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AMD Ryzen 5 5600G testing with a ASUS PRIME B550-PLUS (2403 BIOS) and Sapphire AMD Radeon RX 6600 8GB on Artix rolling via the Phoronix Test Suite.

Test Systems:

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Processor: AMD Ryzen 5 5600G @ 4.20GHz (6 Cores / 12 Threads), Motherboard: ASUS PRIME B550-PLUS (2403 BIOS), Chipset: AMD Renoir/Cezanne, Memory: 16GB, Disk: Samsung SSD 960 EVO 250GB + 4001GB TOSHIBA HDWQ140 + 1000GB Dual SATA Bridge, Graphics: Sapphire AMD Radeon RX 6600 8GB (2750/875MHz), Audio: AMD Navi 21/23, Monitor: VX279 + LG TV, Network: Realtek RTL8111/8168/8411

OS: Artix rolling, Kernel: 6.1.1-zen1-1-zen (x86_64), Display Server: X Server, OpenGL: 4.6 Mesa 22.2.3 (LLVM 14.0.6 DRM 3.49), OpenCL: OpenCL 2.1 AMD-APP.dbg (3513.0), Compiler: GCC 12.2.0 + LLVM 14.0.6, File-System: ext4, Screen Resolution: 2560x1440

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

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--enable-clocale=gnu --enable-default-pie --enable-default-ssp --enable-gnu-indirect-function --enable-gnu-unique-object --enable-languages=c,c++,ada,fortran,go,lto,objc,obj-c++,d --enable-libstdcxx-backtrace --enable-link-serialization=1 --enable-lto --enable-multilib --enable-plugin --enable-shared --enable-threads=posix --mandir=/usr/share/man --with-build-config=bootstrap-lto --with-linker-hash-style=gnu
Processor Notes: Scaling Governor: acpi-cpufreq schedutil (Boost: Enabled) - CPU Microcode: 0xa50000c
Python Notes: Python 3.10.9
Security Notes: itlb_multihit: Not affected + l1tf: Not affected + mds: Not affected + meltdown: Not affected + mmio_stale_data: Not affected + retbleed: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional IBRS_FW STIBP: always-on RSB filling PBRSB-eIBRS: Not affected + srbds: Not affected + tsx_async_abort: Not affected

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libgav1 - Chimera 1080p (FPS)	234.81
Standard Deviation	0.5%
libgav1 - Summer Nature 4K (FPS)	71.19
Standard Deviation	0.1%
libgav1 - S.N.1 (FPS)	281.61
Standard Deviation	0.3%
libgav1 - C.1.1.b (FPS)	70.12
Standard Deviation	1%
dav1d - Chimera 1080p (FPS)	520.72
Standard Deviation	2.1%
dav1d - Summer Nature 4K (FPS)	154.83
Standard Deviation	1.3%
dav1d - S.N.1 (FPS)	687.15
Standard Deviation	1.2%
dav1d - C.1.1.b (FPS)	389.15
Standard Deviation	0.9%
Kvazaar - Bosphorus 4K - Slow (FPS)	6.69
Standard Deviation	0.2%
Kvazaar - Bosphorus 4K - Medium (FPS)	6.79
Standard Deviation	0.1%
Kvazaar - Bosphorus 1080p - Slow (FPS)	32.38
Standard Deviation	4.3%
Kvazaar - Bosphorus 1080p - Medium (FPS)	33.53
Standard Deviation	0.1%
Kvazaar - Bosphorus 4K - Very Fast (FPS)	13.20
Standard Deviation	0.3%
Kvazaar - Bosphorus 4K - Ultra Fast (FPS)	17.72
Standard Deviation	0.3%
Kvazaar - Bosphorus 1080p - Very Fast (FPS)	65.88
Standard Deviation	9.1%
Kvazaar - Bosphorus 1080p - Ultra Fast (FPS)	116.70
Standard Deviation	0.2%
rav1e - 1 (FPS)	0.592
Standard Deviation	2.6%
rav1e - 5 (FPS)	2.779
Standard Deviation	2.4%
rav1e - 6 (FPS)	4.197
Standard Deviation	0.9%
rav1e - 10 (FPS)	9.868
Standard Deviation	1.8%
SVT-AV1 - Preset 4 - Bosphorus 4K (FPS)	2.097
Standard Deviation	1.4%

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SVT-AV1 - Preset 8 - Bosphorus 4K (FPS)	25.192
Standard Deviation	1.5%
SVT-AV1 - Preset 12 - Bosphorus 4K (FPS)	75.666
Standard Deviation	6.4%
SVT-AV1 - Preset 13 - Bosphorus 4K (FPS)	85.245
Standard Deviation	0.6%
SVT-AV1 - Preset 4 - Bosphorus 1080p (FPS)	6.986
Standard Deviation	1.9%
SVT-AV1 - Preset 8 - Bosphorus 1080p (FPS)	71.541
Standard Deviation	1.3%
SVT-AV1 - Preset 12 - Bosphorus 1080p (FPS)	309.953
Standard Deviation	0.3%
SVT-AV1 - Preset 13 - Bosphorus 1080p (FPS)	352.716
Standard Deviation	2.2%
SVT-HEVC - 1 - Bosphorus 4K (FPS)	1.72
Standard Deviation	0%
SVT-HEVC - 7 - Bosphorus 4K (FPS)	27.70
Standard Deviation	1%
SVT-HEVC - 10 - Bosphorus 4K (FPS)	29.17
Standard Deviation	0.4%
SVT-HEVC - 1 - Bosphorus 1080p (FPS)	6.86
Standard Deviation	0.2%
SVT-HEVC - 7 - Bosphorus 1080p (FPS)	96.89
Standard Deviation	0.9%
SVT-HEVC - 10 - Bosphorus 1080p (FPS)	187.58
Standard Deviation	0.5%
SVT-VP9 - VMAF Optimized - Bosphorus 4K (FPS)	25.36
Standard Deviation	1.1%
SVT-VP9 - VMAF Optimized - Bosphorus 1080p (FPS)	132.28
Standard Deviation	7.9%
SVT-VP9 - P.S.O - Bosphorus 4K (FPS)	26.29
Standard Deviation	1.3%
SVT-VP9 - P.S.O - Bosphorus 1080p (FPS)	135.14
Standard Deviation	8.4%
SVT-VP9 - V.Q.O - Bosphorus 4K (FPS)	26.62
Standard Deviation	1.8%
SVT-VP9 - V.Q.O - Bosphorus 1080p (FPS)	111.29
Standard Deviation	4%
VP9 libvpx Encoding - Speed 0 - Bosphorus 4K (FPS)	5.61
Standard Deviation	1.3%
VP9 libvpx Encoding - Speed 5 - Bosphorus 4K (FPS)	14.70
Standard Deviation	1.7%
VP9 libvpx Encoding - Speed 0 - Bosphorus 1080p (FPS)	11.9
Standard Deviation	1.3%
VP9 libvpx Encoding - Speed 5 - Bosphorus 1080p (FPS)	37.03
Standard Deviation	2.4%
x264 - Bosphorus 4K (FPS)	19.56
Standard Deviation	29.9%
x264 - Bosphorus 1080p (FPS)	94.55
Standard Deviation	2.5%
x265 - Bosphorus 4K (FPS)	11.25
Standard Deviation	1.3%
x265 - Bosphorus 1080p (FPS)	56.64

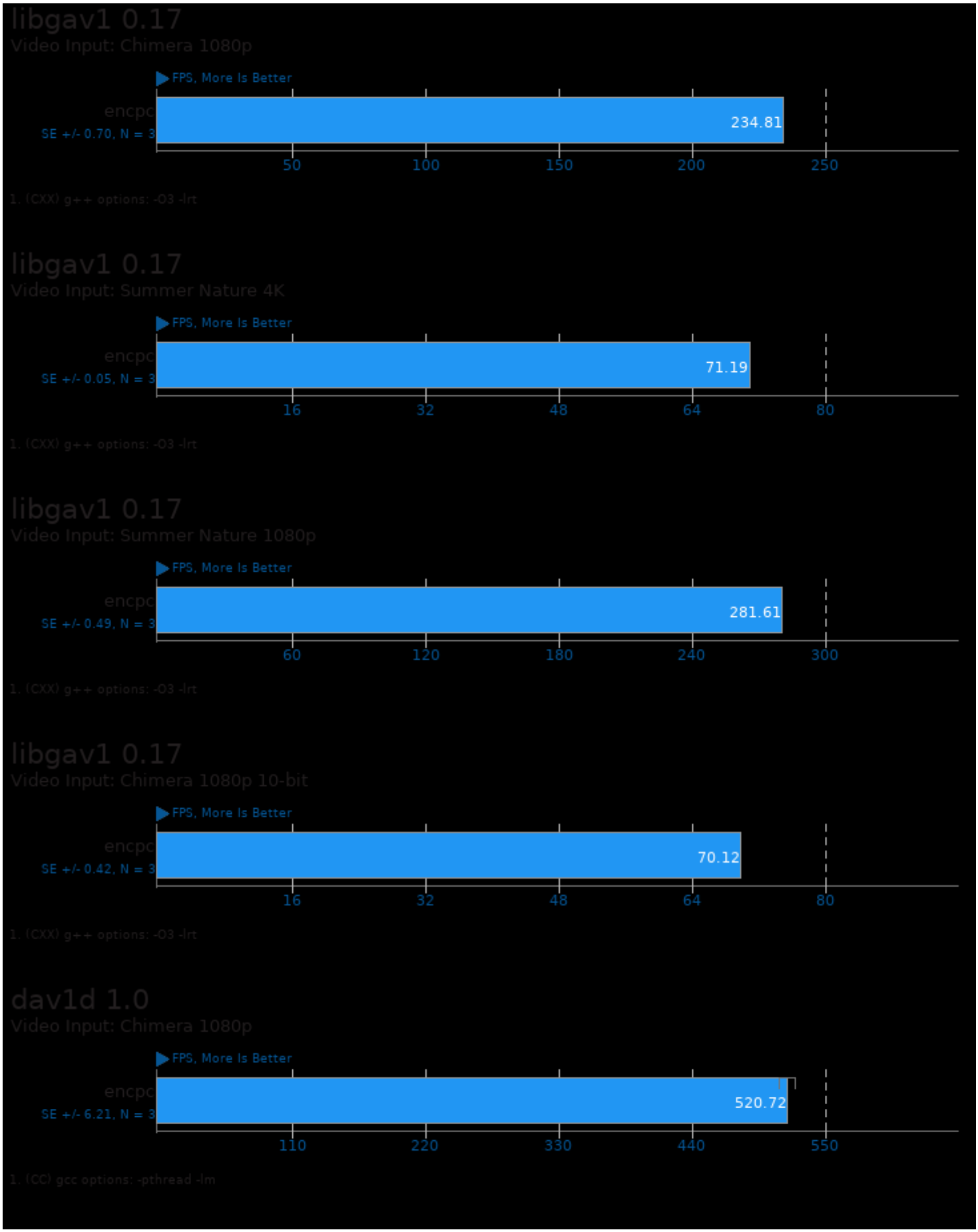
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Standard Deviation	2.4%
Stargate Digital Audio Workstation - 44100 - 512 (Render Ratio)	2.050157
Standard Deviation	1.6%
Stargate Digital Audio Workstation - 96000 - 512 (Render Ratio)	1.462000
Standard Deviation	0.6%
Stargate Digital Audio Workstation - 192000 - 512 (Render Ratio)	0.976941
Standard Deviation	0.6%
Stargate Digital Audio Workstation - 44100 - 1024 (Render Ratio)	2.162134
Standard Deviation	0.5%
Stargate Digital Audio Workstation - 480000 - 512 (Render Ratio)	2.003434
Standard Deviation	0.9%
Stargate Digital Audio Workstation - 96000 - 1024 (Render Ratio)	1.552754
Standard Deviation	0.3%
Stargate Digital Audio Workstation - 192000 - 1024 (Render Ratio)	1.048989
Standard Deviation	0.2%
Stargate Digital Audio Workstation - 480000 - 1024 (Render Ratio)	2.093445
Standard Deviation	0.8%
libavif avifenc - 0 (sec)	197.707
Standard Deviation	0.2%
libavif avifenc - 2 (sec)	91.225
Standard Deviation	0.3%
libavif avifenc - 6 (sec)	9.627
Standard Deviation	0.4%
libavif avifenc - 6, Lossless (sec)	13.841
Standard Deviation	0.7%
libavif avifenc - 10, Lossless (sec)	6.471
Standard Deviation	0.7%
Monkey Audio Encoding - WAV To APE (sec)	11.037
Standard Deviation	0.1%
FLAC Audio Encoding - WAV To FLAC (sec)	17.801
Standard Deviation	0.7%
LAME MP3 Encoding - WAV To MP3 (sec)	6.500
Standard Deviation	0.2%
FFmpeg - libx264 - Live (sec)	24.12
Standard Deviation	0.4%
FFmpeg - libx264 - Live (FPS)	209.40
Standard Deviation	0.4%
FFmpeg - libx265 - Live (sec)	43.88
Standard Deviation	1.2%
FFmpeg - libx265 - Live (FPS)	115.11
Standard Deviation	1.2%
FFmpeg - libx264 - Upload (sec)	196.51
Standard Deviation	0.2%
FFmpeg - libx264 - Upload (FPS)	12.85
Standard Deviation	0.2%
FFmpeg - libx265 - Upload (sec)	122.89
Standard Deviation	0.2%
FFmpeg - libx265 - Upload (FPS)	20.55
Standard Deviation	0.2%
FFmpeg - libx264 - Platform (sec)	155.79
Standard Deviation	0.4%
FFmpeg - libx264 - Platform (FPS)	48.62
Standard Deviation	0.4%

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FFmpeg - libx265 - Platform (sec)	177.596683530
Standard Deviation	0.2%
FFmpeg - libx265 - Platform (FPS)	42.65
Standard Deviation	0.2%
FFmpeg - libx264 - Video On Demand (sec)	155.993013991
Standard Deviation	0.4%
FFmpeg - libx264 - Video On Demand (FPS)	48.56
Standard Deviation	0.4%
FFmpeg - libx265 - Video On Demand (sec)	178.16
Standard Deviation	0.3%
FFmpeg - libx265 - Video On Demand (FPS)	42.52
Standard Deviation	0.3%
WavPack Audio Encoding - WAV To WavPack (sec)	12.866
Standard Deviation	0.1%

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libgav1 0.17
Video Input: Chimera 1080p
FPS, More Is Better
encpc
SE +/- 0.70, N = 3
234.81
50
100
150
200
250
1. (CXX) g++ options: -O3 -lrt
libgav1 0.17
Video Input: Summer Nature 4K
FPS, More Is Better
encpc
SE +/- 0.05, N = 3
71.19
16
32
48
64
80
1. (CXX) g++ options: -O3 -lrt
libgav1 0.17
Video Input: Summer Nature 1080p
FPS, More Is Better
encpc
SE +/- 0.49, N = 3
281.61
60
120
180
240
300
1. (CXX) g++ options: -O3 -lrt
libgav1 0.17
Video Input: Chimera 1080p 10-bit
FPS, More Is Better
encpc
SE +/- 0.42, N = 3
70.12
16
32
48
64
80
1. (CXX) g++ options: -O3 -lrt
dav1d 1.0
Video Input: Chimera 1080p
FPS, More Is Better
encpc
SE +/- 6.21, N = 3
520.72
110
220
330
440
550
1. (CC) gcc options: -pthread -lm

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dav1d 1.0

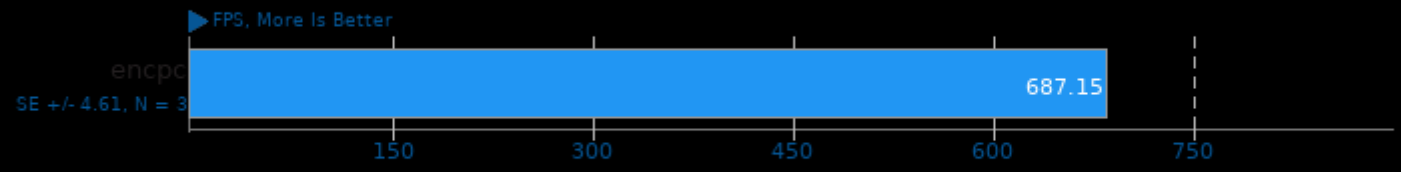
Video Input: Summer Nature 4K



1. (CC) gcc options: -pthread -lm

dav1d 1.0

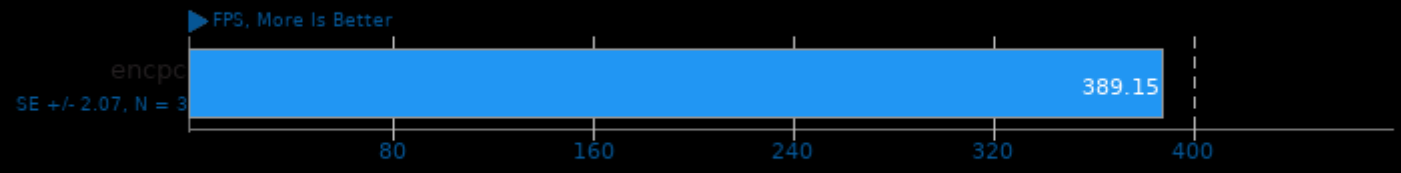
Video Input: Summer Nature 1080p



1. (CC) gcc options: -pthread -lm

dav1d 1.0

Video Input: Chimera 1080p 10-bit



1. (CC) gcc options: -pthread -lm

Kvazaar 2.1

Video Input: Bosphorus 4K - Video Preset: Slow



1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt

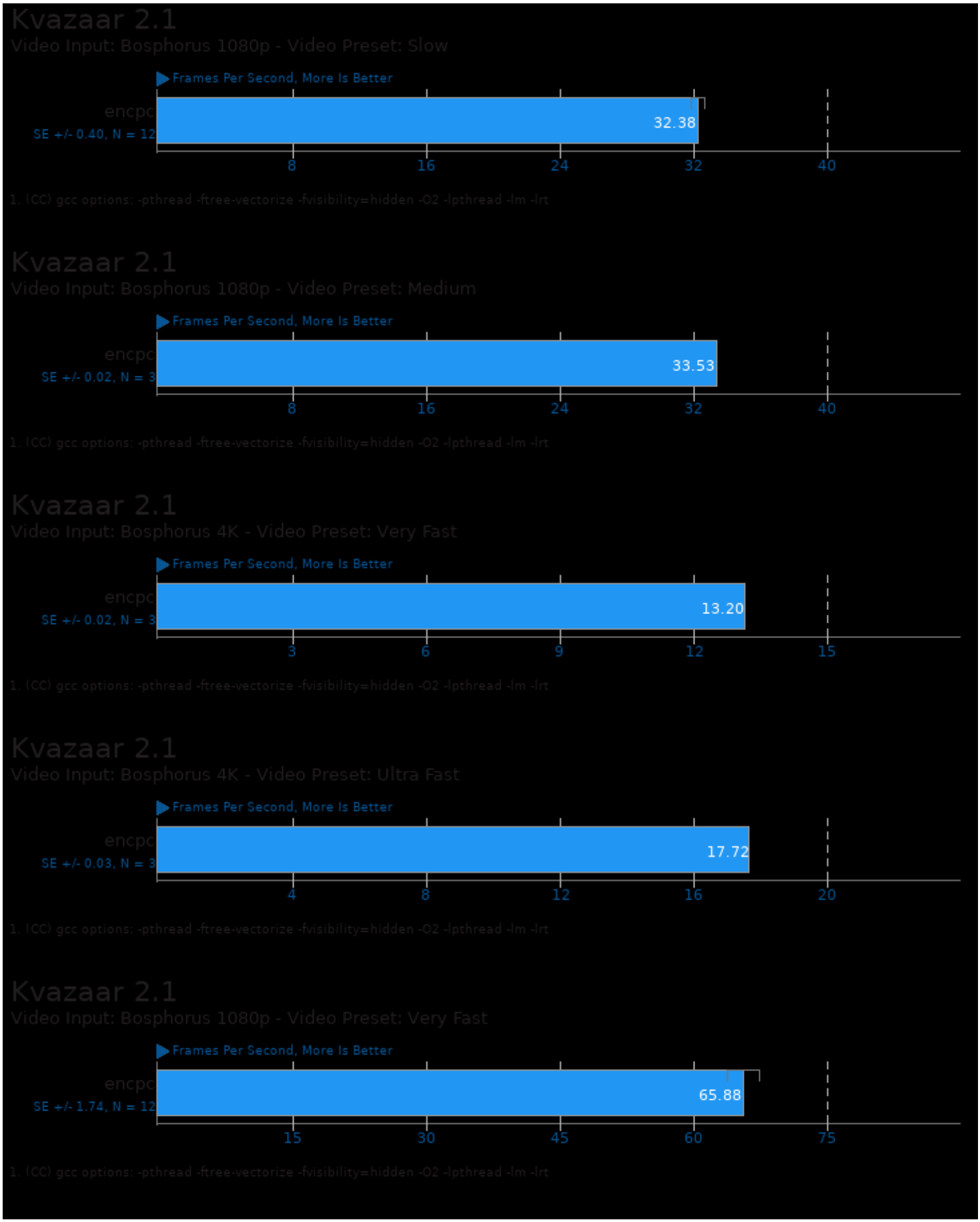
Kvazaar 2.1

Video Input: Bosphorus 4K - Video Preset: Medium

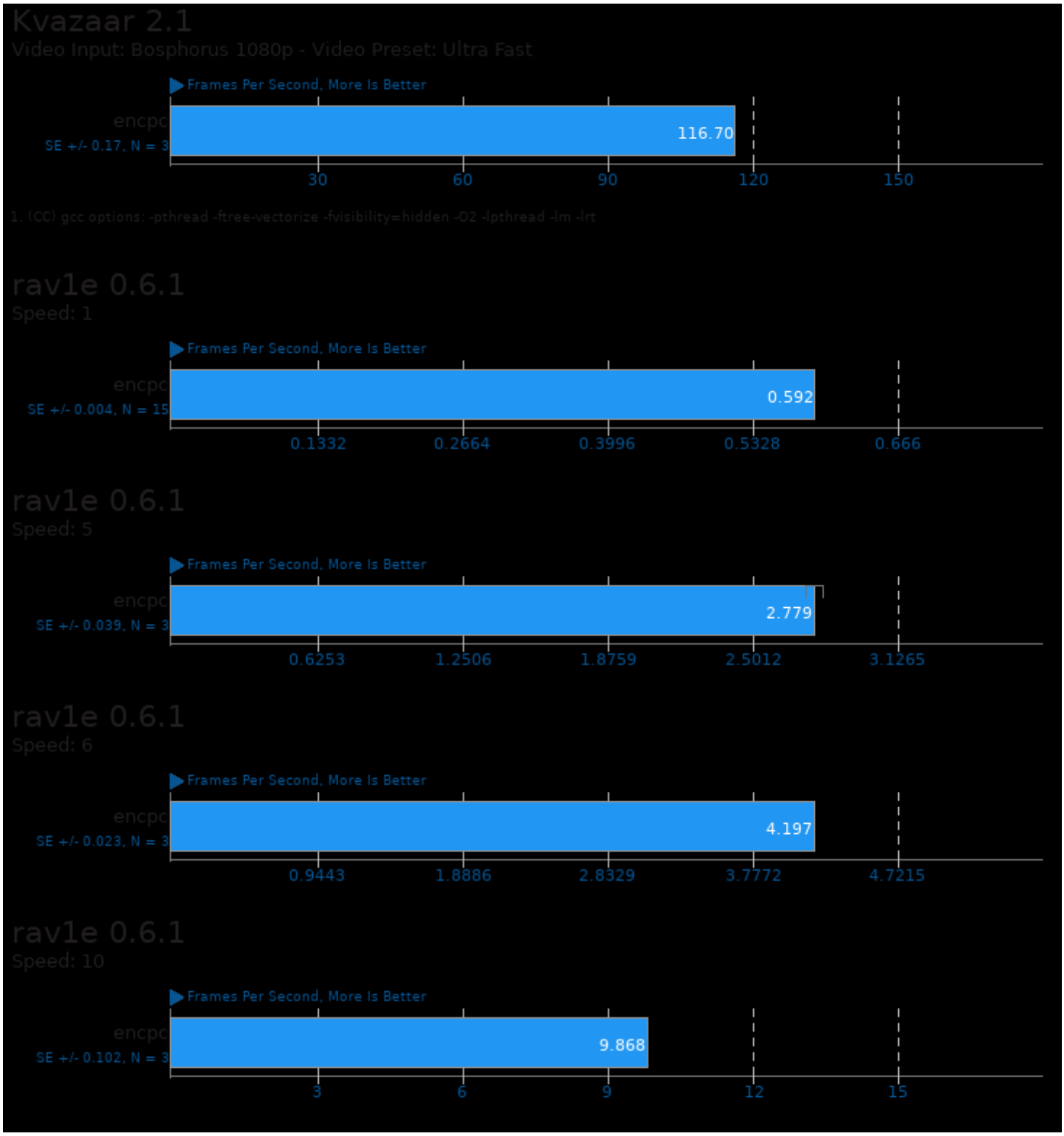


1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt

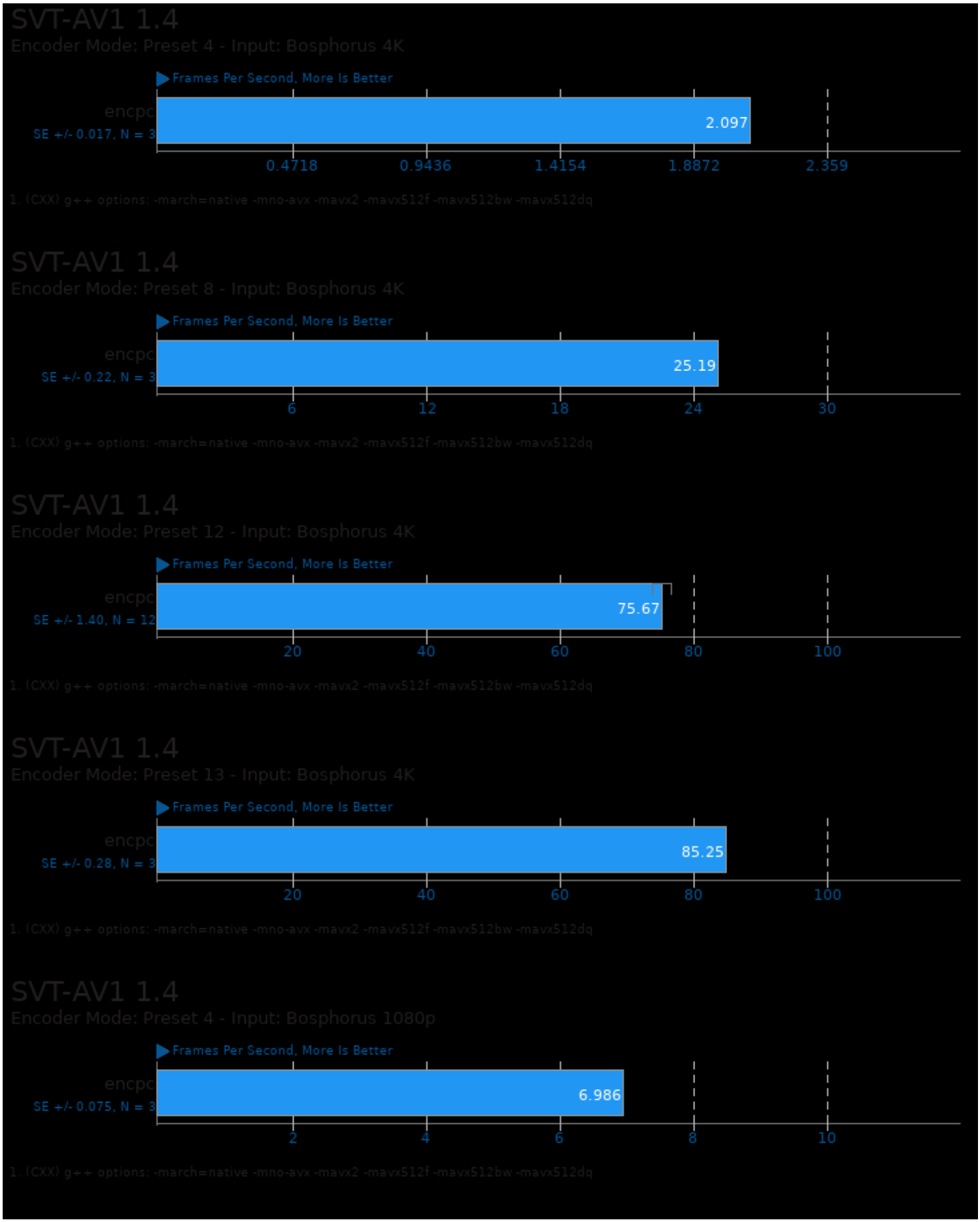
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Kvazaar 2.1
Video Input: Bosphorus 1080p - Video Preset: Slow
Frames Per Second, More Is Better
encpc
SE +/- 0.40, N = 12
32.38
8
16
24
32
40
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt
Kvazaar 2.1
Video Input: Bosphorus 1080p - Video Preset: Medium
Frames Per Second, More Is Better
encpc
SE +/- 0.02, N = 3
33.53
8
16
24
32
40
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt
Kvazaar 2.1
Video Input: Bosphorus 4K - Video Preset: Very Fast
Frames Per Second, More Is Better
encpc
SE +/- 0.02, N = 3
13.20
3
6
9
12
15
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt
Kvazaar 2.1
Video Input: Bosphorus 4K - Video Preset: Ultra Fast
Frames Per Second, More Is Better
encpc
SE +/- 0.03, N = 3
17.72
4
8
12
16
20
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt
Kvazaar 2.1
Video Input: Bosphorus 1080p - Video Preset: Very Fast
Frames Per Second, More Is Better
encpc
SE +/- 1.74, N = 12
65.88
15
30
45
60
75
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt

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Kvazaar 2.1
Video Input: Bosphorus 1080p - Video Preset: Ultra Fast
Frames Per Second, More Is Better
encpc
SE +/- 0.17, N = 3
116.70
30
60
90
120
150
1. (CC) gcc options: -pthread -ftree-vectorize -fvisibility=hidden -O2 -lpthread -lm -lrt
rav1e 0.6.1
Speed: 1
Frames Per Second, More Is Better
encpc
SE +/- 0.004, N = 15
0.592
0.1332
0.2664
0.3996
0.5328
0.666
rav1e 0.6.1
Speed: 5
Frames Per Second, More Is Better
encpc
SE +/- 0.039, N = 3
2.779
0.6253
1.2506
1.8759
2.5012
3.1265
rav1e 0.6.1
Speed: 6
Frames Per Second, More Is Better
encpc
SE +/- 0.023, N = 3
4.197
0.9443
1.8886
2.8329
3.7772
4.7215
rav1e 0.6.1
Speed: 10
Frames Per Second, More Is Better
encpc
SE +/- 0.102, N = 3
9.868
3
6
9
12
15

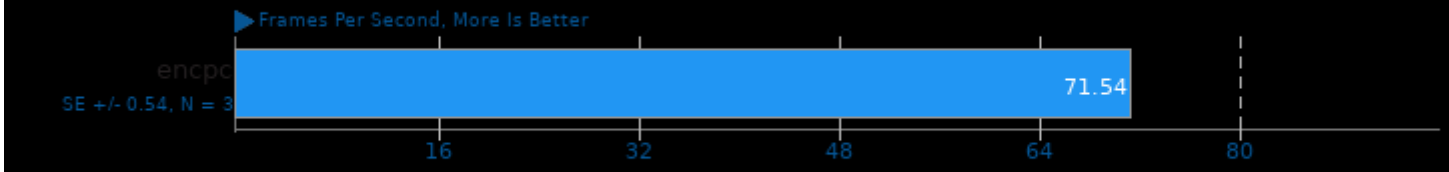
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SVT-AV1 1.4
Encoder Mode: Preset 4 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.017, N = 3
2.097
0.4718
0.9436
1.4154
1.8872
2.359
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq
SVT-AV1 1.4
Encoder Mode: Preset 8 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.22, N = 3
25.19
6
12
18
24
30
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq
SVT-AV1 1.4
Encoder Mode: Preset 12 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 1.40, N = 12
75.67
20
40
60
80
100
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq
SVT-AV1 1.4
Encoder Mode: Preset 13 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.28, N = 3
85.25
20
40
60
80
100
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq
SVT-AV1 1.4
Encoder Mode: Preset 4 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.075, N = 3
6.986
2
4
6
8
10
1. (CXX) g++ options: -march=native -mno-avx -mavx2 -mavx512f -mavx512bw -mavx512dq

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SVT-AV1 1.4

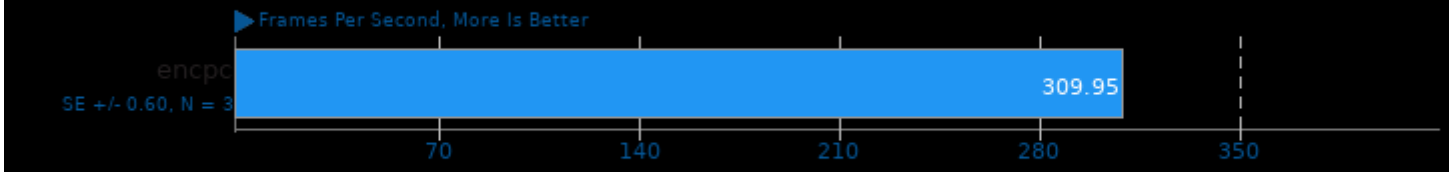
Encoder Mode: Preset 8 - Input: Bosphorus 1080p



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

SVT-AV1 1.4

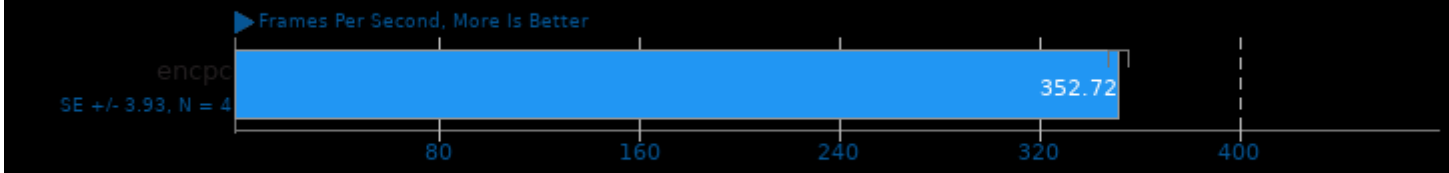
Encoder Mode: Preset 12 - Input: Bosphorus 1080p



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

SVT-AV1 1.4

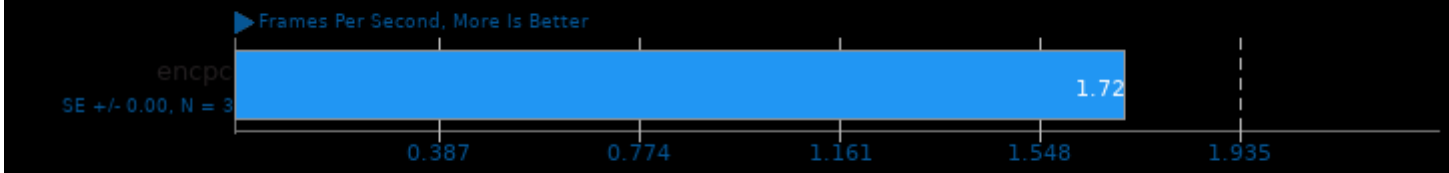
Encoder Mode: Preset 13 - Input: Bosphorus 1080p



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

SVT-HEVC 1.5.0

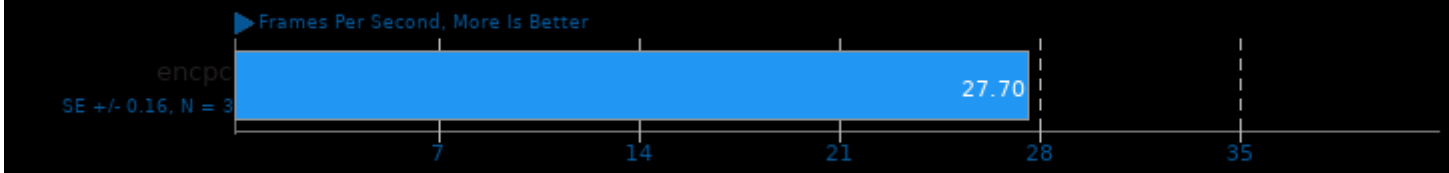
Tuning: 1 - Input: Bosphorus 4K



1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt

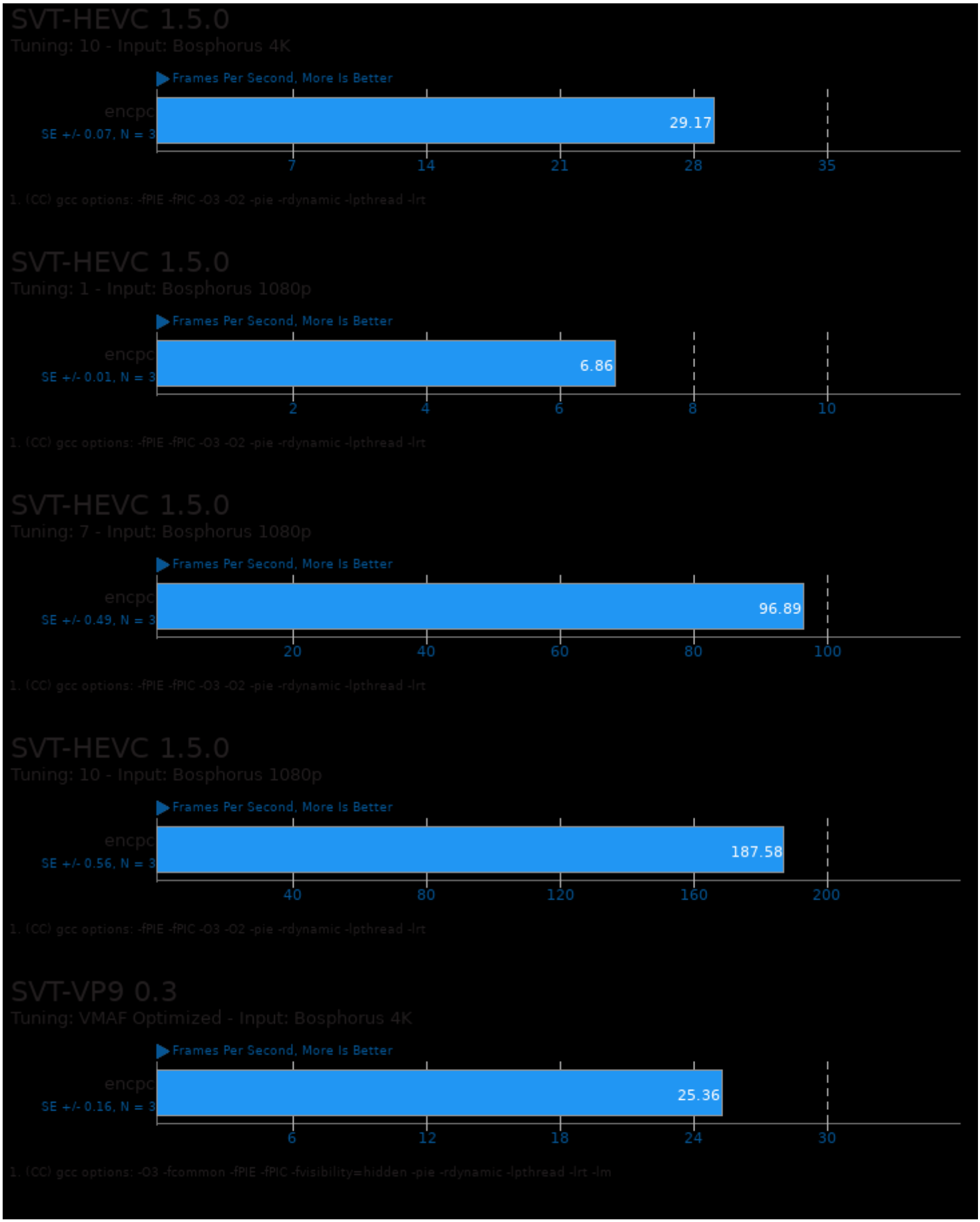
SVT-HEVC 1.5.0

Tuning: 7 - Input: Bosphorus 4K

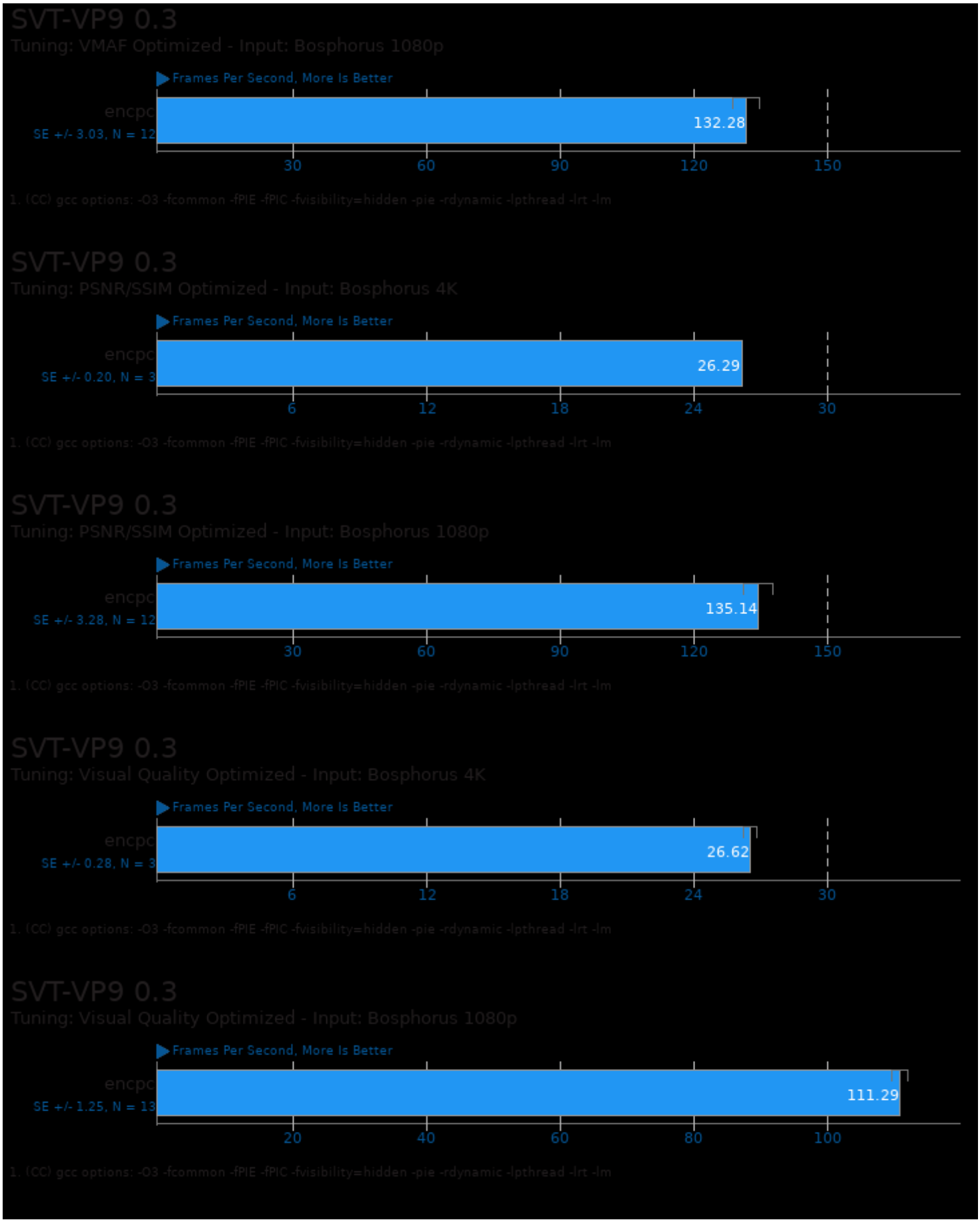


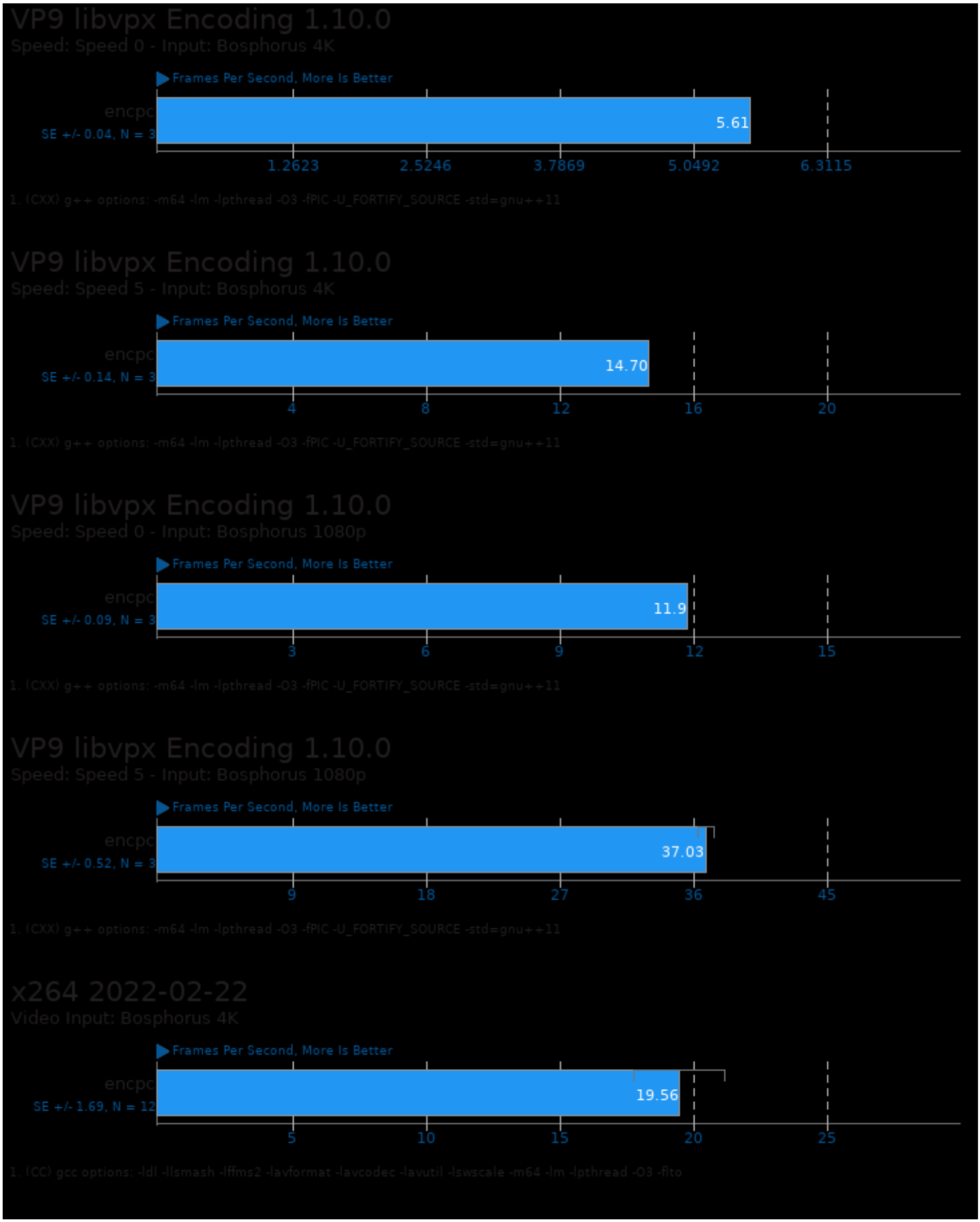
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt

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SVT-HEVC 1.5.0
Tuning: 10 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.07, N = 3
29.17
7
14
21
28
35
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-HEVC 1.5.0
Tuning: 1 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.01, N = 3
6.86
2
4
6
8
10
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-HEVC 1.5.0
Tuning: 7 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.49, N = 3
96.89
20
40
60
80
100
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-HEVC 1.5.0
Tuning: 10 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.56, N = 3
187.58
40
80
120
160
200
1. (CC) gcc options: -fPIE -fPIC -O3 -O2 -pie -rdynamic -lpthread -lrt
SVT-VP9 0.3
Tuning: VMAF Optimized - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.16, N = 3
25.36
6
12
18
24
30
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm

encpc


SVT-VP9 0.3
Tuning: VMAF Optimized - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 3.03, N = 12
132.28
30
60
90
120
150
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm
SVT-VP9 0.3
Tuning: PSNR/SSIM Optimized - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.20, N = 3
26.29
6
12
18
24
30
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm
SVT-VP9 0.3
Tuning: PSNR/SSIM Optimized - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 3.28, N = 12
135.14
30
60
90
120
150
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm
SVT-VP9 0.3
Tuning: Visual Quality Optimized - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.28, N = 3
26.62
6
12
18
24
30
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm
SVT-VP9 0.3
Tuning: Visual Quality Optimized - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 1.25, N = 13
111.29
20
40
60
80
100
1. (CC) gcc options: -O3 -fcommon -fPIE -fPIC -fvisibility=hidden -pie -rdynamic -lpthread -lrt -lm


VP9 libvpx Encoding 1.10.0
Speed: Speed 0 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.04, N = 3
5.61
1.2623
2.5246
3.7869
5.0492
6.3115
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
VP9 libvpx Encoding 1.10.0
Speed: Speed 5 - Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 0.14, N = 3
14.70
4
8
12
16
20
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
VP9 libvpx Encoding 1.10.0
Speed: Speed 0 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.09, N = 3
11.9
3
6
9
12
15
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
VP9 libvpx Encoding 1.10.0
Speed: Speed 5 - Input: Bosphorus 1080p
Frames Per Second, More Is Better
encpc
SE +/- 0.52, N = 3
37.03
9
18
27
36
45
1. (CXX) g++ options: -m64 -lm -lpthread -O3 -fPIC -U_FORTIFY_SOURCE -std=gnu++11
x264 2022-02-22
Video Input: Bosphorus 4K
Frames Per Second, More Is Better
encpc
SE +/- 1.69, N = 12
19.56
5
10
15
20
25
1. (CC) gcc options: -ldl -llsmash -lffms2 -lavformat -lavcodec -lavutil -lswscale -m64 -lm -lpthread -O3 -flto

encpc

x264 2022-02-22

Video Input: Bosphorus 1080p



1. (CC) gcc options: -ldl -llsmash -lffms2 -lavformat -lavcodec -lavutil -lswscale -m64 -lm -lpthread -O3 -flto

x265 3.4

Video Input: Bosphorus 4K



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

x265 3.4

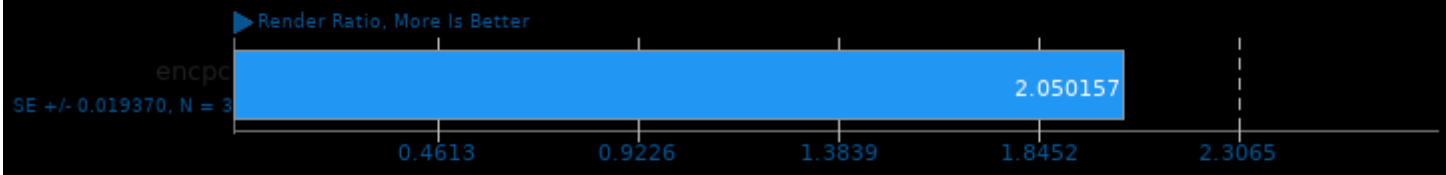
Video Input: Bosphorus 1080p



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

Stargate Digital Audio Workstation 22.11.5

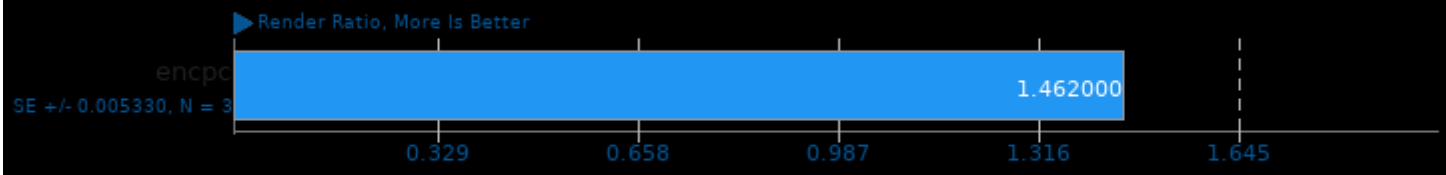
Sample Rate: 44100 - Buffer Size: 512



1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions

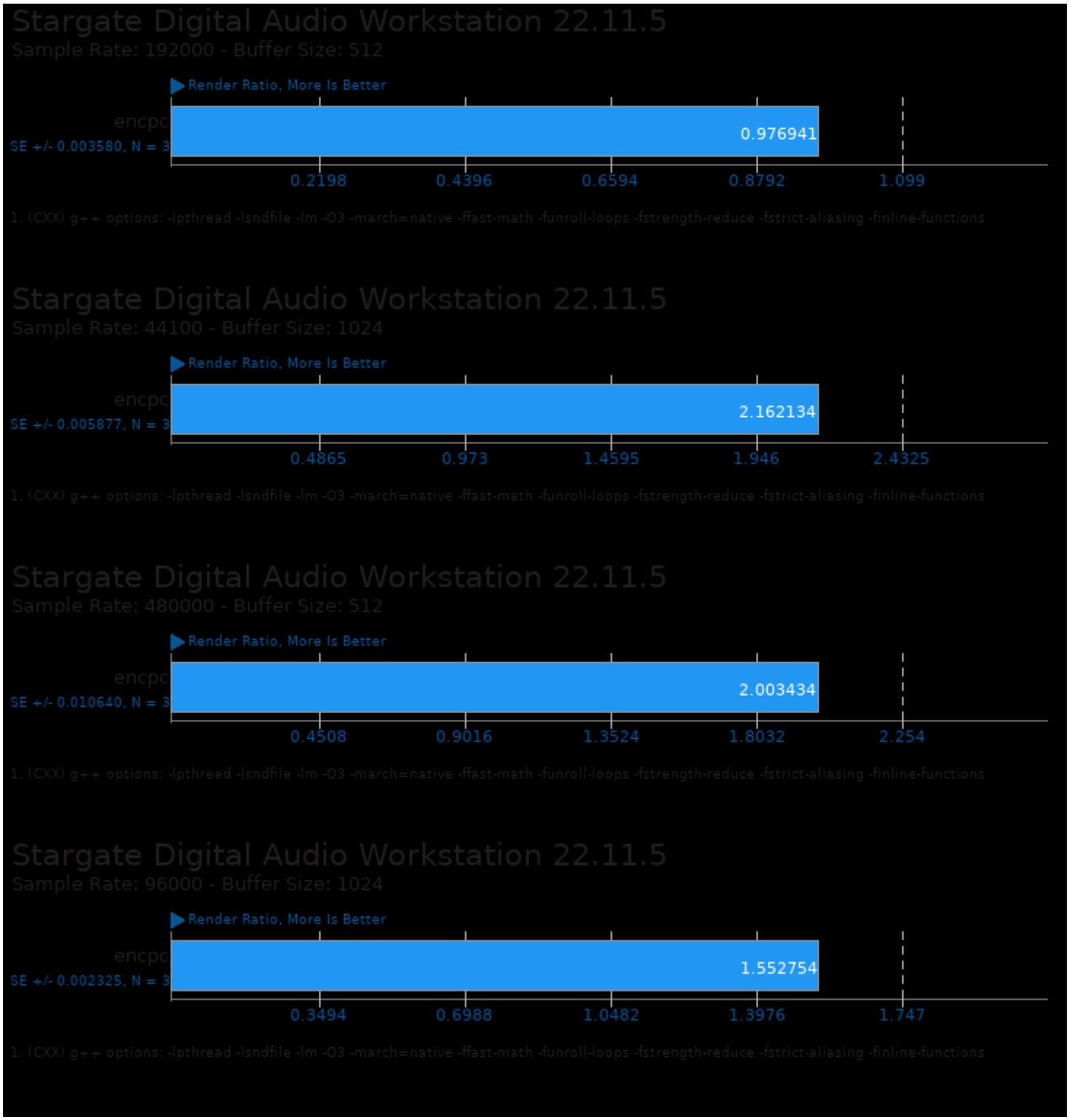
Stargate Digital Audio Workstation 22.11.5

Sample Rate: 96000 - Buffer Size: 512

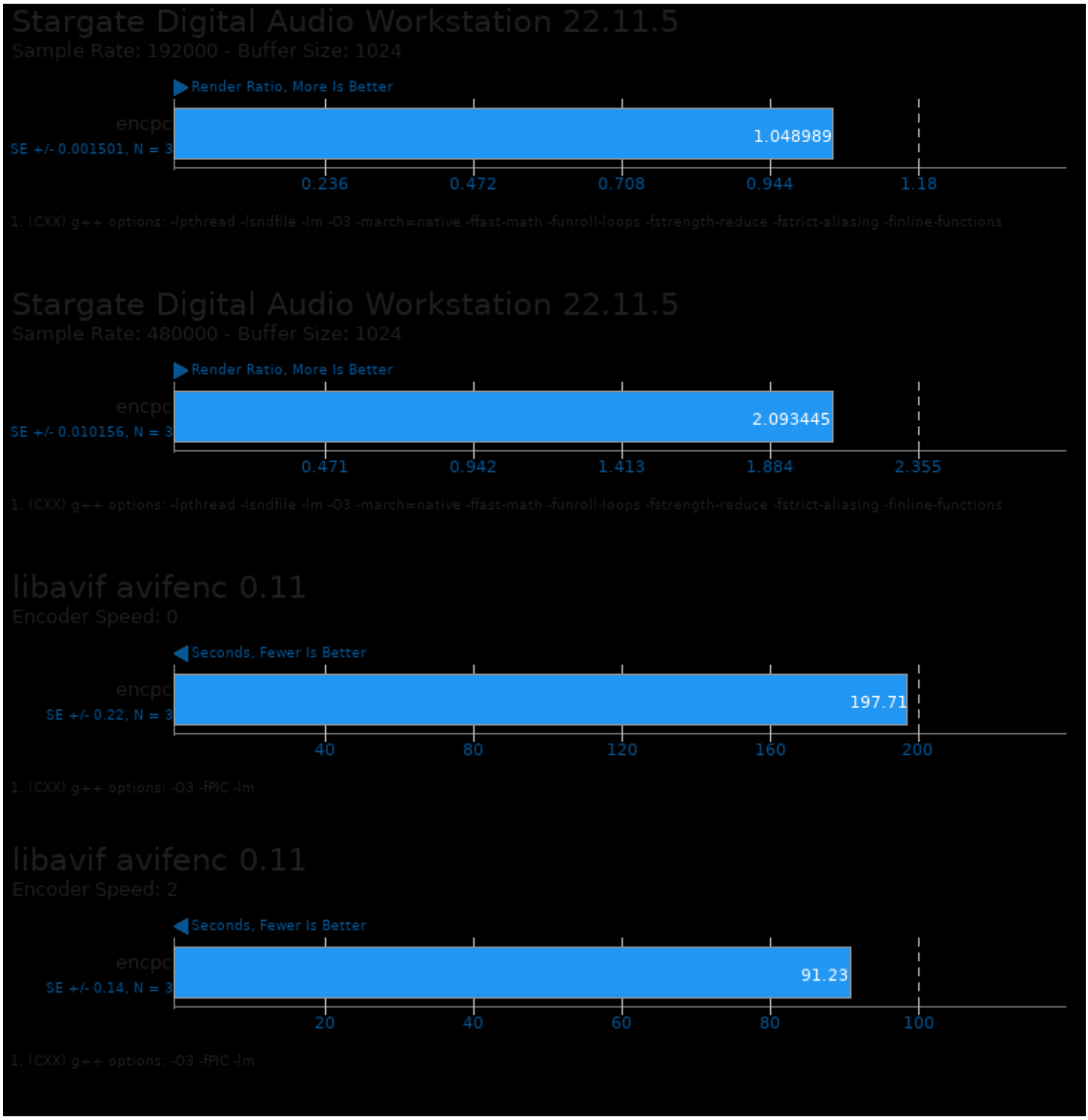


1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions

encpc

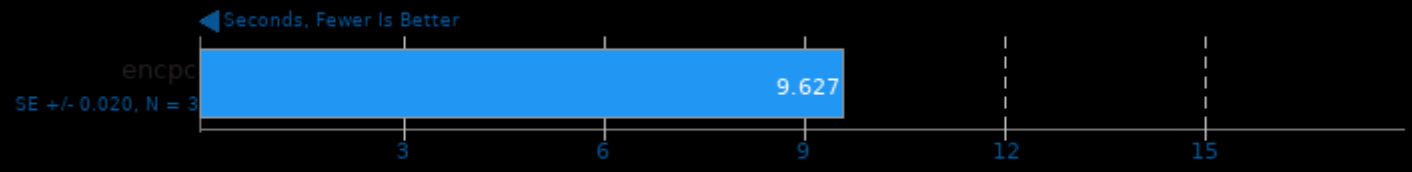

Stargate Digital Audio Workstation 22.11.5
Sample Rate: 192000 - Buffer Size: 512
Render Ratio, More Is Better
encpc
SE +/- 0.003580, N = 3
0.976941
0.2198
0.4396
0.6594
0.8792
1.099
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions
Stargate Digital Audio Workstation 22.11.5
Sample Rate: 44100 - Buffer Size: 1024
Render Ratio, More Is Better
encpc
SE +/- 0.005877, N = 3
2.162134
0.4865
0.973
1.4595
1.946
2.4325
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions
Stargate Digital Audio Workstation 22.11.5
Sample Rate: 480000 - Buffer Size: 512
Render Ratio, More Is Better
encpc
SE +/- 0.010640, N = 3
2.003434
0.4508
0.9016
1.3524
1.8032
2.254
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions
Stargate Digital Audio Workstation 22.11.5
Sample Rate: 96000 - Buffer Size: 1024
Render Ratio, More Is Better
encpc
SE +/- 0.002325, N = 3
1.552754
0.3494
0.6988
1.0482
1.3976
1.747
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions

encpc


Stargate Digital Audio Workstation 22.11.5
Sample Rate: 192000 - Buffer Size: 1024
Render Ratio, More Is Better
encpc
SE +/- 0.001501, N = 3
1.048989
0.236
0.472
0.708
0.944
1.18
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions
Stargate Digital Audio Workstation 22.11.5
Sample Rate: 480000 - Buffer Size: 1024
Render Ratio, More Is Better
encpc
SE +/- 0.010156, N = 3
2.093445
0.471
0.942
1.413
1.884
2.355
1. (CXX) g++ options: -lpthread -lsndfile -lm -O3 -march=native -ffast-math -funroll-loops -fstrength-reduce -fstrict-aliasing -finline-functions
libavif avifenc 0.11
Encoder Speed: 0
Seconds, Fewer Is Better
encpc
SE +/- 0.22, N = 3
197.71
40
80
120
160
200
1. (CXX) g++ options: -O3 -fPIC -lm
libavif avifenc 0.11
Encoder Speed: 2
Seconds, Fewer Is Better
encpc
SE +/- 0.14, N = 3
91.23
20
40
60
80
100
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

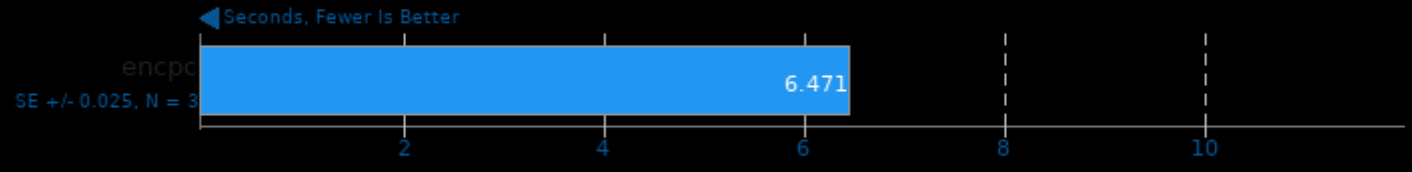
Encoder Speed: 6, Lossless



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

libavif avifenc 0.11

Encoder Speed: 10, Lossless



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

Monkey Audio Encoding 3.99.6

WAV To APE



1. (CXX) g++ options: -O3 -pedantic -rdynamic -lrt

FLAC Audio Encoding 1.4

WAV To FLAC

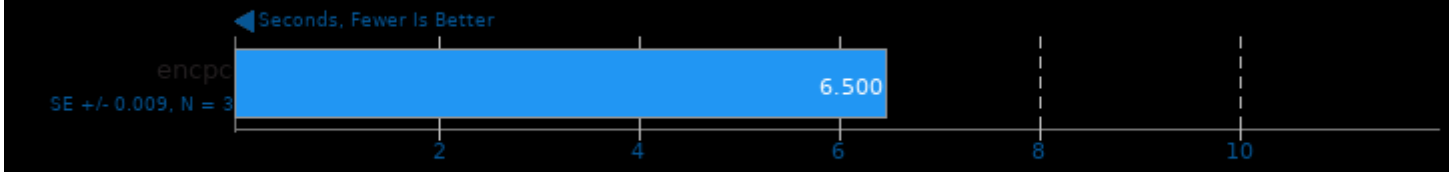


1. (CXX) g++ options: -O3 -fvisibility=hidden -logg -lm

encpc

LAME MP3 Encoding 3.100

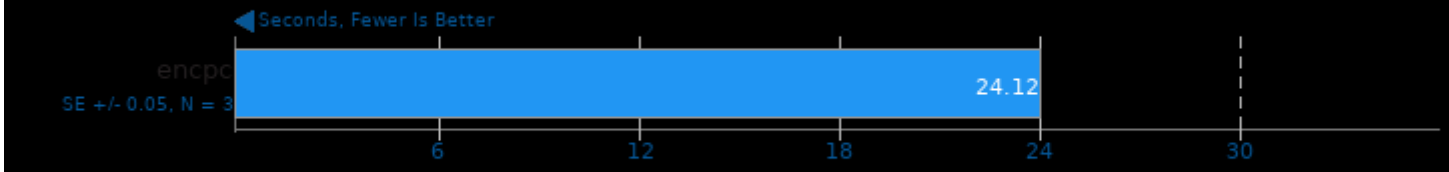
WAV To MP3



1. (CC) gcc options: -O3 -ffast-math -funroll-loops -fschedule-insns2 -fbranch-count-reg -fforce-addr -pipe -lncurses -lm

FFmpeg 5.1.2

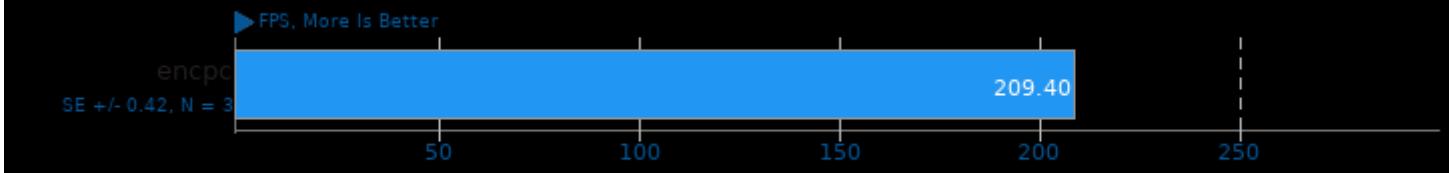
Encoder: libx264 - Scenario: Live



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

FFmpeg 5.1.2

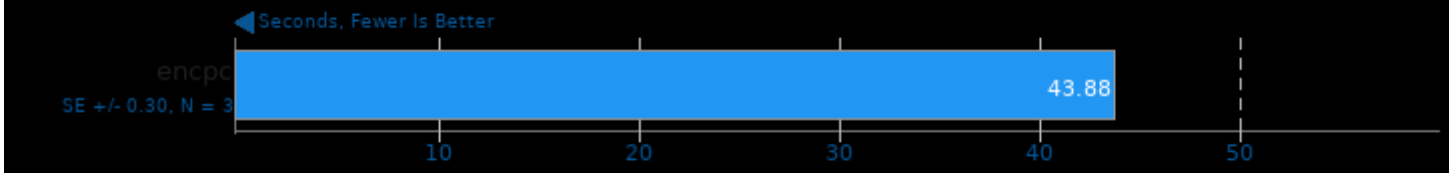
Encoder: libx264 - Scenario: Live



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

FFmpeg 5.1.2

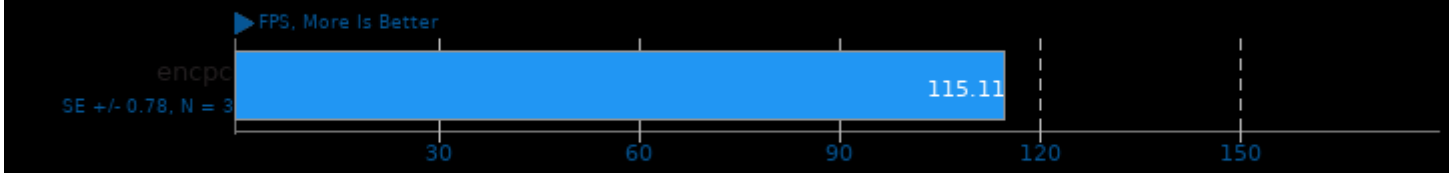
Encoder: libx265 - Scenario: Live



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

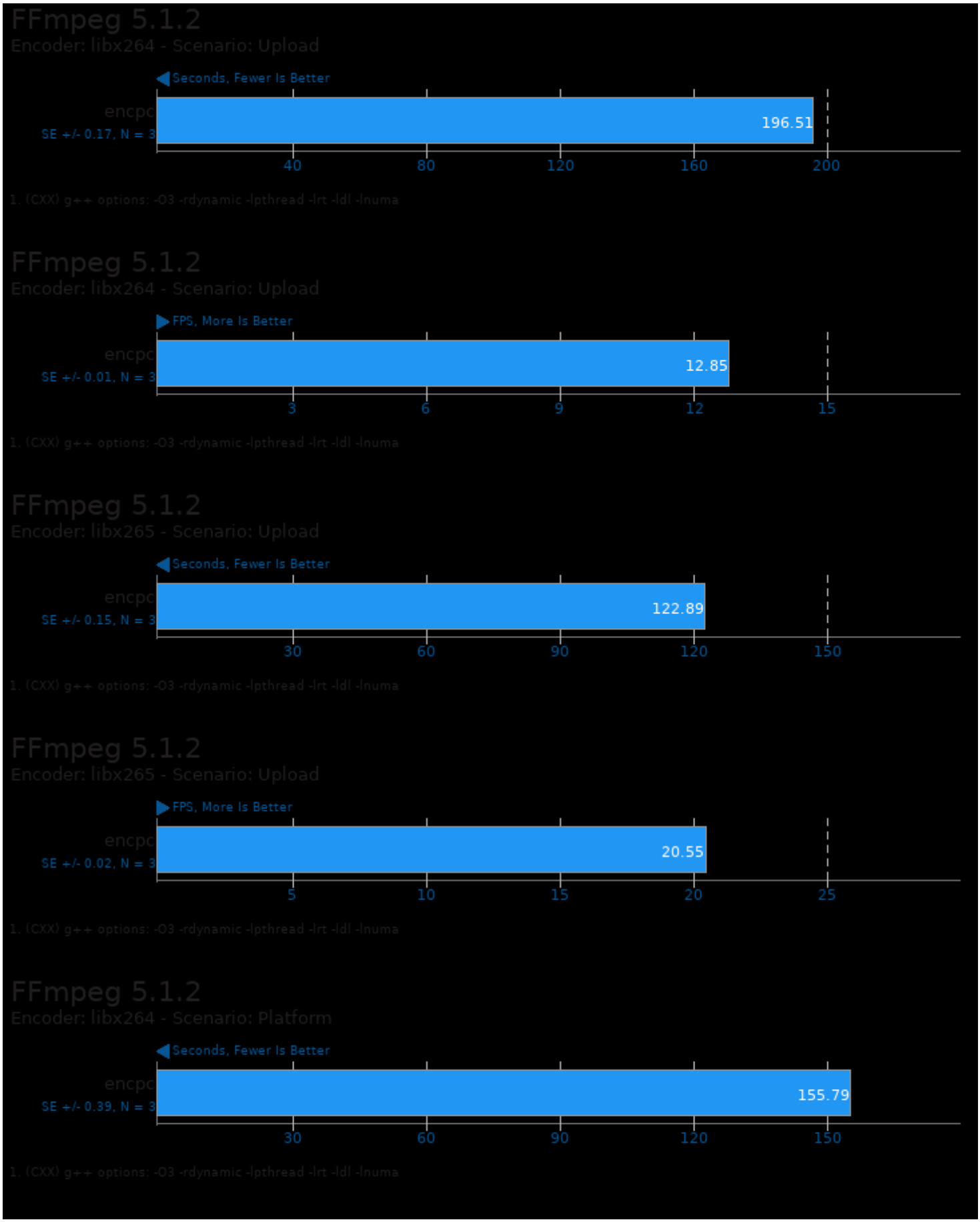
FFmpeg 5.1.2

Encoder: libx265 - Scenario: Live

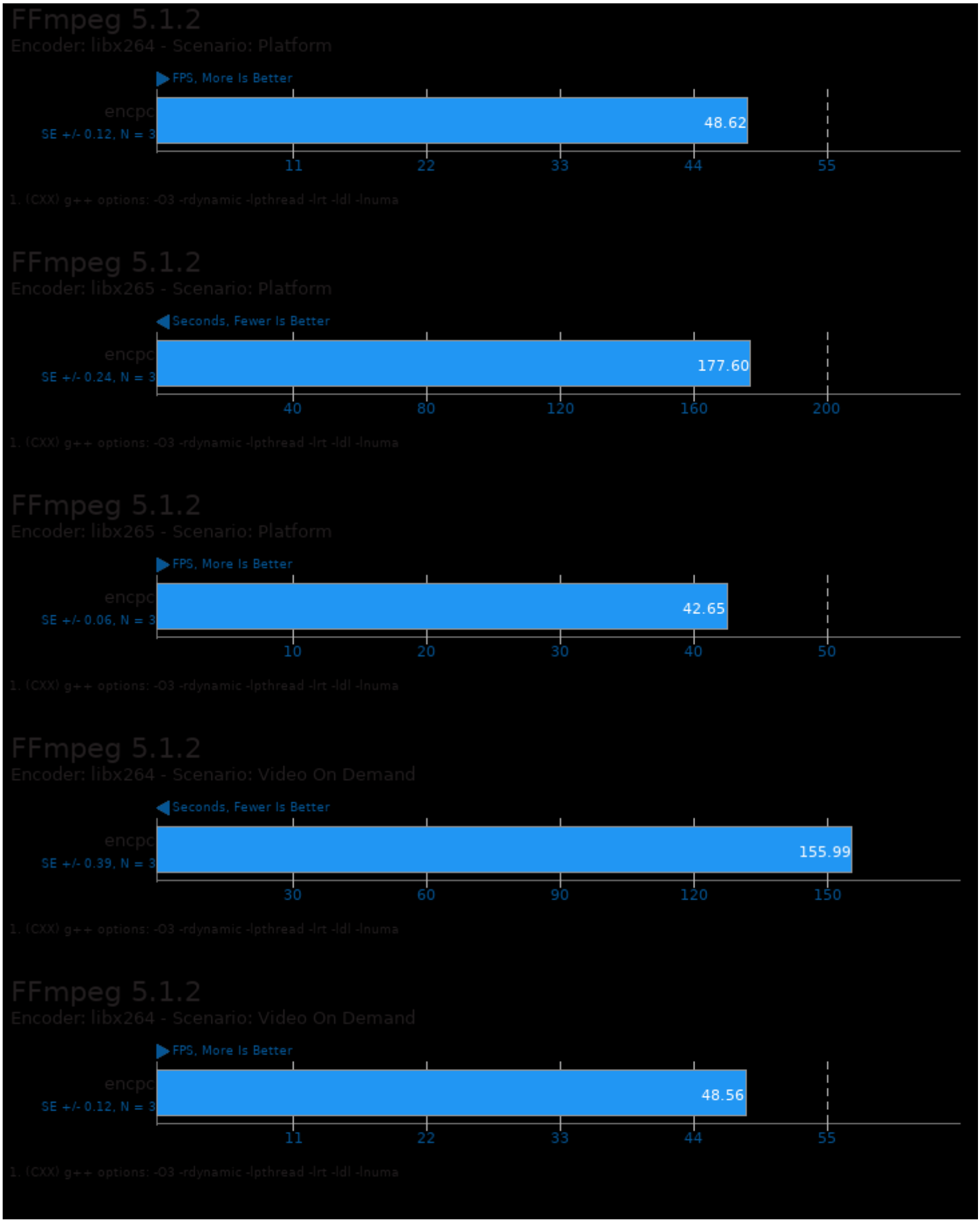


1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

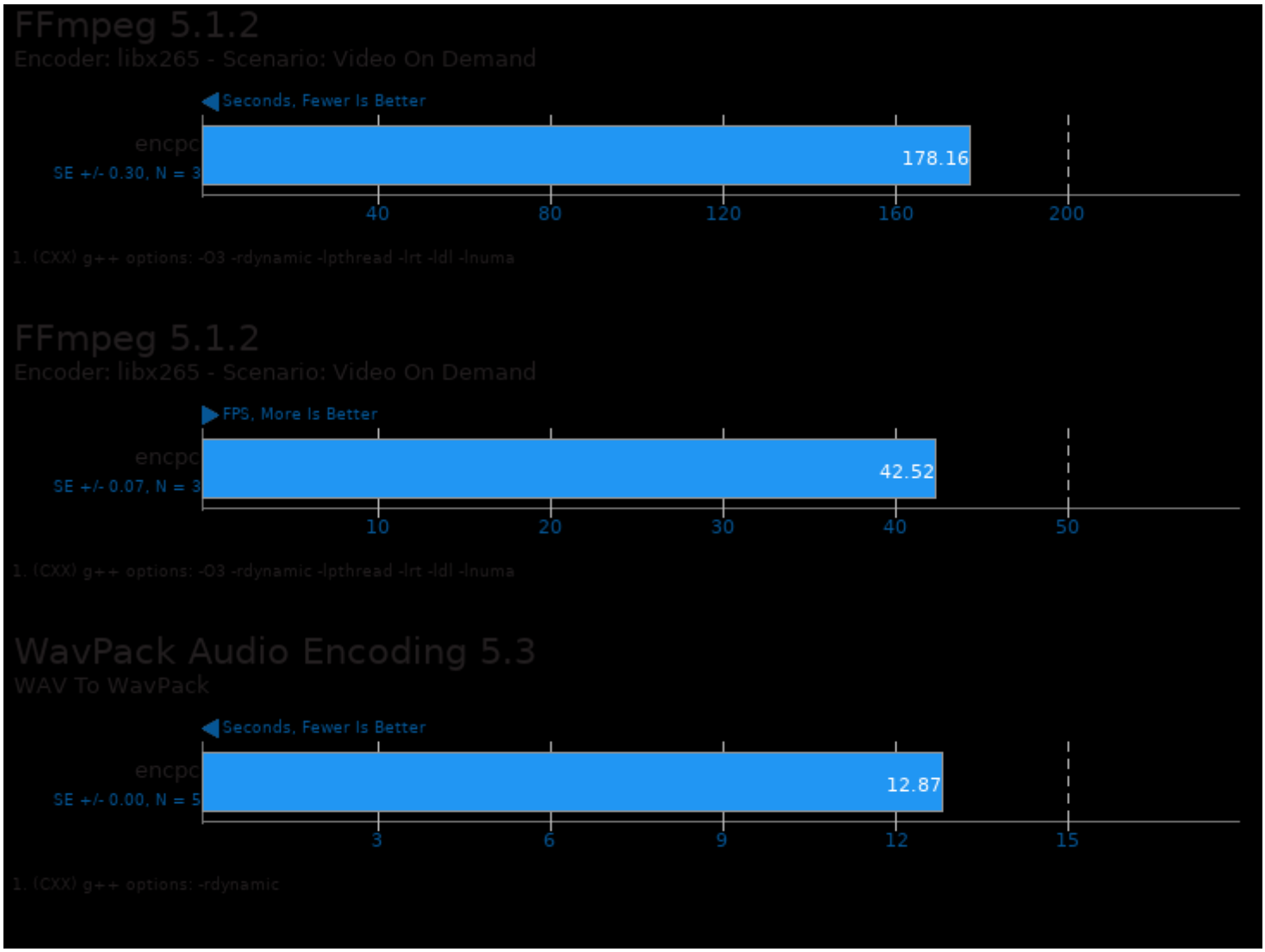
encpc


FFmpeg 5.1.2
Encoder: libx264 - Scenario: Upload
Seconds, Fewer Is Better
encpc
SE +/- 0.17, N = 3
196.51
40
80
120
160
200
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Upload
FPS, More Is Better
encpc
SE +/- 0.01, N = 3
12.85
3
6
9
12
15
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx265 - Scenario: Upload
Seconds, Fewer Is Better
encpc
SE +/- 0.15, N = 3
122.89
30
60
90
120
150
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx265 - Scenario: Upload
FPS, More Is Better
encpc
SE +/- 0.02, N = 3
20.55
5
10
15
20
25
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Platform
Seconds, Fewer Is Better
encpc
SE +/- 0.39, N = 3
155.79
30
60
90
120
150
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

encpc


FFmpeg 5.1.2
Encoder: libx264 - Scenario: Platform
FPS, More Is Better
encpc
SE +/- 0.12, N = 3
48.62
11
22
33
44
55
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx265 - Scenario: Platform
Seconds, Fewer Is Better
encpc
SE +/- 0.24, N = 3
177.60
40
80
120
160
200
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx265 - Scenario: Platform
FPS, More Is Better
encpc
SE +/- 0.06, N = 3
42.65
10
20
30
40
50
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Video On Demand
Seconds, Fewer Is Better
encpc
SE +/- 0.39, N = 3
155.99
30
60
90
120
150
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma
FFmpeg 5.1.2
Encoder: libx264 - Scenario: Video On Demand
FPS, More Is Better
encpc
SE +/- 0.12, N = 3
48.56
11
22
33
44
55
1. (CXX) g++ options: -O3 -rdynamic -lpthread -lrt -ldl -lnuma

encpc



This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 04:00.