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Turing

Gigabyte X570 Aorus Master Motherboard, AMD Ryzen 9 5950X CPU, AMD Radeon RX 6900 XT GPU

Test Systems:

Turing #1

Turing #2

Turing #3

Processor: AMD Ryzen 9 5950X 16-Core @ 3.40GHz (16 Cores / 32 Threads), Motherboard: Gigabyte X570 AORUS MASTER (F36f BIOS), Chipset: AMD Starship/Matisse, Memory: 32GB, Disk: 2000GB Western Digital WDS200T1X0E-00AFY0 + 2 x 1000GB Western Digital WDS100T1X0E-00AFY0 + Western Digital WD_BLACK SN750 SE 500GB, Graphics: Sapphire AMD Radeon RX 6900 XT 16GB (2660/1000MHz), Audio: AMD Navi 21/23, Monitor: LG Ultra HD, Network: Intel I211 + Realtek RTL8125 2.5GbE + Intel Wi-Fi 6 AX200 + Broadcom BCM4360 802.11ac

OS: Ubuntu 22.10, Kernel: 5.19.0-26-generic (x86_64), Desktop: KDE Plasma 5.25.5, Display Server: X Server 1.21.1.4,

OpenGL: 4.6 Mesa 22.2.1 (LLVM 15.0.2 DRM 3.47), Vulkan: 1.3.224, Compiler: GCC 12.2.0, File-System: ext4, Screen Resolution: 4480x2160

Kernel Notes: Transparent Huge Pages: madvise
 Compiler Notes: --build=x86_64-linux-gnu --disable-vtable-verify --disable-werror --enable-cet --enable-checking=release --enable-clocale=gnu --enable-default-pie --enable-gnu-unique-object --enable-languages=c,ada,c++,go,d,fortran,objc,obj-c++,m2 --enable-libphobos-checking=release --enable-libstdcxx-debug --enable-libstdcxx-time=yes --enable-multiarch --enable-multilib --enable-nls --enable-objc-gc=auto --enable-offload-defaulted --enable-offload-targets=nvptx-none=/build/gcc-12-U8K4Qv/gcc-12-12.2.0/debian/tmp-nvptx/usr,amdgon-amdhsa=/build/gcc-12-U8K4Qv/gcc-12-12.2.0/debian/tmp-gon/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-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: Scaling Governor: acpi-cpufreq performance (Boost: Enabled) - CPU Microcode: 0xa201016

Graphics Notes: GLAMOR - BAR1 / Visible vRAM Size: 16368 MB - vBIOS Version: 113-D4121EXT-CO1

Python Notes: Python 3.10.7

Security Notes: itlb_multihit: Not affected + I1tf: 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/swapsgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional IBRS_FW STIBP: always-on RSB filling PBRSB-eIBRS: Not affected + srbd: Not affected + tsx_async_abort: Not affected

	Turing #1	Turing #2	Turing #3
APITest - 4480 x 2160 - U.G (FPS)	7.826		
Standard Deviation	0.4%		
APITest - 1024 x 768 - D.G (FPS)	298.048		
Standard Deviation	2%		
APITest - 1920 x 1080 - T.G (FPS)	387.936		
Standard Deviation	1.1%		
APITest - 2560 x 1440 - U.G (FPS)	7.832		
Standard Deviation	1%		
APITest - 1600 x 1200 - U.G (FPS)	299.633		
Standard Deviation	0.3%		
APITest - 800 x 600 - T.G (FPS)	190.330		
Standard Deviation	0.5%		
JXRenderMark - Simple Blit - 512x512	1046871		
(Operations/sec)			
Standard Deviation	1.3%		
APITest - 1600 x 1200 - D.G (FPS)	294.700		
Standard Deviation	1.2%		
JXRenderMark - Simple Blit - 128x128	1152930		
(Operations/sec)			
Standard Deviation	1.1%		
JXRenderMark - Simple Blit - 256x256	1169086		
(Operations/sec)			
Standard Deviation	0.6%		
JXRenderMark - 12pt Text LCD - 32x32	823151		
(Operations/sec)			
Standard Deviation	0.3%		
JXRenderMark - Simple Blit - 32x32	1155053		
(Operations/sec)			
Standard Deviation	1.6%		
Crypto++ - All Algorithms (MiB/s)	2107		
Standard Deviation	0.6%		
APITest - 1920 x 1200 - U.G (FPS)	13.114		
Standard Deviation	0.5%		

JXRenderMark - 12pt Text LCD - 128x128	460917
(Operations/sec)	
Standard Deviation	2.4%
APITest - 800 x 600 - U.G (FPS)	
Standard Deviation	1.1%
JXRenderMark - 12pt Text LCD - 256x256	306967
(Operations/sec)	
Standard Deviation	1.7%
APITest - 3840 x 2160 - D.G (FPS)	298.300
Standard Deviation	1.4%
JXRenderMark - 12pt Text LCD - 512x512	187856
(Operations/sec)	
Standard Deviation	1%
APITest - 2560 x 1440 - U.G (FPS)	4.819
Standard Deviation	2.3%
JXRenderMark - Put Composition - 32x32	188604
(Operations/sec)	
Standard Deviation	1.9%
APITest - 1280 x 1024 - T.G (FPS)	191.038
Standard Deviation	1.8%
JXRenderMark - Simple Blit - 1024x1024	527924
(Operations/sec)	
Standard Deviation	1.5%
Crypto++ - Keyed Algorithms (MiB/s)	805.205822
Standard Deviation	0.2%
JXRenderMark - 12pt Text LCD - 1024x1024	99392
(Operations/sec)	
Standard Deviation	2.2%
APITest - 3840 x 2160 - U.G (FPS)	7.795
Standard Deviation	0.9%
JXRenderMark - Put Composition - 128x128	82776
(Operations/sec)	
Standard Deviation	4.6%
APITest - 1024 x 768 - U.G (FPS)	13.432
Standard Deviation	0.2%
JXRenderMark - Put Composition - 256x256	63512
(Operations/sec)	
Standard Deviation	9.1%
APITest - 1600 x 1200 - U.G (FPS)	13.264
Standard Deviation	1.4%
JXRenderMark - Put Composition - 512x512	63524
(Operations/sec)	
Standard Deviation	5.2%
APITest - 3840 x 2160 - U.G (FPS)	13.273
Standard Deviation	1%
JXRenderMark - Rects Composition - 32x32	174632
(Operations/sec)	
Standard Deviation	2.5%
APITest - 1024 x 768 - U.G (FPS)	300.503
Standard Deviation	1.7%
JXRenderMark - 1.T.G - 32x32	556289
Standard Deviation	0.7%

APITest - 1920 x 1200 - D.G (FPS)	292.051
Standard Deviation	1.6%
JXRenderMark - Put Composition - 1024x1024 (Operations/sec)	65117
Standard Deviation	4.8%
APITest - 1280 x 1024 - U.G (FPS)	4.952
Standard Deviation	0.3%
JXRenderMark - Rects Composition - 128x128 (Operations/sec)	136169
Standard Deviation	0.8%
APITest - 1920 x 1200 - U.G (FPS)	17.198
Standard Deviation	0.8%
JXRenderMark - Rects Composition - 256x256 (Operations/sec)	109753
Standard Deviation	0.9%
APITest - 3840 x 2160 - U.G (FPS)	295.316
Standard Deviation	2.3%
JXRenderMark - Rects Composition - 512x512 (Operations/sec)	99900
Standard Deviation	1.4%
APITest - 1024 x 768 - T.G (FPS)	354.317
Standard Deviation	1.1%
JXRenderMark - 1.T.G - 128x128 (Operations/sec)	398126
Standard Deviation	2.2%
APITest - 1600 x 1200 - T.G (FPS)	358.078
Standard Deviation	0.7%
JXRenderMark - 1.T.G - 256x256 (Operations/sec)	267411
Standard Deviation	0.5%
APITest - 2560 x 1440 - T.G (FPS)	191.824
Standard Deviation	0.9%
JXRenderMark - 1.T.G - 512x512 (Operations/sec)	167835
Standard Deviation	2.5%
APITest - 4480 x 2160 - T.G (FPS)	389.633
Standard Deviation	0.8%
JXRenderMark - G.T.T - 32x32 (Operations/sec)	62877
Standard Deviation	2.2%
APITest - 3840 x 2160 - T.G (FPS)	389.626
Standard Deviation	0.5%
JXRenderMark - L.G.B - 32x32 (Operations/sec)	72739
Standard Deviation	2.4%
APITest - 4480 x 2160 - T.G (FPS)	392.831
Standard Deviation	0.4%
JXRenderMark - R.G.P - 32x32 (Operations/sec)	71750
Standard Deviation	2.4%
APITest - 800 x 600 - U.G (FPS)	13.360
Standard Deviation	0.9%

JXRenderMark - Rects Composition - 82618
1024x1024 (Operations/sec)
Standard Deviation 2.4%
APITest - 800 x 600 - D.G (FPS) 299.919
Standard Deviation 1.2%
JXRenderMark - 1.T.G - 1024x1024 93953
(Operations/sec)
Standard Deviation 1%
APITest - 1280 x 1024 - U.G (FPS) 13.117
Standard Deviation 3.2%
JXRenderMark - G.T.T - 128x128 34197
(Operations/sec)
Standard Deviation 0.3%
APITest - 1920 x 1080 - U.G (FPS) 13.175
Standard Deviation 0.2%
JXRenderMark - G.T.T - 256x256 33969
(Operations/sec)
Standard Deviation 0.1%
APITest - 2560 x 1440 - U.G (FPS) 13.145
Standard Deviation 0.4%
JXRenderMark - G.T.T - 512x512 31241
(Operations/sec)
Standard Deviation 0.8%
APITest - 4480 x 2160 - U.G (FPS) 13.286
Standard Deviation 0.8%
JXRenderMark - L.G.B - 128x128 37276
(Operations/sec)
Standard Deviation 3.4%
APITest - 1024 x 768 - U.G (FPS) 17.063
Standard Deviation 0.8%
JXRenderMark - L.G.B - 256x256 36604
(Operations/sec)
Standard Deviation 2.2%
APITest - 1280 x 1024 - D.G (FPS) 298.411
Standard Deviation 1.3%
JXRenderMark - L.G.B - 512x512 35081
(Operations/sec)
Standard Deviation 0.9%
APITest - 1920 x 1080 - D.G (FPS) 292.824
Standard Deviation 2.4%
JXRenderMark - R.G.P - 128x128 35590
(Operations/sec)
Standard Deviation 4.7%
APITest - 2560 x 1440 - D.G (FPS) 290.887
Standard Deviation 2.4%
JXRenderMark - R.G.P - 256x256 35349
(Operations/sec)
Standard Deviation 4.4%
APITest - 4480 x 2160 - D.G (FPS) 296.674
Standard Deviation 1.7%

JXRenderMark - R.G.P - 512x512 34213
(Operations/sec)
Standard Deviation 0.2%

APITest - 1600 x 1200 - U.G (FPS) 17.106
Standard Deviation 0.3%

JXRenderMark - T.B.L - 32x32 1003739
Standard Deviation 0.6%

APITest - 1920 x 1080 - U.G (FPS) 4.816
Standard Deviation 1.4%

JXRenderMark - G.T.T - 1024x1024 31551
(Operations/sec)
Standard Deviation 2.5%

APITest - 1920 x 1200 - U.G (FPS) 292.059
Standard Deviation 0.8%

JXRenderMark - L.G.B - 1024x1024 29623
(Operations/sec)
Standard Deviation 1.1%

APITest - 3840 x 2160 - U.G (FPS) 16.901
Standard Deviation 1.1%

JXRenderMark - R.G.P - 1024x1024 30086
(Operations/sec)
Standard Deviation 5.3%

APITest - 4480 x 2160 - U.G (FPS) 4.943
Standard Deviation 1.6%

JXRenderMark - T.B.B - 32x32 177891
Standard Deviation 2.5%

APITest - 800 x 600 - T.G (FPS) 385.522
Standard Deviation 0.3%

JXRenderMark - T.B.L - 128x128 1019144
(Operations/sec)
Standard Deviation 1.6%

APITest - 800 x 600 - D.G (FPS) 18.238
Standard Deviation 2.4%

JXRenderMark - T.B.L - 256x256 1026529
(Operations/sec)
Standard Deviation 4.2%

APITest - 1280 x 1024 - T.G (FPS) 391.637
Standard Deviation 0.3%

JXRenderMark - T.B.L - 512x512 1046757
(Operations/sec)
Standard Deviation 1.4%

APITest - 1920 x 1080 - T.G (FPS) 190.798
Standard Deviation 0.3%

JXRenderMark - T.T.P - 32x32 182556
Standard Deviation 0.6%

APITest - 1920 x 1200 - T.G (FPS) 358.446
Standard Deviation 1.3%

JXRenderMark - T.B.B - 128x128 174984
(Operations/sec)
Standard Deviation 2.4%

APITest - 2560 x 1440 - T.G (FPS) 392.238
Standard Deviation 0.3%

JXRenderMark - T.B.B - 256x256 177274
(Operations/sec)
Standard Deviation 2.5%

APITest - 4480 x 2160 - T.G (FPS) 187.502
Standard Deviation 1.1%

JXRenderMark - T.B.B - 512x512 175535
(Operations/sec)
Standard Deviation 1.4%

APITest - 2560 x 1440 - U.G (FPS) 15.222
Standard Deviation 0.8%

JXRenderMark - T.B.L - 1024x1024 512784
(Operations/sec)
Standard Deviation 1.2%

APITest - 3840 x 2160 - T.G (FPS) 262.754
Standard Deviation 1%

JXRenderMark - T.T.P - 128x128 186233
(Operations/sec)
Standard Deviation 2.2%

APITest - 3840 x 2160 - U.G (FPS) 15.458
Standard Deviation 0.3%

JXRenderMark - T.T.P - 256x256 182602
(Operations/sec)
Standard Deviation 6.9%

APITest - 4480 x 2160 - T.G (FPS) 263.837
Standard Deviation 1.7%

JXRenderMark - T.T.P - 512x512 177149
(Operations/sec)
Standard Deviation 9.5%

APITest - 4480 x 2160 - U.G (FPS) 15.394
Standard Deviation 0.7%

JXRenderMark - T.B.B - 1024x1024 170709
(Operations/sec)
Standard Deviation 2.1%

JXRenderMark - T.T.P - 1024x1024 138048
(Operations/sec)
Standard Deviation 6.9%

APITest - 800 x 600 - D.G (FPS) 17.021
Standard Deviation 1.1%

APITest - 800 x 600 - U.G (FPS) 14.350
Standard Deviation 8.6%

APITest - 1024 x 768 - D.G (FPS) 17.287
Standard Deviation 1.4%

APITest - 1024 x 768 - U.G (FPS) 14.741
Standard Deviation 0.2%

APITest - 800 x 600 - T.G (FPS) 262.214
Standard Deviation 0.6%

APITest - 800 x 600 - T.G (FPS) 394.101
Standard Deviation 0.4%

APITest - 800 x 600 - U.G (FPS) 15.201
Standard Deviation 0.1%

APITest - 800 x 600 - U.G (FPS) 7.812
Standard Deviation 0.4%

APITest - 1024 x 768 - T.G (FPS) 261.305
Standard Deviation 1.5%
APITest - 1024 x 768 - T.G (FPS) 384.474
Standard Deviation 1.2%
APITest - 800 x 600 - U.G (FPS) 17.212
Standard Deviation 0.5%
APITest - 1024 x 768 - U.G (FPS) 15.198
Standard Deviation 0.1%
APITest - 800 x 600 - U.G (FPS) 297.646
Standard Deviation 1.2%
APITest - 1024 x 768 - U.G (FPS) 7.819
Standard Deviation 0.2%
APITest - 1024 x 768 - U.G (FPS) 4.819
Standard Deviation 0.5%
APITest - 1280 x 1024 - D.G (FPS) 17.049
Standard Deviation 1%
APITest - 1280 x 1024 - U.G (FPS) 14.660
Standard Deviation 0.2%
APITest - 1600 x 1200 - D.G (FPS) 17.111
Standard Deviation 2.4%
APITest - 1920 x 1080 - D.G (FPS) 17.304
Standard Deviation 1.5%
APITest - 1600 x 1200 - U.G (FPS) 14.831
Standard Deviation 0.7%
APITest - 1920 x 1200 - D.G (FPS) 16.993
Standard Deviation 0.7%
APITest - 2560 x 1440 - D.G (FPS) 17.126
Standard Deviation 0.8%
APITest - 1920 x 1080 - U.G (FPS) 14.687
Standard Deviation 0.4%
APITest - 3840 x 2160 - D.G (FPS) 17.153
Standard Deviation 1%
APITest - 4480 x 2160 - D.G (FPS) 16.893
Standard Deviation 0.5%
APITest - 1920 x 1200 - U.G (FPS) 14.700
Standard Deviation 0.4%
APITest - 1280 x 1024 - U.G (FPS) 16.946
Standard Deviation 0.3%
APITest - 1280 x 1024 - U.G (FPS) 295.391
Standard Deviation 2.3%
APITest - 2560 x 1440 - U.G (FPS) 14.668
Standard Deviation 1%
APITest - 1600 x 1200 - U.G (FPS) 4.855
Standard Deviation 2%
APITest - 1920 x 1080 - U.G (FPS) 17.198
Standard Deviation 1.1%
APITest - 3840 x 2160 - U.G (FPS) 14.661
Standard Deviation 0.5%
APITest - 1920 x 1080 - U.G (FPS) 302.689
Standard Deviation 0.2%
APITest - 1920 x 1200 - U.G (FPS) 4.811
Standard Deviation 1.3%
APITest - 4480 x 2160 - U.G (FPS) 14.819

	Standard Deviation	1%
APITest - 2560 x 1440 - U.G (FPS)	17.119	
	Standard Deviation	1.1%
APITest - 1280 x 1024 - T.G (FPS)	262.962	
	Standard Deviation	1.7%
APITest - 2560 x 1440 - U.G (FPS)	296.269	
	Standard Deviation	2.2%
APITest - 1280 x 1024 - T.G (FPS)	387.672	
	Standard Deviation	0.9%
APITest - 3840 x 2160 - U.G (FPS)	4.894	
	Standard Deviation	2.1%
APITest - 1280 x 1024 - U.G (FPS)	15.247	
	Standard Deviation	0.3%
APITest - 4480 x 2160 - U.G (FPS)	17.240	
	Standard Deviation	1.3%
APITest - 1280 x 1024 - U.G (FPS)	7.831	
	Standard Deviation	0.3%
APITest - 4480 x 2160 - U.G (FPS)	292.466	
	Standard Deviation	2.3%
APITest - 1600 x 1200 - T.G (FPS)	264.109	
	Standard Deviation	1.1%
APITest - 800 x 600 - T.G (FPS)	358.338	
	Standard Deviation	0.8%
APITest - 1600 x 1200 - T.G (FPS)	387.386	
	Standard Deviation	1.1%
APITest - 1024 x 768 - T.G (FPS)	191.690	
	Standard Deviation	0.5%
APITest - 1600 x 1200 - U.G (FPS)	15.377	
	Standard Deviation	1.1%
APITest - 1024 x 768 - T.G (FPS)	382.617	
	Standard Deviation	0.5%
APITest - 1600 x 1200 - U.G (FPS)	7.833	
	Standard Deviation	0.7%
APITest - 1024 x 768 - D.G (FPS)	18.347	
	Standard Deviation	2.9%
APITest - 1920 x 1080 - T.G (FPS)	264.895	
	Standard Deviation	0.5%
APITest - 1280 x 1024 - T.G (FPS)	355.898	
	Standard Deviation	0.8%
APITest - 1920 x 1080 - T.G (FPS)	389.893	
	Standard Deviation	0.9%
APITest - 1600 x 1200 - T.G (FPS)	191.726	
	Standard Deviation	0.5%
APITest - 1920 x 1080 - U.G (FPS)	15.109	
	Standard Deviation	1.6%
APITest - 1600 x 1200 - T.G (FPS)	392.831	
	Standard Deviation	0.6%
APITest - 1920 x 1080 - U.G (FPS)	7.811	
	Standard Deviation	0.5%
APITest - 1920 x 1080 - T.G (FPS)	361.793	
	Standard Deviation	0.2%
APITest - 1920 x 1200 - T.G (FPS)	264.319	
	Standard Deviation	0.2%

APITest - 1920 x 1200 - T.G (FPS)	188.879
Standard Deviation	1.4%
APITest - 1920 x 1200 - T.G (FPS)	387.586
Standard Deviation	0.5%
APITest - 1920 x 1200 - T.G (FPS)	383.323
Standard Deviation	1.4%
APITest - 1920 x 1200 - U.G (FPS)	15.142
Standard Deviation	0.7%
APITest - 2560 x 1440 - T.G (FPS)	358.777
Standard Deviation	0.9%
APITest - 1920 x 1200 - U.G (FPS)	7.866
Standard Deviation	0.6%
APITest - 3840 x 2160 - T.G (FPS)	189.200
Standard Deviation	0.6%
APITest - 2560 x 1440 - T.G (FPS)	263.069
Standard Deviation	0.7%
APITest - 3840 x 2160 - T.G (FPS)	385.228
Standard Deviation	0.3%
APITest - 2560 x 1440 - T.G (FPS)	385.369
Standard Deviation	0.3%
APITest - 4480 x 2160 - T.G (FPS)	353.193
Standard Deviation	2.6%
APITest - 3840 x 2160 - T.G (FPS)	354.360
Standard Deviation	0.2%
Crypto++ - Unkeyed Algorithms (MiB/s)	534.133476
Standard Deviation	0.6%
APITest - 1920 x 1080 - U.G.S (FPS)	163.440
Standard Deviation	0.1%
APITest - 1600 x 1200 - U.G.S (FPS)	163.162
Standard Deviation	0.1%
APITest - 1600 x 1200 - U.G (FPS)	18.664
Standard Deviation	2.3%
APITest - 3840 x 2160 - U.G (FPS)	18.376
Standard Deviation	2.5%
APITest - 1280 x 1024 - U.G (FPS)	18.639
Standard Deviation	0.3%
APITest - 1920 x 1200 - U.G (FPS)	18.361
Standard Deviation	2.5%
Crypto++ - I.E.C.P.K.A (MiB/s)	6245
Standard Deviation	0.7%
APITest - 1920 x 1200 - D.G (FPS)	18.523
Standard Deviation	2.4%
APITest - 2560 x 1440 - D.G (FPS)	18.435
Standard Deviation	3.4%
APITest - 1600 x 1200 - D.G (FPS)	18.363
Standard Deviation	1%
APITest - 1920 x 1080 - D.G (FPS)	18.036
Standard Deviation	1.6%
APITest - 1280 x 1024 - D.G (FPS)	18.594
Standard Deviation	2.1%
APITest - 1024 x 768 - U.G (FPS)	18.417
Standard Deviation	1.2%
APITest - 1024 x 768 - U.G.S (FPS)	163.226

	Standard Deviation	0.2%
APITest - 1920 x 1080 - U.G (FPS)	18.033	
	Standard Deviation	1.9%
APITest - 3840 x 2160 - D.G (FPS)	18.210	
	Standard Deviation	0.9%
APITest - 1920 x 1200 - U.G.S (FPS)	163.555	
	Standard Deviation	0.1%
APITest - 4480 x 2160 - D.G (FPS)	17.811	
	Standard Deviation	2.2%
APITest - 2560 x 1440 - U.G.S (FPS)	163.469	
	Standard Deviation	0.2%
APITest - 1280 x 1024 - U.G.S (FPS)	163.772	
	Standard Deviation	0.3%
APITest - 3840 x 2160 - U.G.S (FPS)	162.252	
	Standard Deviation	0.3%
GpuTest - Plot3D - 1280 x 1024 - Fullscreen	153597	
	(Points)	
	Standard Deviation	0.1%
SciMark - Composite (Mflops)	858.88	
	Standard Deviation	1.7%
GpuTest - Furmark - 800 x 600 - Fullscreen	11670	
	(Points)	
	Standard Deviation	0.1%
GpuTest - Triangle - 800 x 600 - Windowed	1457573	
	(Points)	
	Standard Deviation	1.5%
GpuTest - Furmark - 1920 x 1200 - Windowed	31853	
	(Points)	
	Standard Deviation	0.1%
GpuTest - Plot3D - 1600 x 1200 - Windowed	211715	
	(Points)	
	Standard Deviation	0%
GpuTest - Plot3D - 3840 x 2160 - Windowed	154879	
	(Points)	
	Standard Deviation	0.5%
GpuTest - GiMark - 4480 x 2160 - Fullscreen	20047	
	(Points)	
	Standard Deviation	0%
GpuTest - GiMark - 3840 x 2160 - Windowed	34785	
	(Points)	
	Standard Deviation	0%
APITest - 1280 x 1024 - U.G.S (FPS)	163.254	
	Standard Deviation	0.2%
APITest - 1600 x 1200 - U.G.N (FPS)	166.104	
	Standard Deviation	0.2%
APITest - 1024 x 768 - U.G.S (FPS)	163.266	
	Standard Deviation	0.1%
APITest - 1280 x 1024 - U.G.N (FPS)	165.764	
	Standard Deviation	0.2%
APITest - 1024 x 768 - U.G.N (FPS)	165.980	
	Standard Deviation	0.1%
APITest - 800 x 600 - U.G.S (FPS)	163.299	

	Standard Deviation	0.1%
APITest - 800 x 600 - U.G.N (FPS)	166.519	
	Standard Deviation	0.2%
GpuTest - Triangle - 1024 x 768 - Windowed	1480588	
	(Points)	
	Standard Deviation	1%
APITest - 1600 x 1200 - U.G.S (FPS)	163.406	
	Standard Deviation	0.2%
GpuTest - GiMark - 1920 x 1080 - Fullscreen	20059	
	(Points)	
	Standard Deviation	0%
APITest - 1920 x 1080 - U.G.N (FPS)	166.103	
	Standard Deviation	0.3%
GpuTest - GiMark - 1920 x 1200 - Windowed	25211	
	(Points)	
	Standard Deviation	0%
APITest - 1920 x 1080 - U.G.S (FPS)	163.310	
	Standard Deviation	0%
GpuTest - GiMark - 800 x 600 - Fullscreen	36760	
	(Points)	
	Standard Deviation	0%
APITest - 1920 x 1200 - U.G.N (FPS)	166.070	
	Standard Deviation	0.1%
GpuTest - Plot3D - 1920 x 1200 - Windowed	198406	
	(Points)	
	Standard Deviation	0.7%
APITest - 1920 x 1200 - U.G.S (FPS)	163.387	
	Standard Deviation	0.1%
GpuTest - Plot3D - 800 x 600 - Fullscreen	153863	
	(Points)	
	Standard Deviation	0%
APITest - 2560 x 1440 - U.G.N (FPS)	165.842	
	Standard Deviation	0.1%
GpuTest - Furmark - 1600 x 1200 - Windowed	31908	
	(Points)	
	Standard Deviation	0%
APITest - 2560 x 1440 - U.G.S (FPS)	163.363	
	Standard Deviation	0.1%
GpuTest - Furmark - 3840 x 2160 - Windowed	12663	
	(Points)	
	Standard Deviation	0%
APITest - 3840 x 2160 - U.G.N (FPS)	165.299	
	Standard Deviation	0.1%
GpuTest - Plot3D - 1024 x 768 - Fullscreen	153742	
	(Points)	
	Standard Deviation	0%
APITest - 3840 x 2160 - U.G.S (FPS)	162.446	
	Standard Deviation	0.2%
GpuTest - GiMark - 1280 x 1024 - Fullscreen	20049	
	(Points)	
	Standard Deviation	0%
APITest - 4480 x 2160 - U.G.N (FPS)	164.571	

	Standard Deviation	0.1%
GpuTest - GiMark - 2560 x 1440 - Fullscreen	20057	
(Points)		
	Standard Deviation	0%
APITest - 4480 x 2160 - U.G.S (FPS)		
	Standard Deviation	0.1%
GpuTest - GiMark - 1920 x 1080 - Windowed	25461	
(Points)		
	Standard Deviation	0%
APITest - 800 x 600 - U.G.N (FPS)		
	Standard Deviation	0.1%
GpuTest - GiMark - 2560 x 1440 - Windowed	23218	
(Points)		
	Standard Deviation	0%
APITest - 1024 x 768 - U.G.N (FPS)		
	Standard Deviation	0.1%
GpuTest - GiMark - 4480 x 2160 - Windowed	37557	
(Points)		
	Standard Deviation	0.9%
APITest - 1280 x 1024 - U.G.N (FPS)		
	Standard Deviation	0%
GpuTest - Plot3D - 1280 x 1024 - Windowed	229267	
(Points)		
	Standard Deviation	0%
APITest - 1600 x 1200 - U.G.N (FPS)		
	Standard Deviation	0.1%
SciMark - Monte Carlo (Mflops)		
	Standard Deviation	1.7%
APITest - 1920 x 1080 - U.G.N (FPS)		
	Standard Deviation	0.6%
GpuTest - Plot3D - 2560 x 1440 - Windowed	181819	
(Points)		
	Standard Deviation	0.2%
APITest - 1920 x 1200 - U.G.N (FPS)		
	Standard Deviation	0.2%
GpuTest - Plot3D - 4480 x 2160 - Windowed	155223	
(Points)		
	Standard Deviation	0.1%
APITest - 2560 x 1440 - U.G.N (FPS)		
	Standard Deviation	0.1%
GpuTest - TessMark - 800 x 600 - Windowed	67653	
(Points)		
	Standard Deviation	0.1%
APITest - 3840 x 2160 - U.G.N (FPS)		
	Standard Deviation	0.1%
GpuTest - Furmark - 1280 x 1024 - Windowed	45760	
(Points)		
	Standard Deviation	42%
APITest - 4480 x 2160 - U.G.N (FPS)		
	Standard Deviation	0.2%

GpuTest - Furmark - 1920 x 1080 - Windowed	38566
(Points)	
Standard Deviation	31.9%
GpuTest - GiMark - 800 x 600 - Windowed	
(Points)	
Standard Deviation	0.1%
GpuTest - Furmark - 2560 x 1440 - Windowed	
(Points)	
Standard Deviation	0.1%
GpuTest - Plot3D - 800 x 600 - Windowed	
(Points)	
Standard Deviation	0.2%
GpuTest - Furmark - 4480 x 2160 - Windowed	
(Points)	
Standard Deviation	0%
GpuTest - Furmark - 800 x 600 - Windowed	
(Points)	
Standard Deviation	0.1%
GpuTest - GiMark - 1024 x 768 - Fullscreen	
(Points)	
Standard Deviation	0.1%
GpuTest - GiMark - 1024 x 768 - Windowed	
(Points)	
Standard Deviation	0%
GpuTest - TessMark - 1024 x 768 - Windowed	
(Points)	
Standard Deviation	0.1%
GpuTest - Plot3D - 1024 x 768 - Windowed	
(Points)	
Standard Deviation	0.4%
GpuTest - Furmark - 1024 x 768 - Fullscreen	
(Points)	
Standard Deviation	0.2%
GpuTest - Furmark - 1024 x 768 - Windowed	
(Points)	
Standard Deviation	20%
GpuTest - GiMark - 1600 x 1200 - Fullscreen	
(Points)	
Standard Deviation	0%
GpuTest - GiMark - 1280 x 1024 - Windowed	
(Points)	
Standard Deviation	0%
GpuTest - GiMark - 1920 x 1200 - Fullscreen	
(Points)	
Standard Deviation	0%
GpuTest - GiMark - 1600 x 1200 - Windowed	
(Points)	
Standard Deviation	0%
GpuTest - GiMark - 3840 x 2160 - Fullscreen	
(Points)	
Standard Deviation	0%

GpuTest - TessMark - 1920 x 1200 - 42863
Windowed (Points)
Standard Deviation 0%
SciMark - F.F.T (Mflops) 513.41
Standard Deviation 1.3%

GpuTest - TessMark - 1280 x 1024 - 47384
Windowed (Points)
Standard Deviation 0.1%

GpuTest - TessMark - 1600 x 1200 - 42951
Windowed (Points)
Standard Deviation 0%

GpuTest - Plot3D - 3840 x 2160 - Fullscreen 153591
(Points)
Standard Deviation 0.2%

GpuTest - Plot3D - 4480 x 2160 - Fullscreen 153843
(Points)
Standard Deviation 0.1%

GpuTest - Plot3D - 2560 x 1440 - Fullscreen 153932
(Points)
Standard Deviation 0%

GpuTest - Plot3D - 1920 x 1200 - Fullscreen 153554
(Points)
Standard Deviation 0.3%

GpuTest - Plot3D - 1920 x 1080 - Fullscreen 153652
(Points)
Standard Deviation 0.3%

GpuTest - TessMark - 1920 x 1080 - 46070
Windowed (Points)
Standard Deviation 3.4%

GpuTest - TessMark - 3840 x 2160 - 80545
Windowed (Points)
Standard Deviation 0.1%

SciMark - S.M.M (Mflops) 821.58
Standard Deviation 2.1%

GpuTest - TessMark - 4480 x 2160 - 81917
Windowed (Points)
Standard Deviation 0%

GtkPerf - GtkCheckButton (sec) 2.88
Standard Deviation 0.9%

GtkPerf - GtkTextView - Scroll (sec) 0.02
Standard Deviation 0%

GpuTest - Pixmark Volplosion - 1600 x 1200 - 5528
Fullscreen (Points)
Standard Deviation 0.2%

GpuTest - Pixmark Volplosion - 3840 x 2160 - 5521
Fullscreen (Points)
Standard Deviation 0.2%

GpuTest - Pixmark Volplosion - 1920 x 1080 - 21897
Windowed (Points)
Standard Deviation 0.1%

GpuTest - Pixmark Volplosion - 4480 x 2160 - 149242

Windowed (Points)

Standard Deviation 0.3%

GpuTest - Pixmark Piano - 1920 x 1200 - 2332

Fullscreen (Points)

Standard Deviation 0.3%

GpuTest - Pixmark Volplosion - 800 x 600 - 87907

Windowed (Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 1024 x 768 - 55759

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 2560 x 1440 - 5168

Windowed (Points)

Standard Deviation 0.3%

GpuTest - Pixmark Piano - 1280 x 1024 - 14123

Windowed (Points)

Standard Deviation 0.1%

APITest - 4480 x 2160 - U.G (FPS) 18.389

Standard Deviation 1.8%

SciMark - D.L.M.F (Mflops) 1453

Standard Deviation 1.6%

GpuTest - Pixmark Piano - 1920 x 1080 - 9061

Windowed (Points)

Standard Deviation 0.4%

GpuTest - TessMark - 800 x 600 - Fullscreen 77443

(Points)

Standard Deviation 0%

GpuTest - Pixmark Piano - 4480 x 2160 - 62550

Windowed (Points)

Standard Deviation 0%

GpuTest - Triangle - 1280 x 1024 - Windowed 1469388

(Points)

Standard Deviation 2.4%

GpuTest - Pixmark Piano - 1600 x 1200 - 2331

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Triangle - 1600 x 1200 - Windowed 1457717

(Points)

Standard Deviation 2.4%

GpuTest - Pixmark Piano - 3840 x 2160 - 2336

Fullscreen (Points)

Standard Deviation 0.3%

GpuTest - Triangle - 1920 x 1080 - Windowed 1467581

(Points)

Standard Deviation 1.8%

GpuTest - Pixmark Volplosion - 1280 x 1024 - 33516

Windowed (Points)

Standard Deviation 0.1%

GpuTest - Triangle - 1920 x 1200 - Windowed 1476487
(Points)

Standard Deviation 1.8%

GpuTest - Pixmark Volplosion - 2560 x 1440 - 12392
Windowed (Points)

Standard Deviation 0%

GpuTest - Triangle - 2560 x 1440 - Windowed 1464905
(Points)

Standard Deviation 1.1%

GpuTest - Pixmark Volplosion - 1024 x 768 - 132381
Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Triangle - 3840 x 2160 - Windowed 1487801
(Points)

Standard Deviation 0.7%

GpuTest - Pixmark Volplosion - 1920 x 1200 - 5519
Fullscreen (Points)

Standard Deviation 0.2%

GpuTest - Triangle - 4480 x 2160 - Windowed 1481312
(Points)

Standard Deviation 0.9%

GtkPerf - Total Time (sec) 483.21

Standard Deviation 2.9%

GpuTest - Triangle - 800 x 600 -Fullscreen 1474499
(Points)

Standard Deviation 1.1%

GtkPerf - GtkToggleButton (sec) 3.76

Standard Deviation 1%

GpuTest - Furmark - 1280 x 1024 -Fullscreen 11753
(Points)

Standard Deviation 0.3%

GtkPerf - GtkDrawingArea - Circles (sec) 6.87

Standard Deviation 0.9%

GpuTest - Furmark - 1600 x 1200 -Fullscreen 11713
(Points)

Standard Deviation 0.1%

APITest - 800 x 600 - U.G (FPS) 18.452

Standard Deviation 2.8%

GpuTest - Furmark - 1920 x 1080 -Fullscreen 11694
(Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 1600 x 1200 - 9732

Windowed (Points)

Standard Deviation 0.2%

GpuTest - Furmark - 1920 x 1200 -Fullscreen 11700
(Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 1920 x 1200 - 8196

Windowed (Points)

Standard Deviation 0.2%

GpuTest - Furmark - 2560 x 1440 -Fullscreen 11691
(Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 3840 x 2160 - 9048

Windowed (Points)

Standard Deviation 0.1%

GpuTest - Furmark - 3840 x 2160 -Fullscreen 11696
(Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 800 x 600 - 55770

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Furmark - 4480 x 2160 -Fullscreen 94052
(Points)

Standard Deviation 0%

GpuTest - Pixmark Piano - 1280 x 1024 - 2331

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - TessMark - 1024 x 768 -Fullscreen 77450
(Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 1920 x 1080 - 2331

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Triangle - 1024 x 768 -Fullscreen 1463901
(Points)

Standard Deviation 2.3%

GpuTest - Pixmark Piano - 2560 x 1440 - 2334

Fullscreen (Points)

Standard Deviation 0.3%

GpuTest - TessMark - 1280 x 1024 - 31978

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Pixmark Piano - 4480 x 2160 - 55770
(Points)

Standard Deviation 0%

GpuTest - TessMark - 1600 x 1200 - 31946

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Pixmark Volplosion - 1024 x 768 - 55198

Windowed (Points)

Standard Deviation 0%

GpuTest - TessMark - 1920 x 1080 - 31942

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Pixmark Volplosion - 1600 x 1200 - 23138

Windowed (Points)

Standard Deviation 0.1%

GpuTest - TessMark - 1920 x 1200 - 31929

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Pixmark Volplosion - 1920 x 1200 - 19611

Windowed (Points)

Standard Deviation 0.1%

GpuTest - TessMark - 2560 x 1440 - 31925

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Pixmark Volplosion - 3840 x 2160 - 29049

Windowed (Points)

Standard Deviation 0.1%

GpuTest - TessMark - 3840 x 2160 - 31925

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Pixmark Volplosion - 800 x 600 - 132472

Fullscreen (Points)

Standard Deviation 0.2%

GpuTest - TessMark - 4480 x 2160 - 77458

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Pixmark Volplosion - 1280 x 1024 - 5530

Fullscreen (Points)

Standard Deviation 0.2%

GpuTest - Triangle - 1280 x 1024 - Fullscreen 952579

(Points)

Standard Deviation 0.5%

GpuTest - Pixmark Volplosion - 1920 x 1080 - 5510

Fullscreen (Points)

Standard Deviation 0.2%

GpuTest - Triangle - 1600 x 1200 - Fullscreen 956494

(Points)

Standard Deviation 0.3%

GpuTest - Pixmark Volplosion - 2560 x 1440 - 5522

Fullscreen (Points)

Standard Deviation 0%

GpuTest - Triangle - 1920 x 1080 - Fullscreen 952993

(Points)

Standard Deviation 0.4%

GpuTest - Pixmark Volplosion - 4480 x 2160 - 132455

Fullscreen (Points)

Standard Deviation 0.1%

GpuTest - Triangle - 1920 x 1200 - Fullscreen 957773

(Points)

Standard Deviation 0.5%

GtkPerf - GtkComboBox (sec) 26.72

Standard Deviation 1.3%

GpuTest - Triangle - 2560 x 1440 - Fullscreen 956643

(Points)

Standard Deviation 0.3%

GtkPerf - GtkRadioButton (sec) 3.03

Standard Deviation 2.9%

GpuTest - Triangle - 3840 x 2160 - Fullscreen 946098
(Points)

Standard Deviation 0.5%

GtkPerf - GtkComboBoxEntry (sec) 24.97

Standard Deviation 1.8%

GpuTest - Triangle - 4480 x 2160 - Fullscreen 1470164
(Points)

Standard Deviation 1.8%

GtkPerf - GtkTextView - Add Text (sec) 272.59

Standard Deviation 2%

GpuTest - Pixmark Piano - 800 x 600 - 37047

Windowed (Points)

Standard Deviation 0.1%

GtkPerf - GtkDrawingArea - Pixbufs (sec) 1.34

Standard Deviation 0.9%

GpuTest - Pixmark Piano - 1024 x 768 - 23210

Windowed (Points)

Standard Deviation 0.1%

GpuTest - TessMark - 2560 x 1440 - 38541

Windowed (Points)

Standard Deviation 0%

MBW - Memory Copy - 512 MiB (MiB/s) 19724

Standard Deviation 0.7%

GpuTest - Plot3D - 1600 x 1200 - Fullscreen 153533

(Points)

Standard Deviation 0.2%

SciMark - J.S.O.R (Mflops) 1324

Standard Deviation 1.6%

APITest - 800 x 600 - U.G.S (FPS) 163.559

Standard Deviation 0.5%

MBW - Memory Copy - 128 MiB (MiB/s) 20452

Standard Deviation 0.9%

MBW - Memory Copy - 1024 MiB (MiB/s) 19727

Standard Deviation 0.1%

APITest - 2560 x 1440 - U.G (FPS) 18.465

Standard Deviation 0.7%

MBW - Memory Copy - 4096 MiB (MiB/s) 19758

Standard Deviation 0.3%

MBW - Memory Copy - 8192 MiB (MiB/s) 19730

Standard Deviation 0.2%

MBW - M.C.F.B.S - 128 MiB (MiB/s) 11386

Standard Deviation 0.6%

MBW - M.C.F.B.S - 512 MiB (MiB/s) 10730

Standard Deviation 2.1%

MBW - M.C.F.B.S - 1024 MiB (MiB/s) 11312

Standard Deviation 6.7%

MBW - M.C.F.B.S - 4096 MiB (MiB/s) 11360

Standard Deviation 6.3%

MBW - M.C.F.B.S - 8192 MiB (MiB/s) 11258

Standard Deviation 5.2%

Stress-NG - MMAP (Bogo Ops/s) 420.18

Standard Deviation 0.5%

Stress-NG - NUMA (Bogo Ops/s)	380.02
Standard Deviation	1%
Stress-NG - Futex (Bogo Ops/s)	3512446
Standard Deviation	4%
Stress-NG - MEMFD (Bogo Ops/s)	1227
Standard Deviation	0.7%
Stress-NG - Mutex (Bogo Ops/s)	10361966
Standard Deviation	2%
Stress-NG - Atomic (Bogo Ops/s)	185990
Standard Deviation	3.8%
Stress-NG - Crypto (Bogo Ops/s)	29575
Standard Deviation	0.1%
Stress-NG - Malloc (Bogo Ops/s)	28052492
Standard Deviation	1.1%
Stress-NG - Forking (Bogo Ops/s)	67142
Standard Deviation	2.4%
Stress-NG - IO_uring (Bogo Ops/s)	24628
Standard Deviation	1.6%
Stress-NG - SENDFILE (Bogo Ops/s)	357167
Standard Deviation	0.2%
Stress-NG - CPU Cache (Bogo Ops/s)	109.99
Standard Deviation	5.3%
Stress-NG - CPU Stress (Bogo Ops/s)	46786
Standard Deviation	1.6%
Stress-NG - Semaphores (Bogo Ops/s)	3472612
Standard Deviation	0.1%
Stress-NG - Matrix Math (Bogo Ops/s)	78334
Standard Deviation	0.3%
Stress-NG - Vector Math (Bogo Ops/s)	110457
Standard Deviation	0.1%
Stress-NG - Memory Copying (Bogo Ops/s)	4705
Standard Deviation	0.5%
Stress-NG - Socket Activity (Bogo Ops/s)	16129
Standard Deviation	0.8%
Stress-NG - Context Switching (Bogo Ops/s)	7158931
Standard Deviation	6.1%
Stress-NG - G.C.S.F (Bogo Ops/s)	2915124
Standard Deviation	2.2%
Stress-NG - G.Q.D.S (Bogo Ops/s)	240.54
Standard Deviation	0.2%
Stress-NG - S.V.M.P (Bogo Ops/s)	14090309
Standard Deviation	0.8%
RAMspeed SMP - Add - Integer (MB/s)	41310
Standard Deviation	0.7%
RAMspeed SMP - Copy - Integer (MB/s)	43565
Standard Deviation	0.2%
RAMspeed SMP - Scale - Integer (MB/s)	42959
Standard Deviation	0.2%
RAMspeed SMP - Triad - Integer (MB/s)	40821
Standard Deviation	1.9%
RAMspeed SMP - Average - Integer (MB/s)	42253
Standard Deviation	0.6%
RAMspeed SMP - Add - Floating Point (MB/s)	41614

RAMspeed SMP - Copy - Floating Point	44083	Standard Deviation 0.7%
RAMspeed SMP - Scale - Floating Point	44380	Standard Deviation 0.2%
RAMspeed SMP - Triad - Floating Point	41686	Standard Deviation 0.6%
RAMspeed SMP - Average - Floating Point	42743	Standard Deviation 0.1%
		(MB/s)
Stream - Copy (MB/s)	38480	Standard Deviation 0.6%
Stream - Scale (MB/s)	24513	Standard Deviation 0.2%
Stream - Triad (MB/s)	27468	Standard Deviation 0.1%
CacheBench - Read (MB/s)	2996	Standard Deviation 0%
CacheBench - Write (MB/s)	34048	Standard Deviation 2.1%
CacheBench - R.M.W (MB/s)	68094	Standard Deviation 2.4%
LAME MP3 Encoding - WAV To MP3 (sec)	5.911	Standard Deviation 0.5%
APITest - 4480 x 2160 - U.G.S (FPS)	162.250	Standard Deviation 2.6%
Stream - Add (MB/s)	27408	Standard Deviation 0.1%
G'MIC - 2.F.P.1.T (sec)	90.866	Standard Deviation 1%
GpuTest - Plot3D - 1920 x 1080 - Windowed	200588	Standard Deviation 0.1%
		(Points)
G'MIC - P.I.O.A.3.V.1.T (sec)	11.244	Standard Deviation 0.8%
G'MIC - 3.E.F.I.R.C.1.T (sec)	42.239	Standard Deviation 0.9%
IOzone - 1MB - 2GB - Read Performance	19772	Standard Deviation 2.4%
		(MB/s)
IOzone - 1MB - 4GB - Read Performance	19936	Standard Deviation 2.3%
		(MB/s)
IOzone - 1MB - 8GB - Read Performance	20713	Standard Deviation 1.1%
		(MB/s)
IOzone - 2MB - 2GB - Read Performance	19532	Standard Deviation 0.5%
		(MB/s)
IOzone - 2MB - 4GB - Read Performance	20019	Standard Deviation 1.6%

Core-Latency - A.L.B.C.C (ns)	126.545
IOzone - 2MB - 8GB - Read Performance	20474 (MB/s)
Standard Deviation	1.5%
IOzone - 4Kb - 2GB - Read Performance	8394
Standard Deviation	2.8%
IOzone - 4Kb - 4GB - Read Performance	8720
Standard Deviation	1.2%
IOzone - 4Kb - 8GB - Read Performance	8713
Standard Deviation	1.7%
IOzone - 1MB - 2GB - Write Performance	471.87 (MB/s)
Standard Deviation	18.9%
IOzone - 1MB - 4GB - Write Performance	444.14 (MB/s)
Standard Deviation	19.3%
IOzone - 1MB - 8GB - Write Performance	379.07 (MB/s)
Standard Deviation	19.1%
IOzone - 2MB - 2GB - Write Performance	712.77 (MB/s)
Standard Deviation	2.4%
IOzone - 2MB - 4GB - Write Performance	718.19 (MB/s)
Standard Deviation	1.2%
IOzone - 2MB - 8GB - Write Performance	607.99 (MB/s)
Standard Deviation	15.9%
IOzone - 4Kb - 2GB - Write Performance	8.17
Standard Deviation	2.2%
IOzone - 4Kb - 4GB - Write Performance	8.00
Standard Deviation	0.9%
IOzone - 4Kb - 8GB - Write Performance	7.99
Standard Deviation	0.5%
IOzone - 64Kb - 2GB - Read Performance	17768 (MB/s)
Standard Deviation	0.4%
IOzone - 64Kb - 4GB - Read Performance	18189 (MB/s)
Standard Deviation	0.8%
IOzone - 64Kb - 8GB - Read Performance	18784 (MB/s)
Standard Deviation	0.1%
IOzone - 1MB - 512MB - Read Performance	16820 (MB/s)
Standard Deviation	2.2%
IOzone - 2MB - 512MB - Read Performance	16984 (MB/s)
Standard Deviation	0.7%

IOzone - 4Kb - 512MB - Read Performance	7893
	(MB/s)
	Standard Deviation 1.6%
IOzone - 64Kb - 2GB - Write Performance	112.19
	(MB/s)
	Standard Deviation 1.9%
IOzone - 64Kb - 4GB - Write Performance	111.54
	(MB/s)
	Standard Deviation 0.4%
IOzone - 64Kb - 8GB - Write Performance	111.59
	(MB/s)
	Standard Deviation 2.2%
IOzone - 1MB - 512MB - Write Performance	543.92
	(MB/s)
	Standard Deviation 0.8%
IOzone - 2MB - 512MB - Write Performance	709.93
	(MB/s)
	Standard Deviation 0.2%
IOzone - 4Kb - 512MB - Write Performance	8.38
	(MB/s)
	Standard Deviation 0.8%
IOzone - 64Kb - 512MB - Read Performance	15745
	(MB/s)
	Standard Deviation 1.9%
IOzone - 64Kb - 512MB - Write Performance	111.76
	(MB/s)
	Standard Deviation 0.8%
OSBench - Create Files (us/Event)	13.878714
	Standard Deviation 2.4%
OSBench - Create Threads (us/Event)	10.216236
	Standard Deviation 2.4%
OSBench - Launch Programs (us/Event)	30.174256
	Standard Deviation 0.8%
OSBench - Create Processes (us/Event)	24.664402
	Standard Deviation 2.5%
OSBench - Memory Allocations (Ns/Event)	54.233074
	Standard Deviation 2.3%
Coremark - CoreMark Size 666 - I.P.S	808298
	(Iterations/Sec)
	Standard Deviation 0.2%
Stockfish - Total Time (Nodes/s)	52025713
	Standard Deviation 2.4%
7-Zip Compression - Compression Rating	131225
	(MIPS)
	Standard Deviation 0.5%
7-Zip Compression - D.R (MIPS)	138413
	Standard Deviation 0.2%
Timed PHP Compilation - Time To Compile	48.749
	(sec)
	Standard Deviation 1.2%

Timed Linux Kernel Compilation - defconfig	68.770
	(sec)
	Standard Deviation 0.9%
Timed Linux Kernel Compilation -	805.550
	allmodconfig (sec)
	Standard Deviation 0.2%
GraphicsMagick - Swirl (Iterations/min)	925
	Standard Deviation 0.2%
GraphicsMagick - Rotate (Iterations/min)	961
	Standard Deviation 2.3%
GraphicsMagick - Sharpen (Iterations/min)	224
	Standard Deviation 0.3%
GraphicsMagick - Enhanced (Iterations/min)	415
	Standard Deviation 0%
GraphicsMagick - Resizing (Iterations/min)	1781
	Standard Deviation 1.8%
GraphicsMagick - Noise-Gaussian	483
	(Iterations/min)
	Standard Deviation 0.2%
GraphicsMagick - HWB Color Space	1534
	(Iterations/min)
	Standard Deviation 1.2%
x264 - Bosphorus 4K (FPS)	53.08
	Standard Deviation 2.5%
x264 - Bosphorus 1080p (FPS)	203.69
	Standard Deviation 2.3%
x265 - Bosphorus 4K (FPS)	27.17
	Standard Deviation 1%
x265 - Bosphorus 1080p (FPS)	87.63
	Standard Deviation 0.3%
C-Ray - Total Time - 4.1.R.P.P (sec)	30.994
	Standard Deviation 0.1%
LuxCoreRender - DLSC - CPU (M	3.55
	Standard Deviation 0.4%
LuxCoreRender - Danish Mood - CPU (M	2.92
	samples/sec)
	Standard Deviation 1%
LuxCoreRender - Orange Juice - CPU (M	5.64
	samples/sec)
	Standard Deviation 0.3%
LuxCoreRender - LuxCore Benchmark - CPU	3.19
	(M samples/sec)
	Standard Deviation 0.7%
LuxCoreRender - R.C.a.P - CPU (M	14.61
	samples/sec)
	Standard Deviation 0.4%
RealSR-NCNN - 4x - No (sec)	4.721
	Standard Deviation 0.3%
RealSR-NCNN - 4x - Yes (sec)	23.565
	Standard Deviation 0.3%
vkpeak - fp32-scalar (GFLOPS)	25554
	Standard Deviation 0.8%

vkpeak - fp32-vec4 (GFLOPS) 25192
Standard Deviation 0.4%

vkpeak - fp16-scalar (GFLOPS) 25344
Standard Deviation 0.1%

vkpeak - fp16-vec4 (GFLOPS) 39789
Standard Deviation 0.1%

vkpeak - fp64-scalar (GFLOPS) 1621
Standard Deviation 0.1%

vkpeak - fp64-vec4 (GFLOPS) 1619
Standard Deviation 0.1%

vkpeak - int32-scalar (GIOPS) 4388
Standard Deviation 0.1%

vkpeak - int32-vec4 (GIOPS) 5137
Standard Deviation 0%

vkpeak - int16-scalar (GIOPS) 25032
Standard Deviation 0%

vkpeak - int16-vec4 (GIOPS) 39004
Standard Deviation 0.1%

Waifu2x-NCNN Vulkan - 2x - 3 - Yes (sec) 3.055
Standard Deviation 0.2%

OpenSSL - SHA256 (byte/s) 24516433093
Standard Deviation 0.4%

OpenSSL - RSA4096 (sign/s) 4768
Standard Deviation 0.1%

OpenSSL - RSA4096 (verify/s) 311610
Standard Deviation 0%

BYTE Unix Benchmark - Dhrystone 2 (LPS) 59498287
Standard Deviation 0.9%

APITest 2014-07-26

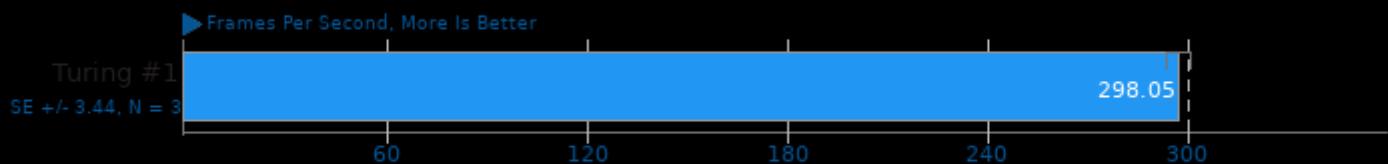
Resolution: 4480 x 2160 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

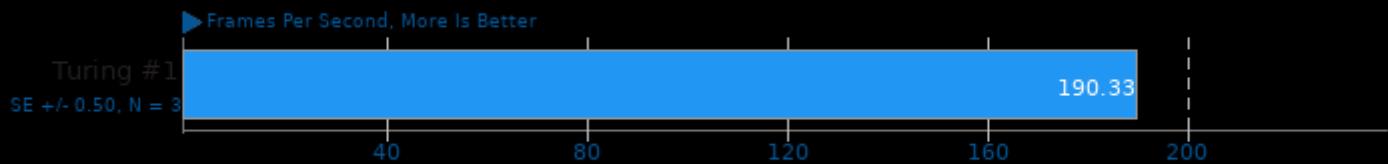
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

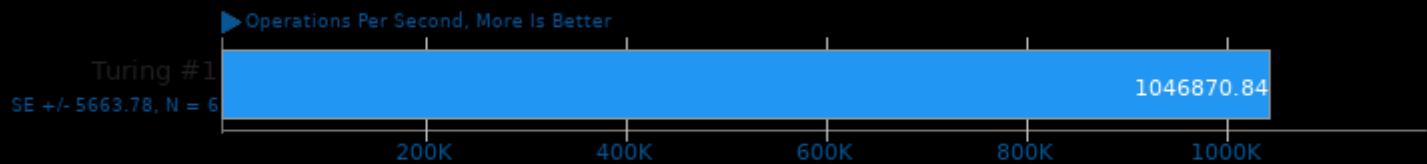
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

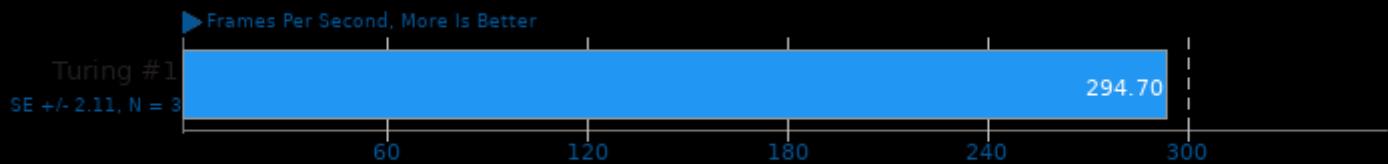
Test: Simple Blit - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

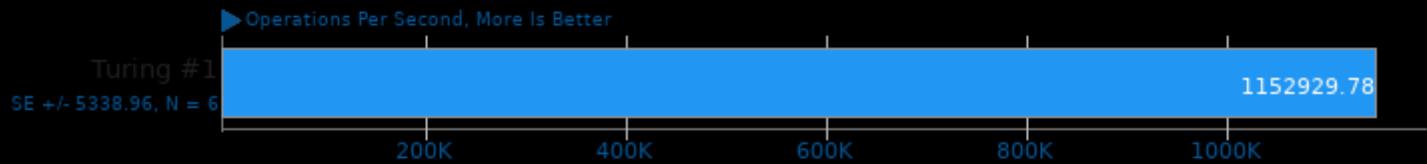
Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Simple Blit - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

JXRenderMark 1.0.1

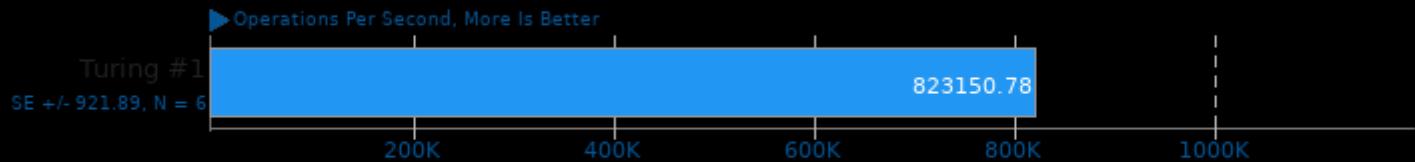
Test: Simple Blit - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

JXRenderMark 1.0.1

Test: 12pt Text LCD - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

JXRenderMark 1.0.1

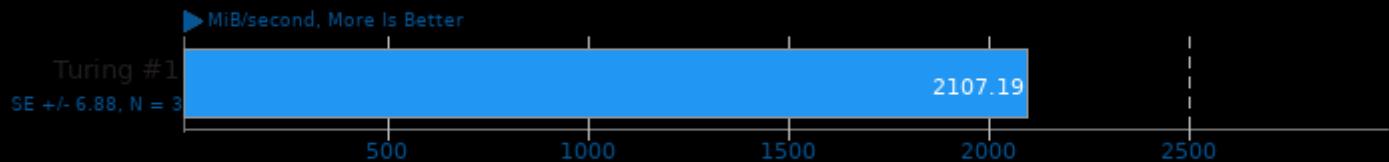
Test: Simple Blit - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

Crypto++ 8.2

Test: All Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

APITest 2014-07-26

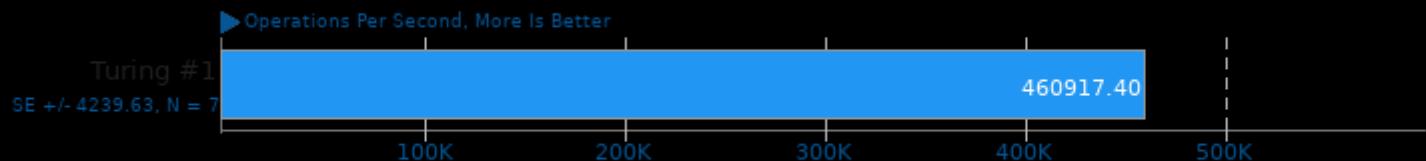
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

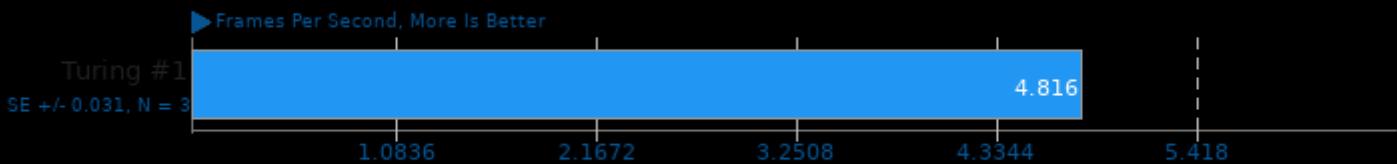
Test: 12pt Text LCD - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

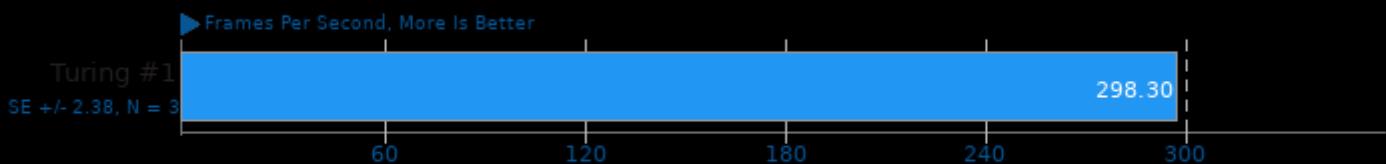
Test: 12pt Text LCD - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

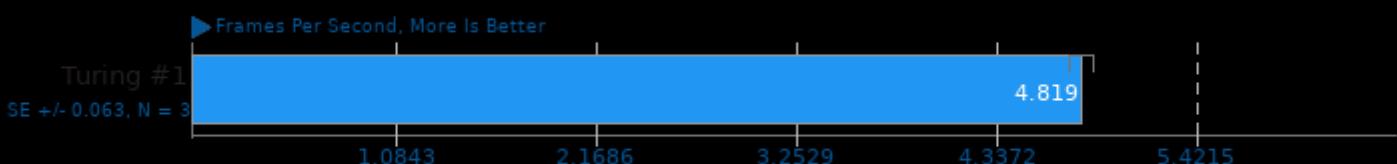
Test: 12pt Text LCD - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Put Composition - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

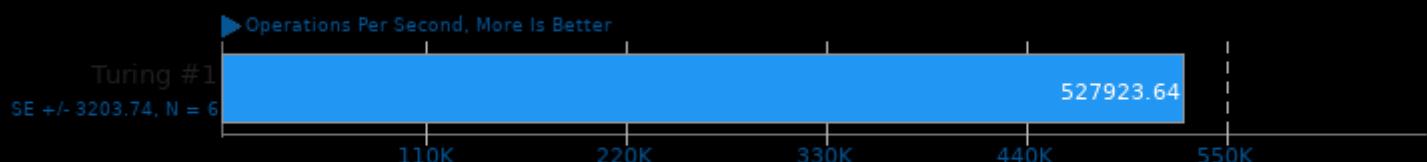
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Simple Blit - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

Crypto++ 8.2

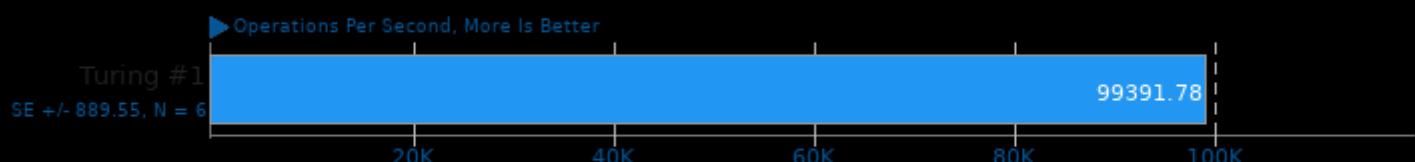
Test: Keyed Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

JXRenderMark 1.0.1

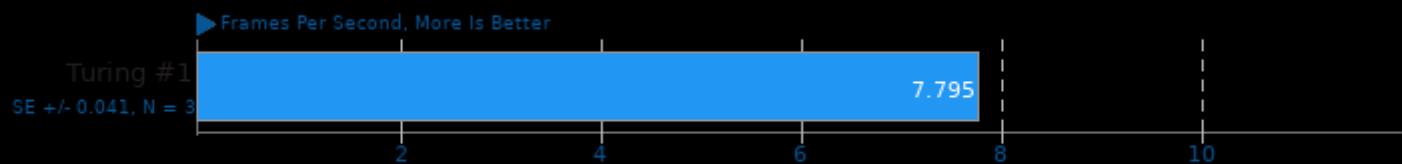
Test: 12pt Text LCD - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

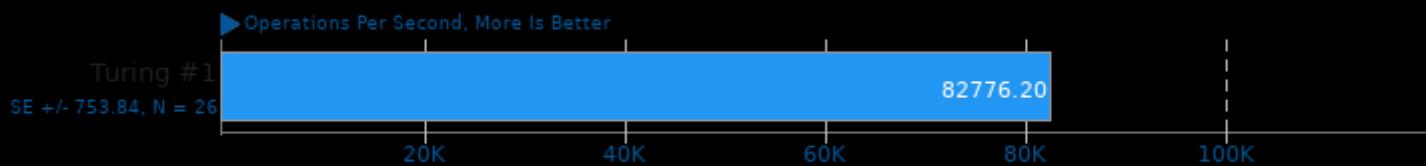
Resolution: 3840 x 2160 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

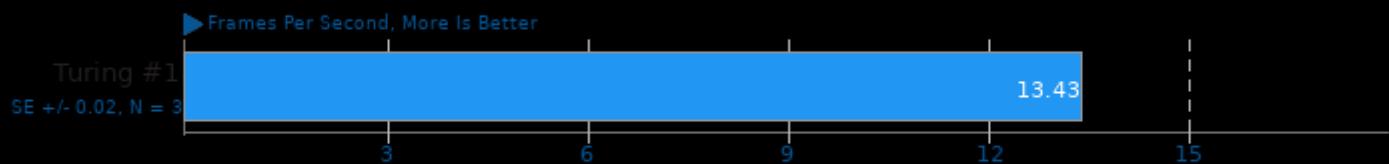
Test: Put Composition - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

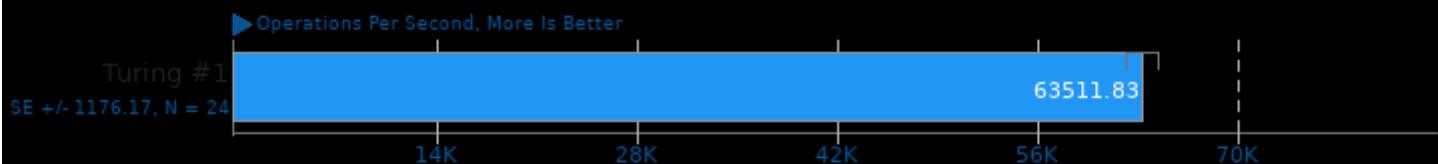
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Put Composition - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Put Composition - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Rects Composition - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

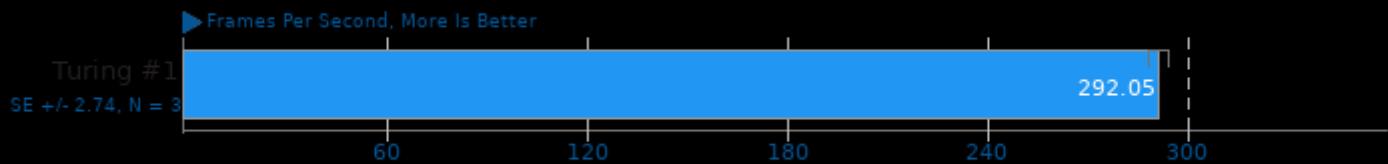
Test: 12pt Text Grayscale - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

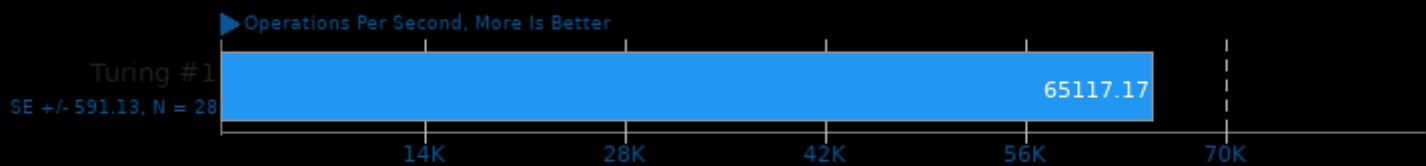
Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

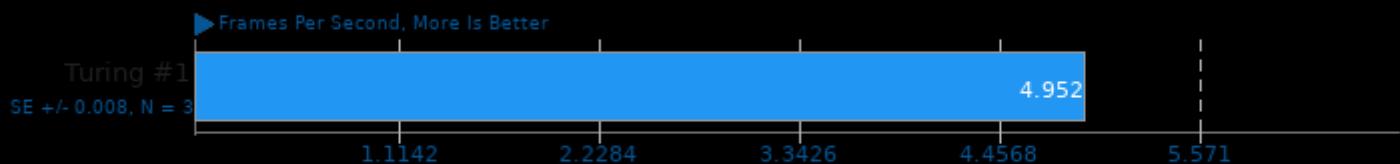
Test: Put Composition - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

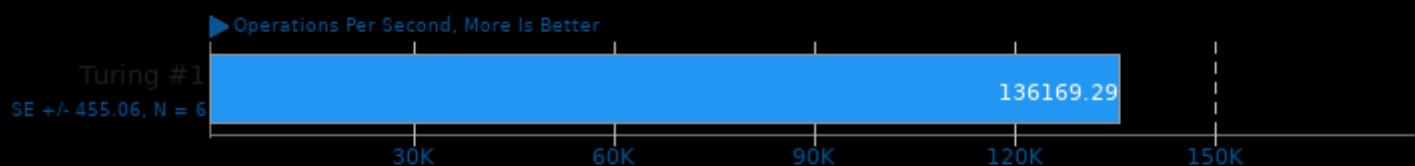
Resolution: 1280 x 1024 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Rects Composition - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Rects Composition - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

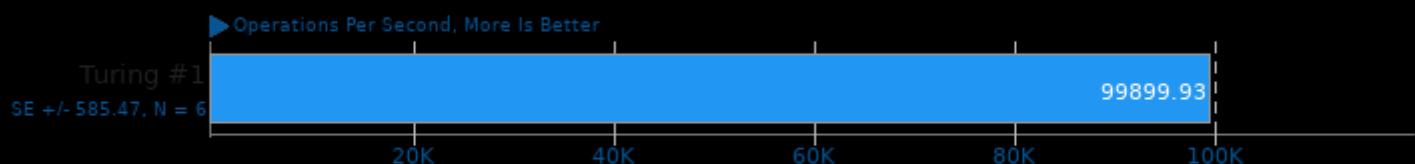
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Rects Composition - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: 12pt Text Grayscale - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

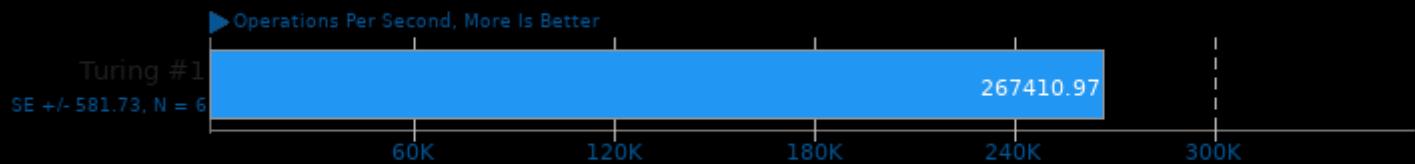
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

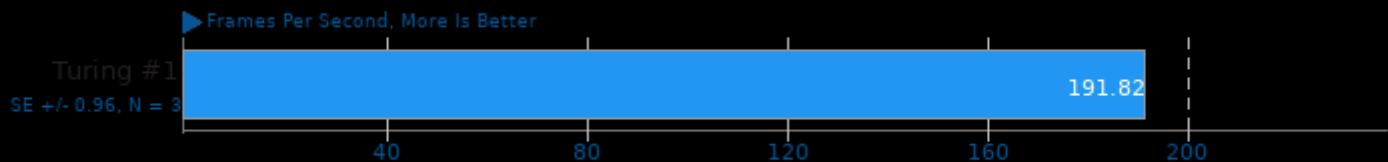
Test: 12pt Text Grayscale - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: 12pt Text Grayscale - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

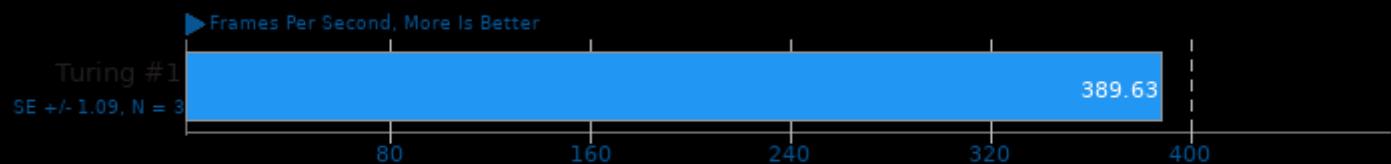
Test: Gradient+Temp Texture - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Linear Gradient Blend - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

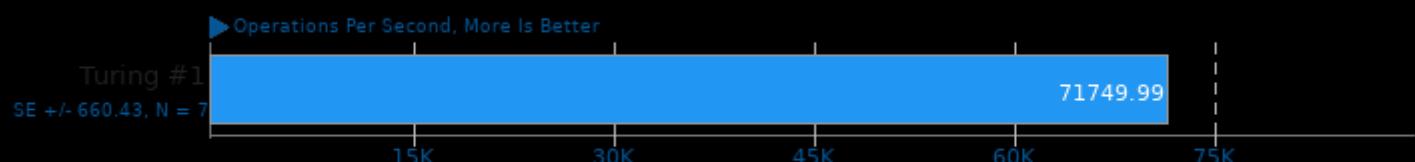
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Radial Gradient Paint - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

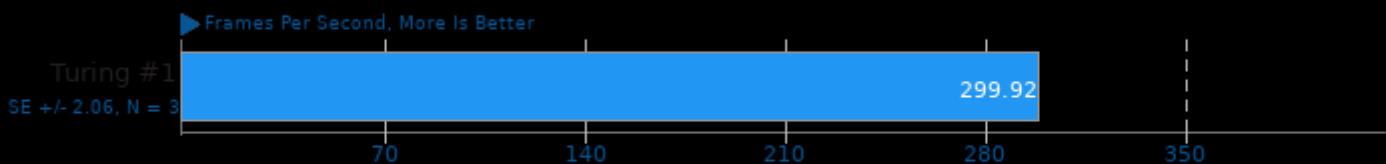
Test: Rects Composition - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 800 x 600 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: 12pt Text Grayscale - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

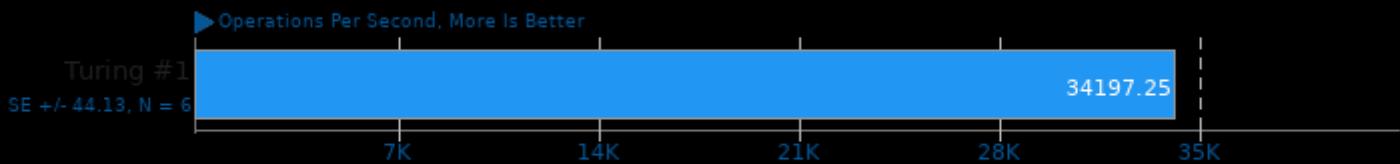
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

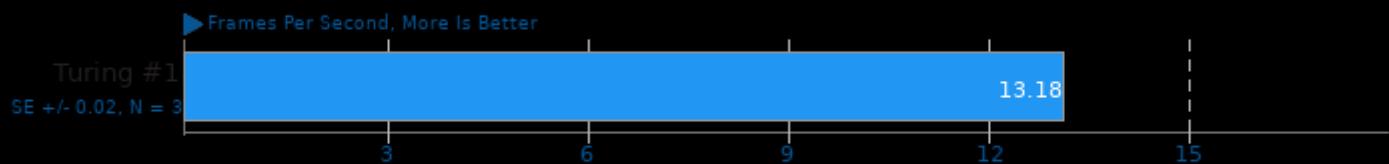
Test: Gradient+Temp Texture - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Gradient+Temp Texture - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Gradient+Temp Texture - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

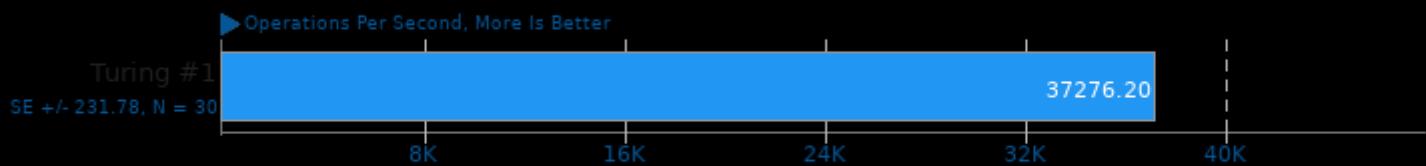
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferRange



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Linear Gradient Blend - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

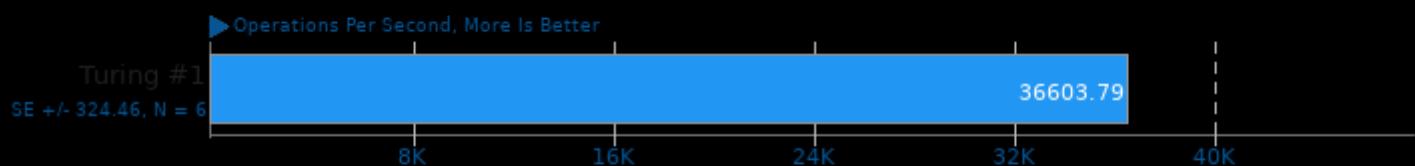
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Linear Gradient Blend - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Linear Gradient Blend - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

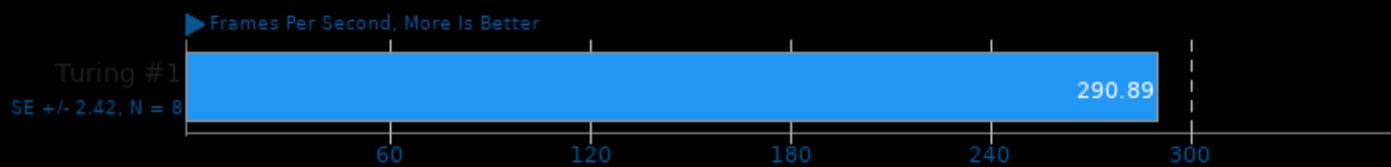
Test: Radial Gradient Paint - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Radial Gradient Paint - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

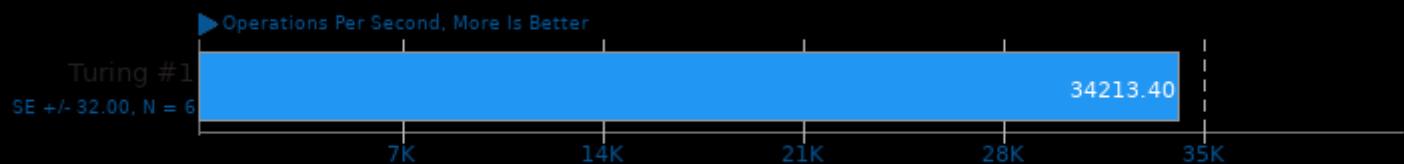
Resolution: 4480 x 2160 - Test: DynamicStreaming GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Radial Gradient Paint - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Linear - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Gradient+Temp Texture - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Linear Gradient Blend - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

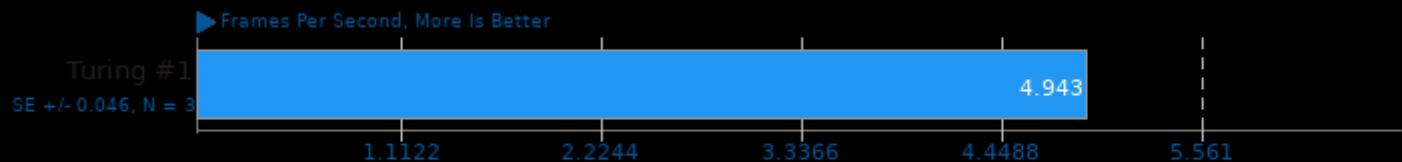
Test: Radial Gradient Paint - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

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Resolution: 4480 x 2160 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

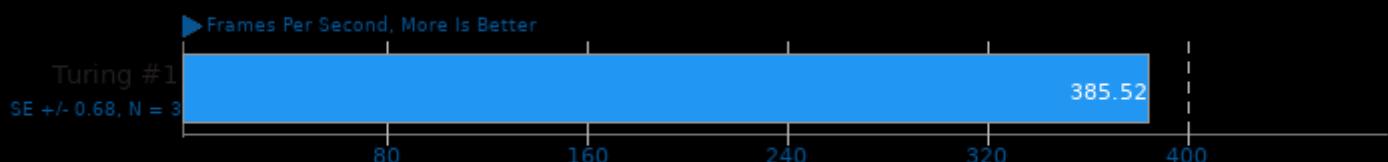
Test: Transformed Blit Bilinear - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 800 x 600 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Linear - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

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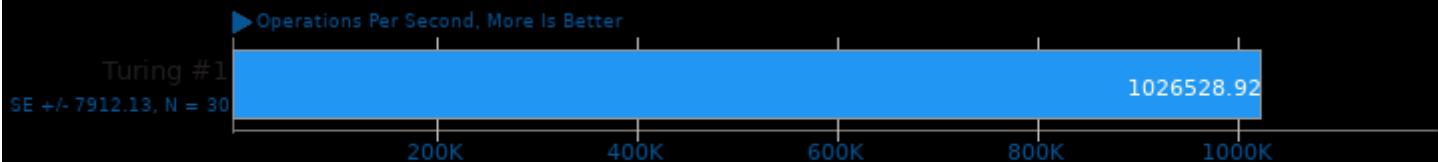
Resolution: 800 x 600 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

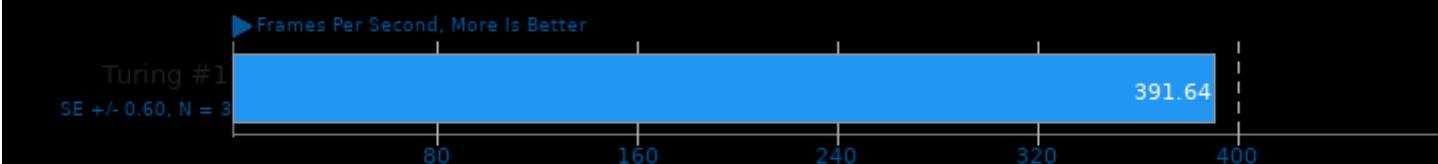
Test: Transformed Blit Linear - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Linear - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

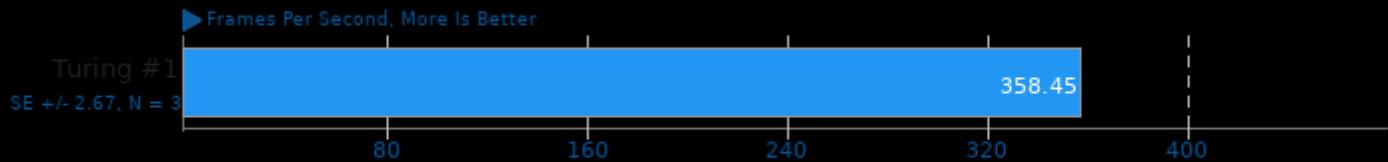
Test: Transformed Texture Paint - Size: 32x32



1. (CC) gcc options: -lX11 -lXrender

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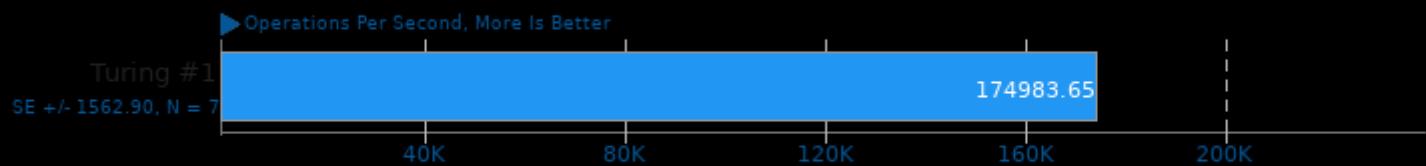
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Bilinear - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

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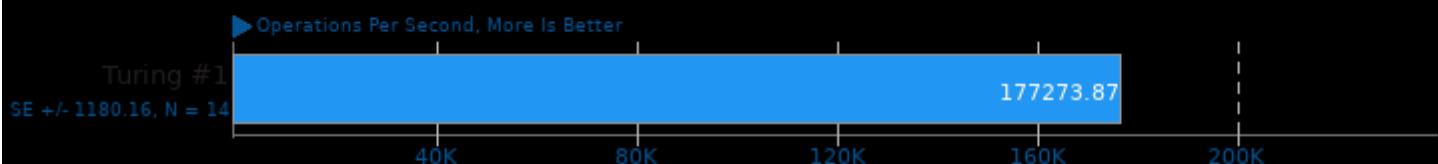
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Bilinear - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Bilinear - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

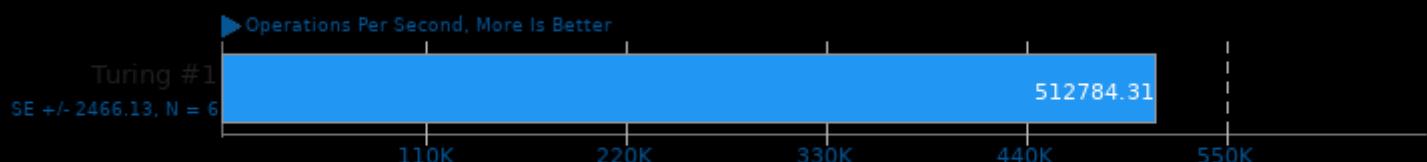
Resolution: 2560 x 1440 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Linear - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

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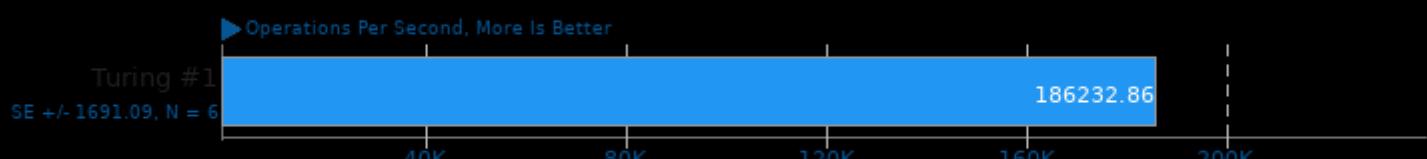
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Texture Paint - Size: 128x128



1. (CC) gcc options: -lX11 -lXrender

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Resolution: 3840 x 2160 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Texture Paint - Size: 256x256



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Texture Paint - Size: 512x512



1. (CC) gcc options: -lX11 -lXrender

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Resolution: 4480 x 2160 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

JXRenderMark 1.0.1

Test: Transformed Blit Bilinear - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

JXRenderMark 1.0.1

Test: Transformed Texture Paint - Size: 1024x1024



1. (CC) gcc options: -lX11 -lXrender

APITest 2014-07-26

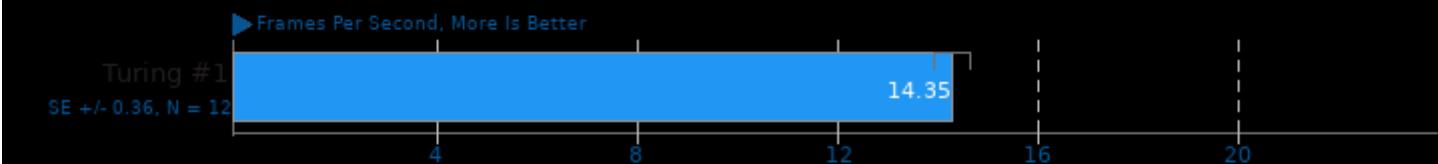
Resolution: 800 x 600 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

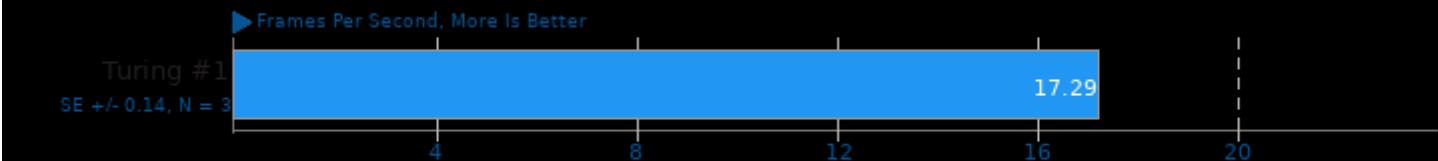
Resolution: 800 x 600 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

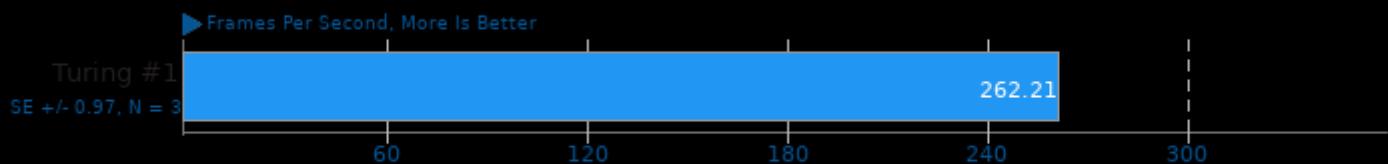
Resolution: 1024 x 768 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

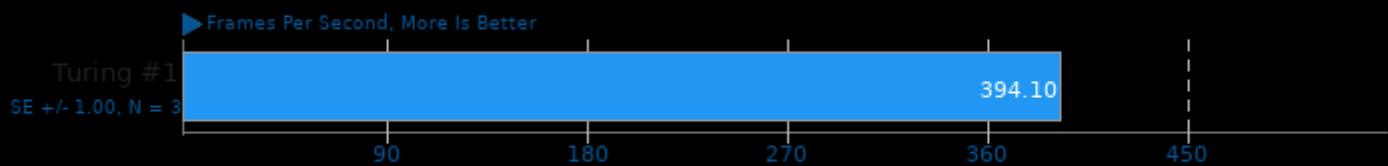
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

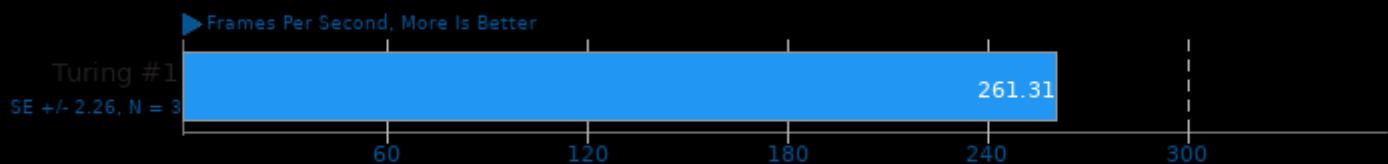
Resolution: 800 x 600 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

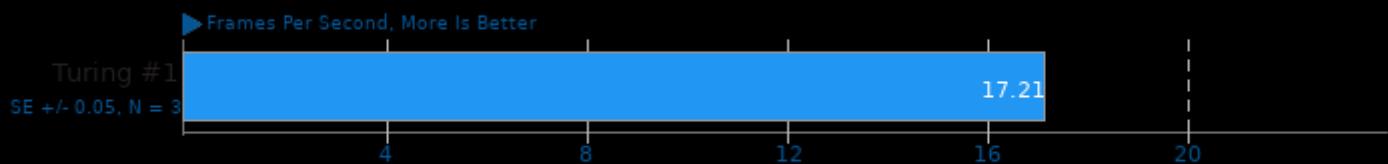
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

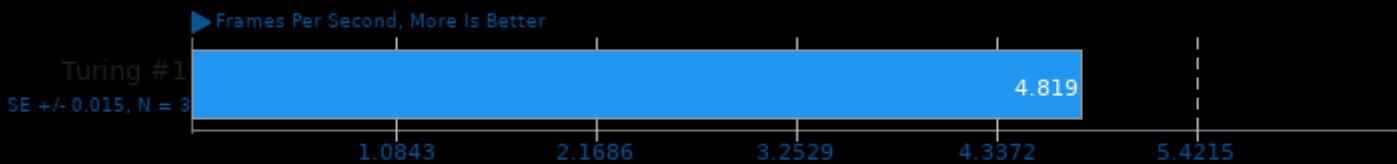
Resolution: 1024 x 768 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: DynamicStreaming GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

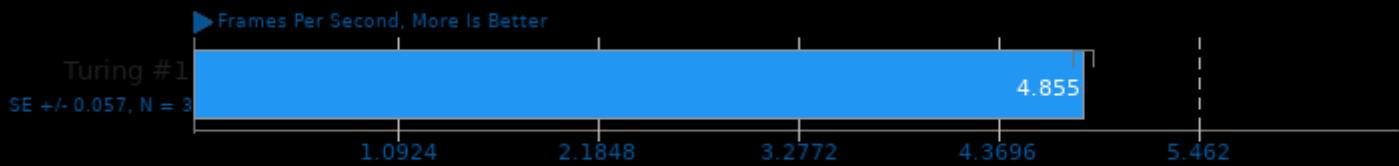
Resolution: 2560 x 1440 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

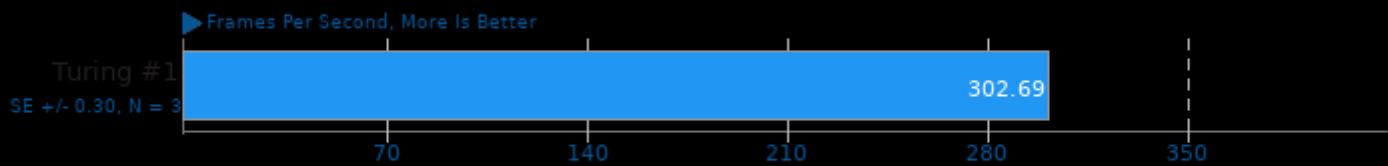
Resolution: 3840 x 2160 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

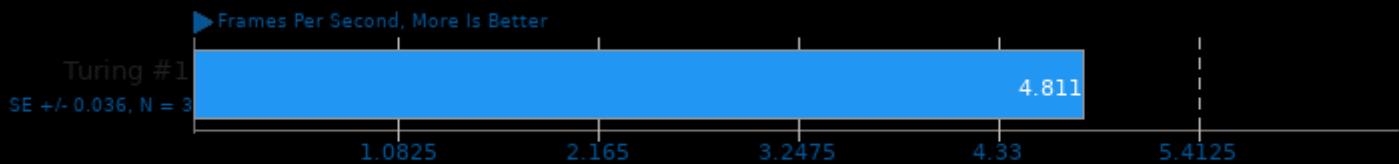
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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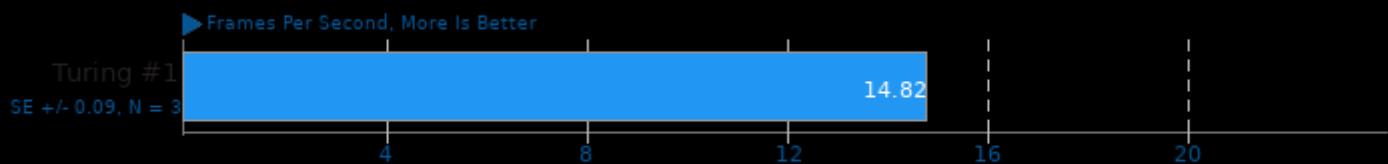
Resolution: 1920 x 1200 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 4480 x 2160 - Test: UntexturedObjects GLUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

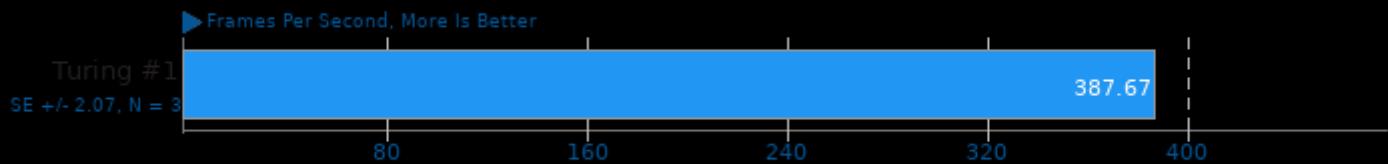
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

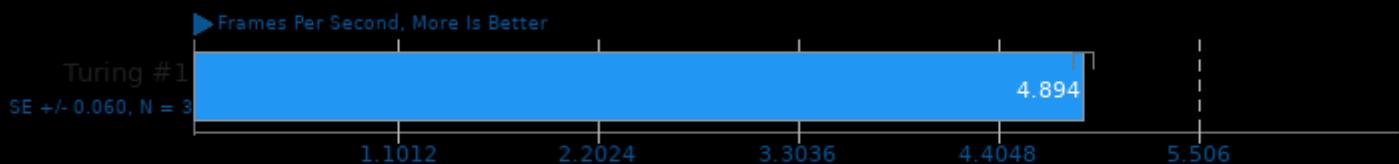
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

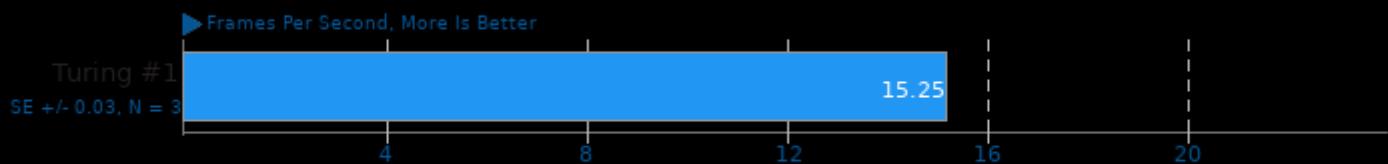
Resolution: 3840 x 2160 - Test: UntexturedObjects GLDynamicBuffer



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1280 x 1024 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferSubData



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

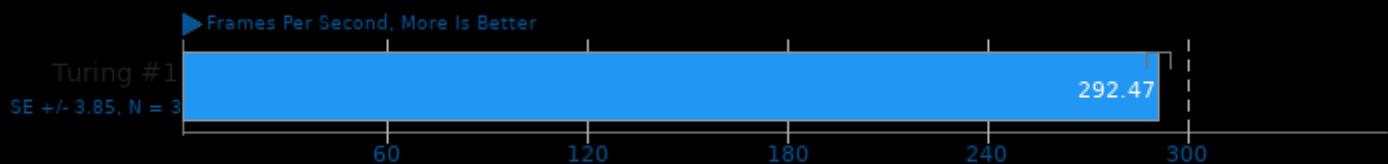
Resolution: 1280 x 1024 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

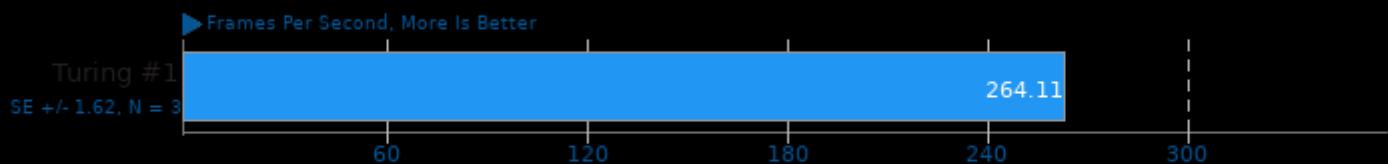
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMapPersistent



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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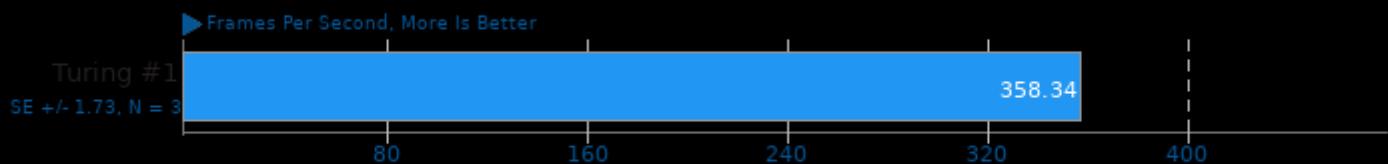
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

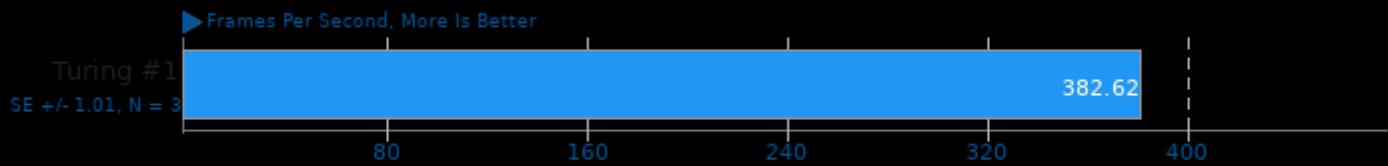
Resolution: 1600 x 1200 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

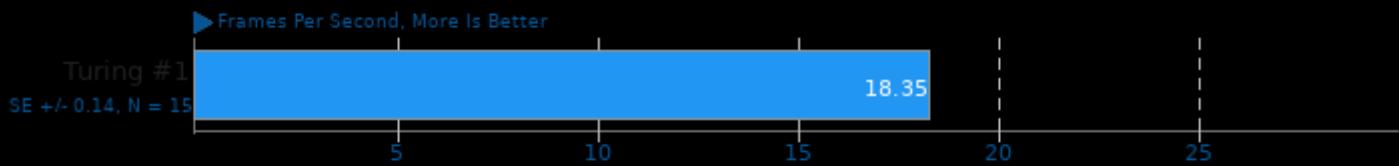
Resolution: 1600 x 1200 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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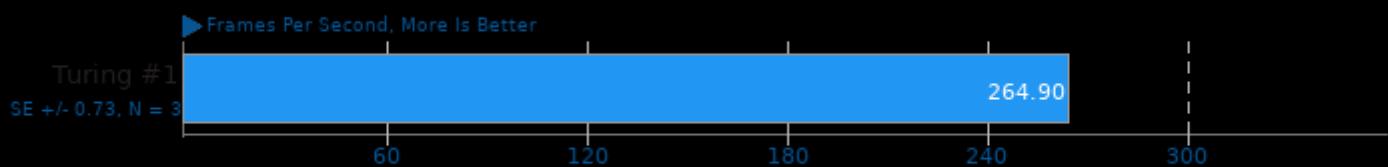
Resolution: 1024 x 768 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

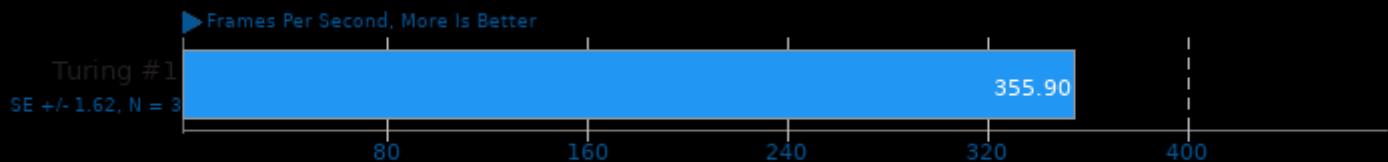
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

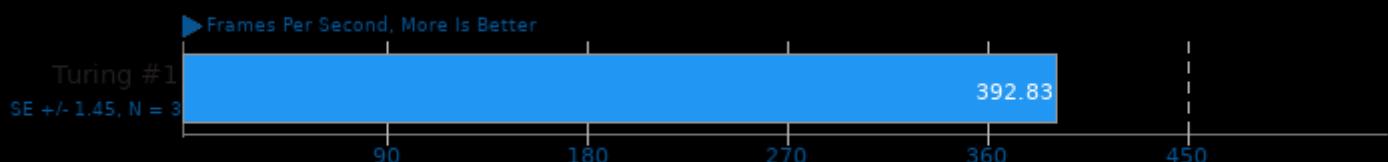
Resolution: 1920 x 1080 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

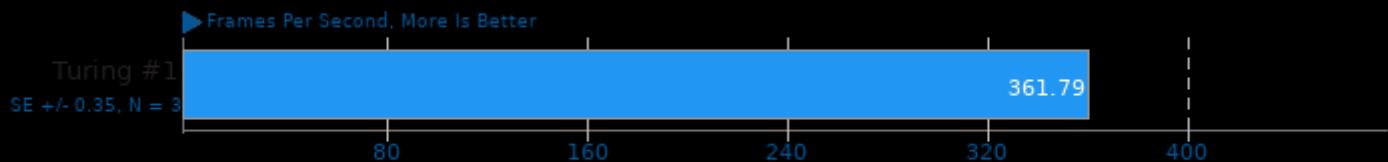
Resolution: 1920 x 1080 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

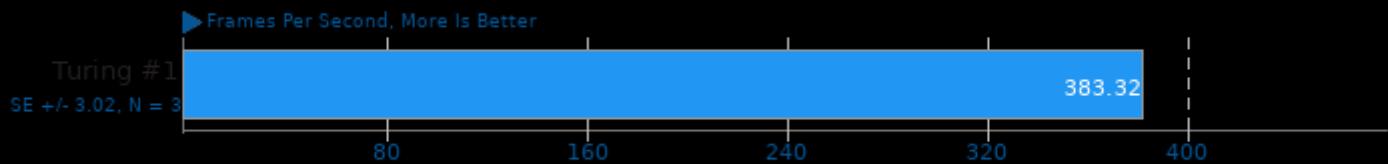
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

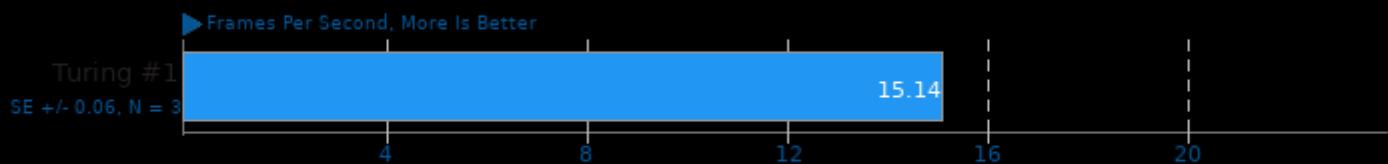
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1920 x 1200 - Test: UntexturedObjects GLDrawLoop



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLTexCoord



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNaiveUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaive



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLTextureArray



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTex



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

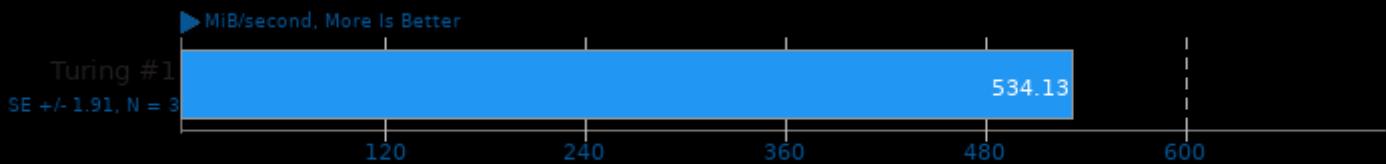
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNoTexUniform



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Crypto++ 8.2

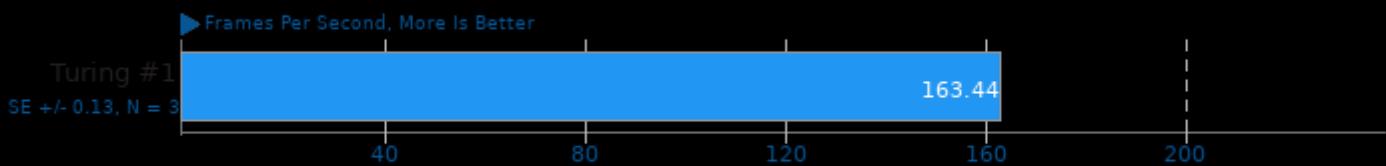
Test: Unkeyed Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

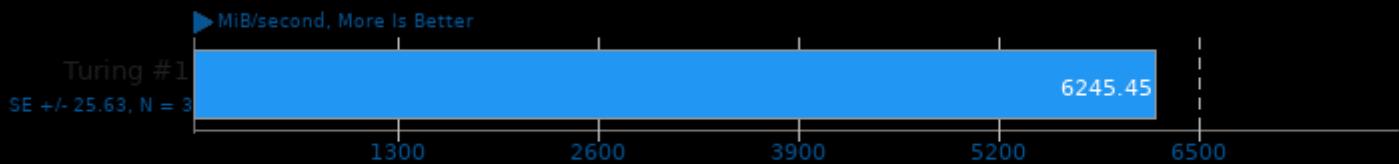
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Crypto++ 8.2

Test: Integer + Elliptic Curve Public Key Algorithms



1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

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Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 3840 x 2160 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

Resolution: 4480 x 2160 - Test: DynamicStreaming GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

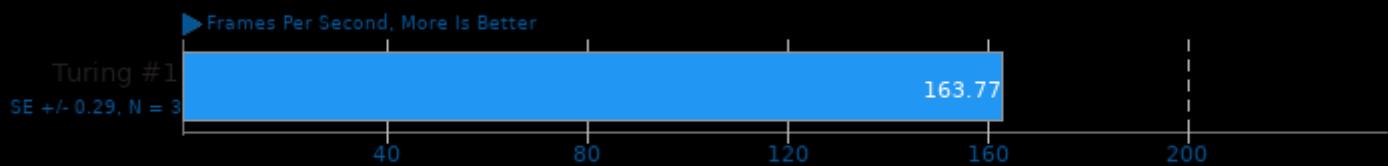
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

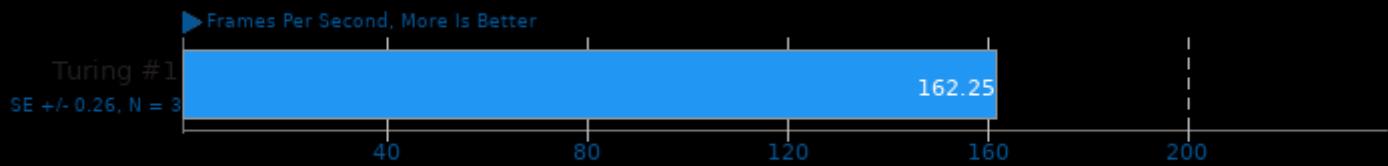
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

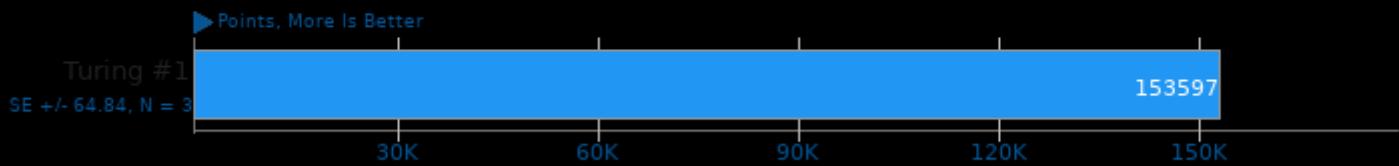
Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

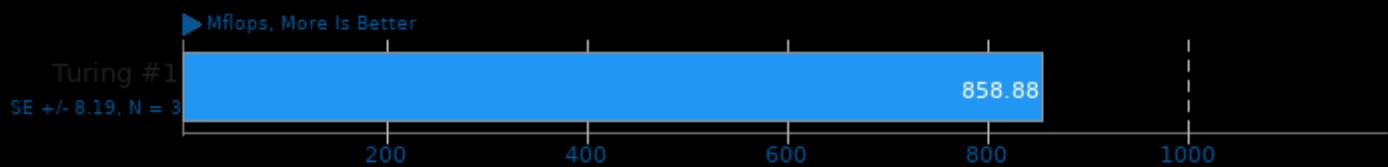
GpuTest 0.7.0

Test: Plot3D - Resolution: 1280 x 1024 - Mode: Fullscreen



SciMark 2.0

Computational Test: Composite



1. (CC) gcc options: -lm

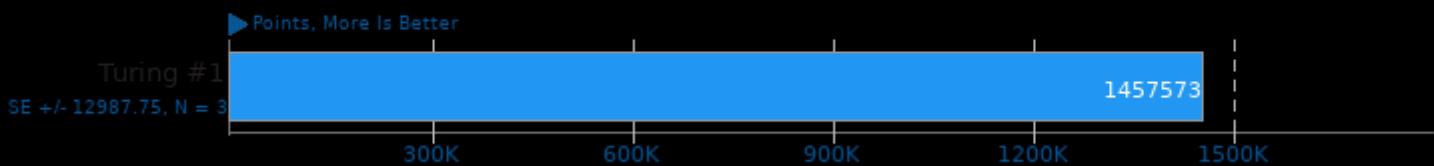
GpuTest 0.7.0

Test: Furmark - Resolution: 800 x 600 - Mode: Fullscreen

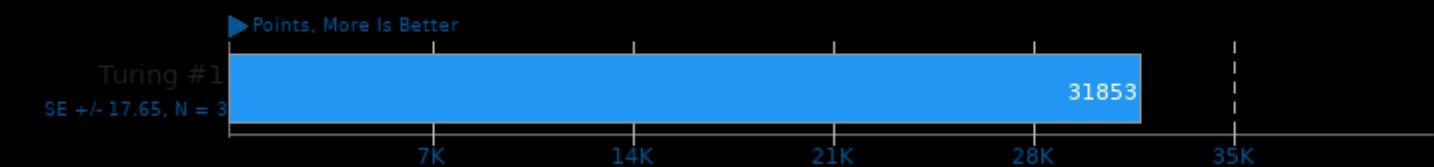


GpuTest 0.7.0

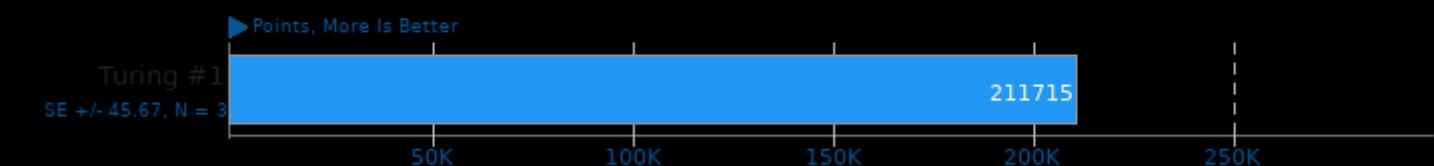
Test: Triangle - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

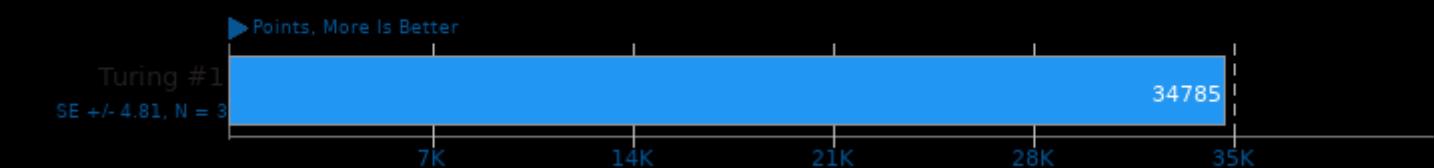
Test: Plot3D - Resolution: 3840 x 2160 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 4480 x 2160 - Mode: Fullscreen

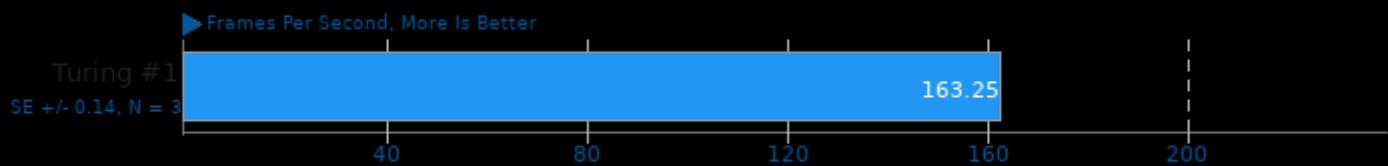
**GpuTest 0.7.0**

Test: GiMark - Resolution: 3840 x 2160 - Mode: Windowed



APITest 2014-07-26

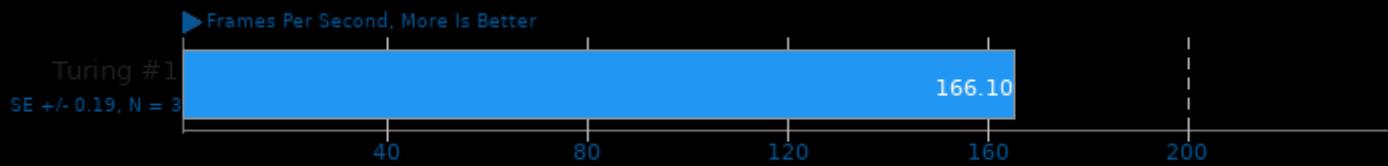
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

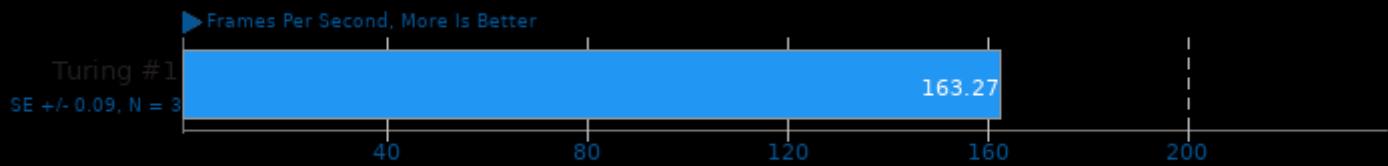
Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

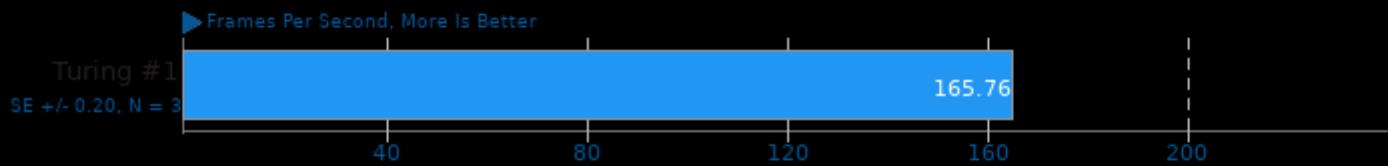
Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

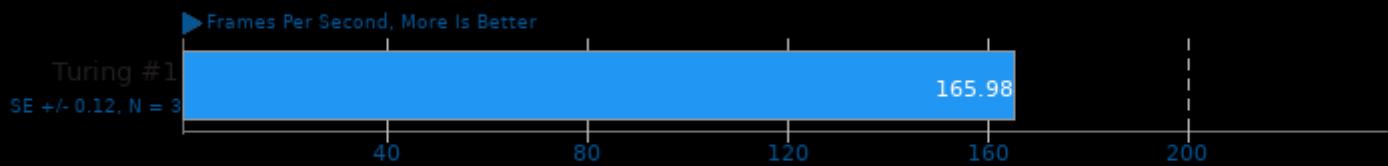
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

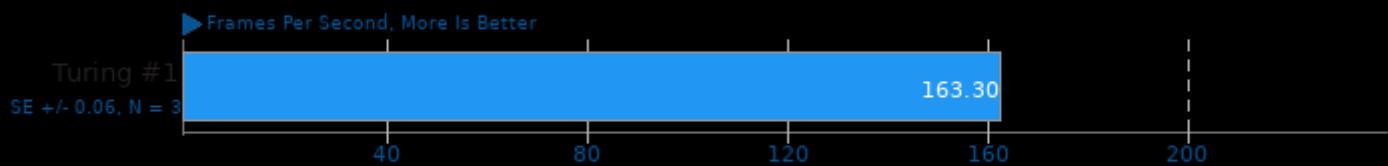
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

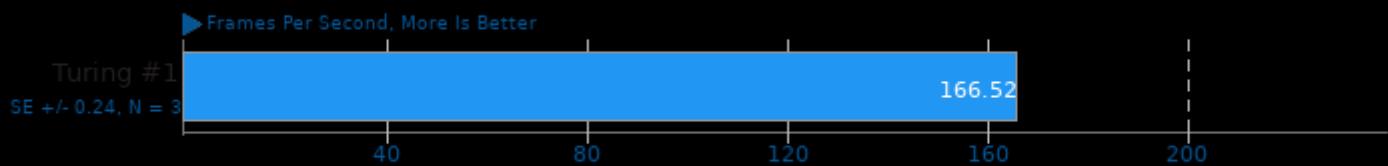
Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

APITest 2014-07-26

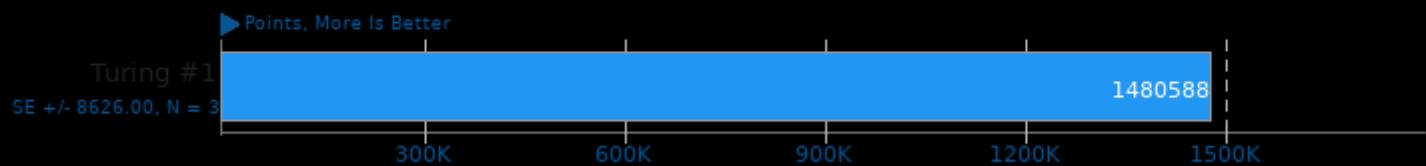
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Triangle - Resolution: 1024 x 768 - Mode: Windowed



APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

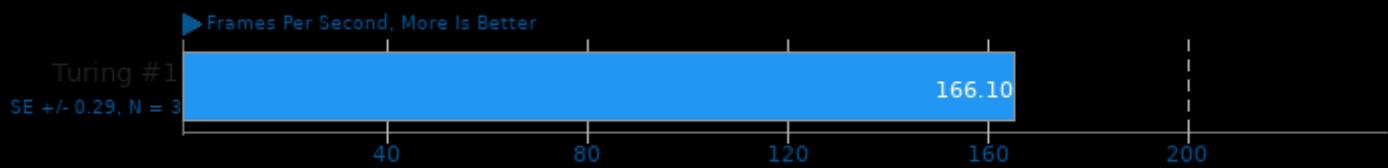
GpuTest 0.7.0

Test: GiMark - Resolution: 1920 x 1080 - Mode: Fullscreen



APITest 2014-07-26

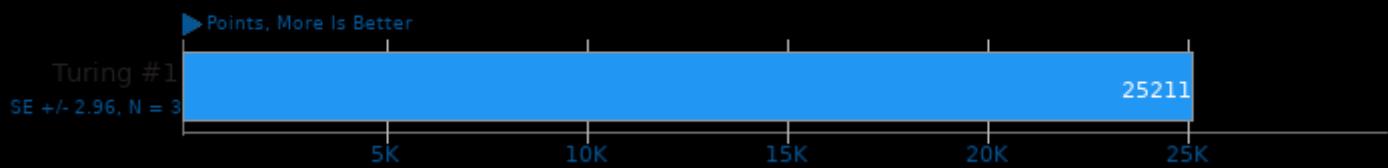
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

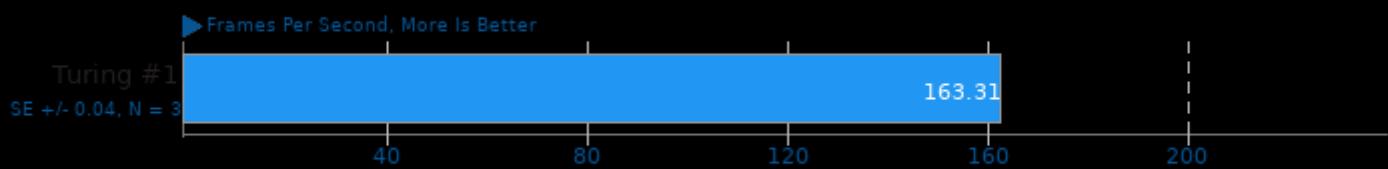
GpuTest 0.7.0

Test: GiMark - Resolution: 1920 x 1200 - Mode: Windowed



APITest 2014-07-26

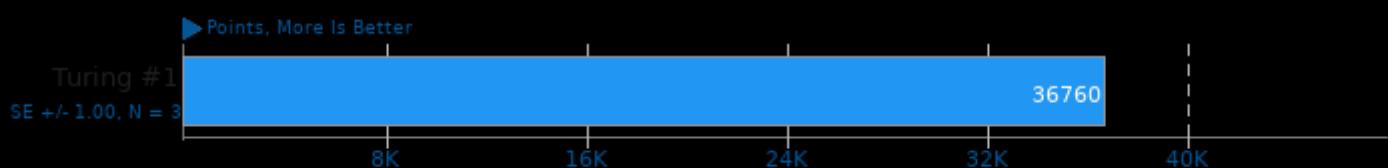
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: GiMark - Resolution: 800 x 600 - Mode: Fullscreen



APITest 2014-07-26

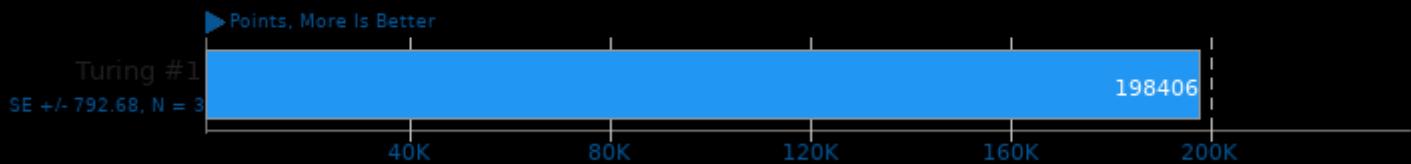
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP



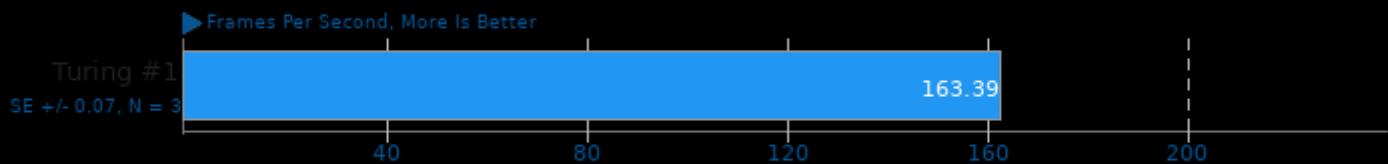
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Plot3D - Resolution: 1920 x 1200 - Mode: Windowed

**APITest 2014-07-26**

Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Plot3D - Resolution: 800 x 600 - Mode:Fullscreen

**APITest 2014-07-26**

Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

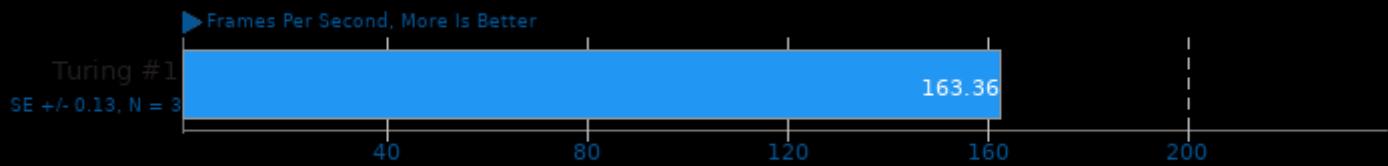
GpuTest 0.7.0

Test: Furmark - Resolution: 1600 x 1200 - Mode: Windowed



APITest 2014-07-26

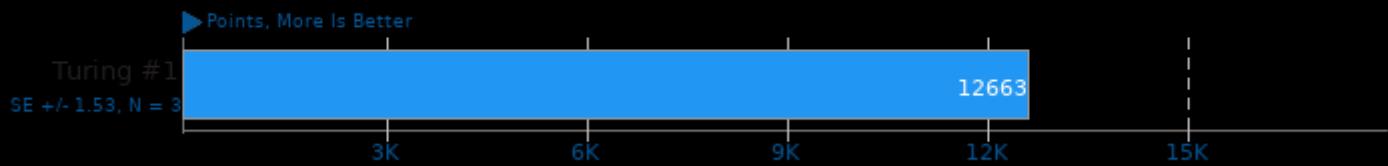
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

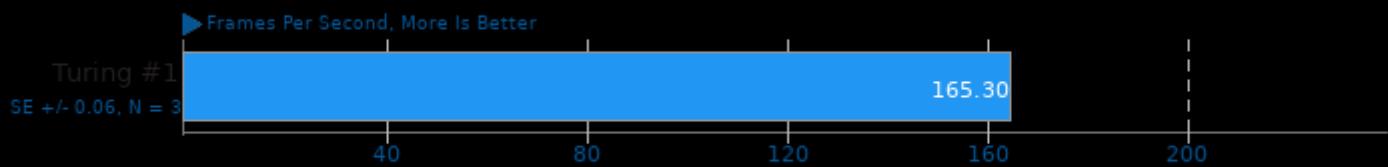
GpuTest 0.7.0

Test: Furmark - Resolution: 3840 x 2160 - Mode: Windowed



APITest 2014-07-26

Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Plot3D - Resolution: 1024 x 768 - Mode:Fullscreen



APITest 2014-07-26

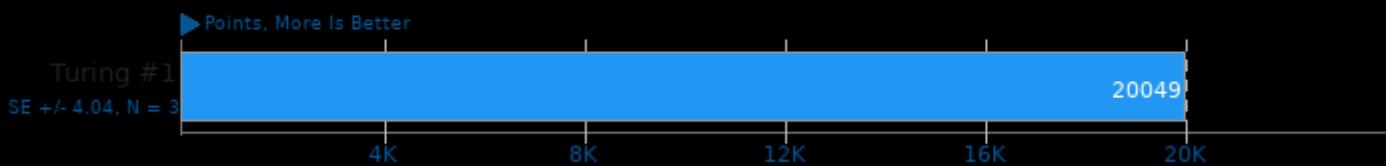
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



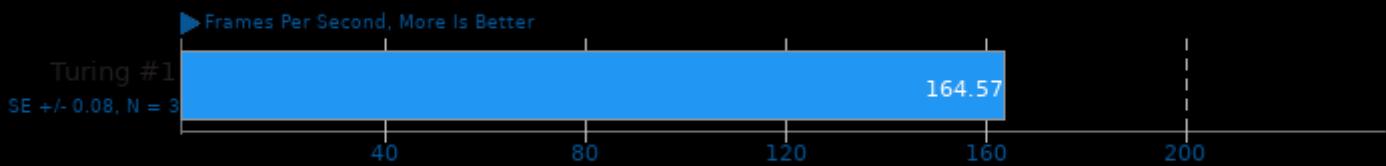
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: GiMark - Resolution: 1280 x 1024 - Mode: Fullscreen

**APITest 2014-07-26**

Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferStorage-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: GiMark - Resolution: 2560 x 1440 - Mode: Fullscreen

**APITest 2014-07-26**

Resolution: 4480 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

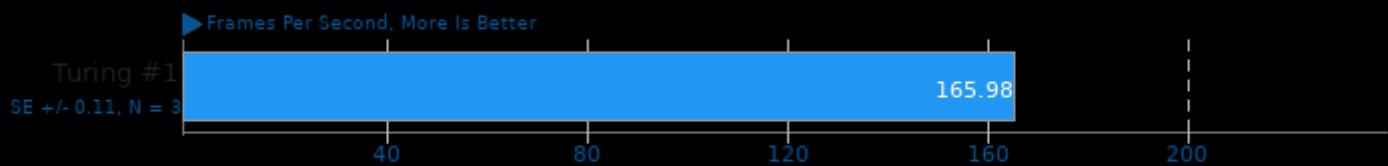
GpuTest 0.7.0

Test: GiMark - Resolution: 1920 x 1080 - Mode: Windowed



APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: GiMark - Resolution: 2560 x 1440 - Mode: Windowed

**APITest 2014-07-26**

Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: GiMark - Resolution: 4480 x 2160 - Mode: Windowed

**APITest 2014-07-26**

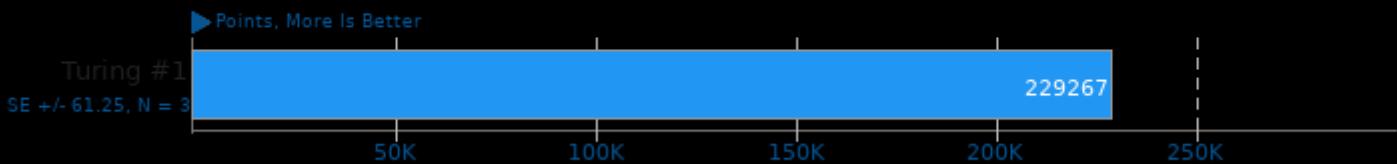
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

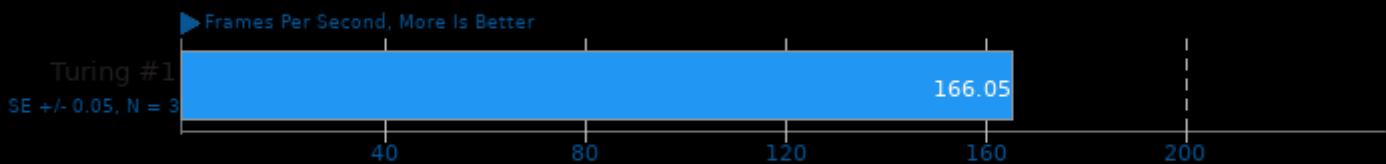
GpuTest 0.7.0

Test: Plot3D - Resolution: 1280 x 1024 - Mode: Windowed



APITest 2014-07-26

Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

SciMark 2.0

Computational Test: Monte Carlo



1. (CC) gcc options: -lm

APITest 2014-07-26

Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

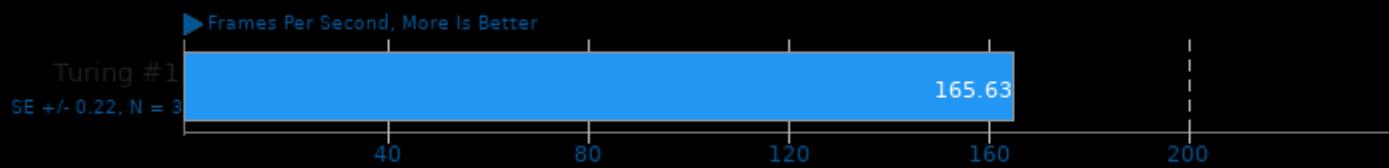
GpuTest 0.7.0

Test: Plot3D - Resolution: 2560 x 1440 - Mode: Windowed



APITest 2014-07-26

Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

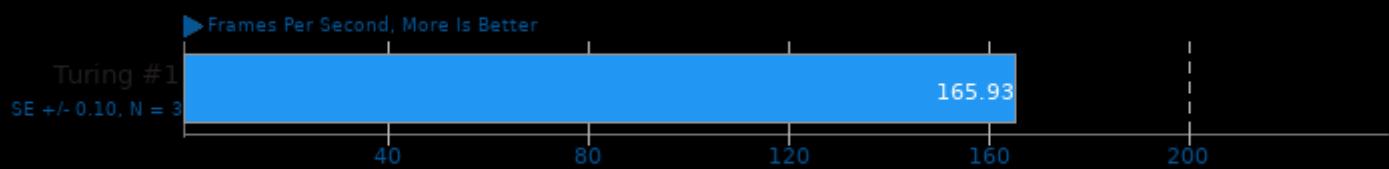
GpuTest 0.7.0

Test: Plot3D - Resolution: 4480 x 2160 - Mode: Windowed



APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: TessMark - Resolution: 800 x 600 - Mode: Windowed



APITest 2014-07-26

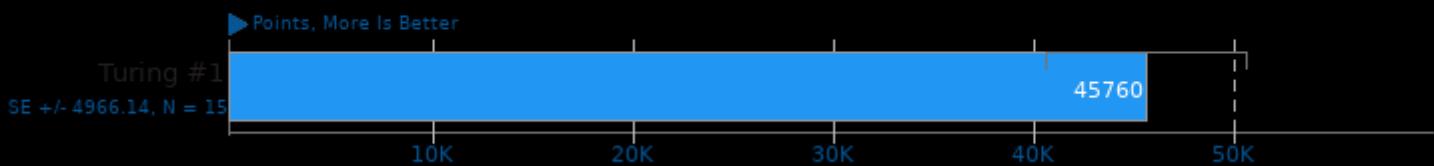
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

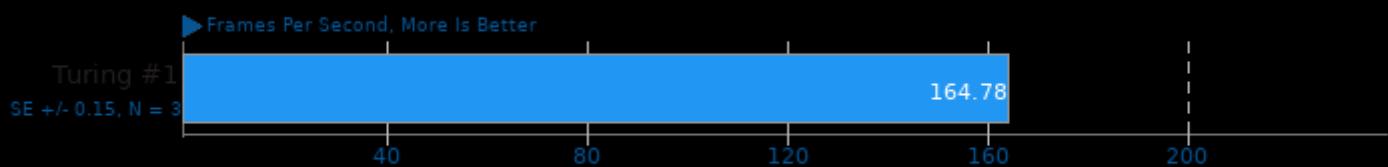
GpuTest 0.7.0

Test: Furmark - Resolution: 1280 x 1024 - Mode: Windowed



APITest 2014-07-26

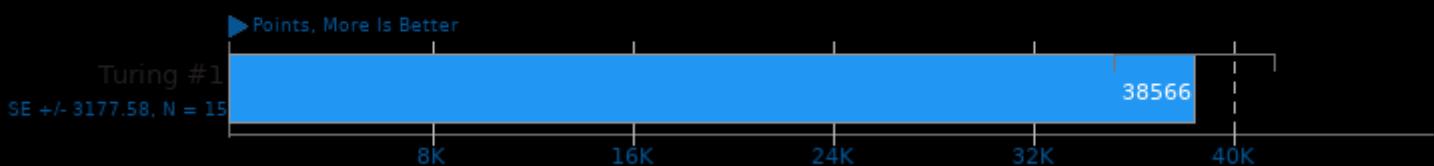
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Furmark - Resolution: 1920 x 1080 - Mode: Windowed



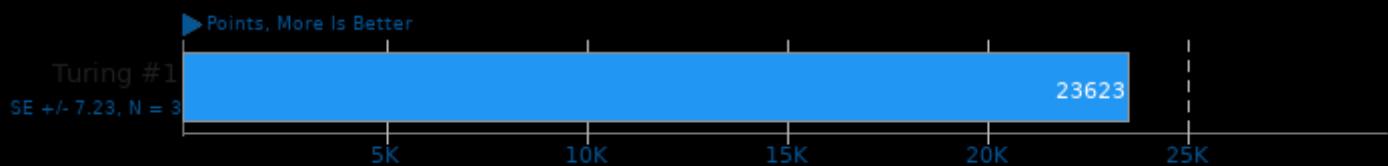
GpuTest 0.7.0

Test: GiMark - Resolution: 800 x 600 - Mode: Windowed



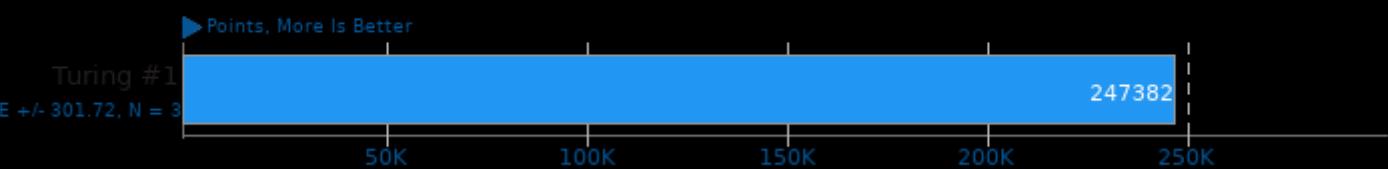
GpuTest 0.7.0

Test: Furmark - Resolution: 2560 x 1440 - Mode: Windowed



GpuTest 0.7.0

Test: Plot3D - Resolution: 800 x 600 - Mode: Windowed



GpuTest 0.7.0

Test: Furmark - Resolution: 4480 x 2160 - Mode: Windowed

**GpuTest 0.7.0**

Test: Furmark - Resolution: 800 x 600 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1024 x 768 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1024 x 768 - Mode: Windowed

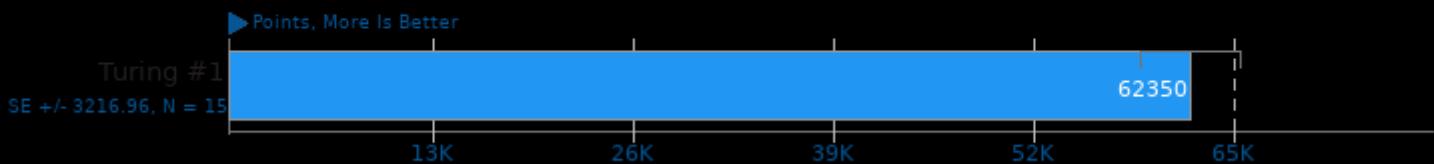


GpuTest 0.7.0

Test: Furmark - Resolution: 1024 x 768 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: Furmark - Resolution: 1024 x 768 - Mode: Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1600 x 1200 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1280 x 1024 - Mode:Windowed

**GpuTest 0.7.0**

Test: GiMark - Resolution: 1920 x 1200 - Mode:Fullscreen

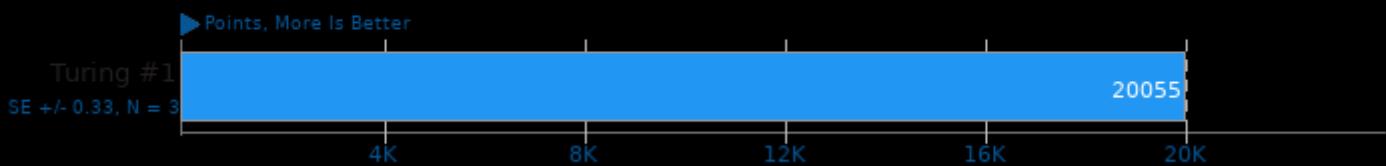
**GpuTest 0.7.0**

Test: GiMark - Resolution: 1600 x 1200 - Mode:Windowed

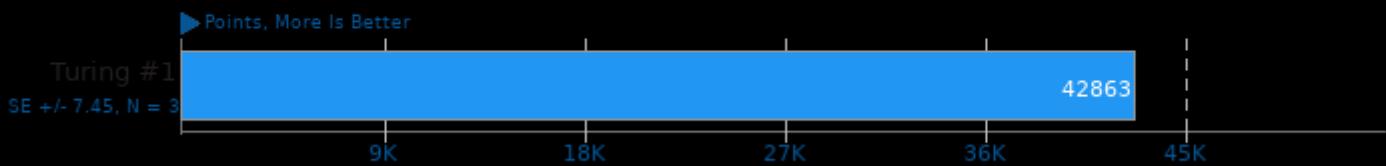


GpuTest 0.7.0

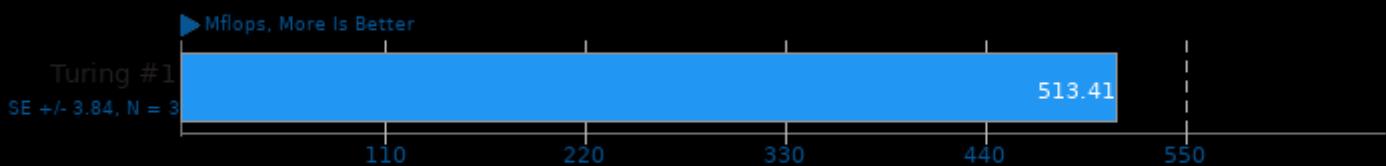
Test: GiMark - Resolution: 3840 x 2160 - Mode:Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1920 x 1200 - Mode: Windowed

**SciMark 2.0**

Computational Test: Fast Fourier Transform



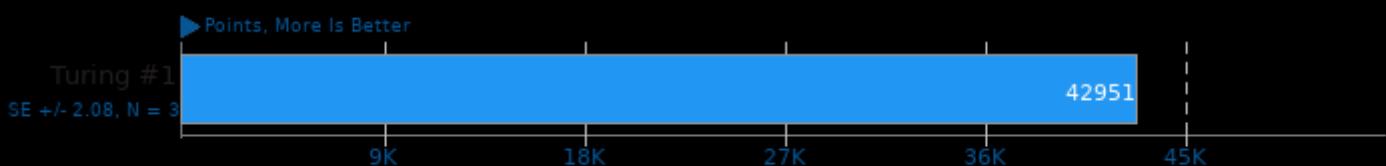
1. (CC) gcc options: -lm

GpuTest 0.7.0

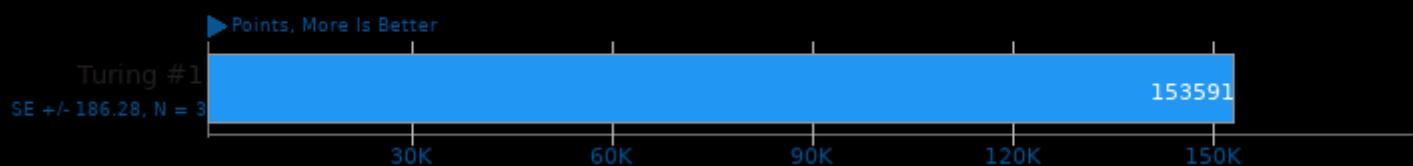
Test: TessMark - Resolution: 1280 x 1024 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1600 x 1200 - Mode: Windowed

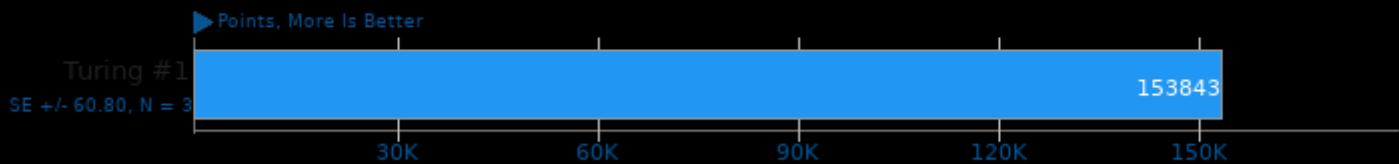
**GpuTest 0.7.0**

Test: Plot3D - Resolution: 3840 x 2160 - Mode:Fullscreen



GpuTest 0.7.0

Test: Plot3D - Resolution: 4480 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

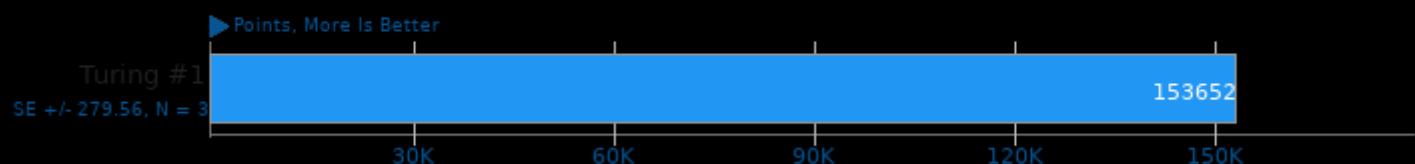
Test: Plot3D - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

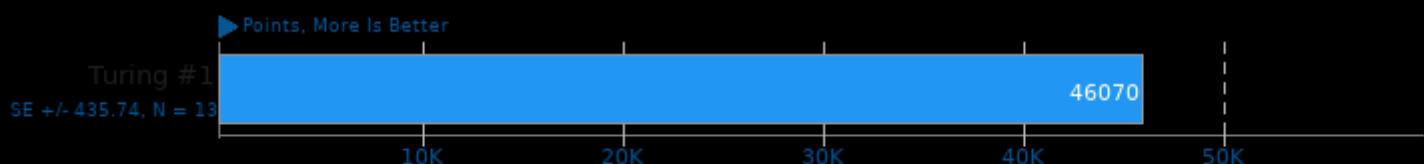
Test: Plot3D - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Plot3D - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 3840 x 2160 - Mode: Windowed



SciMark 2.0

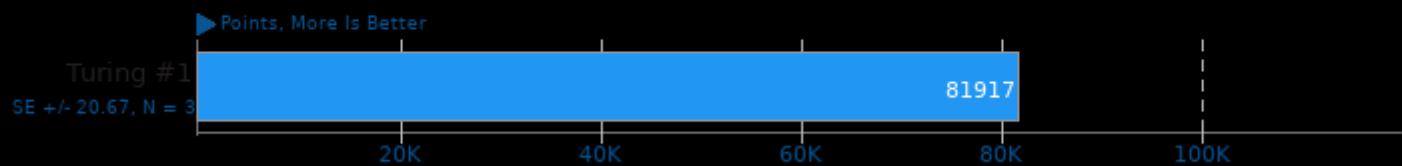
Computational Test: Sparse Matrix Multiply



1. (CC) gcc options: -lm

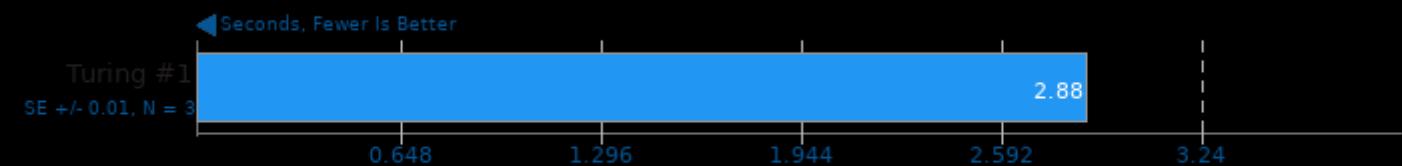
GpuTest 0.7.0

Test: TessMark - Resolution: 4480 x 2160 - Mode: Windowed



GtkPerf 0.40

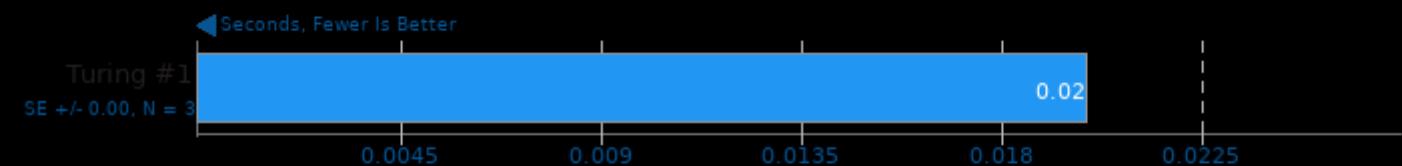
GTK Widget: GtkCheckButton



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangofc2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -lcairo -lgdi

GtkPerf 0.40

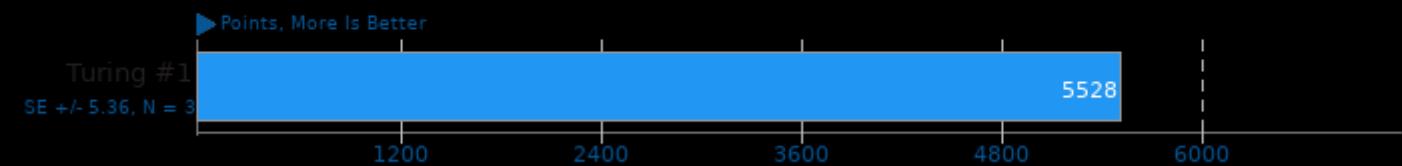
GTK Widget: GtkTextView - Scroll



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangofc2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -lcairo -lgdi

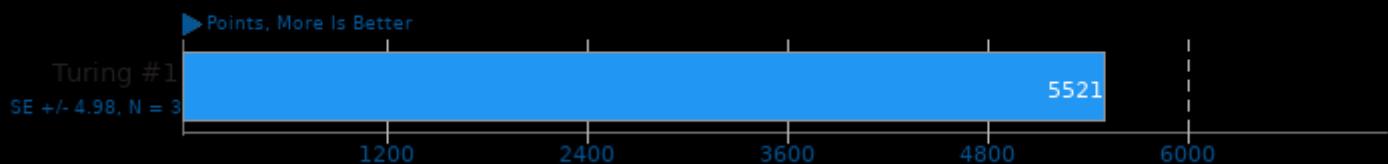
GpuTest 0.7.0

Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Fullscreen

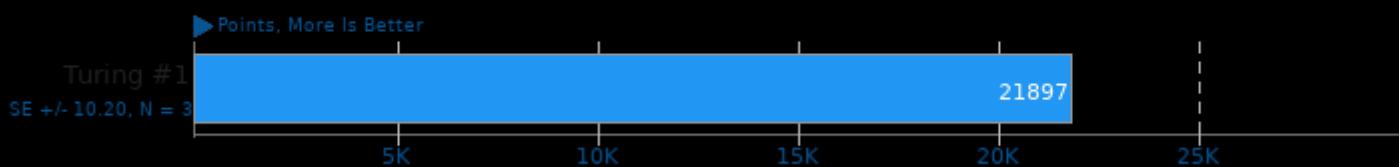


GpuTest 0.7.0

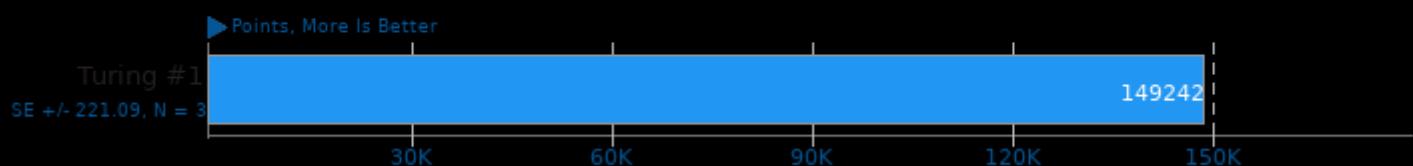
Test: Pixmark Volplosion - Resolution: 3840 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

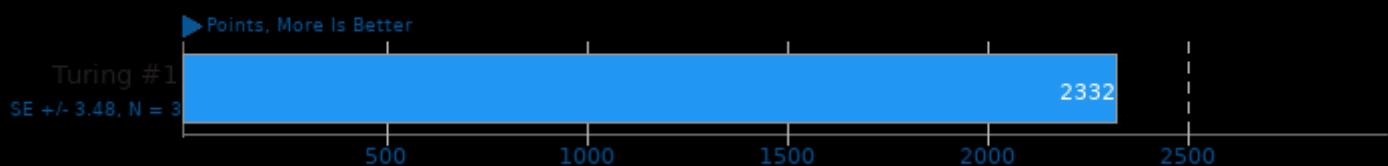
Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 4480 x 2160 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Windowed

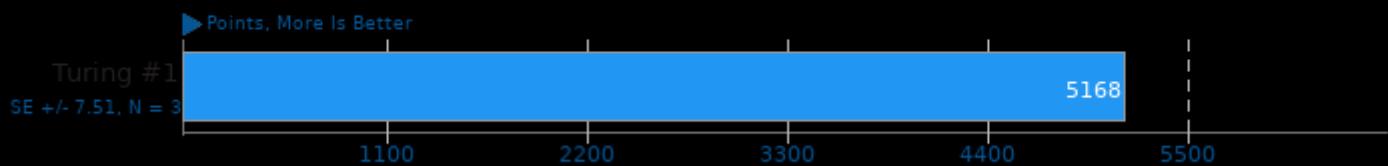
**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1024 x 768 - Mode: Fullscreen



GpuTest 0.7.0

Test: Pixmark Piano - Resolution: 2560 x 1440 - Mode: Windowed



GpuTest 0.7.0

Test: Pixmark Piano - Resolution: 1280 x 1024 - Mode: Windowed



APITest 2014-07-26

Resolution: 4480 x 2160 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

SciMark 2.0

Computational Test: Dense LU Matrix Factorization



1. (CC) gcc options: -lm

GpuTest 0.7.0

Test: Pixmark Piano - Resolution: 1920 x 1080 - Mode: Windowed

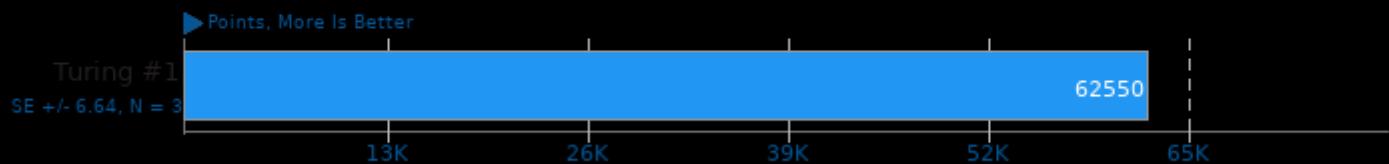


GpuTest 0.7.0

Test: TessMark - Resolution: 800 x 600 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 4480 x 2160 - Mode: Windowed

**GpuTest 0.7.0**

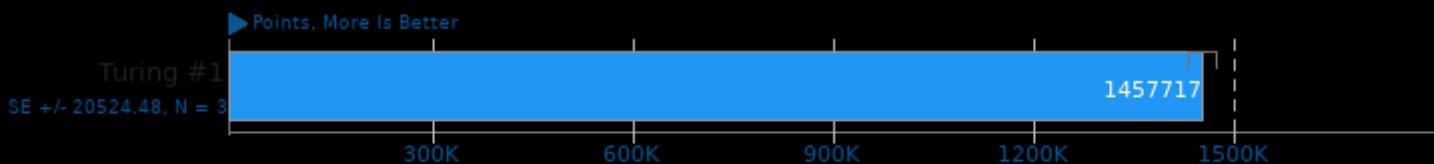
Test: Triangle - Resolution: 1280 x 1024 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1600 x 1200 - Mode: Windowed

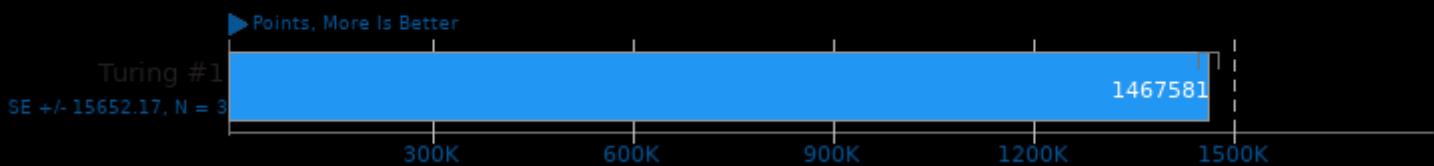
**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 3840 x 2160 - Mode: Fullscreen



GpuTest 0.7.0

Test: Triangle - Resolution: 1920 x 1080 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Windowed

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Windowed

**GpuTest 0.7.0**

Test: Triangle - Resolution: 2560 x 1440 - Mode: Windowed

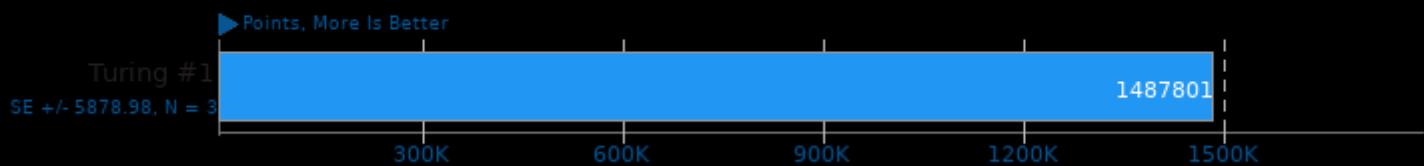
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Fullscreen

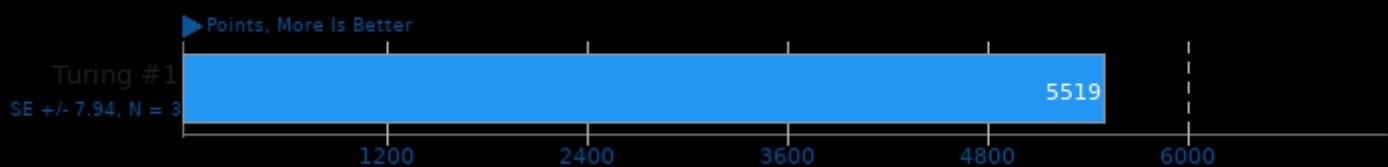


GpuTest 0.7.0

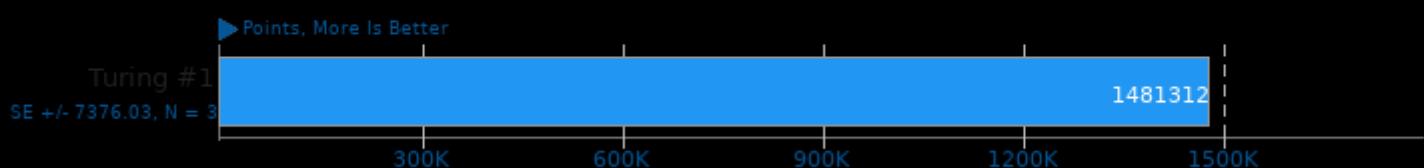
Test: Triangle - Resolution: 3840 x 2160 - Mode: Windowed

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 4480 x 2160 - Mode: Windowed

**GtkPerf 0.40**

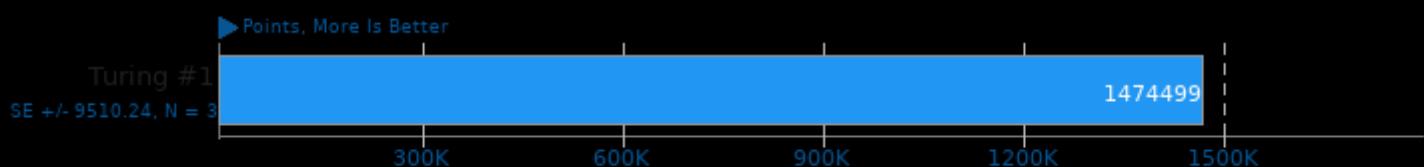
GTK Widget: Total Time



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -lcairo -lgdi

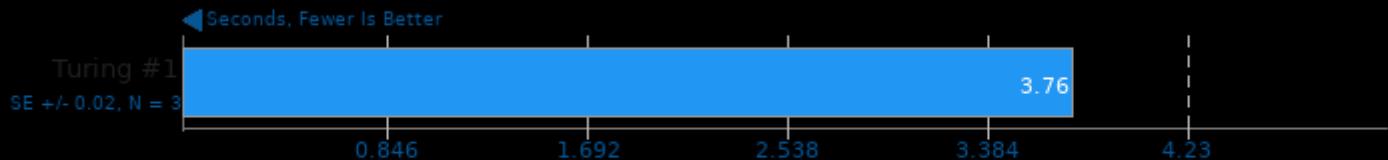
GpuTest 0.7.0

Test: Triangle - Resolution: 800 x 600 - Mode: Fullscreen



GtkPerf 0.40

GTK Widget: GtkToggleButton



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -cairo -gdi

GpuTest 0.7.0

Test: Furmark - Resolution: 1280 x 1024 - Mode: Fullscreen



GtkPerf 0.40

GTK Widget: GtkDrawingArea - Circles



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -cairo -gdi

GpuTest 0.7.0

Test: Furmark - Resolution: 1600 x 1200 - Mode: Fullscreen



APITest 2014-07-26

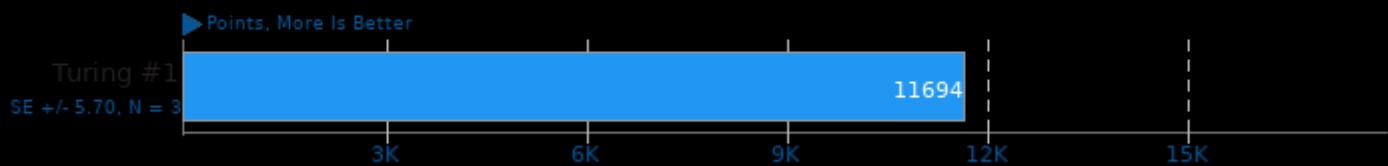
Resolution: 800 x 600 - Test: UntexturedObjects GLMapUnsynchronized



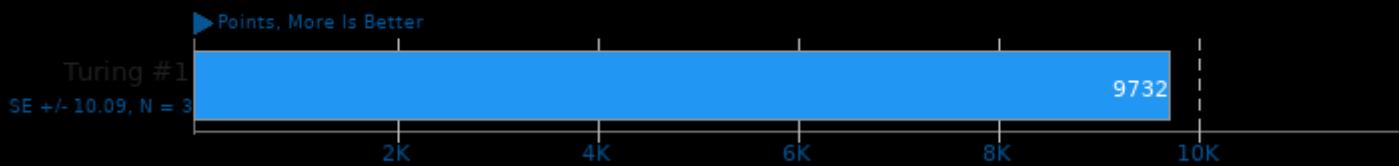
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

GpuTest 0.7.0

Test: Furmark - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

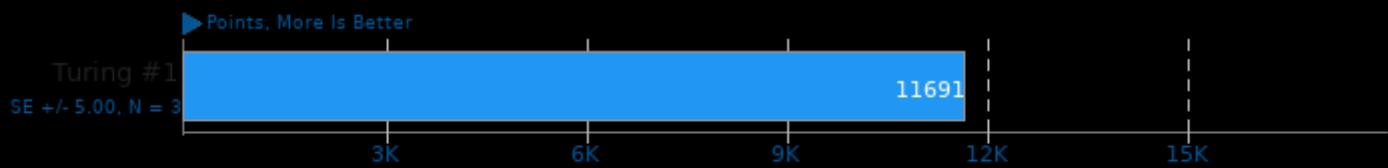
Test: Furmark - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: Furmark - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 3840 x 2160 - Mode: Windowed



GpuTest 0.7.0

Test: Furmark - Resolution: 3840 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 800 x 600 - Mode: Fullscreen

**GpuTest 0.7.0**

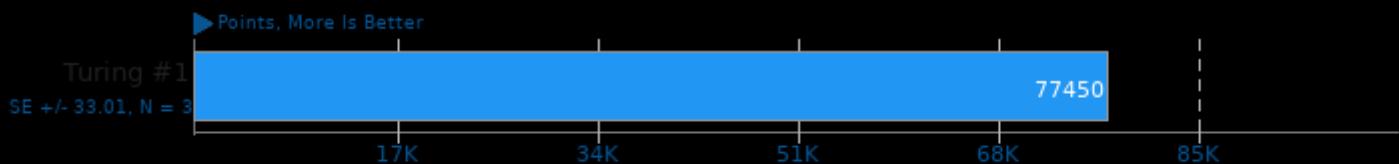
Test: Furmark - Resolution: 4480 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1280 x 1024 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1024 x 768 - Mode: Fullscreen

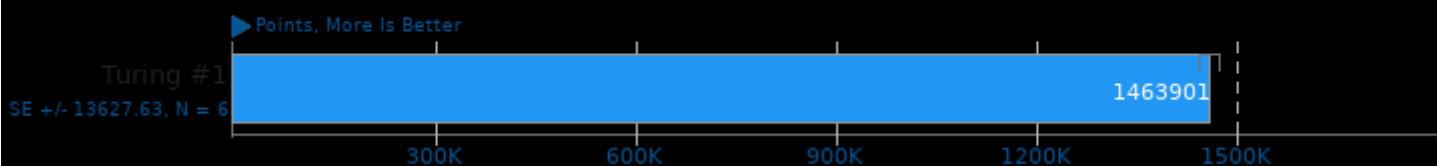
**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 1920 x 1080 - Mode: Fullscreen

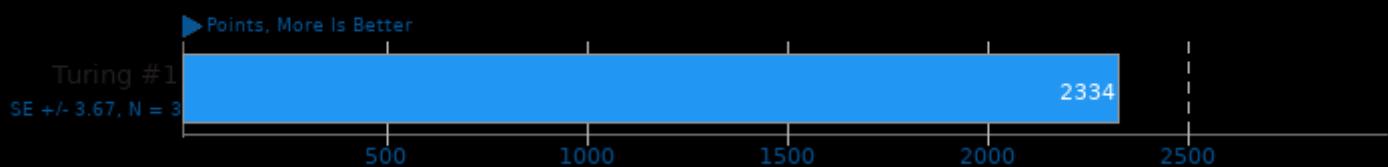


GpuTest 0.7.0

Test: Triangle - Resolution: 1024 x 768 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1280 x 1024 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Piano - Resolution: 4480 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1600 x 1200 - Mode: Fullscreen

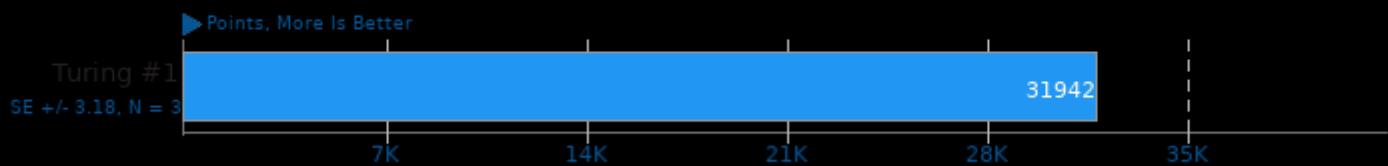
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Windowed

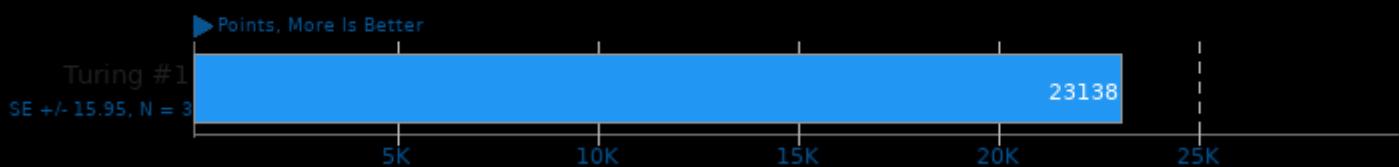


GpuTest 0.7.0

Test: TessMark - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 1920 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Windowed

**GpuTest 0.7.0**

Test: TessMark - Resolution: 2560 x 1440 - Mode: Fullscreen

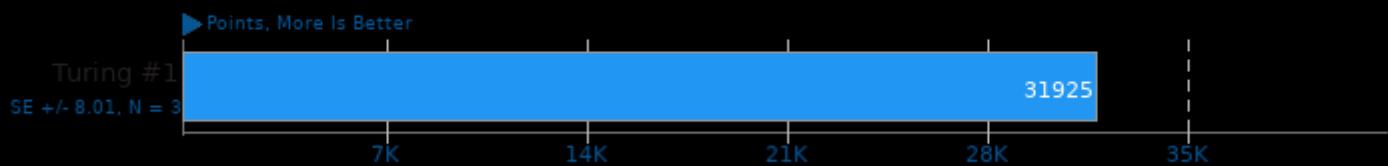
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 3840 x 2160 - Mode: Windowed



GpuTest 0.7.0

Test: TessMark - Resolution: 3840 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

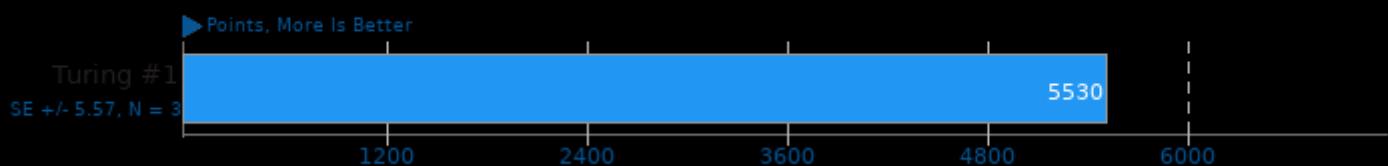
Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Fullscreen

**GpuTest 0.7.0**

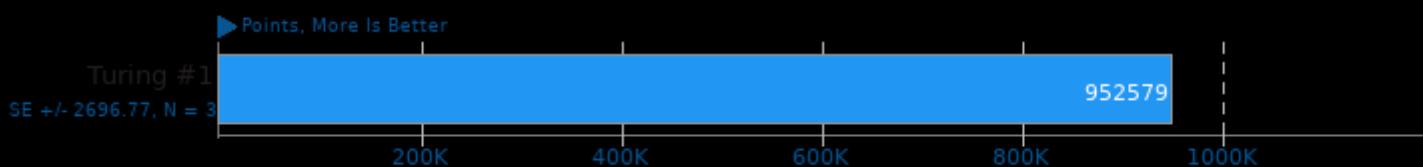
Test: TessMark - Resolution: 4480 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1280 x 1024 - Mode: Fullscreen

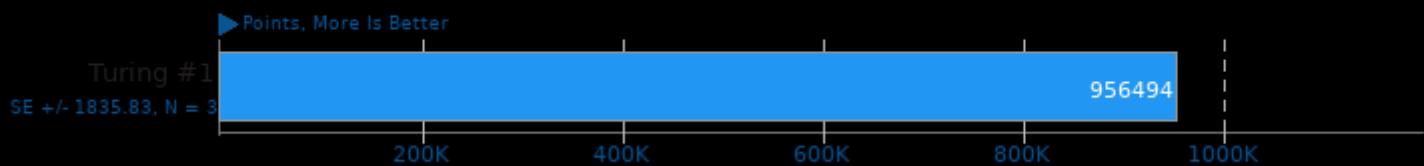
**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Fullscreen

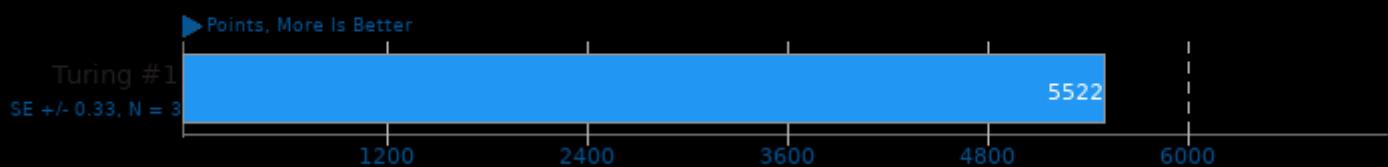


GpuTest 0.7.0

Test: Triangle - Resolution: 1600 x 1200 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1920 x 1080 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Pixmark Volplosion - Resolution: 4480 x 2160 - Mode: Fullscreen

**GpuTest 0.7.0**

Test: Triangle - Resolution: 1920 x 1200 - Mode: Fullscreen



GtkPerf 0.40

GTK Widget: GtkComboBox



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -harfbuzz -lcairo -lgdi

GpuTest 0.7.0

Test: Triangle - Resolution: 2560 x 1440 - Mode: Fullscreen

**GtkPerf 0.40**

GTK Widget: GtkRadioButton



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -harfbuzz -lcairo -lgdi

GpuTest 0.7.0

Test: Triangle - Resolution: 3840 x 2160 - Mode: Fullscreen

**GtkPerf 0.40**

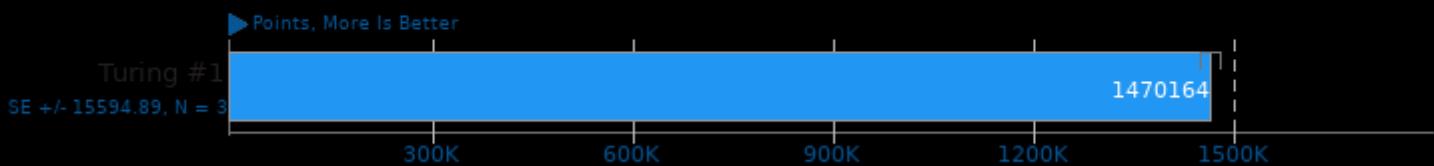
GTK Widget: GtkComboBoxEntry



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -harfbuzz -lcairo -lgdi

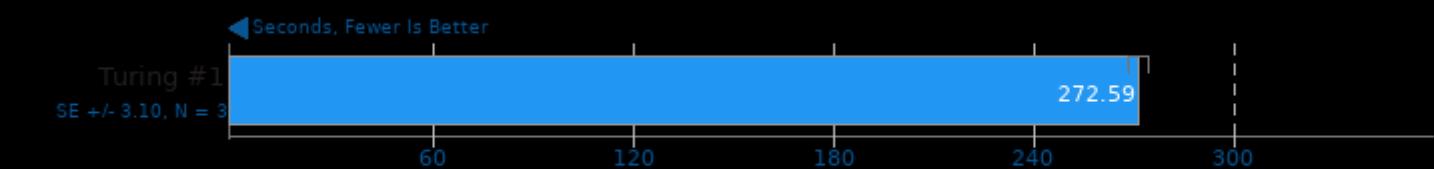
GpuTest 0.7.0

Test: Triangle - Resolution: 4480 x 2160 - Mode:Fullscreen



GtkPerf 0.40

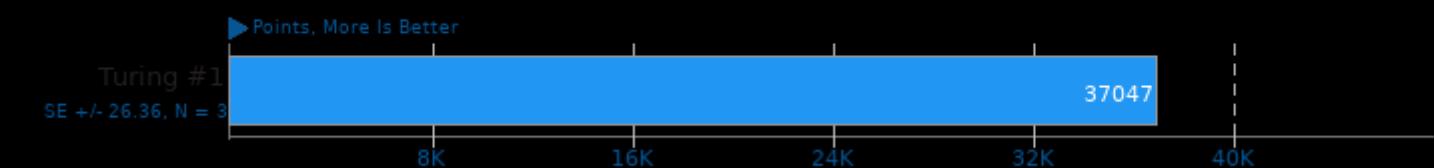
GTK Widget: GtkTextView - Add Text



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -cairo -gdi

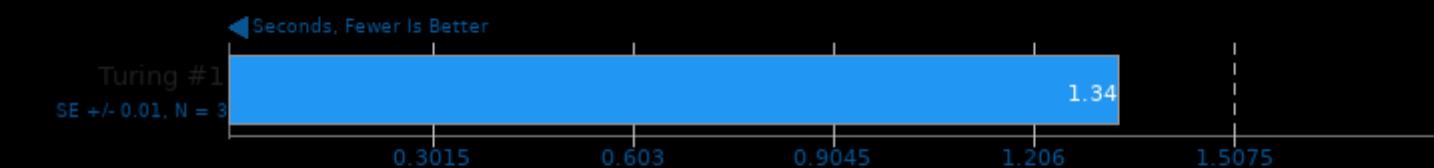
GpuTest 0.7.0

Test: Pixmark Piano - Resolution: 800 x 600 - Mode: Windowed



GtkPerf 0.40

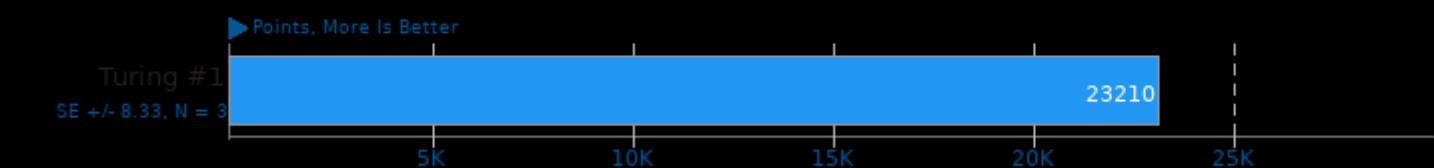
GTK Widget: GtkDrawingArea - Pixbufs



1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -gio-2.0 -lpangoft2-1.0 -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -pango-1.0 -harfbuzz -cairo -gdi

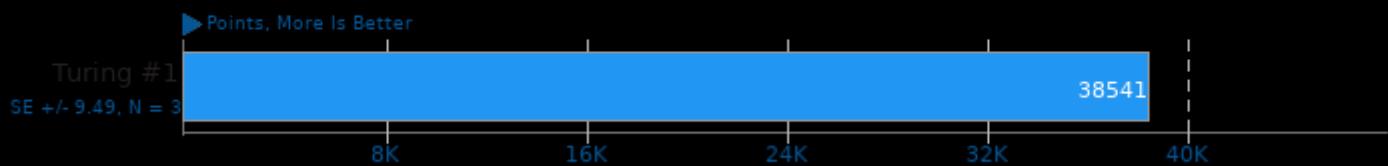
GpuTest 0.7.0

Test: Pixmark Piano - Resolution: 1024 x 768 - Mode: Windowed



GpuTest 0.7.0

Test: TessMark - Resolution: 2560 x 1440 - Mode: Windowed



MBW 2018-09-08

Test: Memory Copy - Array Size: 512 MiB



1. (CC) gcc options: -O3 -march=native

GpuTest 0.7.0

Test: Plot3D - Resolution: 1600 x 1200 - Mode: Fullscreen



SciMark 2.0

Computational Test: Jacobi Successive Over-Relaxation



1. (CC) gcc options: -lm

APITest 2014-07-26

Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

MBW 2018-09-08

Test: Memory Copy - Array Size: 128 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 1024 MiB



1. (CC) gcc options: -O3 -march=native

APITest 2014-07-26

Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapUnsynchronized



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

MBW 2018-09-08

Test: Memory Copy - Array Size: 4096 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy - Array Size: 8192 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 128 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 512 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 1024 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 4096 MiB



1. (CC) gcc options: -O3 -march=native

MBW 2018-09-08

Test: Memory Copy, Fixed Block Size - Array Size: 8192 MiB



1. (CC) gcc options: -O3 -march=native

Stress-NG 0.14.06

Test: MMAP



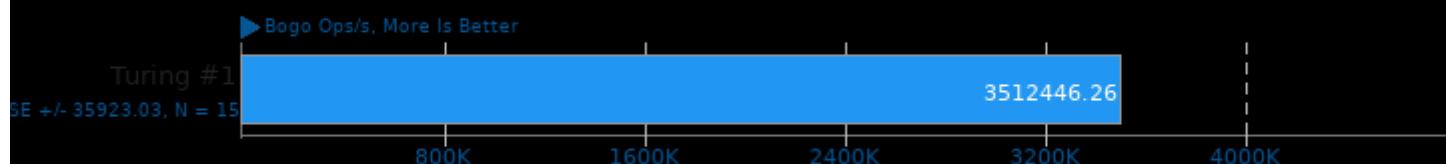
Stress-NG 0.14.06

Test: NUMA



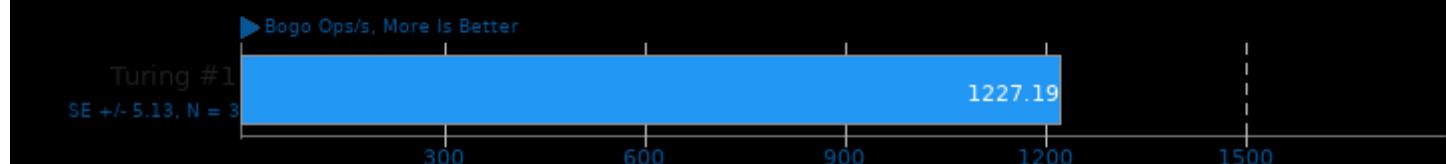
Stress-NG 0.14.06

Test: Futex



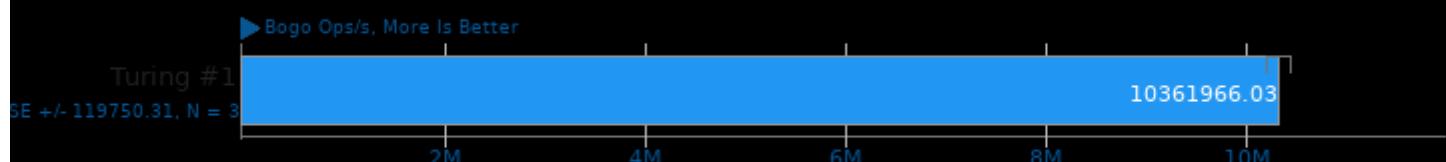
Stress-NG 0.14.06

Test: MEMFD



Stress-NG 0.14.06

Test: Mutex



Stress-NG 0.14.06

Test: Atomic



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

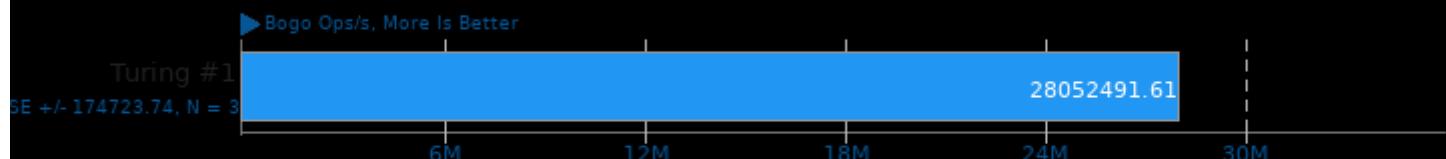
Test: Crypto



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Malloc



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

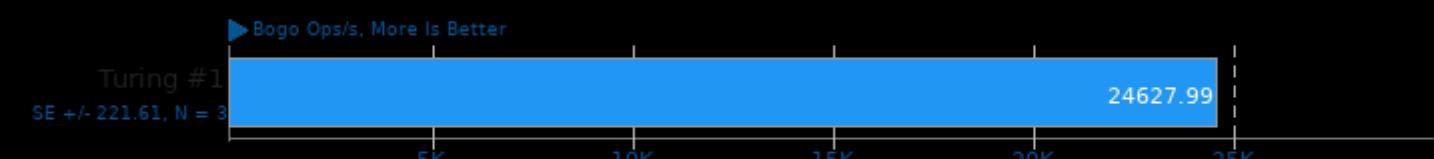
Test: Forking



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

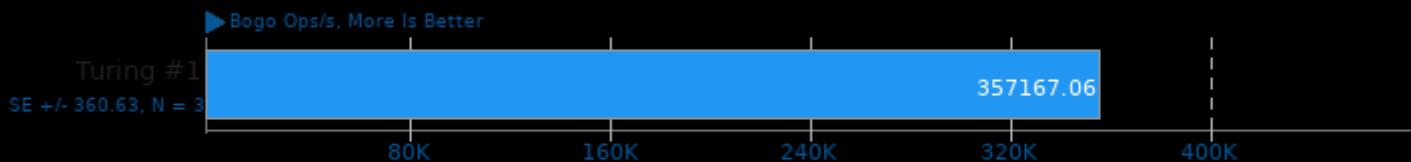
Test: IO_uring



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: SENDFILE



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: CPU Cache



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

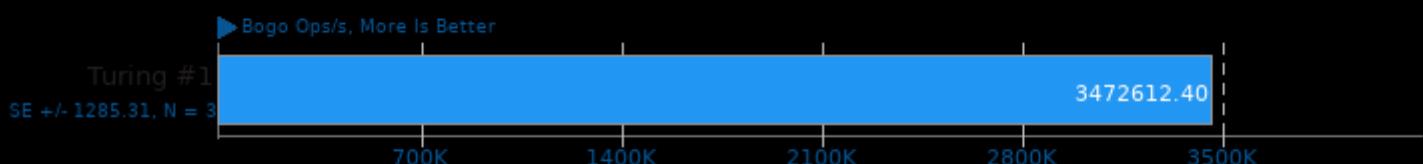
Test: CPU Stress



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Semaphores



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Matrix Math



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

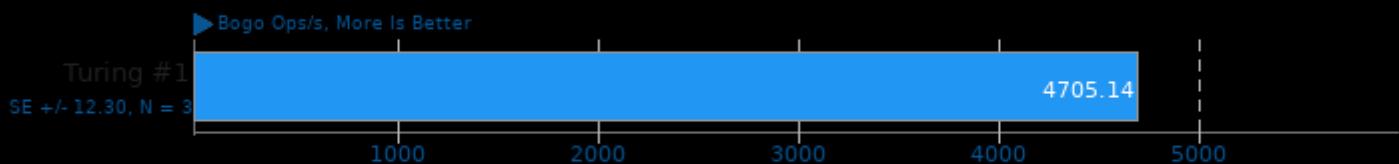
Test: Vector Math



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Memory Copying



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

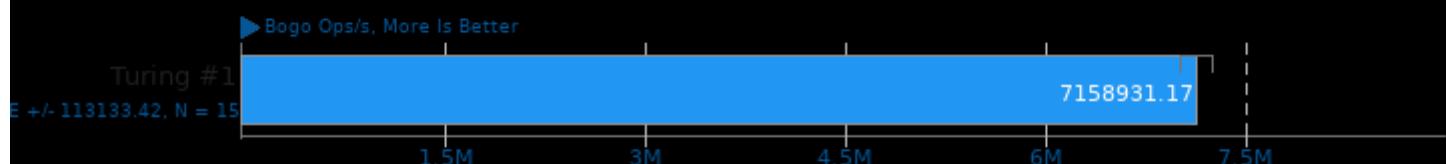
Test: Socket Activity



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

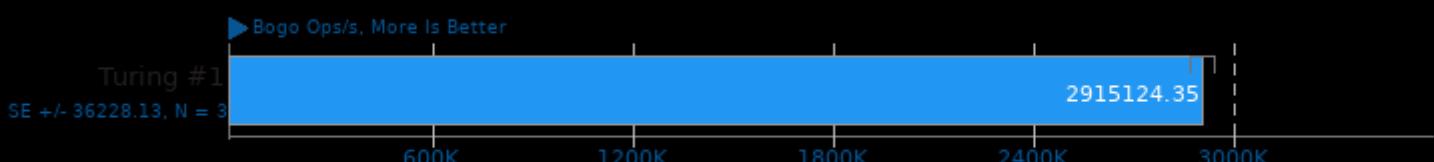
Test: Context Switching



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Glibc C String Functions



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: Glibc Qsort Data Sorting



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Stress-NG 0.14.06

Test: System V Message Passing



1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-lld=gold -fatomic -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

RAMspeed SMP 3.5.0

Type: Add - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Copy - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Scale - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Triad - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

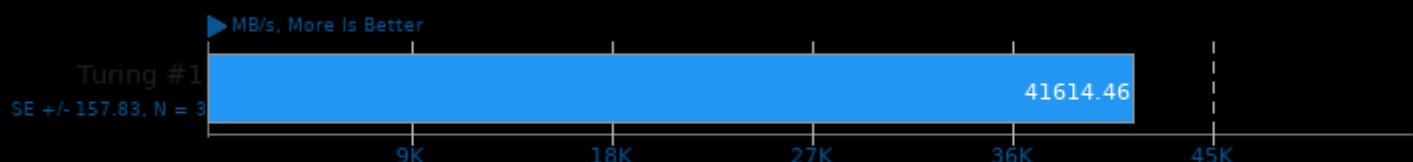
Type: Average - Benchmark: Integer



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Add - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

Type: Copy - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

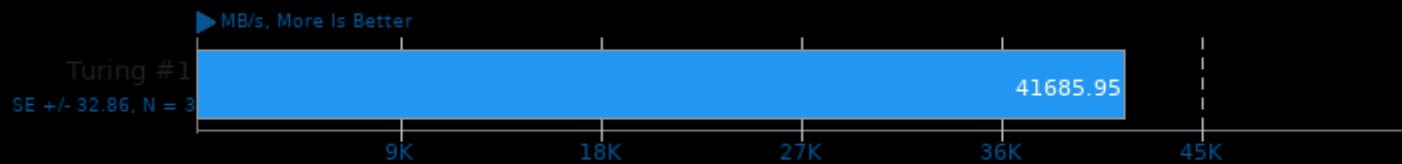
Type: Scale - Benchmark: Floating Point



1. (CC) gcc options: -O3 -march=native

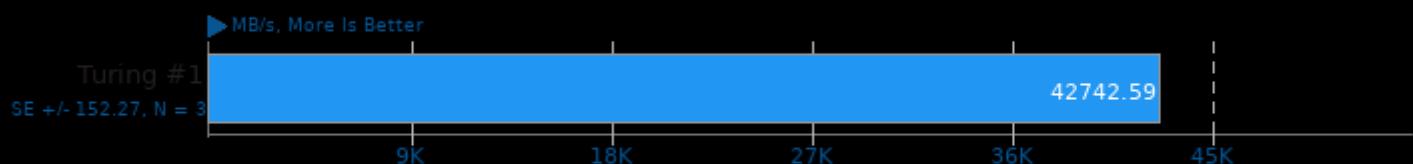
RAMspeed SMP 3.5.0

Type: Triad - Benchmark: Floating Point



RAMspeed SMP 3.5.0

Type: Average - Benchmark: Floating Point



Stream 2013-01-17

Type: Copy



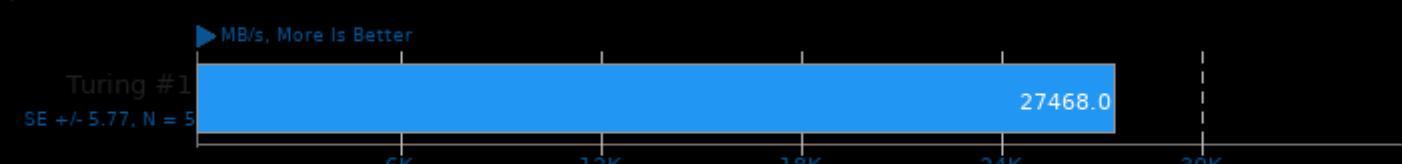
Stream 2013-01-17

Type: Scale



Stream 2013-01-17

Type: Triad



CacheBench

Test: Read



1. (CC) gcc options: -lrt

CacheBench

Test: Write



1. (CC) gcc options: -lrt

CacheBench

Test: Read / Modify / Write



1. (CC) gcc options: -lrt

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 -Incurse -lm

APITest 2014-07-26

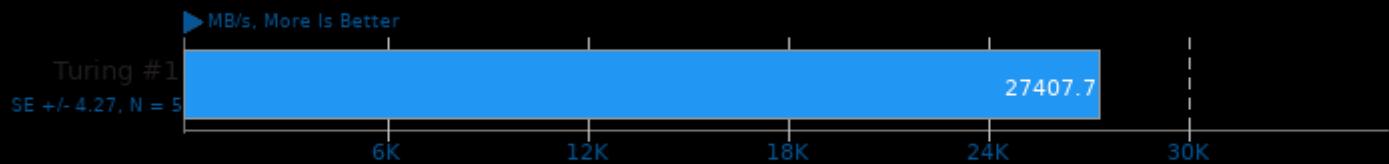
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferStorage-SDP



1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Stream 2013-01-17

Type: Add



1. (CC) gcc options: -mcmodel=medium -O3 -march=native -fopenmp

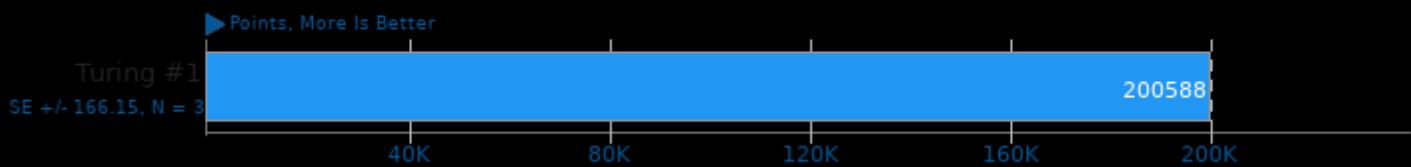
G'MIC

Test: 2D Function Plotting, 1000 Times



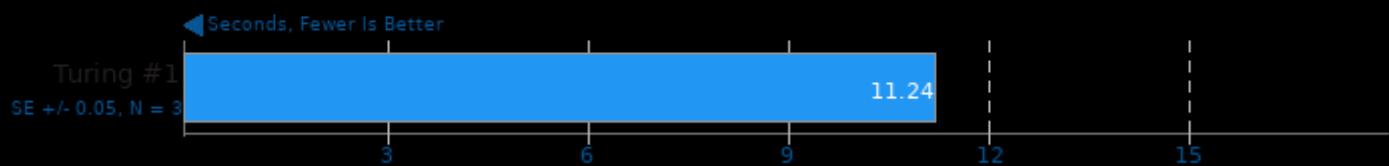
GpuTest 0.7.0

Test: Plot3D - Resolution: 1920 x 1080 - Mode: Windowed



G'MIC

Test: Plotting Isosurface Of A 3D Volume, 1000 Times



G'MIC

Test: 3D Elevated Function In Random Colors, 100 Times



IOzone 3.465

Record Size: 1MB - File Size: 2GB - Disk Test: Read Performance

**IOzone 3.465**

Record Size: 1MB - File Size: 4GB - Disk Test: Read Performance

**IOzone 3.465**

Record Size: 1MB - File Size: 8GB - Disk Test: Read Performance

**IOzone 3.465**

Record Size: 2MB - File Size: 2GB - Disk Test: Read Performance

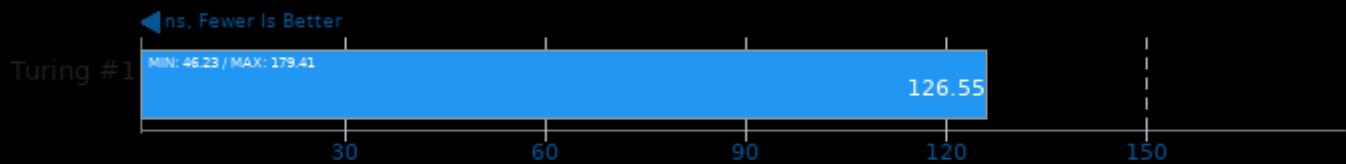
**IOzone 3.465**

Record Size: 2MB - File Size: 4GB - Disk Test: Read Performance



Core-Latency

Average Latency Between CPU Cores



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

IOzone 3.465

Record Size: 2MB - File Size: 8GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 4Kb - File Size: 2GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 4Kb - File Size: 4GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 4Kb - File Size: 8GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 1MB - File Size: 2GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 1MB - File Size: 4GB - Disk Test: Write Performance

**IOzone 3.465**

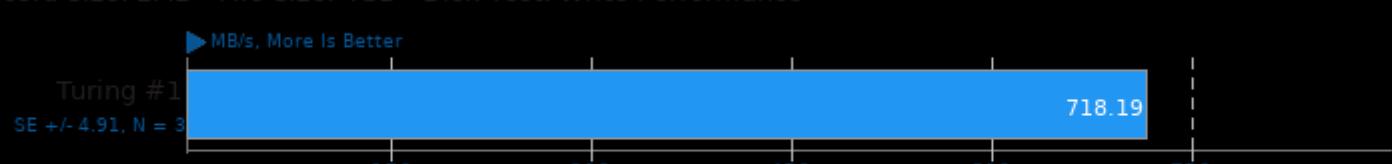
Record Size: 1MB - File Size: 8GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 2MB - File Size: 2GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 2MB - File Size: 4GB - Disk Test: Write Performance



IOzone 3.465

Record Size: 2MB - File Size: 8GB - Disk Test: Write Performance

**IOzone 3.465**

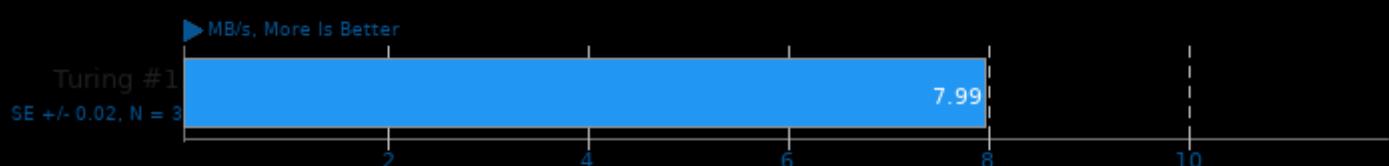
Record Size: 4Kb - File Size: 2GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 4Kb - File Size: 4GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 4Kb - File Size: 8GB - Disk Test: Write Performance

**IOzone 3.465**

Record Size: 64Kb - File Size: 2GB - Disk Test: Read Performance



IOzone 3.465

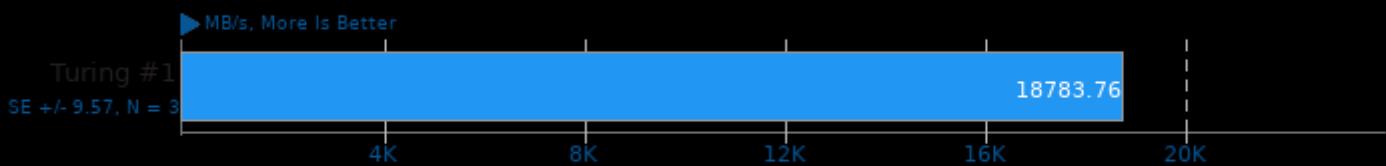
Record Size: 64Kb - File Size: 4GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 64Kb - File Size: 8GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 1MB - File Size: 512MB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 2MB - File Size: 512MB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 4Kb - File Size: 512MB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

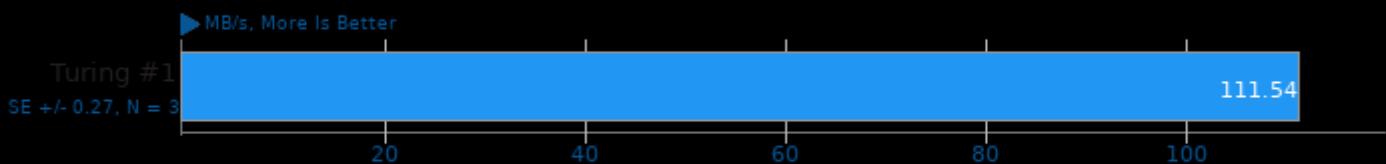
Record Size: 64Kb - File Size: 2GB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 64Kb - File Size: 4GB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 64Kb - File Size: 8GB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 1MB - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 2MB - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 4Kb - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 64Kb - File Size: 512MB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

Record Size: 64Kb - File Size: 512MB - Disk Test: Write Performance



1. (CC) gcc options: -O3

OSBench

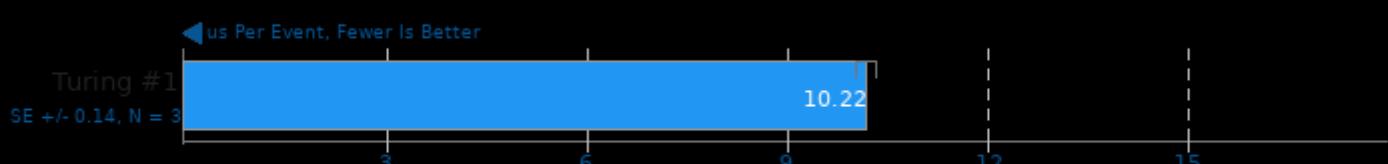
Test: Create Files



1. (CC) gcc options: -lm

OSBench

Test: Create Threads



1. (CC) gcc options: -lm

OSBench

Test: Launch Programs



1. (CC) gcc options: -lm

OSBench

Test: Create Processes



1. (CC) gcc options: -lm

OSBench

Test: Memory Allocations



1. (CC) gcc options: -lm

Coremark 1.0

CoreMark Size 666 - Iterations Per Second



1. (CC) gcc options: -O2 -lnt -lnt

Stockfish 15

Total Time



1. (CXX) g++ options: -lgcov -m64 -lpthread -fno-exceptions -std=c++17 -fno-peel-loops -fno-tracer -pedantic -O3 -msse -msse3 -mpopcnt -mavx2 -msse

7-Zip Compression 22.01

Test: Compression Rating



1. (CXX) g++ options: -fthread -O2 -fPIC

7-Zip Compression 22.01

Test: Decompression Rating



1. (CXX) g++ options: -fthread -O2 -fPIC

Timed PHP Compilation 8.1.9

Time To Compile



Timed Linux Kernel Compilation 6.1

Build: defconfig



Timed Linux Kernel Compilation 6.1

Build: allmodconfig



GraphicsMagick 1.3.38

Operation: Swirl



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

GraphicsMagick 1.3.38

Operation: Rotate



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

GraphicsMagick 1.3.38

Operation: Sharpen



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

GraphicsMagick 1.3.38

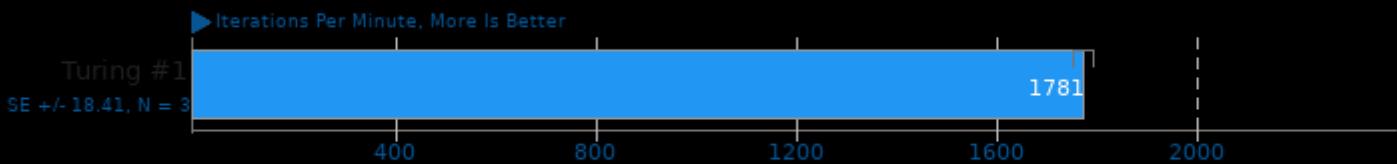
Operation: Enhanced



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

GraphicsMagick 1.3.38

Operation: Resizing



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

GraphicsMagick 1.3.38

Operation: Noise-Gaussian



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

GraphicsMagick 1.3.38

Operation: HWB Color Space



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

x264 2022-02-22

Video Input: Bosphorus 4K



1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -fno

x264 2022-02-22

Video Input: Bosphorus 1080p



1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -fno

x265 3.4

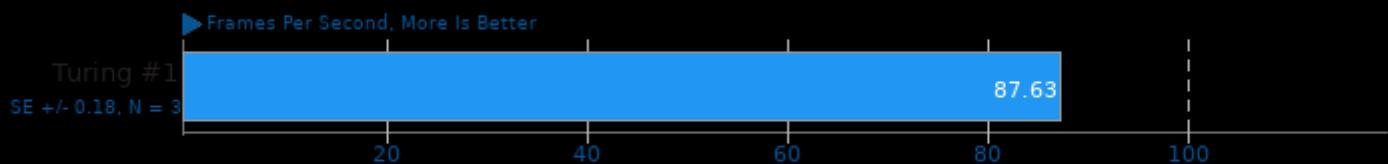
Video Input: Bosphorus 4K



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

x265 3.4

Video Input: Bosphorus 1080p



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

C-Ray 1.1

Total Time - 4K, 16 Rays Per Pixel



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

LuxCoreRender 2.6

Scene: DLSC - Acceleration: CPU



LuxCoreRender 2.6

Scene: Danish Mood - Acceleration: CPU



LuxCoreRender 2.6

Scene: Orange Juice - Acceleration: CPU



LuxCoreRender 2.6

Scene: LuxCore Benchmark - Acceleration: CPU



LuxCoreRender 2.6

Scene: Rainbow Colors and Prism - Acceleration: CPU



RealSR-NCNN 20200818

Scale: 4x - TAA: No



RealSR-NCNN 20200818

Scale: 4x - TAA: Yes



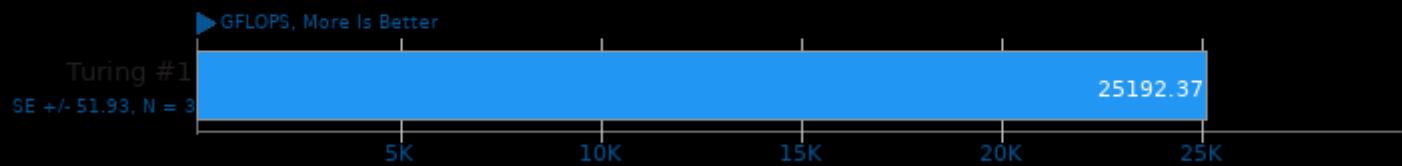
vkpeak 20210424

fp32-scalar



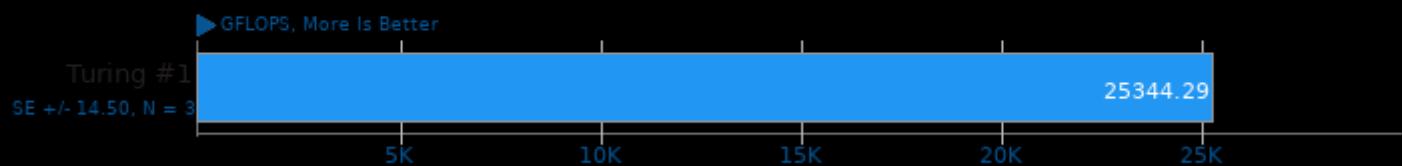
vkpeak 20210424

fp32-vec4



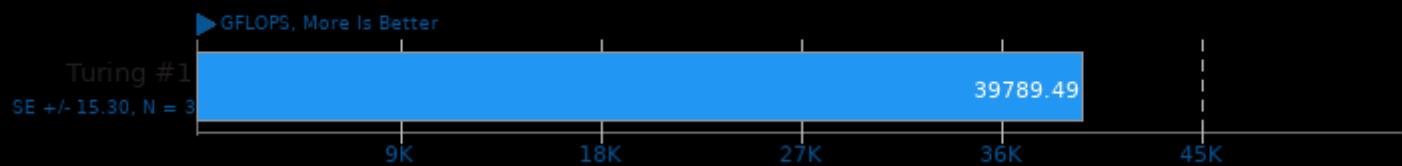
vkpeak 20210424

fp16-scalar



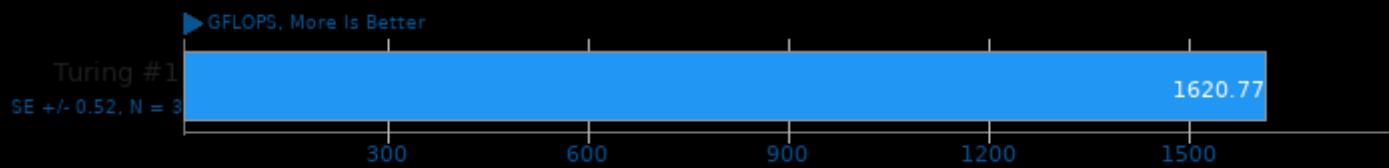
vkpeak 20210424

fp16-vec4



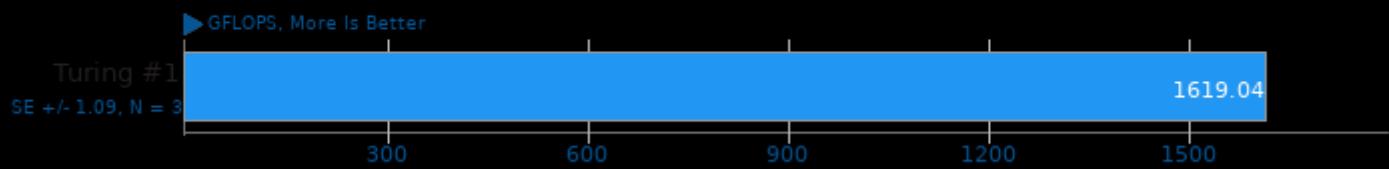
vkpeak 20210424

fp64-scalar



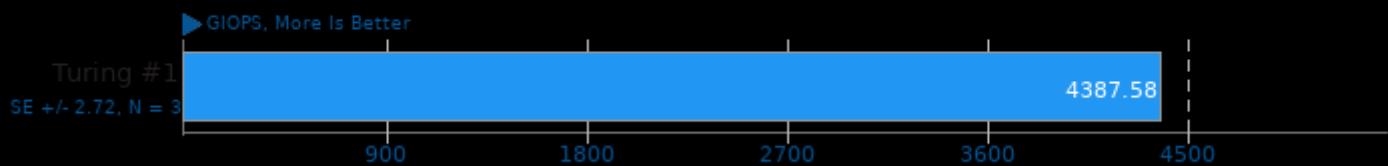
vkpeak 20210424

fp64-vec4



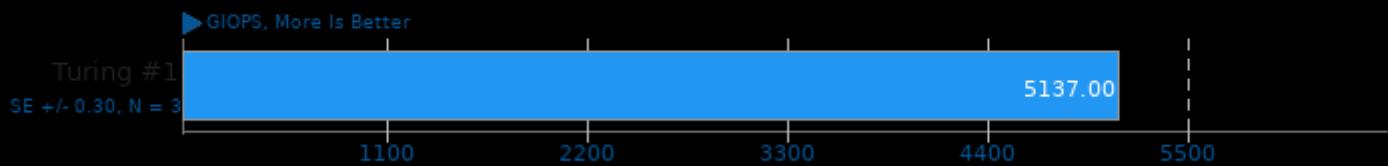
vkpeak 20210424

int32-scalar



vkpeak 20210424

int32-vec4



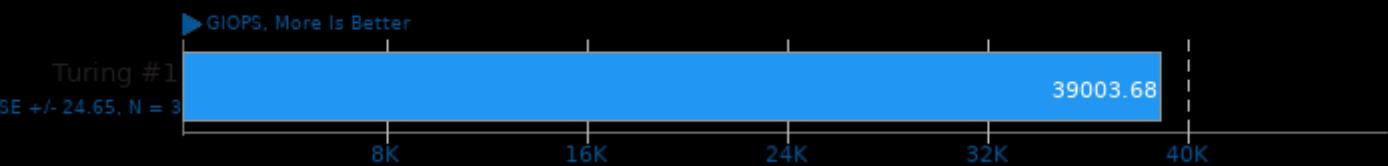
vkpeak 20210424

int16-scalar



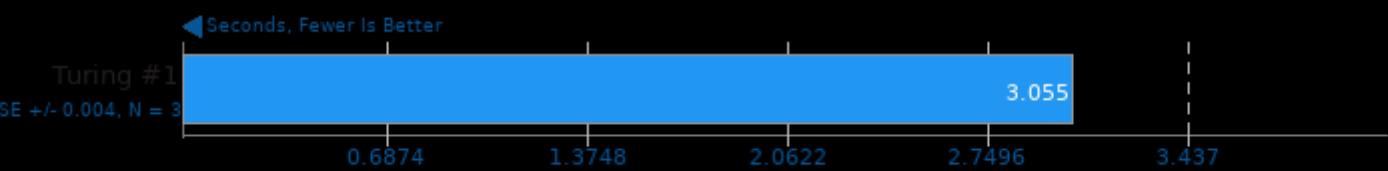
vkpeak 20210424

int16-vec4



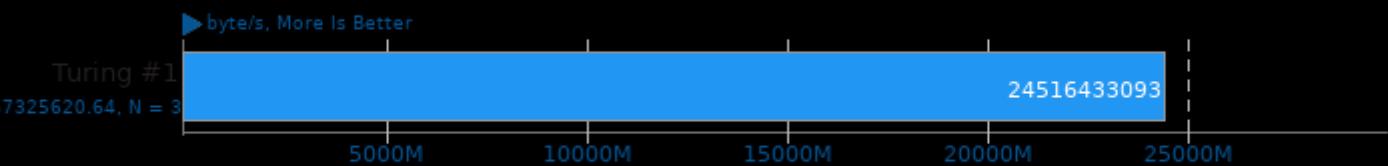
Waifu2x-NCNN Vulkan 20200818

Scale: 2x - Denoise: 3 - TAA: Yes



OpenSSL 3.0

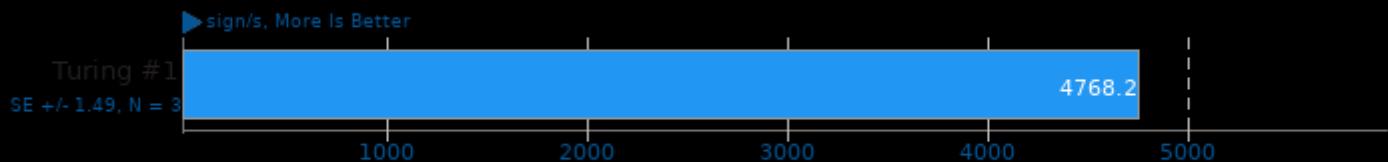
Algorithm: SHA256



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

OpenSSL 3.0

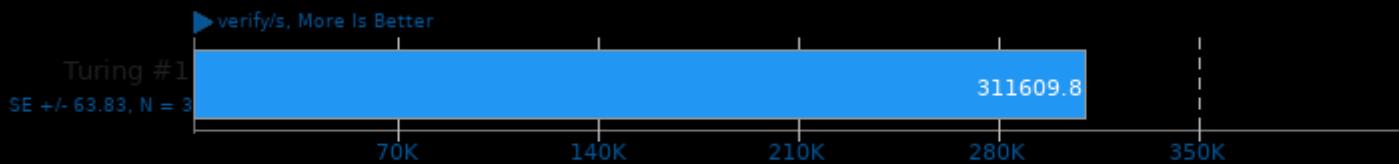
Algorithm: RSA4096



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

OpenSSL 3.0

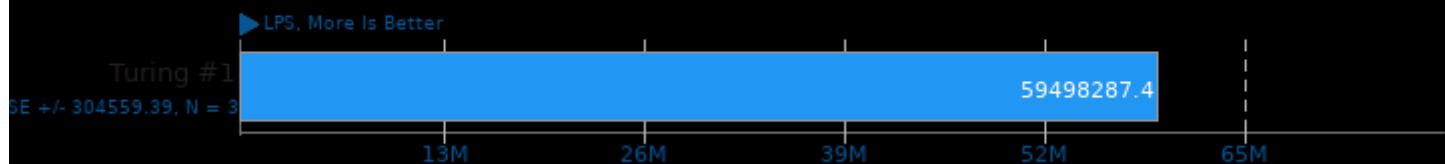
Algorithm: RSA4096



1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

BYTE Unix Benchmark 3.6

Computational Test: Dhrystone 2



This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 07:09.