

www.phoronix-test-suite.com

nvidia windows compute

Intel Core i9-13900K testing with a ASUS PRIME Z790-P WIFI (0602 BIOS) and NVIDIA GeForce RTX 3080 10GB on Microsoft Windows 11 Pro Build 22621 via the Phoronix Test Suite.

Test Systems:

RTX 3090: Windows 11

Processor: Intel Core i9-13900K @ 3.00GHz (24 Cores / 32 Threads), Motherboard: ASUS PRIME Z790-P WIFI (0602 BIOS), Memory: 2 x 16384 MB 6000MHz Corsair CMK32GX5M2B6000C36, Disk: 1908GB SOLIDIGM SSDPFKKW020X7, Graphics: NVIDIA GeForce RTX 3090 24GB, Audio: HD Audio Device + NVIDIA HD Audio, Monitor: ASUS V8U, Network: Bluetooth Device (Personal Area)

OS: Microsoft Windows 11 Pro Build 22621, Kernel: 10.0.22621.963 (x86_64), Display Driver: 527.56 (31.0.15.2756), Compiler: GCC 8.3.0, File-System: NTFS, Screen Resolution: 3840x2160

Processor Notes: CPU Microcode: 000000000E010000
Security Notes: VBS: Enabled and running + HVCI: Running + MBEC: Available

RTX 3080: Windows 11

Processor: Intel Core i9-13900K @ 3.00GHz (24 Cores / 32 Threads), Motherboard: ASUS PRIME Z790-P WIFI (0602 BIOS), Memory: 2 x 16384 MB 6000MHz Corsair CMK32GX5M2B6000C36, Disk: 1908GB SOLIDIGM SSDPFKKW020X7, Graphics: NVIDIA GeForce RTX 3080 10GB, Audio: HD Audio Device + NVIDIA HD Audio, Monitor: ASUS V8U, Network: Bluetooth Device (Personal Area)

OS: Microsoft Windows 11 Pro Build 22621, Kernel: 10.0.22621.963 (x86_64), Display Driver: 527.56 (31.0.15.2756), Compiler: GCC 8.3.0, File-System: NTFS, Screen Resolution: 3840x2160

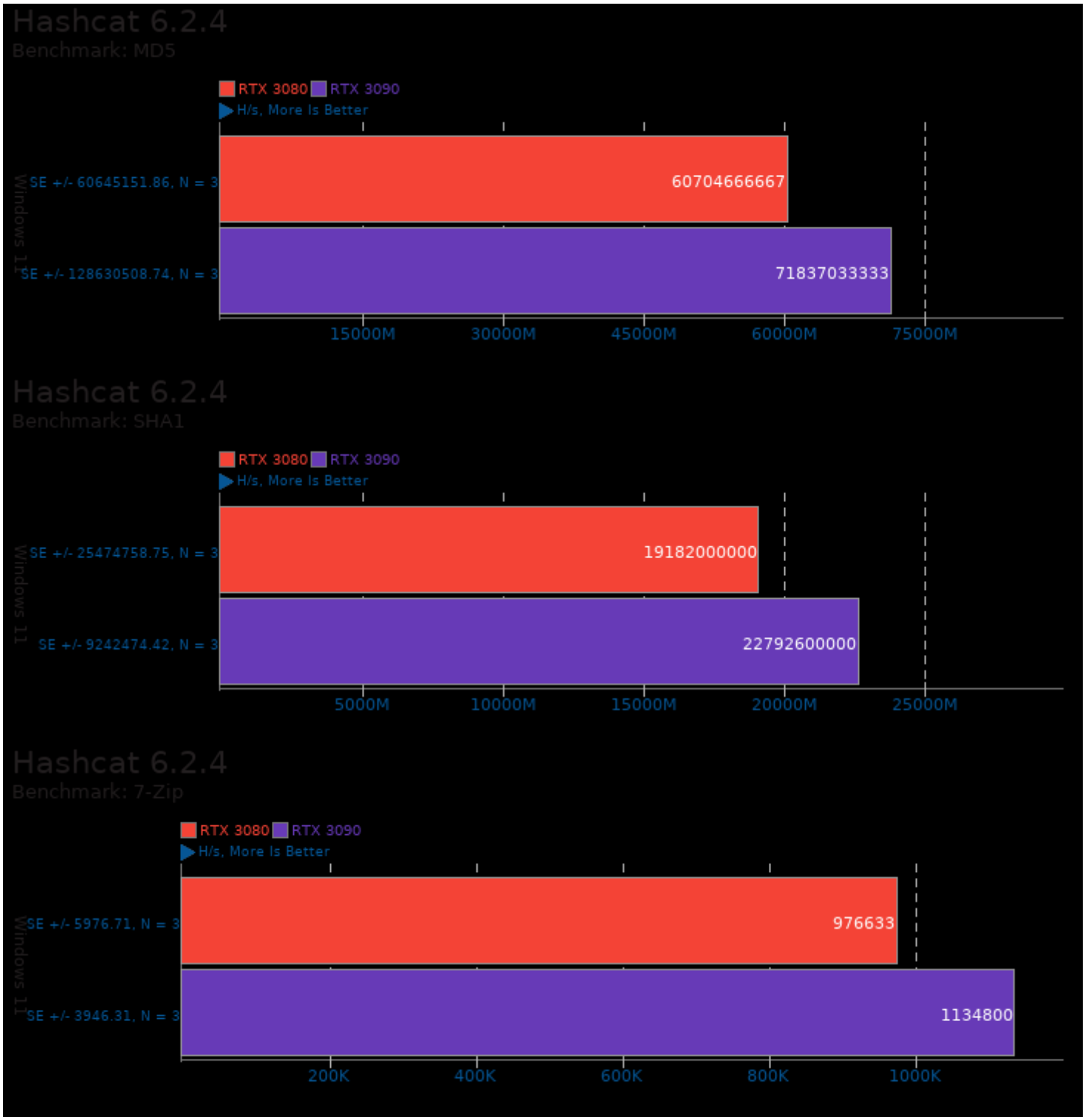
Processor Notes: CPU Microcode: 000000000E010000
Security Notes: VBS: Enabled and running + HVCI: Running + MBEC: Available

	RTX 3090: Windows 11	RTX 3080: Windows 11
Hashcat - MD5 (H/s)	**71837033333**	**60704666667**
Normalized	100%	84.5%
Standard Deviation	0.3%	0.2%
Hashcat - SHA1 (H/s)	**22792600000**	**19182000000**
Normalized	100%	84.16%
Standard Deviation	0.1%	0.2%
Hashcat - 7-Zip (H/s)	**1134800**	**976633**
Normalized	100%	86.06%
Standard Deviation	0.6%	1.1%
Hashcat - SHA-512 (H/s)	**2862100000**	**2409200000**
Normalized	100%	84.18%
Standard Deviation	0.1%	0.1%
Hashcat - T.R.X (H/s)	**839100**	**716100**
Normalized	100%	85.34%
Standard Deviation	0.3%	0.7%
FAHBench (Ns/Day)	**242.6347**	**241.9267**
Normalized	100%	99.71%
Standard Deviation	3.8%	0.8%
OctaneBench - Total Score (Score)	**663.425984**	**553.473864**
Normalized	100%	83.43%
Chaos Group V-RAY - NVIDIA CUDA GPU (vpaths)	**2091**	**1783**
Normalized	100%	85.27%
Standard Deviation	0%	0.1%
Chaos Group V-RAY - NVIDIA RTX GPU (vrays)	**2825**	**2342**
Normalized	100%	82.9%
Standard Deviation	0.1%	0.6%
Blender - BMW27 - NVIDIA CUDA (sec)	**10.48**	**12.35**
Normalized	100%	84.86%
Standard Deviation	0.3%	0.5%
Blender - BMW27 - NVIDIA OptiX (sec)	**6.12**	**7.05**
Normalized	100%	86.81%
Standard Deviation	3.6%	1%
Blender - Classroom - NVIDIA CUDA (sec)	**20.52**	**24.59**
Normalized	100%	83.45%
Standard Deviation	0.2%	0.5%
Blender - Fishy Cat - NVIDIA CUDA (sec)	**22.13**	**26.27**
Normalized	100%	84.24%

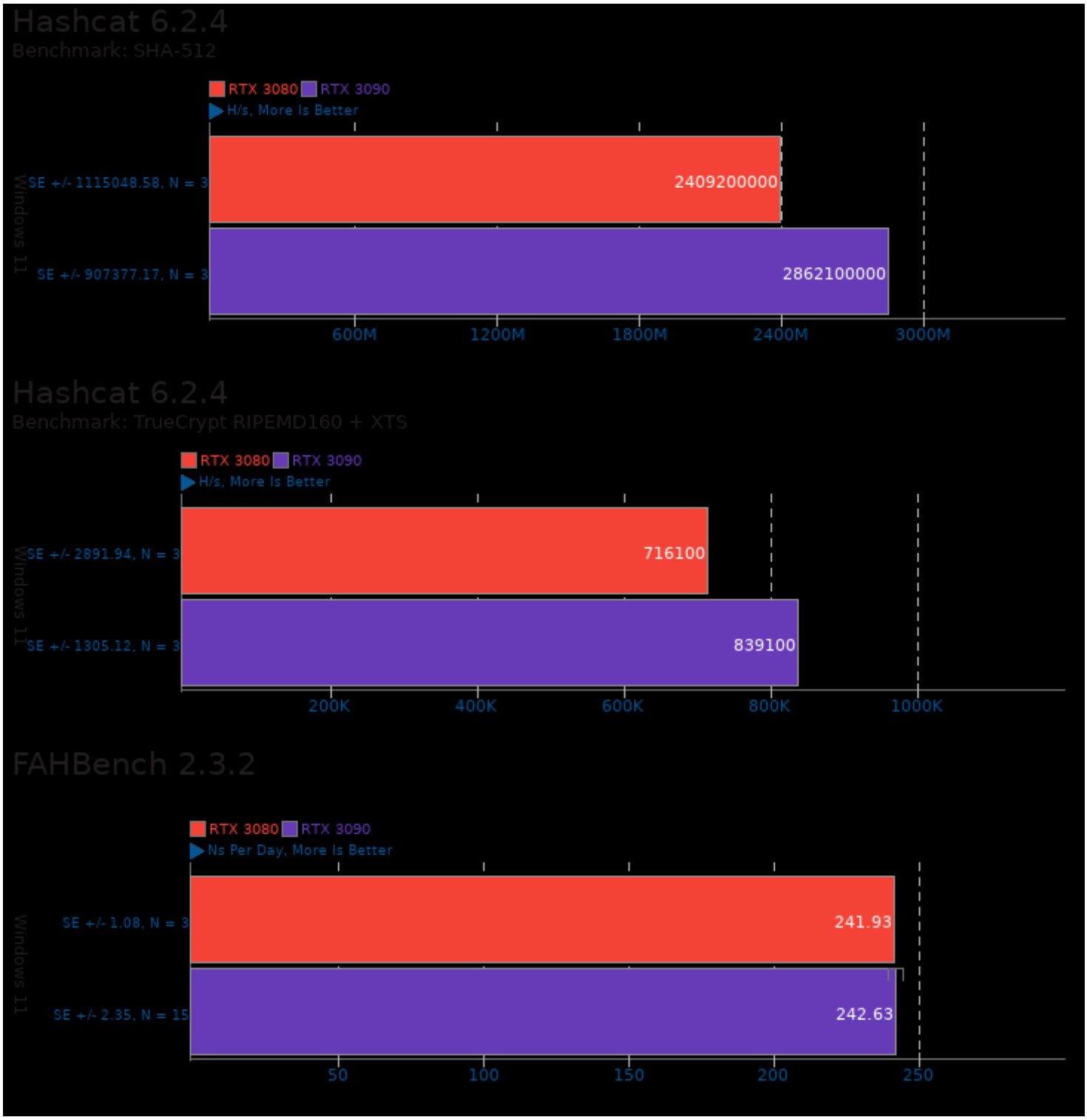
nvidia windows compute

Standard Deviation	0.7%	1.6%
Blender - Barbershop - NVIDIA CUDA (sec)	**88.22**	**104.44**
Normalized	100%	84.47%
Standard Deviation	0.3%	0.3%
Blender - Classroom - NVIDIA OptiX (sec)	**14.57**	**16.95**
Normalized	100%	85.96%
Standard Deviation	0.1%	0.4%
Blender - Fishy Cat - NVIDIA OptiX (sec)	**10.44**	**12.08**
Normalized	100%	86.42%
Standard Deviation	2.4%	0.1%
Blender - Barbershop - NVIDIA OptiX (sec)	**52.26**	**61.45**
Normalized	100%	85.04%
Standard Deviation	0.3%	0.2%
Blender - Pabellon Barcelona - NVIDIA CUDA (sec)	**49.66**	**60.73**
Normalized	100%	81.77%
Standard Deviation	0.2%	0.1%
Blender - Pabellon Barcelona - NVIDIA OptiX (sec)	**16.18**	**19.36**
Normalized	100%	83.57%
Standard Deviation	0.6%	0.4%

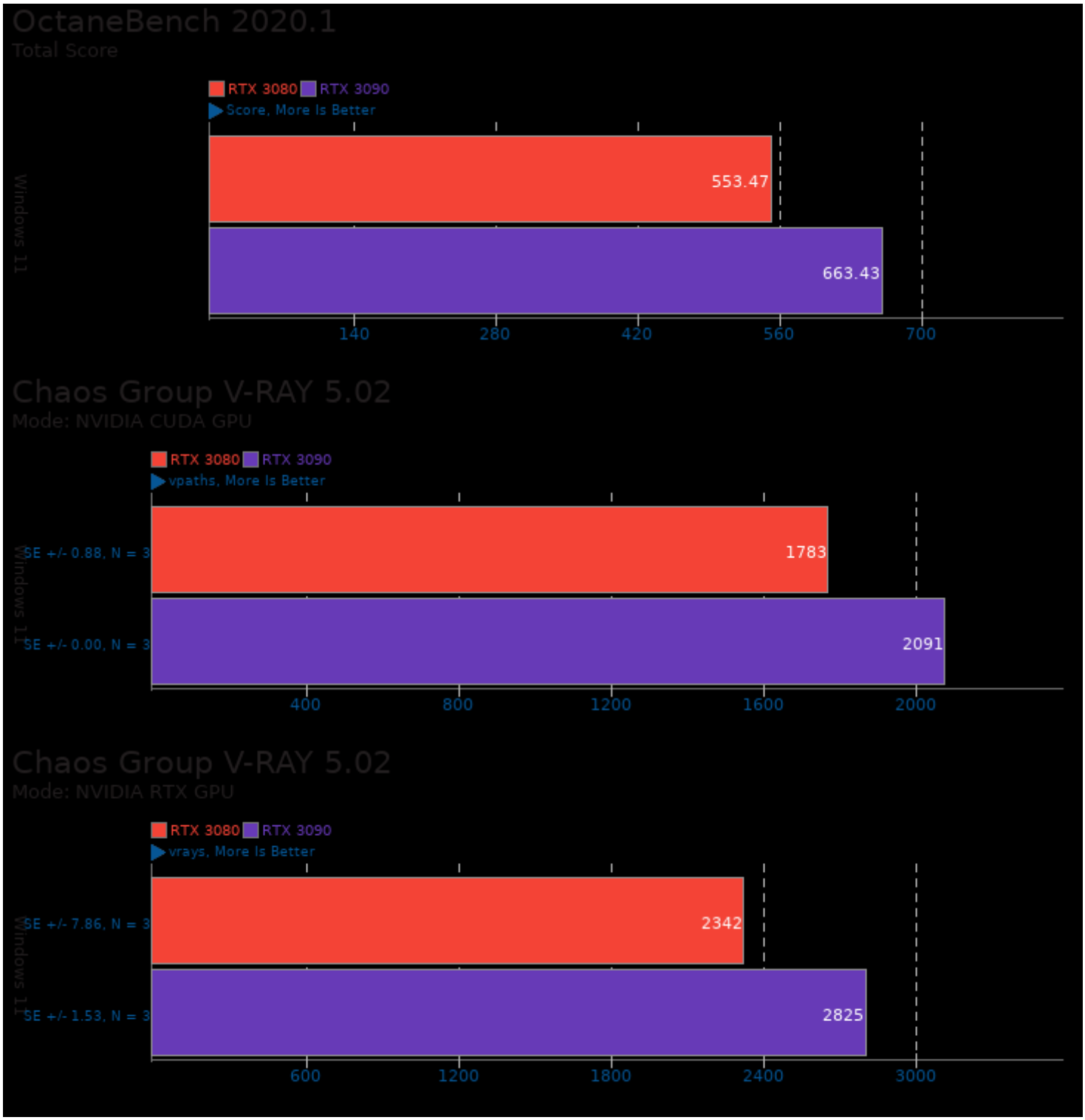
nvidia windows compute



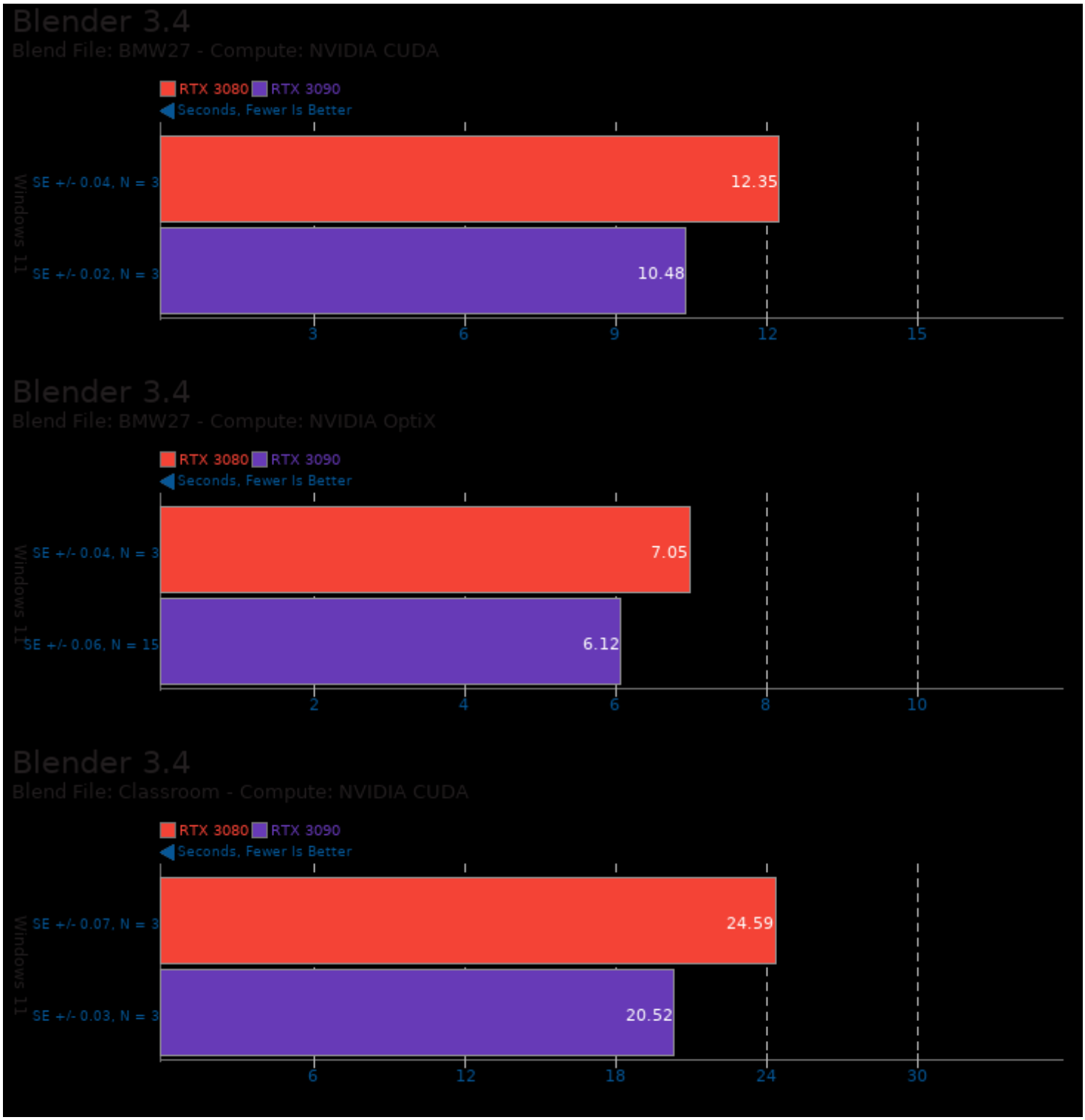
nvidia windows compute



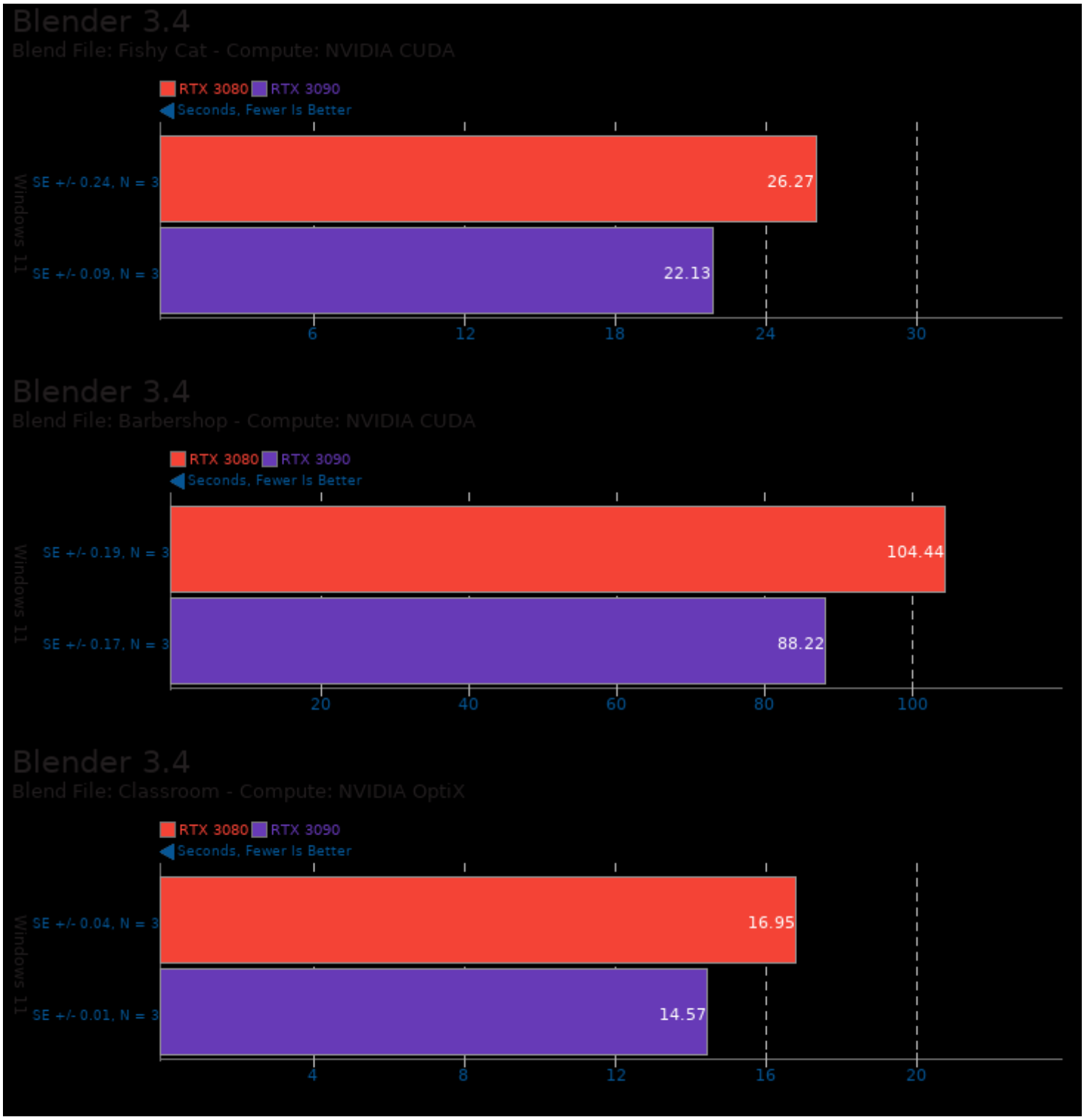
nvidia windows compute



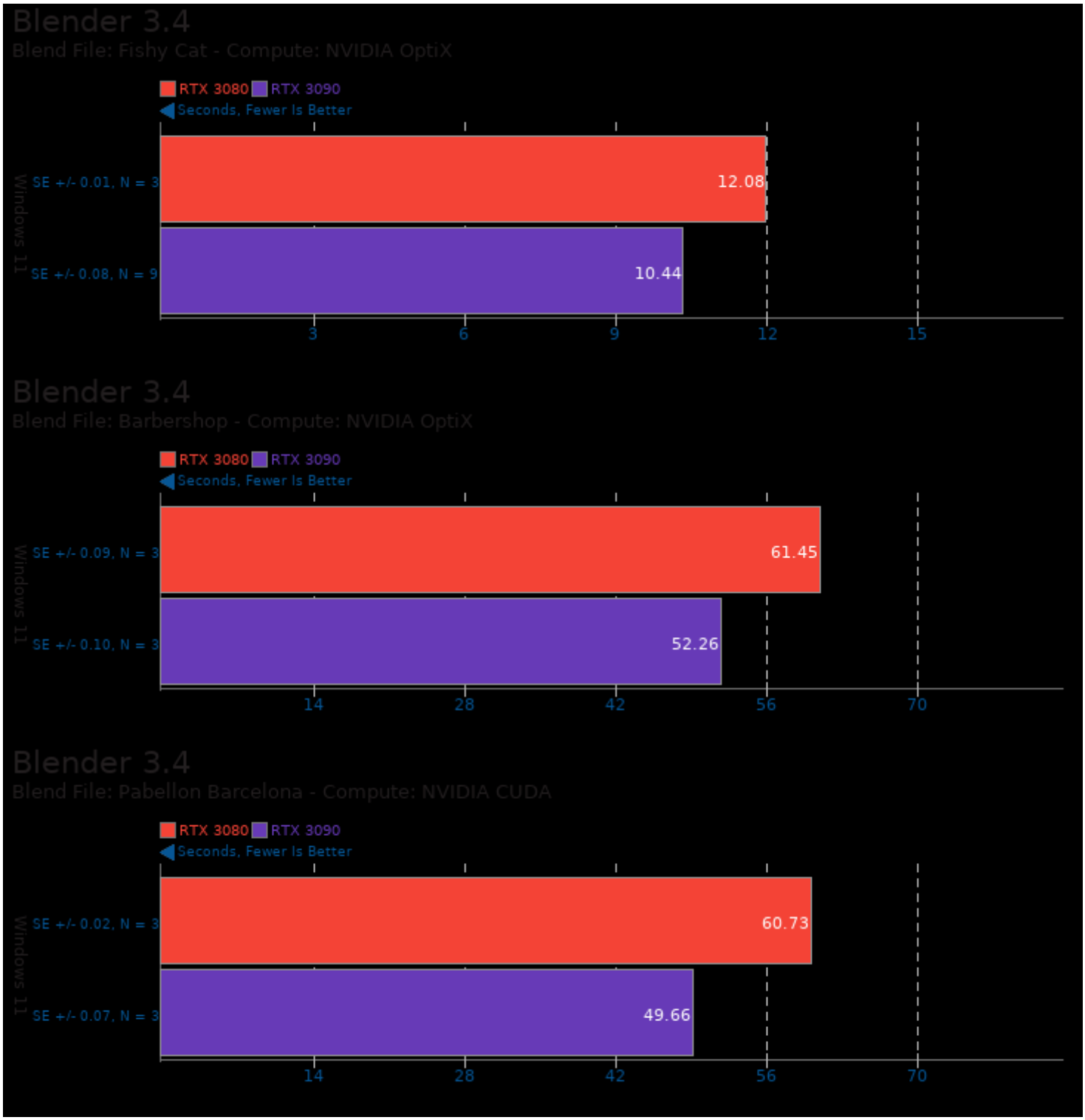
nvidia windows compute



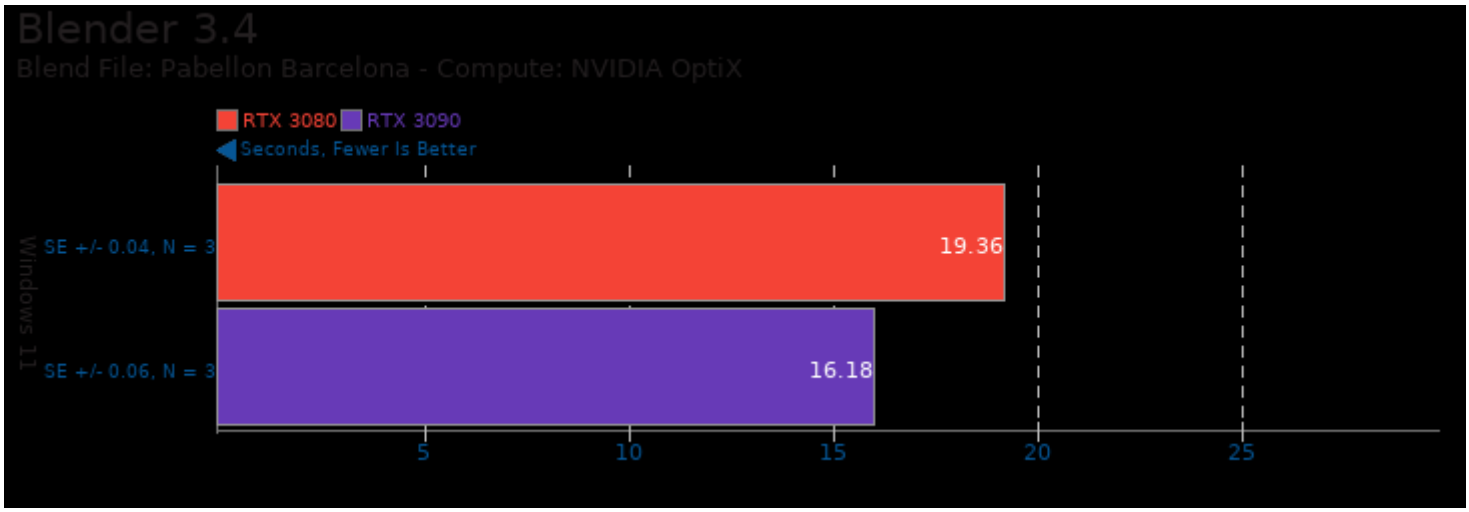
nvidia windows compute



nvidia windows compute

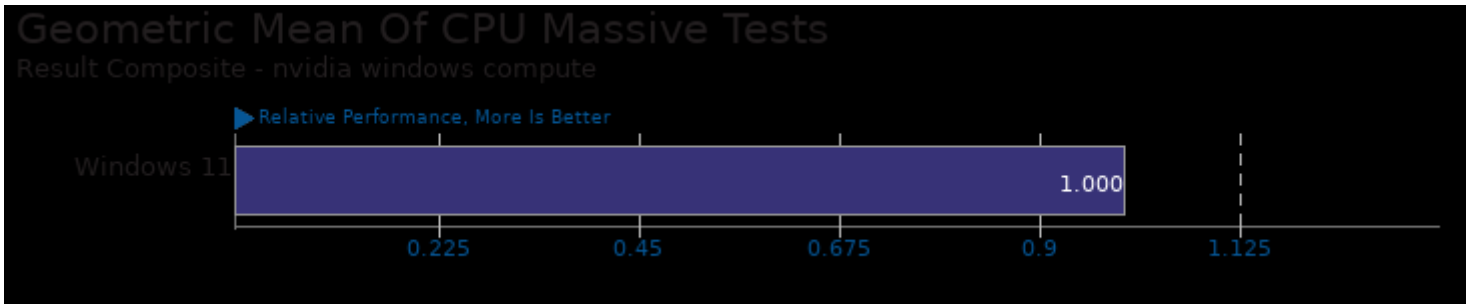


nvidia windows compute

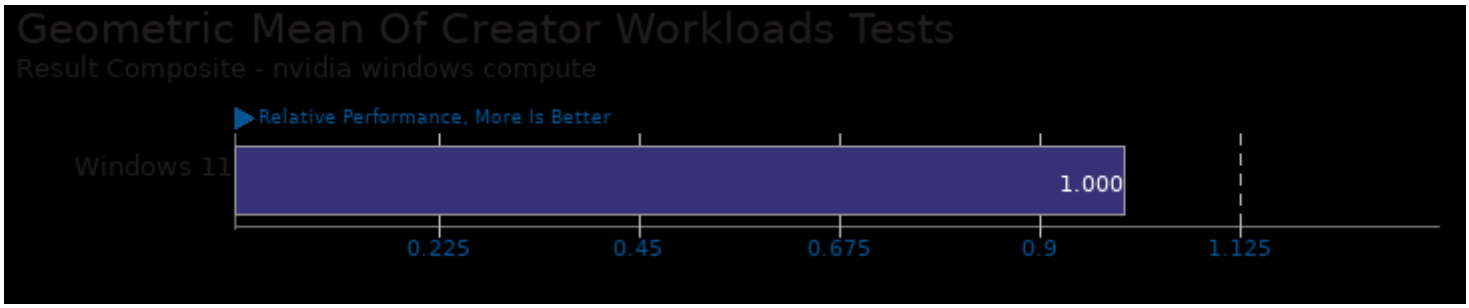


nvidia windows compute

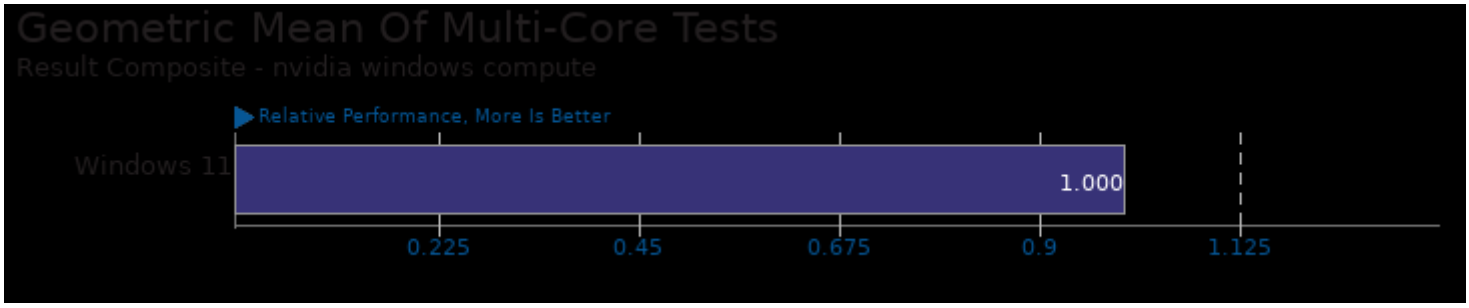
These geometric means are based upon test groupings / test suites for this result file.



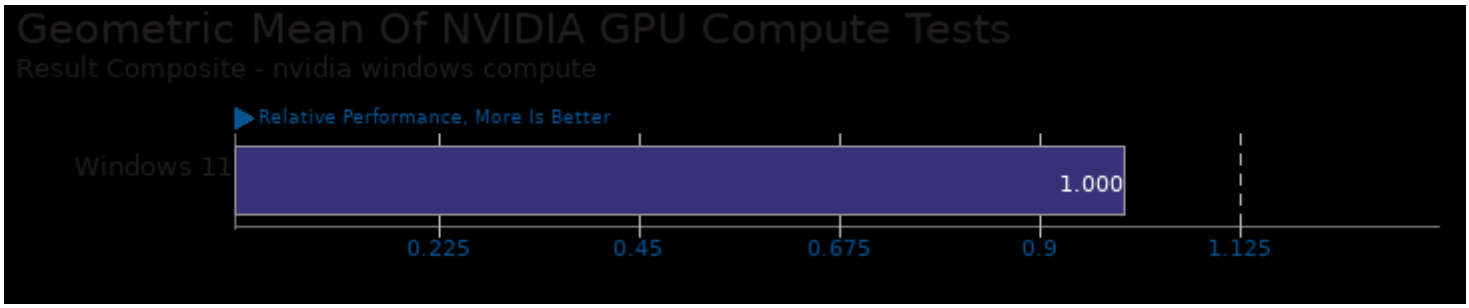
Geometric mean based upon tests: pts/v-ray and pts/blender



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

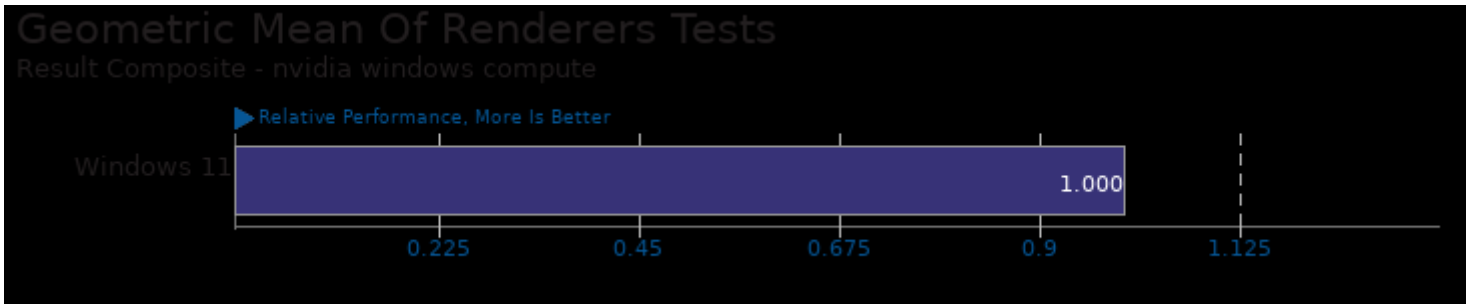


Geometric mean based upon tests: pts/blender and pts/v-ray



Geometric mean based upon tests: pts/hashcat, pts/fahbench, pts/octanebench, pts/v-ray and pts/blender

nvidia windows compute



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

This file was automatically generated via the Phoronix Test Suite benchmarking software on Thursday, 28 March 2024 15:56.