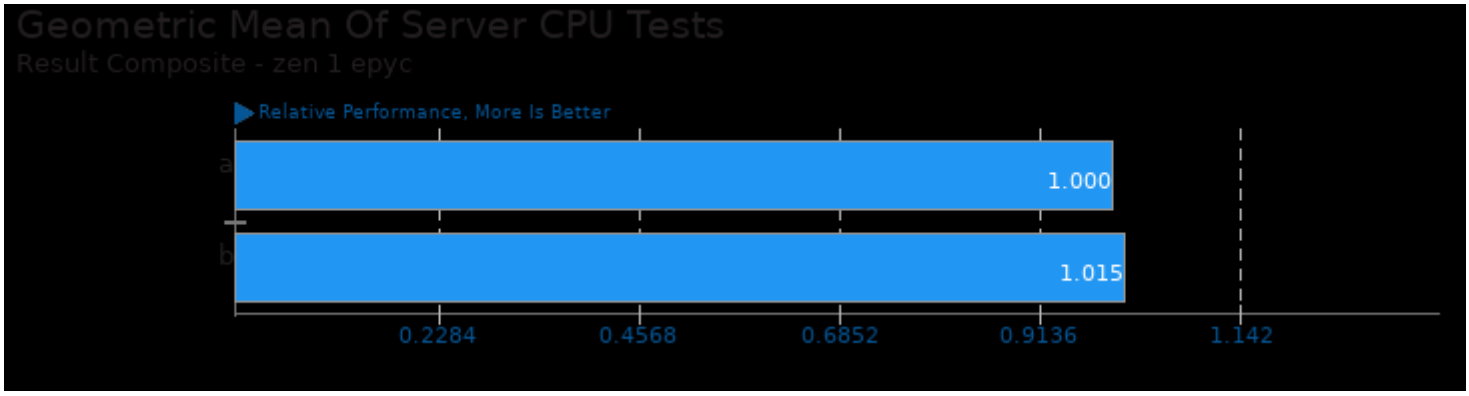
Geometric mean based upon tests: pts/ospray-studio, pts/blender and pts/natron



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

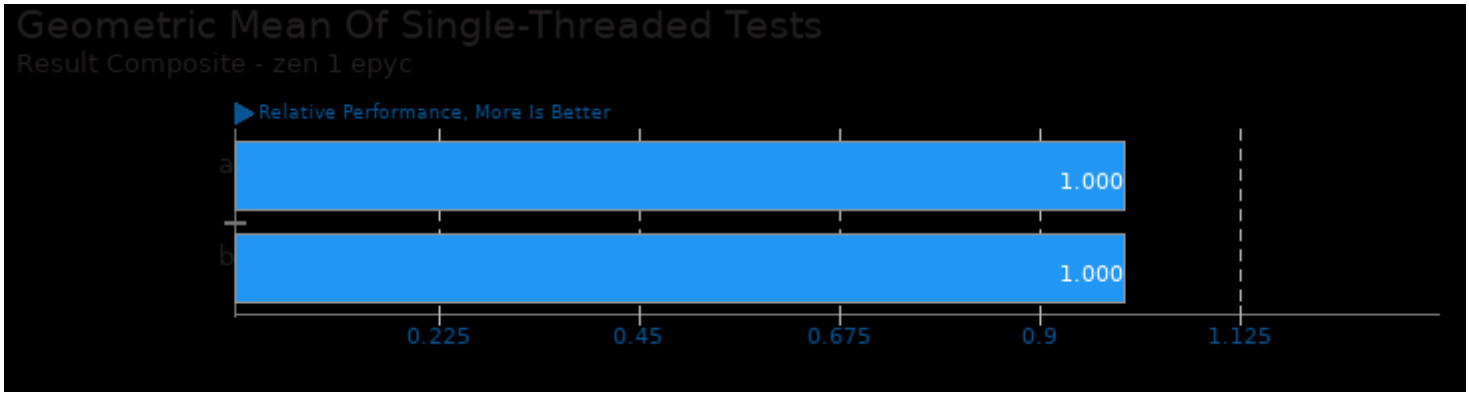


Geometric mean based upon tests: pts/nginx, pts/rocksdb, pts/node-web-tooling and pts/clickhouse

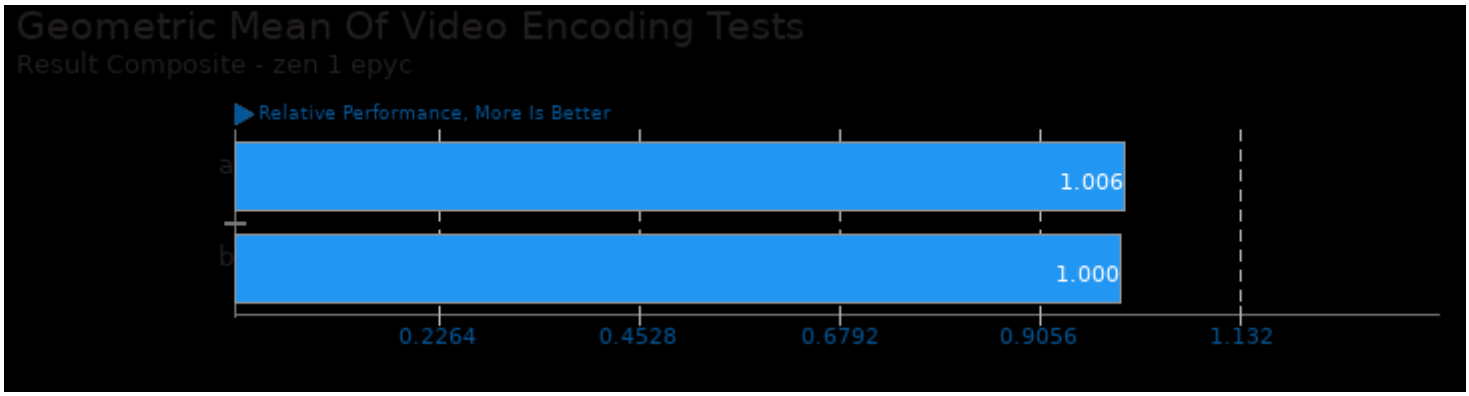


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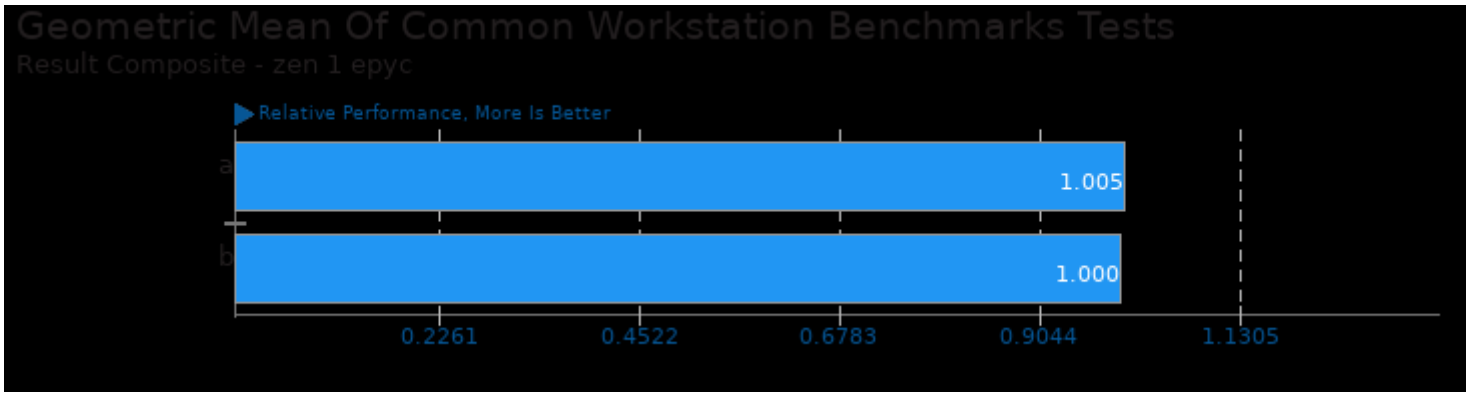
Geometric mean based upon tests: pts/onednn, pts/svt-av1, pts/build-php, pts/stress-ng, pts/blender and pts/cpuminer-opt



Geometric mean based upon tests: pts/encode-flac and pts/nginx



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



Geometric mean based upon tests: pts/blender and pts/brl-cad

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