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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,

Turing

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,amdgcn-amdhsa=/build/gcc-12-U8K4Qv/gcc-12-12.2.0/debian/tmp-gcn/usr --enable-plugin --enable-shared --enable-threads=posix --host=x86_64-linux-gnu --program-prefix=x86_64-linux-gnu- --target=x86_64-linux-gnu --with-abi=m64 --with-arch-32=i686 --with-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 + l1tf: Not affected + mds: Not affected + meltdown: Not affected + mmio_stale_data: Not affected + retbleed: Not affected + spec_store_bypass: Mitigation of SSB disabled via prctl + spectre_v1: Mitigation of usercopy/swapgs barriers and __user pointer sanitization + spectre_v2: Mitigation of Retpolines IBPB: conditional IBRS_FW STIBP: always-on RSB filling PBRSB-eIBRS: Not affected + srbds: Not affected + tsx_async_abort: Not affected

	Turing #1	Turing #2	Turing #3
JXRenderMark - Simple Blit - 32x32 (Operations/sec)	1155053		
Standard Deviation	1.6%		
JXRenderMark - 12pt Text LCD - 32x32 (Operations/sec)	823151		
Standard Deviation	0.3%		
JXRenderMark - Simple Blit - 128x128 (Operations/sec)	1152930		
Standard Deviation	1.1%		
JXRenderMark - Simple Blit - 256x256 (Operations/sec)	1169086		
Standard Deviation	0.6%		
JXRenderMark - Simple Blit - 512x512 (Operations/sec)	1046871		
Standard Deviation	1.3%		
JXRenderMark - 12pt Text LCD - 128x128 (Operations/sec)	460917		
Standard Deviation	2.4%		
JXRenderMark - 12pt Text LCD - 256x256 (Operations/sec)	306967		
Standard Deviation	1.7%		
JXRenderMark - 12pt Text LCD - 512x512 (Operations/sec)	187856		
Standard Deviation	1%		
JXRenderMark - Put Composition - 32x32 (Operations/sec)	188604		
Standard Deviation	1.9%		
JXRenderMark - Simple Blit - 1024x1024 (Operations/sec)	527924		
Standard Deviation	1.5%		

JXRenderMark - 12pt Text LCD - 1024x1024 (Operations/sec)	99392
Standard Deviation	2.2%
JXRenderMark - Put Composition - 128x128 (Operations/sec)	82776
Standard Deviation	4.6%
JXRenderMark - Put Composition - 256x256 (Operations/sec)	63512
Standard Deviation	9.1%
JXRenderMark - Put Composition - 512x512 (Operations/sec)	63524
Standard Deviation	5.2%
JXRenderMark - Rects Composition - 32x32 (Operations/sec)	174632
Standard Deviation	2.5%
JXRenderMark - 1.T.G - 32x32	556289
Standard Deviation	0.7%
JXRenderMark - Put Composition - 1024x1024 (Operations/sec)	65117
Standard Deviation	4.8%
JXRenderMark - Rects Composition - 128x128 (Operations/sec)	136169
Standard Deviation	0.8%
JXRenderMark - Rects Composition - 256x256 (Operations/sec)	109753
Standard Deviation	0.9%
JXRenderMark - Rects Composition - 512x512 (Operations/sec)	99900
Standard Deviation	1.4%
JXRenderMark - 1.T.G - 128x128 (Operations/sec)	398126
Standard Deviation	2.2%
JXRenderMark - 1.T.G - 256x256 (Operations/sec)	267411
Standard Deviation	0.5%
JXRenderMark - 1.T.G - 512x512 (Operations/sec)	167835
Standard Deviation	2.5%
JXRenderMark - G.T.T - 32x32	62877
Standard Deviation	2.2%
JXRenderMark - L.G.B - 32x32	72739
Standard Deviation	2.4%
JXRenderMark - R.G.P - 32x32 (Operations/sec)	71750
Standard Deviation	2.4%
JXRenderMark - Rects Composition - 1024x1024 (Operations/sec)	82618
Standard Deviation	2.4%
JXRenderMark - 1.T.G - 1024x1024 (Operations/sec)	93953
Standard Deviation	1%

JXRenderMark - G.T.T - 128x128 (Operations/sec)	34197
Standard Deviation	0.3%
JXRenderMark - G.T.T - 256x256 (Operations/sec)	33969
Standard Deviation	0.1%
JXRenderMark - G.T.T - 512x512 (Operations/sec)	31241
Standard Deviation	0.8%
JXRenderMark - L.G.B - 128x128 (Operations/sec)	37276
Standard Deviation	3.4%
JXRenderMark - L.G.B - 256x256 (Operations/sec)	36604
Standard Deviation	2.2%
JXRenderMark - L.G.B - 512x512 (Operations/sec)	35081
Standard Deviation	0.9%
JXRenderMark - R.G.P - 128x128 (Operations/sec)	35590
Standard Deviation	4.7%
JXRenderMark - R.G.P - 256x256 (Operations/sec)	35349
Standard Deviation	4.4%
JXRenderMark - R.G.P - 512x512 (Operations/sec)	34213
Standard Deviation	0.2%
JXRenderMark - T.B.L - 32x32	1003739
Standard Deviation	0.6%
JXRenderMark - G.T.T - 1024x1024 (Operations/sec)	31551
Standard Deviation	2.5%
JXRenderMark - L.G.B - 1024x1024 (Operations/sec)	29623
Standard Deviation	1.1%
JXRenderMark - R.G.P - 1024x1024 (Operations/sec)	30086
Standard Deviation	5.3%
JXRenderMark - T.B.B - 32x32	177891
Standard Deviation	2.5%
JXRenderMark - T.B.L - 128x128 (Operations/sec)	1019144
Standard Deviation	1.6%
JXRenderMark - T.B.L - 256x256 (Operations/sec)	1026529
Standard Deviation	4.2%
JXRenderMark - T.B.L - 512x512 (Operations/sec)	1046757
Standard Deviation	1.4%
JXRenderMark - T.T.P - 32x32	182556
Standard Deviation	0.6%

JXRenderMark - T.B.B - 128x128 (Operations/sec)	174984
Standard Deviation	2.4%
JXRenderMark - T.B.B - 256x256 (Operations/sec)	177274
Standard Deviation	2.5%
JXRenderMark - T.B.B - 512x512 (Operations/sec)	175535
Standard Deviation	1.4%
JXRenderMark - T.B.L - 1024x1024 (Operations/sec)	512784
Standard Deviation	1.2%
JXRenderMark - T.T.P - 128x128 (Operations/sec)	186233
Standard Deviation	2.2%
JXRenderMark - T.T.P - 256x256 (Operations/sec)	182602
Standard Deviation	6.9%
JXRenderMark - T.T.P - 512x512 (Operations/sec)	177149
Standard Deviation	9.5%
JXRenderMark - T.B.B - 1024x1024 (Operations/sec)	170709
Standard Deviation	2.1%
JXRenderMark - T.T.P - 1024x1024 (Operations/sec)	138048
Standard Deviation	6.9%
APITest - 800 x 600 - U.G (FPS)	14.350
Standard Deviation	8.6%
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 - 1024 x 768 - U.G (FPS)	15.198
Standard Deviation	0.1%
APITest - 1024 x 768 - U.G (FPS)	7.819
Standard Deviation	0.2%
APITest - 1280 x 1024 - U.G (FPS)	14.660
Standard Deviation	0.2%
APITest - 1600 x 1200 - U.G (FPS)	14.831
Standard Deviation	0.7%
APITest - 1920 x 1080 - U.G (FPS)	14.687

Standard Deviation	0.4%
APITest - 1920 x 1200 - U.G (FPS)	14.700
Standard Deviation	0.4%
APITest - 2560 x 1440 - U.G (FPS)	14.668
Standard Deviation	1%
APITest - 3840 x 2160 - U.G (FPS)	14.661
Standard Deviation	0.5%
APITest - 4480 x 2160 - U.G (FPS)	14.819
Standard Deviation	1%
APITest - 1280 x 1024 - T.G (FPS)	262.962
Standard Deviation	1.7%
APITest - 1280 x 1024 - T.G (FPS)	387.672
Standard Deviation	0.9%
APITest - 1280 x 1024 - U.G (FPS)	15.247
Standard Deviation	0.3%
APITest - 1280 x 1024 - U.G (FPS)	7.831
Standard Deviation	0.3%
APITest - 1600 x 1200 - T.G (FPS)	264.109
Standard Deviation	1.1%
APITest - 1600 x 1200 - T.G (FPS)	387.386
Standard Deviation	1.1%
APITest - 1600 x 1200 - U.G (FPS)	15.377
Standard Deviation	1.1%
APITest - 1600 x 1200 - U.G (FPS)	7.833
Standard Deviation	0.7%
APITest - 1920 x 1080 - T.G (FPS)	264.895
Standard Deviation	0.5%
APITest - 1920 x 1080 - T.G (FPS)	389.893
Standard Deviation	0.9%
APITest - 1920 x 1080 - U.G (FPS)	15.109
Standard Deviation	1.6%
APITest - 1920 x 1080 - U.G (FPS)	7.811
Standard Deviation	0.5%
APITest - 1920 x 1200 - T.G (FPS)	264.319
Standard Deviation	0.2%
APITest - 1920 x 1200 - T.G (FPS)	387.586
Standard Deviation	0.5%
APITest - 1920 x 1200 - U.G (FPS)	15.142
Standard Deviation	0.7%
APITest - 1920 x 1200 - U.G (FPS)	7.866
Standard Deviation	0.6%
APITest - 2560 x 1440 - T.G (FPS)	263.069
Standard Deviation	0.7%
APITest - 2560 x 1440 - T.G (FPS)	385.369
Standard Deviation	0.3%
APITest - 2560 x 1440 - U.G (FPS)	15.222
Standard Deviation	0.8%
APITest - 2560 x 1440 - U.G (FPS)	7.832
Standard Deviation	1%
APITest - 3840 x 2160 - T.G (FPS)	262.754
Standard Deviation	1%
APITest - 3840 x 2160 - T.G (FPS)	389.626
Standard Deviation	0.5%

APITest - 3840 x 2160 - U.G (FPS) 15.458

Standard Deviation 0.3%

APITest - 3840 x 2160 - U.G (FPS) 7.795

Standard Deviation 0.9%

APITest - 4480 x 2160 - T.G (FPS) 263.837

Standard Deviation 1.7%

APITest - 4480 x 2160 - T.G (FPS) 392.831

Standard Deviation 0.4%

APITest - 4480 x 2160 - U.G (FPS) 15.394

Standard Deviation 0.7%

APITest - 4480 x 2160 - U.G (FPS) 7.826

Standard Deviation 0.4%

APITest - 800 x 600 - U.G (FPS) 13.360

Standard Deviation 0.9%

APITest - 1024 x 768 - U.G (FPS) 13.432

Standard Deviation 0.2%

APITest - 800 x 600 - D.G (FPS) 17.021

Standard Deviation 1.1%

APITest - 800 x 600 - D.G (FPS) 299.919

Standard Deviation 1.2%

APITest - 1024 x 768 - D.G (FPS) 17.287

Standard Deviation 1.4%

APITest - 1024 x 768 - D.G (FPS) 298.048

Standard Deviation 2%

APITest - 1280 x 1024 - U.G (FPS) 13.117

Standard Deviation 3.2%

APITest - 1600 x 1200 - U.G (FPS) 13.264

Standard Deviation 1.4%

APITest - 1920 x 1080 - U.G (FPS) 13.175

Standard Deviation 0.2%

APITest - 1920 x 1200 - U.G (FPS) 13.114

Standard Deviation 0.5%

APITest - 2560 x 1440 - U.G (FPS) 13.145

Standard Deviation 0.4%

APITest - 3840 x 2160 - U.G (FPS) 13.273

Standard Deviation 1%

APITest - 4480 x 2160 - U.G (FPS) 13.286

Standard Deviation 0.8%

APITest - 800 x 600 - U.G (FPS) 17.212

Standard Deviation 0.5%

APITest - 800 x 600 - U.G (FPS) 4.816

Standard Deviation 1.1%

APITest - 800 x 600 - U.G (FPS) 297.646

Standard Deviation 1.2%

APITest - 1024 x 768 - U.G (FPS) 17.063

Standard Deviation 0.8%

APITest - 1024 x 768 - U.G (FPS) 4.819

Standard Deviation 0.5%

APITest - 1024 x 768 - U.G (FPS) 300.503

Standard Deviation 1.7%

APITest - 1280 x 1024 - D.G (FPS) 17.049

Standard Deviation 1%

APITest - 1280 x 1024 - D.G (FPS) 298.411

Standard Deviation	1.3%
APITest - 1600 x 1200 - D.G (FPS)	17.111
Standard Deviation	2.4%
APITest - 1600 x 1200 - D.G (FPS)	294.700
Standard Deviation	1.2%
APITest - 1920 x 1080 - D.G (FPS)	17.304
Standard Deviation	1.5%
APITest - 1920 x 1080 - D.G (FPS)	292.824
Standard Deviation	2.4%
APITest - 1920 x 1200 - D.G (FPS)	16.993
Standard Deviation	0.7%
APITest - 1920 x 1200 - D.G (FPS)	292.051
Standard Deviation	1.6%
APITest - 2560 x 1440 - D.G (FPS)	17.126
Standard Deviation	0.8%
APITest - 2560 x 1440 - D.G (FPS)	290.887
Standard Deviation	2.4%
APITest - 3840 x 2160 - D.G (FPS)	17.153
Standard Deviation	1%
APITest - 3840 x 2160 - D.G (FPS)	298.300
Standard Deviation	1.4%
APITest - 4480 x 2160 - D.G (FPS)	16.893
Standard Deviation	0.5%
APITest - 4480 x 2160 - D.G (FPS)	296.674
Standard Deviation	1.7%
APITest - 1280 x 1024 - U.G (FPS)	16.946
Standard Deviation	0.3%
APITest - 1280 x 1024 - U.G (FPS)	4.952
Standard Deviation	0.3%
APITest - 1280 x 1024 - U.G (FPS)	295.391
Standard Deviation	2.3%
APITest - 1600 x 1200 - U.G (FPS)	17.106
Standard Deviation	0.3%
APITest - 1600 x 1200 - U.G (FPS)	4.855
Standard Deviation	2%
APITest - 1600 x 1200 - U.G (FPS)	299.633
Standard Deviation	0.3%
APITest - 1920 x 1080 - U.G (FPS)	17.198
Standard Deviation	1.1%
APITest - 1920 x 1080 - U.G (FPS)	4.816
Standard Deviation	1.4%
APITest - 1920 x 1080 - U.G (FPS)	302.689
Standard Deviation	0.2%
APITest - 1920 x 1200 - U.G (FPS)	17.198
Standard Deviation	0.8%
APITest - 1920 x 1200 - U.G (FPS)	4.811
Standard Deviation	1.3%
APITest - 1920 x 1200 - U.G (FPS)	292.059
Standard Deviation	0.8%
APITest - 2560 x 1440 - U.G (FPS)	17.119
Standard Deviation	1.1%
APITest - 2560 x 1440 - U.G (FPS)	4.819
Standard Deviation	2.3%

APITest - 2560 x 1440 - U.G (FPS) 296.269

Standard Deviation 2.2%

APITest - 3840 x 2160 - U.G (FPS) 16.901

Standard Deviation 1.1%

APITest - 3840 x 2160 - U.G (FPS) 4.894

Standard Deviation 2.1%

APITest - 3840 x 2160 - U.G (FPS) 295.316

Standard Deviation 2.3%

APITest - 4480 x 2160 - U.G (FPS) 17.240

Standard Deviation 1.3%

APITest - 4480 x 2160 - U.G (FPS) 4.943

Standard Deviation 1.6%

APITest - 4480 x 2160 - U.G (FPS) 292.466

Standard Deviation 2.3%

APITest - 800 x 600 - T.G (FPS) 190.330

Standard Deviation 0.5%

APITest - 800 x 600 - T.G (FPS) 358.338

Standard Deviation 0.8%

APITest - 800 x 600 - T.G (FPS) 385.522

Standard Deviation 0.3%

APITest - 1024 x 768 - T.G (FPS) 191.690

Standard Deviation 0.5%

APITest - 1024 x 768 - T.G (FPS) 354.317

Standard Deviation 1.1%

APITest - 1024 x 768 - T.G (FPS) 382.617

Standard Deviation 0.5%

APITest - 800 x 600 - D.G (FPS) 18.238

Standard Deviation 2.4%

APITest - 1024 x 768 - D.G (FPS) 18.347

Standard Deviation 2.9%

APITest - 1280 x 1024 - T.G (FPS) 191.038

Standard Deviation 1.8%

APITest - 1280 x 1024 - T.G (FPS) 355.898

Standard Deviation 0.8%

APITest - 1280 x 1024 - T.G (FPS) 391.637

Standard Deviation 0.3%

APITest - 1600 x 1200 - T.G (FPS) 191.726

Standard Deviation 0.5%

APITest - 1600 x 1200 - T.G (FPS) 358.078

Standard Deviation 0.7%

APITest - 1600 x 1200 - T.G (FPS) 392.831

Standard Deviation 0.6%

APITest - 1920 x 1080 - T.G (FPS) 190.798

Standard Deviation 0.3%

APITest - 1920 x 1080 - T.G (FPS) 361.793

Standard Deviation 0.2%

APITest - 1920 x 1080 - T.G (FPS) 387.936

Standard Deviation 1.1%

APITest - 1920 x 1200 - T.G (FPS) 188.879

Standard Deviation 1.4%

APITest - 1920 x 1200 - T.G (FPS) 358.446

Standard Deviation 1.3%

APITest - 1920 x 1200 - T.G (FPS) 383.323

Standard Deviation	1.4%
APITest - 2560 x 1440 - T.G (FPS)	191.824
Standard Deviation	0.9%
APITest - 2560 x 1440 - T.G (FPS)	358.777
Standard Deviation	0.9%
APITest - 2560 x 1440 - T.G (FPS)	392.238
Standard Deviation	0.3%
APITest - 3840 x 2160 - T.G (FPS)	189.200
Standard Deviation	0.6%
APITest - 3840 x 2160 - T.G (FPS)	354.360
Standard Deviation	0.2%
APITest - 3840 x 2160 - T.G (FPS)	385.228
Standard Deviation	0.3%
APITest - 4480 x 2160 - T.G (FPS)	187.502
Standard Deviation	1.1%
APITest - 4480 x 2160 - T.G (FPS)	353.193
Standard Deviation	2.6%
APITest - 4480 x 2160 - T.G (FPS)	389.633
Standard Deviation	0.8%
APITest - 800 x 600 - U.G.S (FPS)	163.559
Standard Deviation	0.5%
APITest - 800 x 600 - U.G (FPS)	18.452
Standard Deviation	2.8%
APITest - 1024 x 768 - U.G.S (FPS)	163.226
Standard Deviation	0.2%
APITest - 1024 x 768 - U.G (FPS)	18.417
Standard Deviation	1.2%
APITest - 1280 x 1024 - D.G (FPS)	18.594
Standard Deviation	2.1%
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 - 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 - 3840 x 2160 - D.G (FPS)	18.210
Standard Deviation	0.9%
APITest - 4480 x 2160 - D.G (FPS)	17.811
Standard Deviation	2.2%
APITest - 1280 x 1024 - U.G.S (FPS)	163.772
Standard Deviation	0.3%
APITest - 1280 x 1024 - U.G (FPS)	18.639
Standard Deviation	0.3%
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 - 1920 x 1080 - U.G.S (FPS)	163.440
Standard Deviation	0.1%
APITest - 1920 x 1080 - U.G (FPS)	18.033
Standard Deviation	1.9%

APITest - 1920 x 1200 - U.G.S (FPS) 163.555

Standard Deviation 0.1%

APITest - 1920 x 1200 - U.G (FPS) 18.361

Standard Deviation 2.5%

APITest - 2560 x 1440 - U.G.S (FPS) 163.469

Standard Deviation 0.2%

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

Standard Deviation 0.7%

APITest - 3840 x 2160 - U.G.S (FPS) 162.252

Standard Deviation 0.3%

APITest - 3840 x 2160 - U.G (FPS) 18.376

Standard Deviation 2.5%

APITest - 4480 x 2160 - U.G.S (FPS) 162.250

Standard Deviation 0.1%

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

Standard Deviation 1.8%

APITest - 800 x 600 - U.G.N (FPS) 166.519

Standard Deviation 0.2%

APITest - 800 x 600 - U.G.S (FPS) 163.299

Standard Deviation 0.1%

APITest - 1024 x 768 - U.G.N (FPS) 165.980

Standard Deviation 0.1%

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 - 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 - 1600 x 1200 - U.G.S (FPS) 163.406

Standard Deviation 0.2%

APITest - 1920 x 1080 - U.G.N (FPS) 166.103

Standard Deviation 0.3%

APITest - 1920 x 1080 - U.G.S (FPS) 163.310

Standard Deviation 0%

APITest - 1920 x 1200 - U.G.N (FPS) 166.070

Standard Deviation 0.1%

APITest - 1920 x 1200 - U.G.S (FPS) 163.387

Standard Deviation 0.1%

APITest - 2560 x 1440 - U.G.N (FPS) 165.842

Standard Deviation 0.1%

APITest - 2560 x 1440 - U.G.S (FPS) 163.363

Standard Deviation 0.1%

APITest - 3840 x 2160 - U.G.N (FPS) 165.299

Standard Deviation 0.1%

APITest - 3840 x 2160 - U.G.S (FPS) 162.446

Standard Deviation 0.2%

APITest - 4480 x 2160 - U.G.N (FPS) 164.571

Standard Deviation 0.1%

APITest - 4480 x 2160 - U.G.S (FPS) 162.047

Standard Deviation 0.1%

APITest - 800 x 600 - U.G.N (FPS) 165.981

Standard Deviation	0.1%
APITest - 1024 x 768 - U.G.N (FPS)	166.004
Standard Deviation	0.1%
APITest - 1280 x 1024 - U.G.N (FPS)	166.088
Standard Deviation	0%
APITest - 1600 x 1200 - U.G.N (FPS)	166.052
Standard Deviation	0.1%
APITest - 1920 x 1080 - U.G.N (FPS)	165.540
Standard Deviation	0.6%
APITest - 1920 x 1200 - U.G.N (FPS)	165.625
Standard Deviation	0.2%
APITest - 2560 x 1440 - U.G.N (FPS)	165.930
Standard Deviation	0.1%
APITest - 3840 x 2160 - U.G.N (FPS)	164.982
Standard Deviation	0.1%
APITest - 4480 x 2160 - U.G.N (FPS)	164.784
Standard Deviation	0.2%
GpuTest - GiMark - 800 x 600 - Windowed (Points)	33620
Standard Deviation	0.1%
GpuTest - Plot3D - 800 x 600 - Windowed (Points)	247382
Standard Deviation	0.2%
GpuTest - Furmark - 800 x 600 - Windowed (Points)	77301
Standard Deviation	0.1%
GpuTest - GiMark - 1024 x 768 - Windowed (Points)	31000
Standard Deviation	0%
GpuTest - Plot3D - 1024 x 768 - Windowed (Points)	236668
Standard Deviation	0.4%
GpuTest - Furmark - 1024 x 768 - Windowed (Points)	62350
Standard Deviation	20%
GpuTest - GiMark - 1280 x 1024 - Windowed (Points)	29127
Standard Deviation	0%
GpuTest - GiMark - 1600 x 1200 - Windowed (Points)	26842
Standard Deviation	0%
GpuTest - GiMark - 1920 x 1080 - Windowed (Points)	25461
Standard Deviation	0%
GpuTest - GiMark - 1920 x 1200 - Windowed (Points)	25211
Standard Deviation	0%
GpuTest - GiMark - 2560 x 1440 - Windowed (Points)	23218
Standard Deviation	0%

GpuTest - GiMark - 3840 x 2160 - Windowed (Points)	34785
Standard Deviation	0%
GpuTest - GiMark - 4480 x 2160 - Windowed (Points)	37557
Standard Deviation	0.9%
GpuTest - GiMark - 800 x 600 - Fullscreen (Points)	36760
Standard Deviation	0%
GpuTest - Plot3D - 1280 x 1024 - Windowed (Points)	229267
Standard Deviation	0%
GpuTest - Plot3D - 1600 x 1200 - Windowed (Points)	211715
Standard Deviation	0%
GpuTest - Plot3D - 1920 x 1080 - Windowed (Points)	200588
Standard Deviation	0.1%
GpuTest - Plot3D - 1920 x 1200 - Windowed (Points)	198406
Standard Deviation	0.7%
GpuTest - Plot3D - 2560 x 1440 - Windowed (Points)	181819
Standard Deviation	0.2%
GpuTest - Plot3D - 3840 x 2160 - Windowed (Points)	154879
Standard Deviation	0.5%
GpuTest - Plot3D - 4480 x 2160 - Windowed (Points)	155223
Standard Deviation	0.1%
GpuTest - Plot3D - 800 x 600 - Fullscreen (Points)	153863
Standard Deviation	0%
GpuTest - TessMark - 800 x 600 - Windowed (Points)	67653
Standard Deviation	0.1%
GpuTest - Triangle - 800 x 600 - Windowed (Points)	1457573
Standard Deviation	1.5%
GpuTest - Furmark - 1280 x 1024 - Windowed (Points)	45760
Standard Deviation	42%
GpuTest - Furmark - 1600 x 1200 - Windowed (Points)	31908
Standard Deviation	0%
GpuTest - Furmark - 1920 x 1080 - Windowed (Points)	38566
Standard Deviation	31.9%
GpuTest - Furmark - 1920 x 1200 - Windowed (Points)	31853
Standard Deviation	0.1%

GpuTest - Furmark - 2560 x 1440 - Windowed (Points)	23623
Standard Deviation	0.1%
GpuTest - Furmark - 3840 x 2160 - Windowed (Points)	12663
Standard Deviation	0%
GpuTest - Furmark - 4480 x 2160 - Windowed (Points)	12662
Standard Deviation	0%
GpuTest - Furmark - 800 x 600 - Fullscreen (Points)	11670
Standard Deviation	0.1%
GpuTest - GiMark - 1024 x 768 - Fullscreen (Points)	20048
Standard Deviation	0.1%
GpuTest - Plot3D - 1024 x 768 - Fullscreen (Points)	153742
Standard Deviation	0%
GpuTest - TessMark - 1024 x 768 - Windowed (Points)	57291
Standard Deviation	0.1%
GpuTest - Triangle - 1024 x 768 - Windowed (Points)	1480588
Standard Deviation	1%
GpuTest - Furmark - 1024 x 768 - Fullscreen (Points)	11710
Standard Deviation	0.2%
GpuTest - GiMark - 1280 x 1024 - Fullscreen (Points)	20049
Standard Deviation	0%
GpuTest - GiMark - 1600 x 1200 - Fullscreen (Points)	20059
Standard Deviation	0%
GpuTest - GiMark - 1920 x 1080 - Fullscreen (Points)	20059
Standard Deviation	0%
GpuTest - GiMark - 1920 x 1200 - Fullscreen (Points)	20055
Standard Deviation	0%
GpuTest - GiMark - 2560 x 1440 - Fullscreen (Points)	20057
Standard Deviation	0%
GpuTest - GiMark - 3840 x 2160 - Fullscreen (Points)	20055
Standard Deviation	0%
GpuTest - GiMark - 4480 x 2160 - Fullscreen (Points)	20047
Standard Deviation	0%
GpuTest - Plot3D - 1280 x 1024 - Fullscreen (Points)	153597
Standard Deviation	0.1%

GpuTest - Plot3D - 1600 x 1200 - Fullscreen (Points)	153533
Standard Deviation	0.2%
GpuTest - Plot3D - 1920 x 1080 - Fullscreen (Points)	153652
Standard Deviation	0.3%
GpuTest - Plot3D - 1920 x 1200 - Fullscreen (Points)	153554
Standard Deviation	0.3%
GpuTest - Plot3D - 2560 x 1440 - Fullscreen (Points)	153932
Standard Deviation	0%
GpuTest - Plot3D - 3840 x 2160 - Fullscreen (Points)	153591
Standard Deviation	0.2%
GpuTest - Plot3D - 4480 x 2160 - Fullscreen (Points)	153843
Standard Deviation	0.1%
GpuTest - TessMark - 1280 x 1024 - Windowed (Points)	47384
Standard Deviation	0.1%
GpuTest - TessMark - 1600 x 1200 - Windowed (Points)	42951
Standard Deviation	0%
GpuTest - TessMark - 1920 x 1080 - Windowed (Points)	46070
Standard Deviation	3.4%
GpuTest - TessMark - 1920 x 1200 - Windowed (Points)	42863
Standard Deviation	0%
GpuTest - TessMark - 2560 x 1440 - Windowed (Points)	38541
Standard Deviation	0%
GpuTest - TessMark - 3840 x 2160 - Windowed (Points)	80545
Standard Deviation	0.1%
GpuTest - TessMark - 4480 x 2160 - Windowed (Points)	81917
Standard Deviation	0%
GpuTest - TessMark - 800 x 600 - Fullscreen (Points)	77443
Standard Deviation	0%
GpuTest - Triangle - 1280 x 1024 - Windowed (Points)	1469388
Standard Deviation	2.4%
GpuTest - Triangle - 1600 x 1200 - Windowed (Points)	1457717
Standard Deviation	2.4%
GpuTest - Triangle - 1920 x 1080 - Windowed (Points)	1467581
Standard Deviation	1.8%

GpuTest - Triangle - 1920 x 1200 - Windowed (Points)	1476487
Standard Deviation	1.8%
GpuTest - Triangle - 2560 x 1440 - Windowed (Points)	1464905
Standard Deviation	1.1%
GpuTest - Triangle - 3840 x 2160 - Windowed (Points)	1487801
Standard Deviation	0.7%
GpuTest - Triangle - 4480 x 2160 - Windowed (Points)	1481312
Standard Deviation	0.9%
GpuTest - Triangle - 800 x 600 - Fullscreen (Points)	1474499
Standard Deviation	1.1%
GpuTest - Furmark - 1280 x 1024 - Fullscreen (Points)	11753
Standard Deviation	0.3%
GpuTest - Furmark - 1600 x 1200 - Fullscreen (Points)	11713
Standard Deviation	0.1%
GpuTest - Furmark - 1920 x 1080 - Fullscreen (Points)	11694
Standard Deviation	0.1%
GpuTest - Furmark - 1920 x 1200 - Fullscreen (Points)	11700
Standard Deviation	0.1%
GpuTest - Furmark - 2560 x 1440 - Fullscreen (Points)	11691
Standard Deviation	0.1%
GpuTest - Furmark - 3840 x 2160 - Fullscreen (Points)	11696
Standard Deviation	0.1%
GpuTest - Furmark - 4480 x 2160 - Fullscreen (Points)	94052
Standard Deviation	0%
GpuTest - TessMark - 1024 x 768 - Fullscreen (Points)	77450
Standard Deviation	0.1%
GpuTest - Triangle - 1024 x 768 - Fullscreen (Points)	1463901
Standard Deviation	2.3%
GpuTest - TessMark - 1280 x 1024 - Fullscreen (Points)	31978
Standard Deviation	0.1%
GpuTest - TessMark - 1600 x 1200 - Fullscreen (Points)	31946
Standard Deviation	0%
GpuTest - TessMark - 1920 x 1080 - Fullscreen (Points)	31942
Standard Deviation	0%

GpuTest - TessMark - 1920 x 1200 - Fullscreen (Points)	31929
Standard Deviation	0%
GpuTest - TessMark - 2560 x 1440 - Fullscreen (Points)	31925
Standard Deviation	0%
GpuTest - TessMark - 3840 x 2160 - Fullscreen (Points)	31925
Standard Deviation	0%
GpuTest - TessMark - 4480 x 2160 - Fullscreen (Points)	77458
Standard Deviation	0.1%
GpuTest - Triangle - 1280 x 1024 - Fullscreen (Points)	952579
Standard Deviation	0.5%
GpuTest - Triangle - 1600 x 1200 - Fullscreen (Points)	956494
Standard Deviation	0.3%
GpuTest - Triangle - 1920 x 1080 - Fullscreen (Points)	952993
Standard Deviation	0.4%
GpuTest - Triangle - 1920 x 1200 - Fullscreen (Points)	957773
Standard Deviation	0.5%
GpuTest - Triangle - 2560 x 1440 - Fullscreen (Points)	956643
Standard Deviation	0.3%
GpuTest - Triangle - 3840 x 2160 - Fullscreen (Points)	946098
Standard Deviation	0.5%
GpuTest - Triangle - 4480 x 2160 - Fullscreen (Points)	1470164
Standard Deviation	1.8%
GpuTest - Pixmark Piano - 800 x 600 - Windowed (Points)	37047
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1024 x 768 - Windowed (Points)	23210
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1280 x 1024 - Windowed (Points)	14123
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1600 x 1200 - Windowed (Points)	9732
Standard Deviation	0.2%
GpuTest - Pixmark Piano - 1920 x 1080 - Windowed (Points)	9061
Standard Deviation	0.4%
GpuTest - Pixmark Piano - 1920 x 1200 - Windowed (Points)	8196
Standard Deviation	0.2%

GpuTest - Pixmark Piano - 2560 x 1440 - Windowed (Points)	5168
Standard Deviation	0.3%
GpuTest - Pixmark Piano - 3840 x 2160 - Windowed (Points)	9048
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 4480 x 2160 - Windowed (Points)	62550
Standard Deviation	0%
GpuTest - Pixmark Piano - 800 x 600 - Fullscreen (Points)	55770
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1024 x 768 - Fullscreen (Points)	55759
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1280 x 1024 - Fullscreen (Points)	2331
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1600 x 1200 - Fullscreen (Points)	2331
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1920 x 1080 - Fullscreen (Points)	2331
Standard Deviation	0.1%
GpuTest - Pixmark Piano - 1920 x 1200 - Fullscreen (Points)	2332
Standard Deviation	0.3%
GpuTest - Pixmark Piano - 2560 x 1440 - Fullscreen (Points)	2334
Standard Deviation	0.3%
GpuTest - Pixmark Piano - 3840 x 2160 - Fullscreen (Points)	2336
Standard Deviation	0.3%
GpuTest - Pixmark Piano - 4480 x 2160 - Fullscreen (Points)	55770
Standard Deviation	0%
GpuTest - Pixmark Volplosion - 800 x 600 - Windowed (Points)	87907
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 1024 x 768 - Windowed (Points)	55198
Standard Deviation	0%
GpuTest - Pixmark Volplosion - 1280 x 1024 - Windowed (Points)	33516
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 1600 x 1200 - Windowed (Points)	23138
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 1920 x 1080 - Windowed (Points)	21897
Standard Deviation	0.1%

GpuTest - Pixmark Volplosion - 1920 x 1200 - Windowed (Points)	19611
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 2560 x 1440 - Windowed (Points)	12392
Standard Deviation	0%
GpuTest - Pixmark Volplosion - 3840 x 2160 - Windowed (Points)	29049
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 4480 x 2160 - Windowed (Points)	149242
Standard Deviation	0.3%
GpuTest - Pixmark Volplosion - 800 x 600 - Fullscreen (Points)	132472
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 1024 x 768 - Fullscreen (Points)	132381
Standard Deviation	0.1%
GpuTest - Pixmark Volplosion - 1280 x 1024 - Fullscreen (Points)	5530
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 1600 x 1200 - Fullscreen (Points)	5528
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 1920 x 1080 - Fullscreen (Points)	5510
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 1920 x 1200 - Fullscreen (Points)	5519
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 2560 x 1440 - Fullscreen (Points)	5522
Standard Deviation	0%
GpuTest - Pixmark Volplosion - 3840 x 2160 - Fullscreen (Points)	5521
Standard Deviation	0.2%
GpuTest - Pixmark Volplosion - 4480 x 2160 - Fullscreen (Points)	132455
Standard Deviation	0.1%
GtkPerf - Total Time (sec)	483.21
Standard Deviation	2.9%
GtkPerf - GtkComboBox (sec)	26.72
Standard Deviation	1.3%
GtkPerf - GtkCheckButton (sec)	2.88
Standard Deviation	0.9%
GtkPerf - GtkRadioButton (sec)	3.03
Standard Deviation	2.9%
GtkPerf - GtkToggleButton (sec)	3.76
Standard Deviation	1%
GtkPerf - GtkComboBoxEntry (sec)	24.97
Standard Deviation	1.8%

Turing

GtkPerf - GtkTextView - Scroll (sec)	0.02
Standard Deviation	0%
GtkPerf - GtkTextView - Add Text (sec)	272.59
Standard Deviation	2%
GtkPerf - GtkDrawingArea - Circles (sec)	6.87
Standard Deviation	0.9%
GtkPerf - GtkDrawingArea - Pixbufs (sec)	1.34
Standard Deviation	0.9%
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
Standard Deviation	0.7%
RAMspeed SMP - Copy - Floating Point	44083
Standard Deviation	0.2%
RAMspeed SMP - Scale - Floating Point	44380
Standard Deviation	0.6%
RAMspeed SMP - Triad - Floating Point	41686
Standard Deviation	0.1%
RAMspeed SMP - Average - Floating Point (MB/s)	42743
Standard Deviation	0.6%
Stream - Copy (MB/s)	38480
Standard Deviation	0.2%
Stream - Scale (MB/s)	24513
Standard Deviation	0.1%
Stream - Triad (MB/s)	27468
Standard Deviation	0%
Stream - Add (MB/s)	27408
Standard Deviation	0%
MBW - Memory Copy - 128 MiB (MiB/s)	20452
Standard Deviation	0.9%
MBW - Memory Copy - 512 MiB (MiB/s)	19724
Standard Deviation	0.7%
MBW - Memory Copy - 1024 MiB (MiB/s)	19727
Standard Deviation	0.1%
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%

Turing

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%
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%
Crypto++ - All Algorithms (MiB/s)	2107
Standard Deviation	0.6%
Crypto++ - Keyed Algorithms (MiB/s)	805.205822
Standard Deviation	0.2%
Crypto++ - Unkeyed Algorithms (MiB/s)	534.133476
Standard Deviation	0.6%
Crypto++ - I.E.C.P.K.A (MiB/s)	6245
Standard Deviation	0.7%
BYTE Unix Benchmark - Dhrystone 2 (LPS)	59498287
Standard Deviation	0.9%
CacheBench - Read (MB/s)	2996
Standard Deviation	2.1%
CacheBench - Write (MB/s)	34048
Standard Deviation	2.4%
CacheBench - R.M.W (MB/s)	68094
Standard Deviation	0.5%
SciMark - Composite (Mflops)	858.88
Standard Deviation	1.7%
SciMark - Monte Carlo (Mflops)	182.30
Standard Deviation	1.7%
SciMark - F.F.T (Mflops)	513.41
Standard Deviation	1.3%
SciMark - S.M.M (Mflops)	821.58
Standard Deviation	2.1%
SciMark - D.L.M.F (Mflops)	1453
Standard Deviation	1.6%
SciMark - J.S.O.R (Mflops)	1324
Standard Deviation	1.6%
LuxCoreRender - DLSC - CPU (M	3.55
Standard Deviation	0.4%
LuxCoreRender - Danish Mood - CPU (M samples/sec)	2.92
Standard Deviation	1%
LuxCoreRender - Orange Juice - CPU (M samples/sec)	5.64
Standard Deviation	0.3%

Turing

LuxCoreRender - LuxCore Benchmark - CPU (M samples/sec)	3.19
Standard Deviation	0.7%
LuxCoreRender - R.C.a.P - CPU (M samples/sec)	14.61
Standard Deviation	0.4%
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 (Iterations/min)	483
Standard Deviation	0.2%
GraphicsMagick - HWB Color Space (Iterations/min)	1534
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%
Coremark - CoreMark Size 666 - I.P.S (Iterations/Sec)	808298
Standard Deviation	0.2%
7-Zip Compression - Compression Rating (MIPS)	131225
Standard Deviation	0.5%
7-Zip Compression - D.R (MIPS)	138413
Standard Deviation	0.2%
Stockfish - Total Time (Nodes/s)	52025713
Standard Deviation	2.4%
Timed Linux Kernel Compilation - defconfig (sec)	68.770
Standard Deviation	0.9%
Timed Linux Kernel Compilation - allmodconfig (sec)	805.550
Standard Deviation	0.2%
Timed PHP Compilation - Time To Compile (sec)	48.749
Standard Deviation	1.2%
C-Ray - Total Time - 4.1.R.P.P (sec)	30.994
Standard Deviation	0.1%
LAME MP3 Encoding - WAV To MP3 (sec)	5.911

Standard Deviation	2.6%
Core-Latency - A.L.B.C.C (ns)	126.545
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%
G'MIC - 2.F.P.1.T (sec)	90.866
Standard Deviation	1%
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%
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

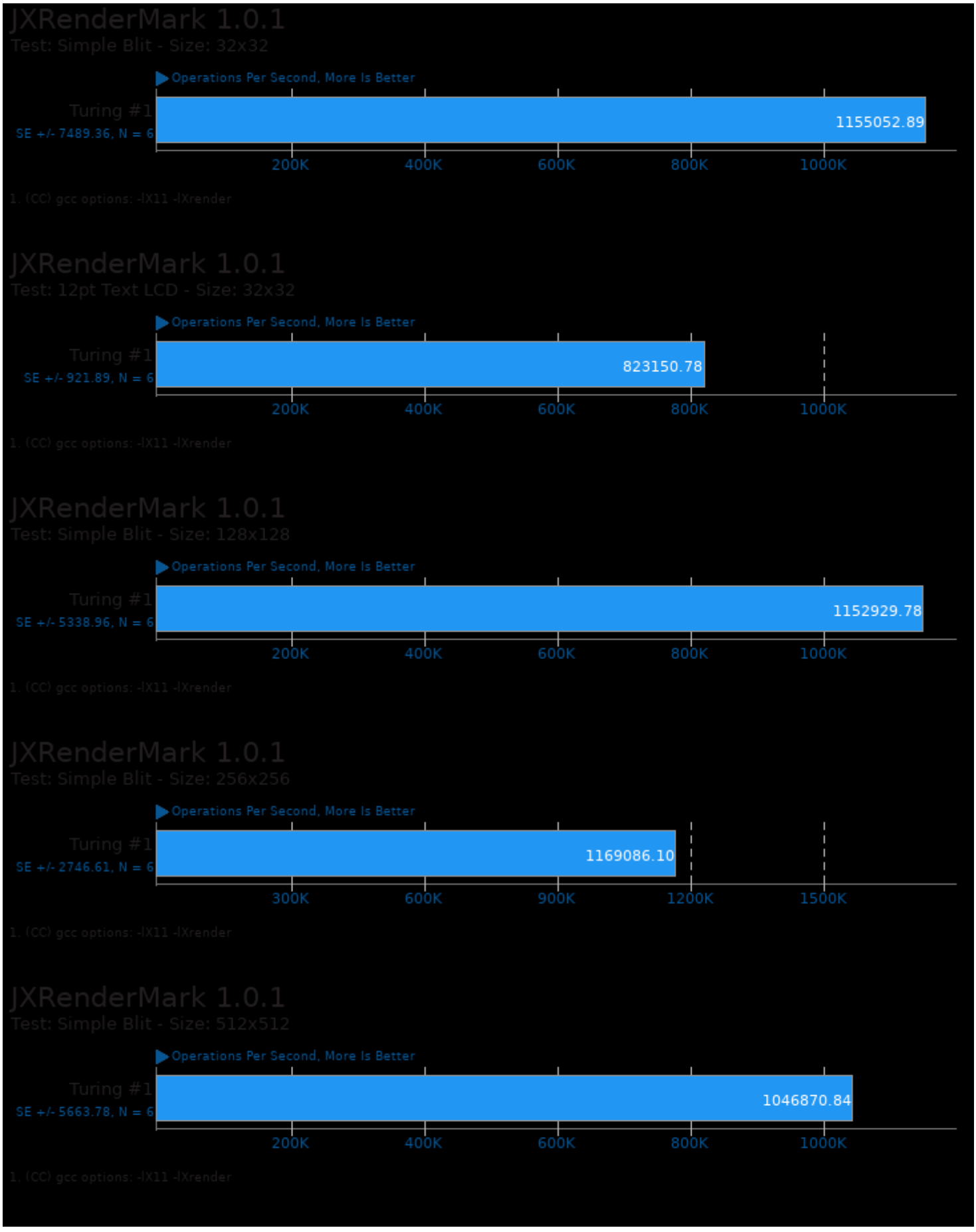
Standard Deviation	2.2%
Stress-NG - G.Q.D.S (Bogo Ops/s)	240.54
Standard Deviation	0.2%
Stress-NG - S.V.M.P (Bogo Ops/s)	14090309
Standard Deviation	0.8%
IOzone - 1MB - 2GB - Read Performance (MB/s)	19772
Standard Deviation	2.4%
IOzone - 1MB - 4GB - Read Performance (MB/s)	19936
Standard Deviation	2.3%
IOzone - 1MB - 8GB - Read Performance (MB/s)	20713
Standard Deviation	1.1%
IOzone - 2MB - 2GB - Read Performance (MB/s)	19532
Standard Deviation	0.5%
IOzone - 2MB - 4GB - Read Performance (MB/s)	20019
Standard Deviation	1.6%
IOzone - 2MB - 8GB - Read Performance (MB/s)	20474
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 (MB/s)	471.87
Standard Deviation	18.9%
IOzone - 1MB - 4GB - Write Performance (MB/s)	444.14
Standard Deviation	19.3%
IOzone - 1MB - 8GB - Write Performance (MB/s)	379.07
Standard Deviation	19.1%
IOzone - 2MB - 2GB - Write Performance (MB/s)	712.77
Standard Deviation	2.4%
IOzone - 2MB - 4GB - Write Performance (MB/s)	718.19
Standard Deviation	1.2%
IOzone - 2MB - 8GB - Write Performance (MB/s)	607.99
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 (MB/s)	7.99

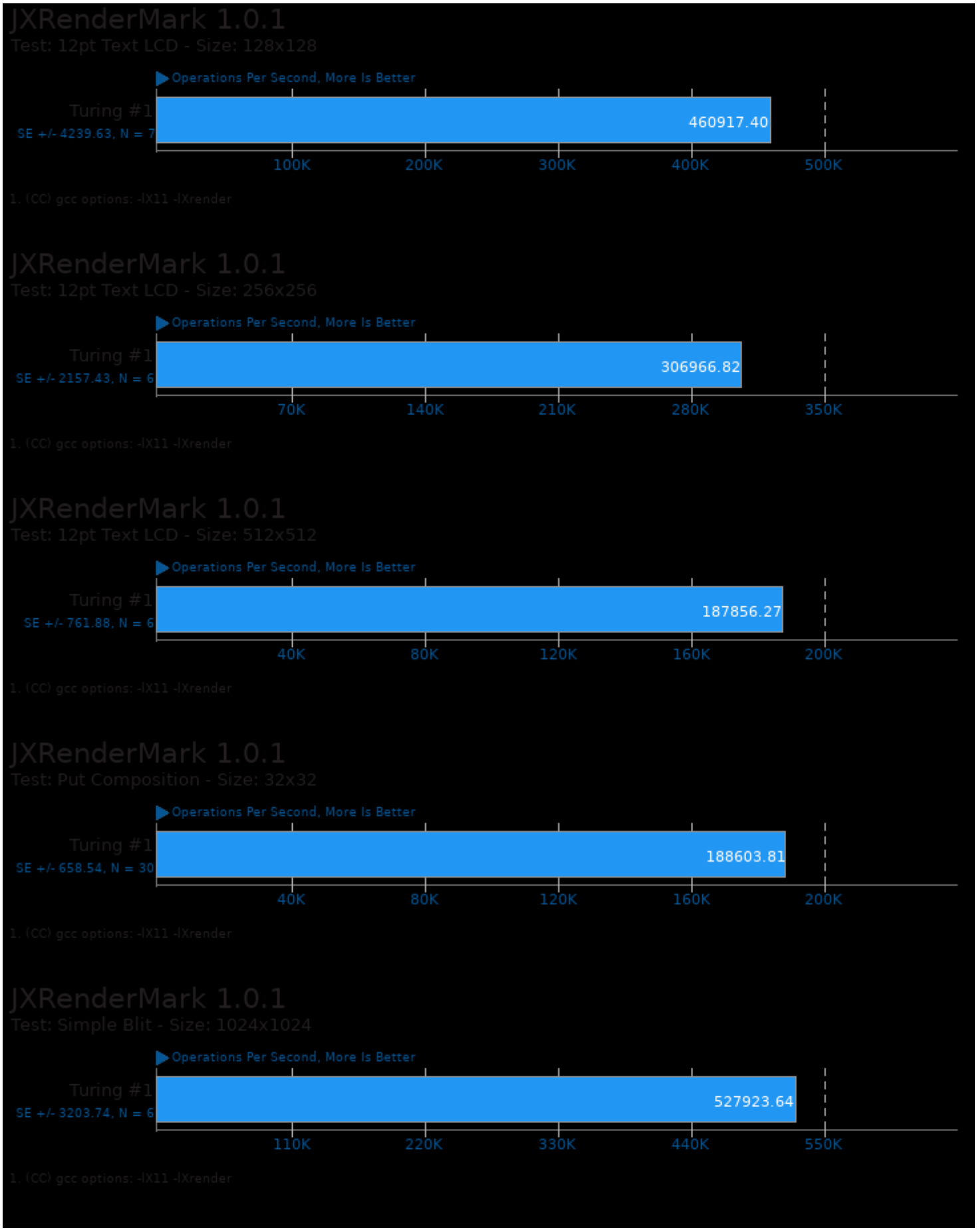
Standard Deviation	0.5%
IOzone - 64Kb - 2GB - Read Performance (MB/s)	17768
Standard Deviation	0.4%
IOzone - 64Kb - 4GB - Read Performance (MB/s)	18189
Standard Deviation	0.8%
IOzone - 64Kb - 8GB - Read Performance (MB/s)	18784
Standard Deviation	0.1%
IOzone - 1MB - 512MB - Read Performance (MB/s)	16820
Standard Deviation	2.2%
IOzone - 2MB - 512MB - Read Performance (MB/s)	16984
Standard Deviation	0.7%
IOzone - 4Kb - 512MB - Read Performance (MB/s)	7893
Standard Deviation	1.6%
IOzone - 64Kb - 2GB - Write Performance (MB/s)	112.19
Standard Deviation	1.9%
IOzone - 64Kb - 4GB - Write Performance (MB/s)	111.54
Standard Deviation	0.4%
IOzone - 64Kb - 8GB - Write Performance (MB/s)	111.59
Standard Deviation	2.2%
IOzone - 1MB - 512MB - Write Performance (MB/s)	543.92
Standard Deviation	0.8%
IOzone - 2MB - 512MB - Write Performance (MB/s)	709.93
Standard Deviation	0.2%
IOzone - 4Kb - 512MB - Write Performance (MB/s)	8.38
Standard Deviation	0.8%
IOzone - 64Kb - 512MB - Read Performance (MB/s)	15745
Standard Deviation	1.9%
IOzone - 64Kb - 512MB - Write Performance (MB/s)	111.76
Standard Deviation	0.8%
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%

Turing

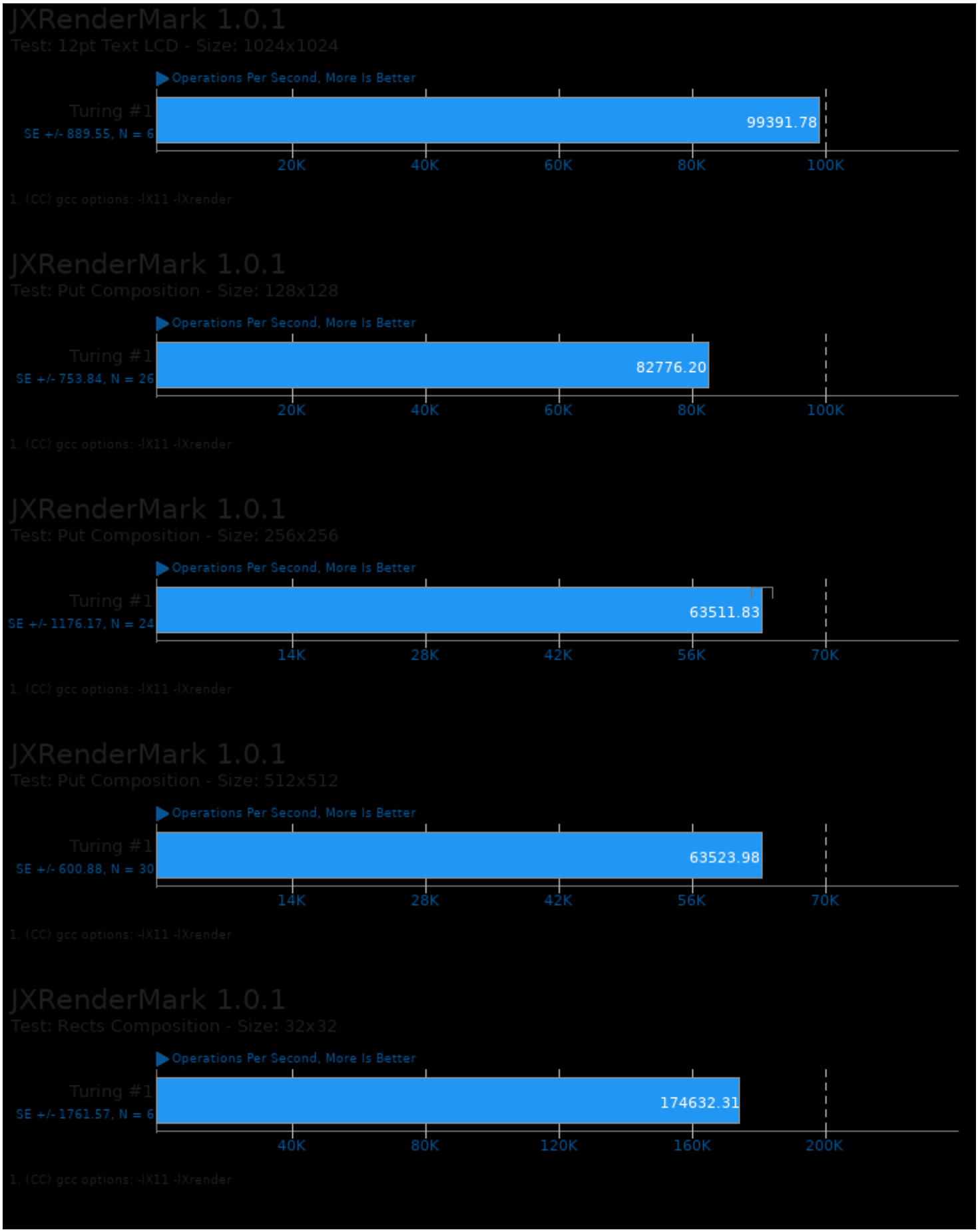
vkpeak - fp64-scalar (GFLOPS)	1621
Standard Deviation	0.1%
vkpeak - fp64-vec4 (GFLOPS)	1619
Standard Deviation	0.1%
vkpeak - int32-scalar (GIOPS)	4388
Standard Deviation	0.1%
vkpeak - int32-vec4 (GIOPS)	5137
Standard Deviation	0%
vkpeak - int16-scalar (GIOPS)	25032
Standard Deviation	0%
vkpeak - int16-vec4 (GIOPS)	39004
Standard Deviation	0.1%
RealSR-NCNN - 4x - No (sec)	4.721
Standard Deviation	0.3%
RealSR-NCNN - 4x - Yes (sec)	23.565
Standard Deviation	0.3%
Waifu2x-NCNN Vulkan - 2x - 3 - Yes (sec)	3.055
Standard Deviation	0.2%

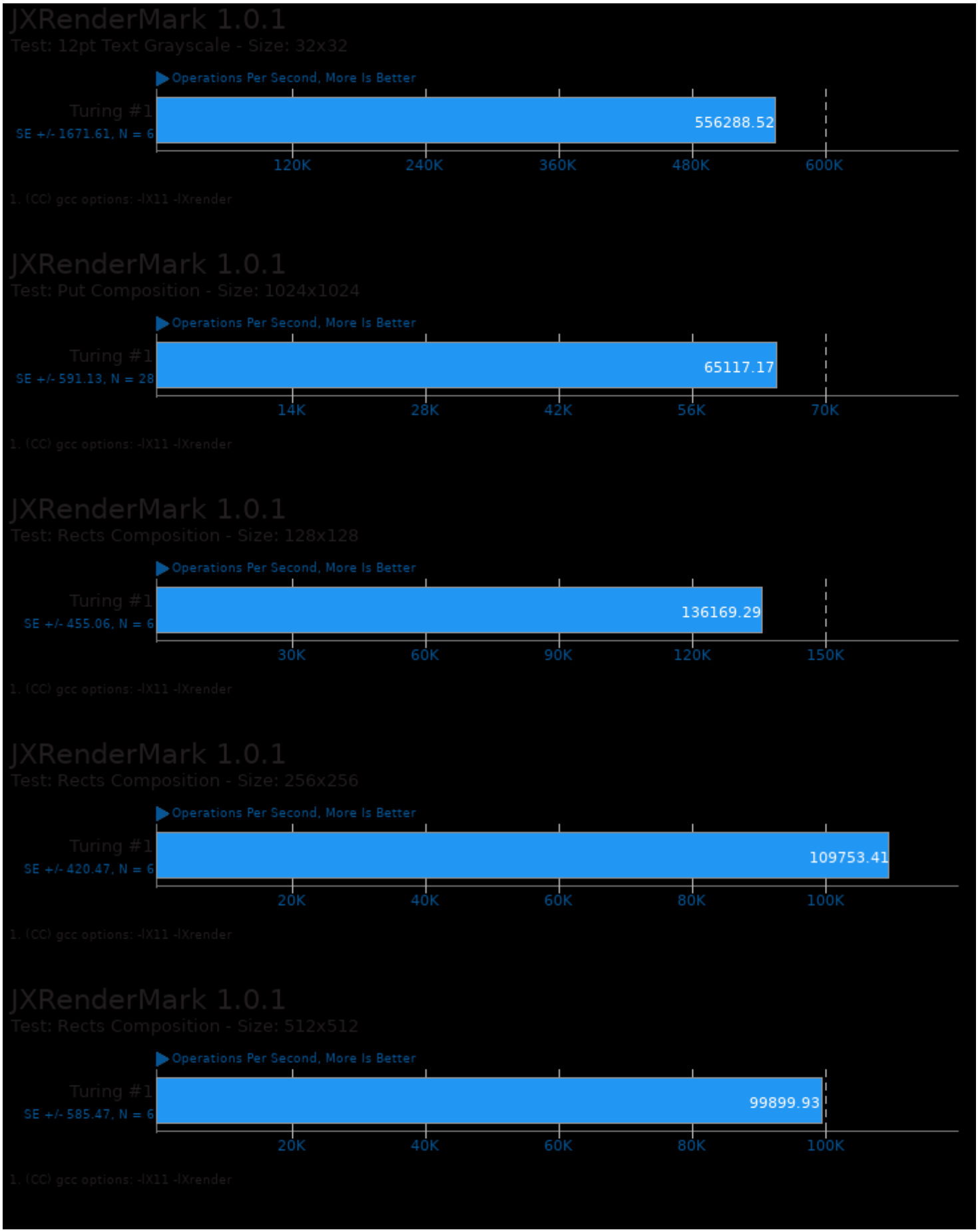
Turing

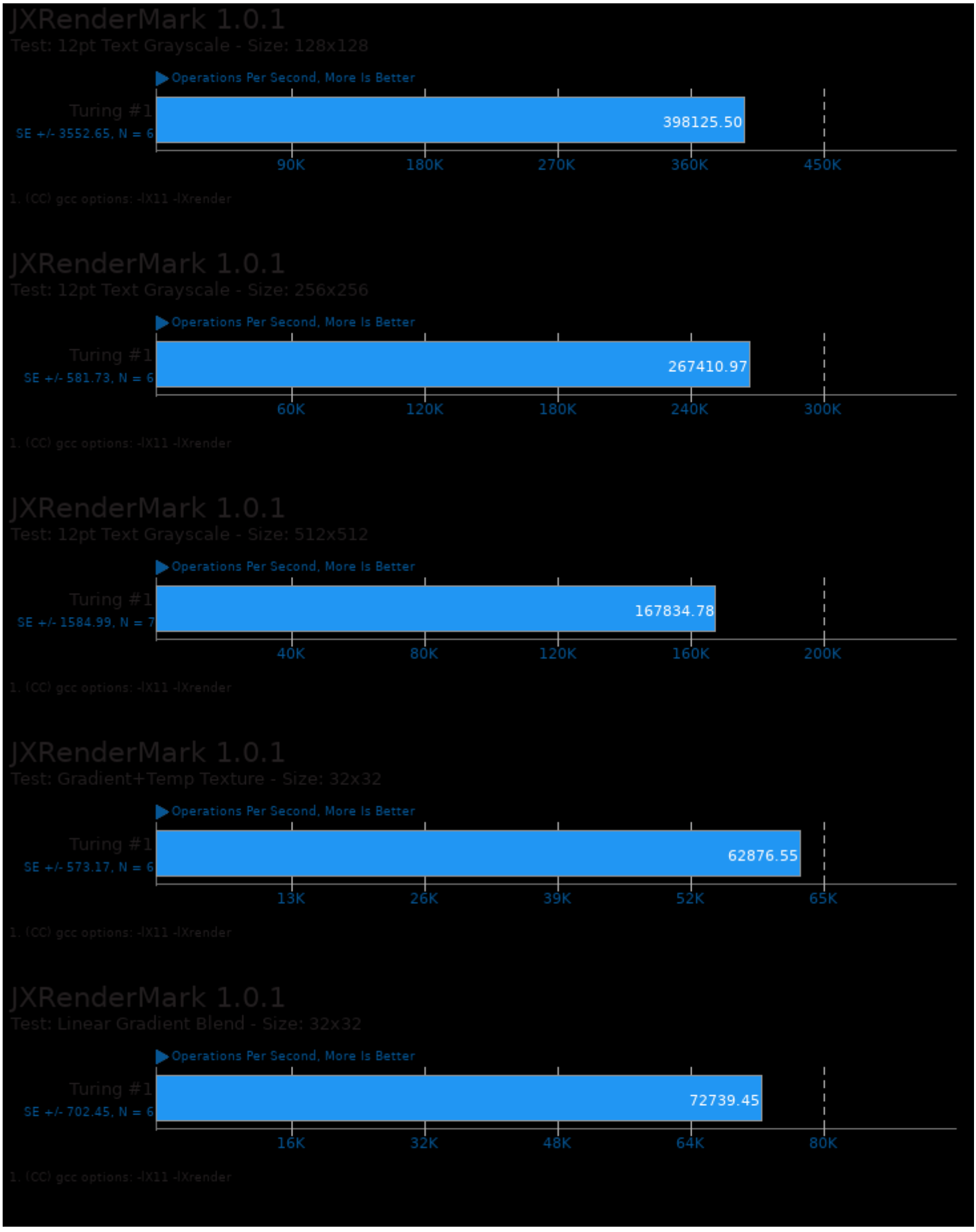

JXRenderMark 1.0.1
Test: Simple Blit - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 7489.36, N = 6
1155052.89
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text LCD - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 921.89, N = 6
823150.78
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Simple Blit - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 5338.96, N = 6
1152929.78
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Simple Blit - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 2746.61, N = 6
1169086.10
300K
600K
900K
1200K
1500K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Simple Blit - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 5663.78, N = 6
1046870.84
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender

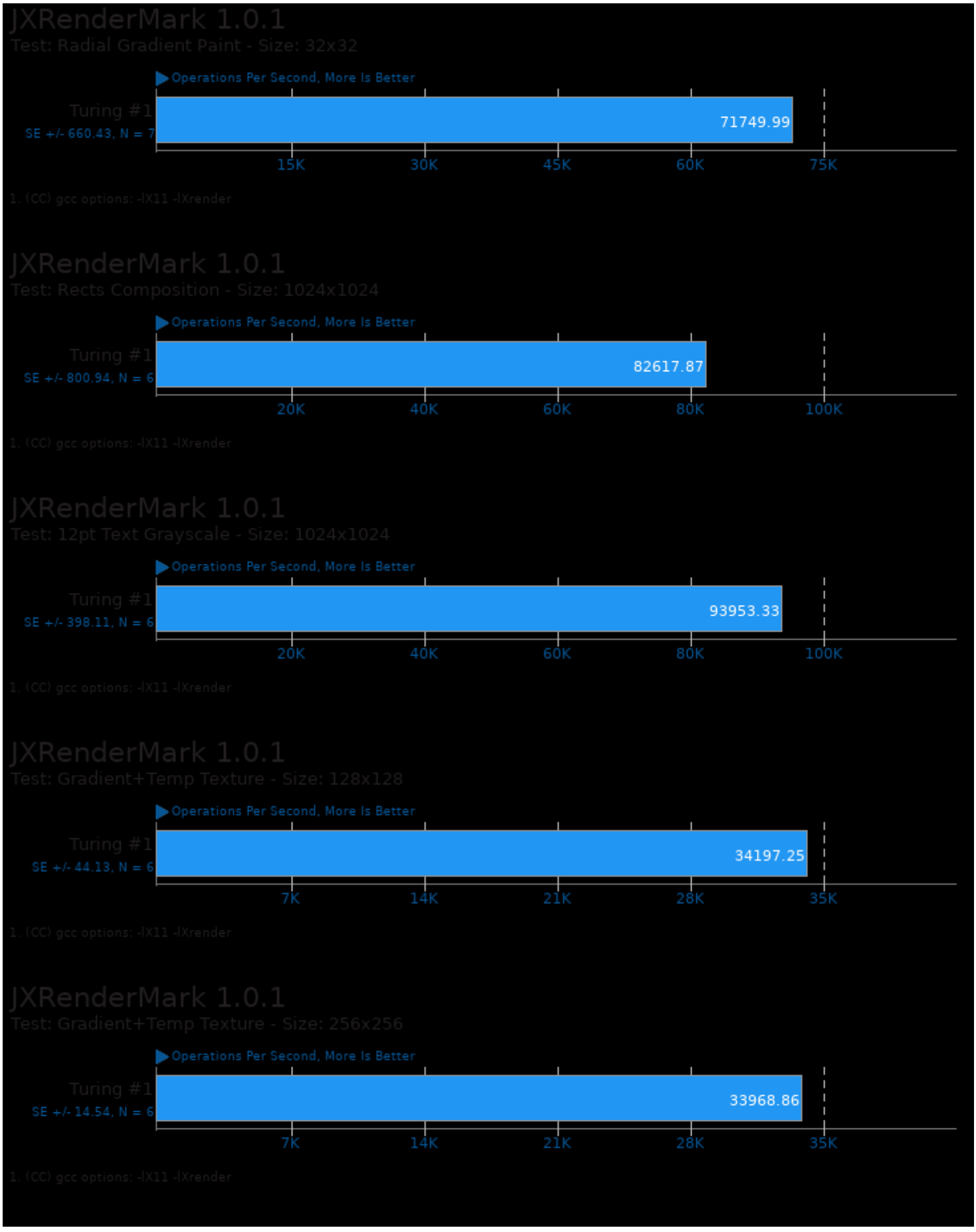

JXRenderMark 1.0.1
Test: 12pt Text LCD - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 4239.63, N = 7
460917.40
100K
200K
300K
400K
500K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text LCD - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 2157.43, N = 6
306966.82
70K
140K
210K
280K
350K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text LCD - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 761.88, N = 6
187856.27
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Put Composition - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 658.54, N = 30
188603.81
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Simple Blit - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 3203.74, N = 6
527923.64
110K
220K
330K
440K
550K
1. (CC) gcc options: -lX11 -lXrender

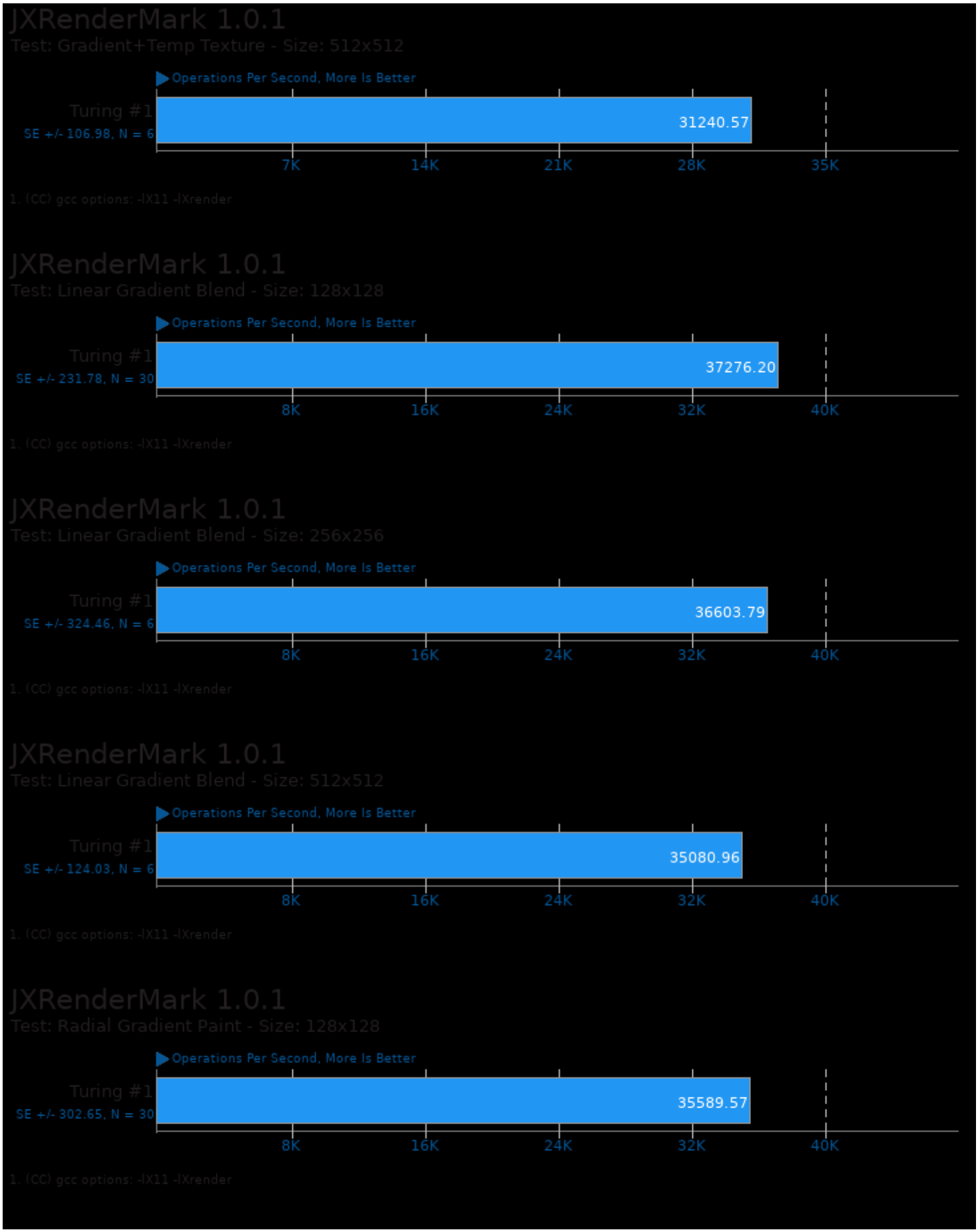
Turing


JXRenderMark 1.0.1
Test: 12pt Text LCD - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 889.55, N = 6
99391.78
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Put Composition - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 753.84, N = 26
82776.20
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Put Composition - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 1176.17, N = 24
63511.83
14K
28K
42K
56K
70K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Put Composition - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 600.88, N = 30
63523.98
14K
28K
42K
56K
70K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Rects Composition - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 1761.57, N = 6
174632.31
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender

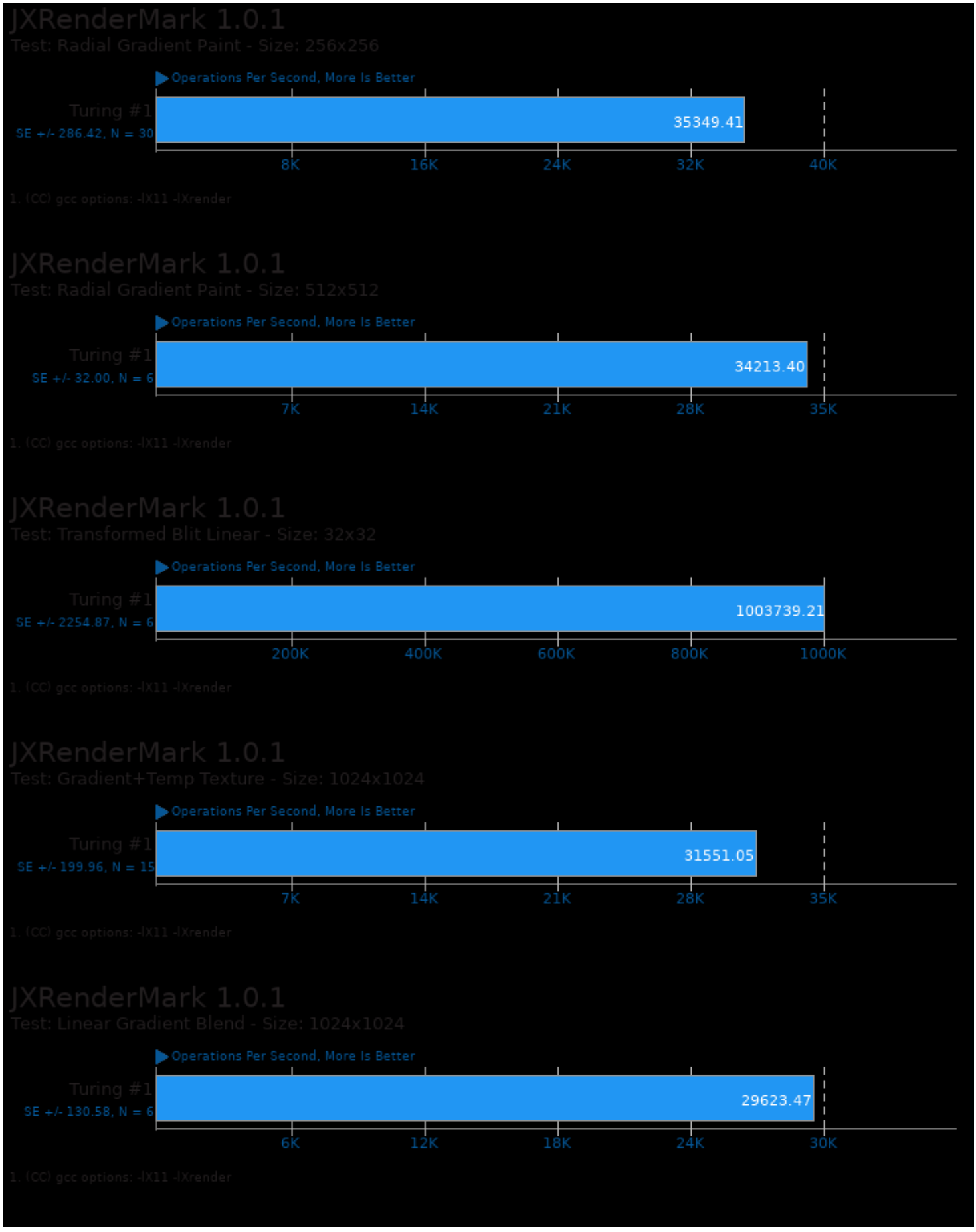

JXRenderMark 1.0.1
Test: 12pt Text Grayscale - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 1671.61, N = 6
556288.52
120K
240K
360K
480K
600K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Put Composition - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 591.13, N = 28
65117.17
14K
28K
42K
56K
70K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Rects Composition - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 455.06, N = 6
136169.29
30K
60K
90K
120K
150K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Rects Composition - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 420.47, N = 6
109753.41
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Rects Composition - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 585.47, N = 6
99899.93
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender


JXRenderMark 1.0.1
Test: 12pt Text Grayscale - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 3552.65, N = 6
398125.50
90K
180K
270K
360K
450K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text Grayscale - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 581.73, N = 6
267410.97
60K
120K
180K
240K
300K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text Grayscale - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 1584.99, N = 7
167834.78
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Gradient+Temp Texture - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 573.17, N = 6
62876.55
13K
26K
39K
52K
65K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Linear Gradient Blend - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 702.45, N = 6
72739.45
16K
32K
48K
64K
80K
1. (CC) gcc options: -lX11 -lXrender

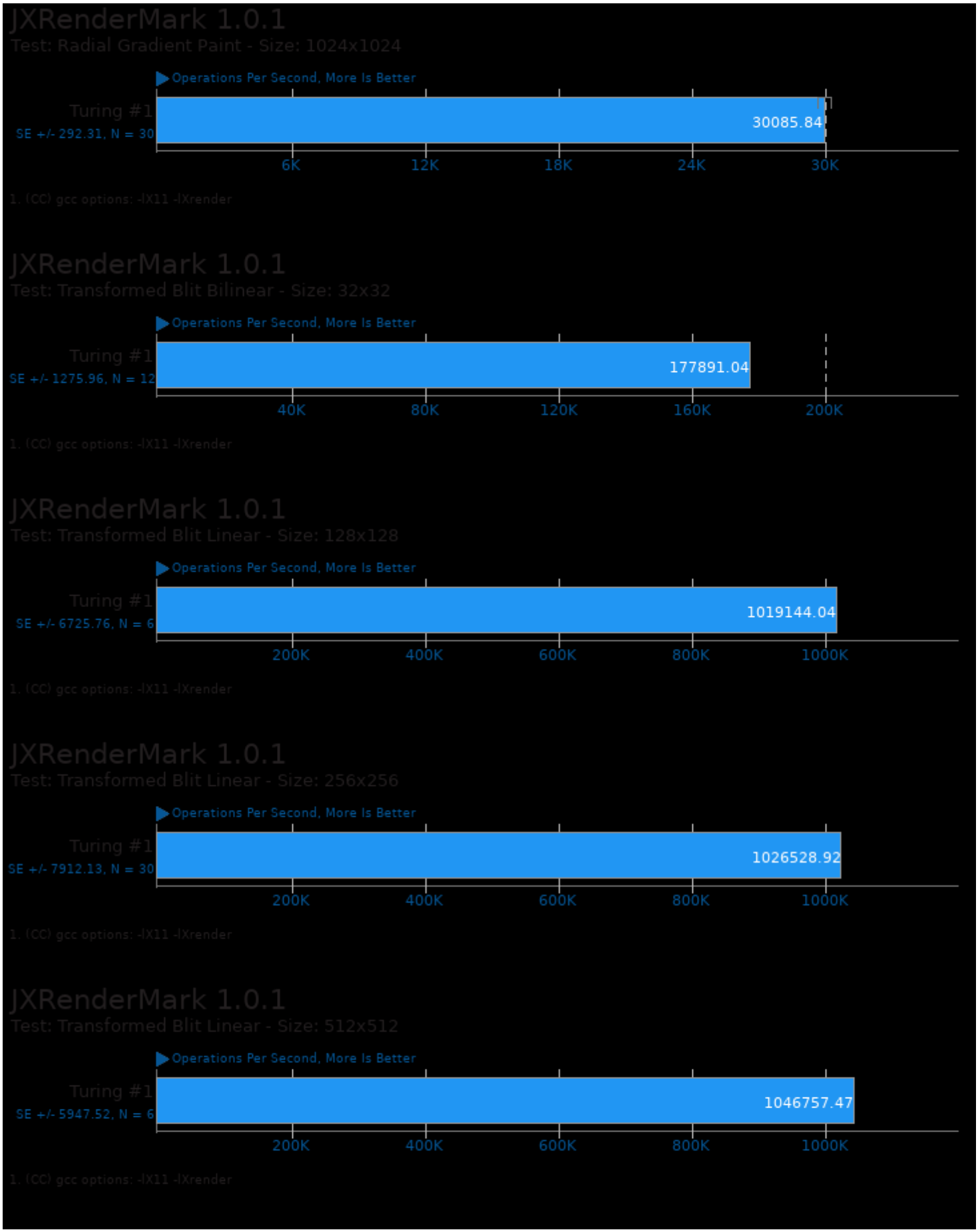

JXRenderMark 1.0.1
Test: Radial Gradient Paint - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 660.43, N = 7
71749.99
15K
30K
45K
60K
75K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Rects Composition - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 800.94, N = 6
82617.87
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: 12pt Text Grayscale - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 398.11, N = 6
93953.33
20K
40K
60K
80K
100K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Gradient+Temp Texture - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 44.13, N = 6
34197.25
7K
14K
21K
28K
35K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Gradient+Temp Texture - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 14.54, N = 6
33968.86
7K
14K
21K
28K
35K
1. (CC) gcc options: -lX11 -lXrender


JXRenderMark 1.0.1
Test: Gradient+Temp Texture - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 106.98, N = 6
31240.57
7K
14K
21K
28K
35K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Linear Gradient Blend - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 231.78, N = 30
37276.20
8K
16K
24K
32K
40K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Linear Gradient Blend - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 324.46, N = 6
36603.79
8K
16K
24K
32K
40K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Linear Gradient Blend - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 124.03, N = 6
35080.96
8K
16K
24K
32K
40K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Radial Gradient Paint - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 302.65, N = 30
35589.57
8K
16K
24K
32K
40K
1. (CC) gcc options: -lX11 -lXrender

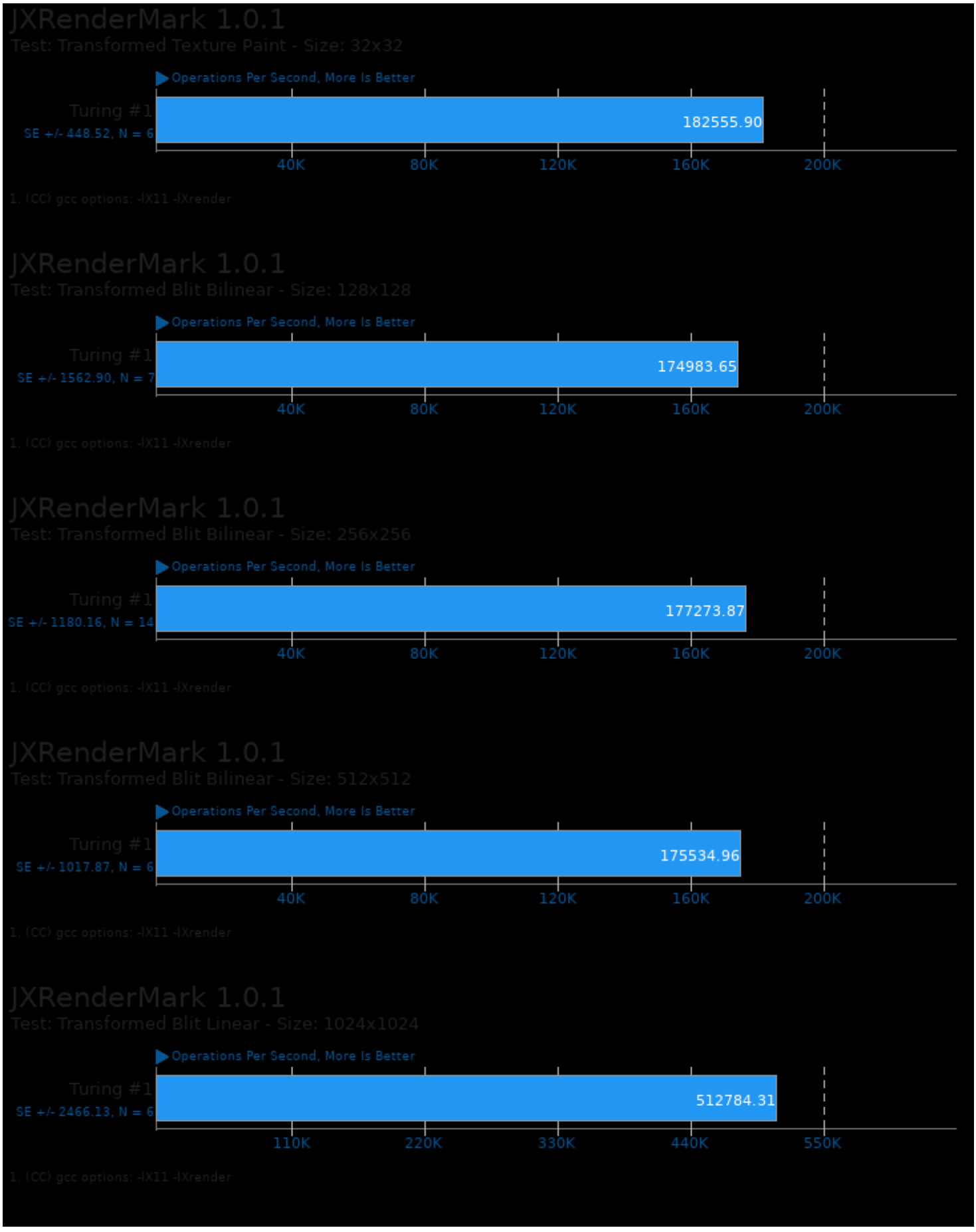
Turing


JXRenderMark 1.0.1
Test: Radial Gradient Paint - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 286.42, N = 30
35349.41
8K
16K
24K
32K
40K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Radial Gradient Paint - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 32.00, N = 6
34213.40
7K
14K
21K
28K
35K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Linear - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 2254.87, N = 6
1003739.21
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Gradient+Temp Texture - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 199.96, N = 15
31551.05
7K
14K
21K
28K
35K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Linear Gradient Blend - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 130.58, N = 6
29623.47
6K
12K
18K
24K
30K
1. (CC) gcc options: -lX11 -lXrender

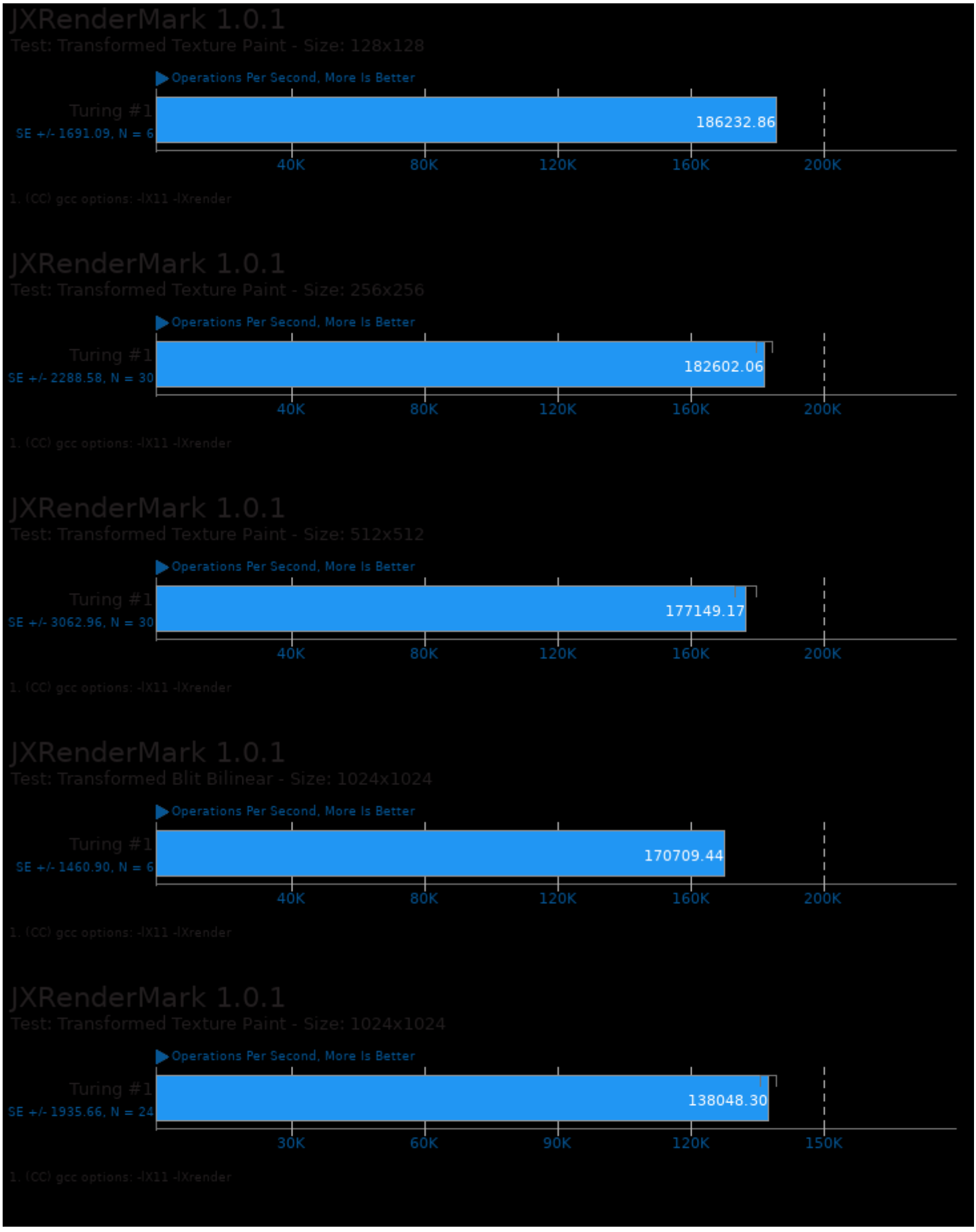
Turing


JXRenderMark 1.0.1
Test: Radial Gradient Paint - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 292.31, N = 30
30085.84
6K
12K
18K
24K
30K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Bilinear - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 1275.96, N = 12
177891.04
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Linear - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 6725.76, N = 6
1019144.04
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Linear - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 7912.13, N = 30
1026528.92
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Linear - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 5947.52, N = 6
1046757.47
200K
400K
600K
800K
1000K
1. (CC) gcc options: -lX11 -lXrender

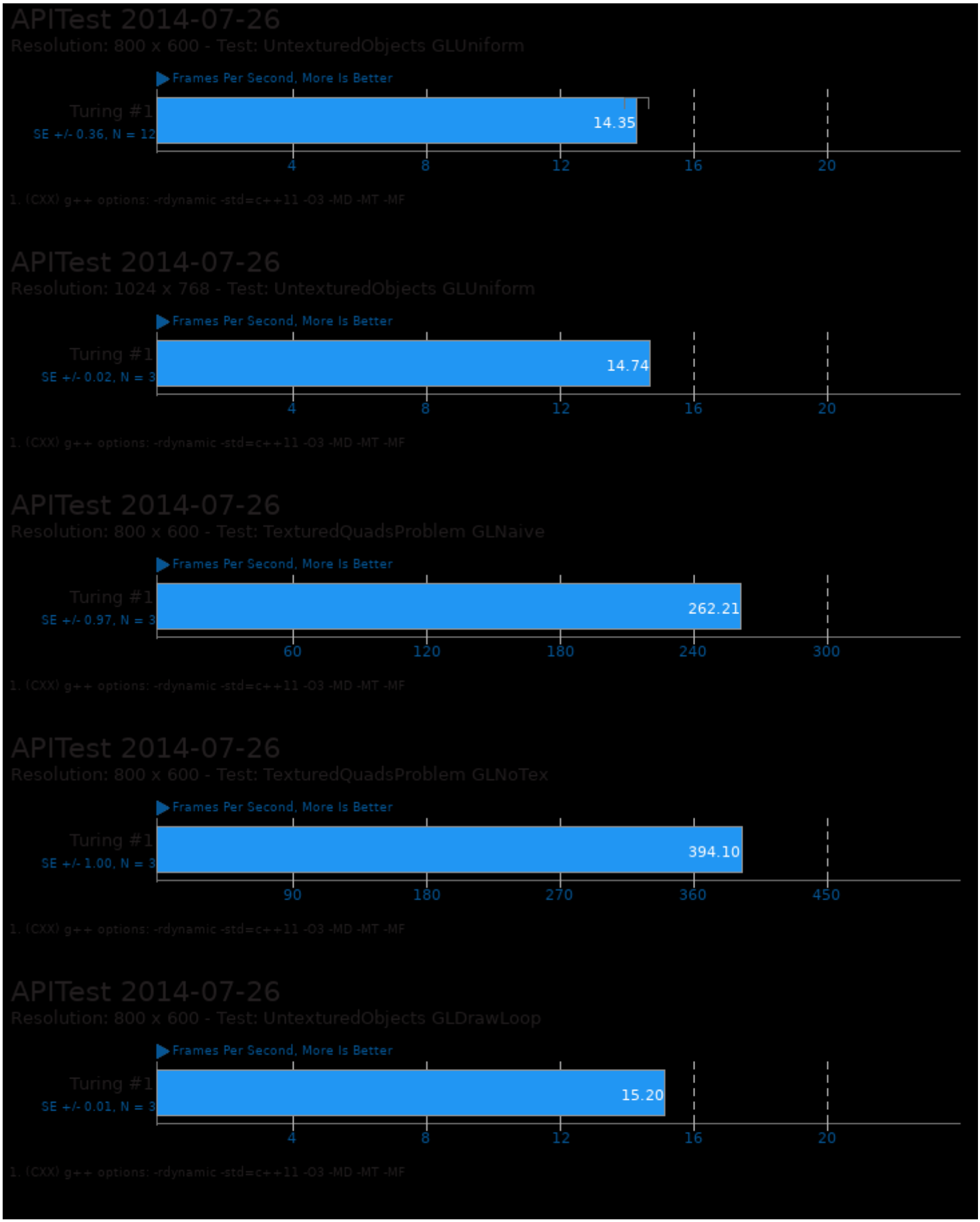
Turing


JXRenderMark 1.0.1
Test: Transformed Texture Paint - Size: 32x32
Operations Per Second, More Is Better
Turing #1
SE +/- 448.52, N = 6
182555.90
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Bilinear - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 1562.90, N = 7
174983.65
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Bilinear - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 1180.16, N = 14
177273.87
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Bilinear - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 1017.87, N = 6
175534.96
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Linear - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 2466.13, N = 6
512784.31
110K
220K
330K
440K
550K
1. (CC) gcc options: -lX11 -lXrender

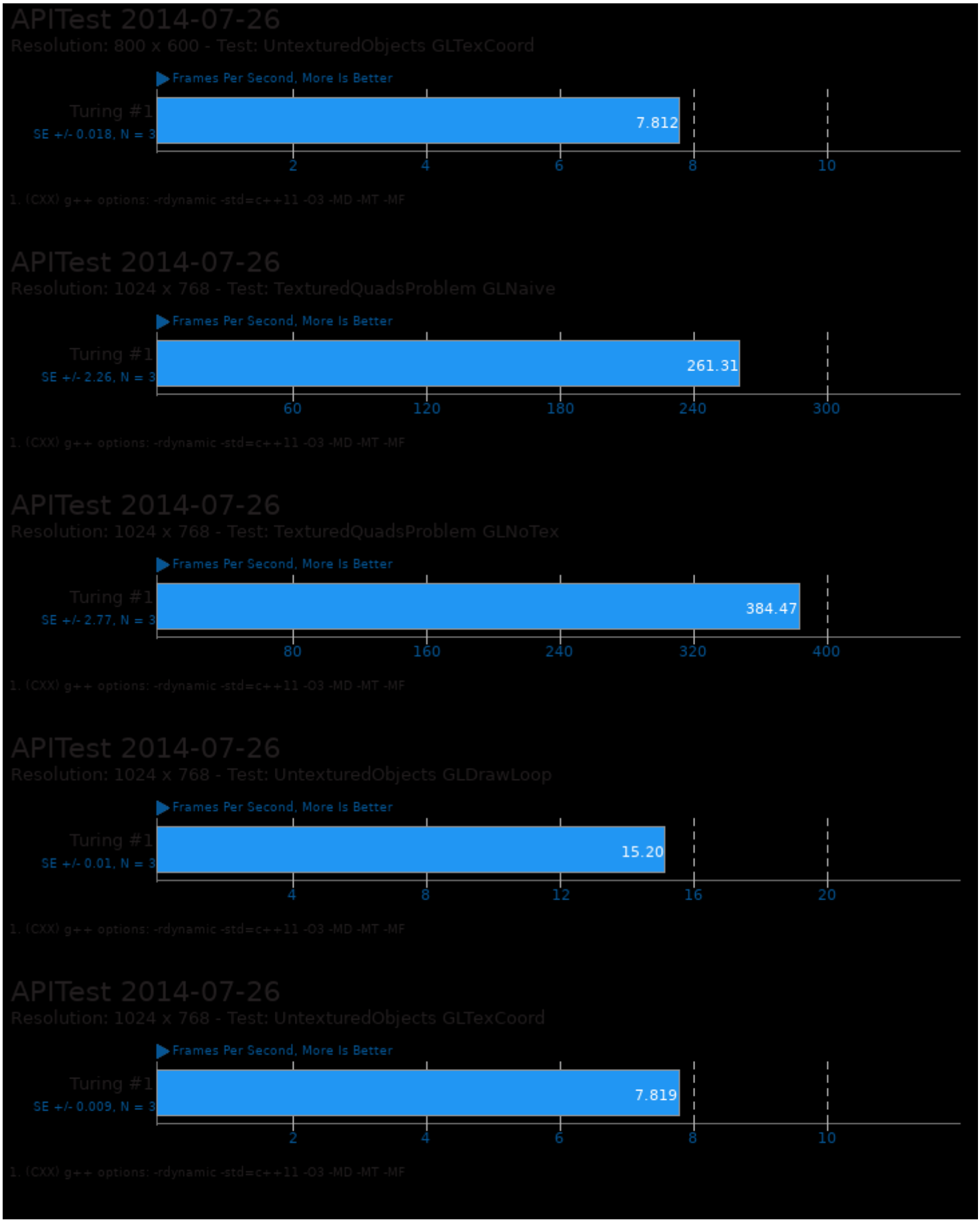
Turing


JXRenderMark 1.0.1
Test: Transformed Texture Paint - Size: 128x128
Operations Per Second, More Is Better
Turing #1
SE +/- 1691.09, N = 6
186232.86
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Texture Paint - Size: 256x256
Operations Per Second, More Is Better
Turing #1
SE +/- 2288.58, N = 30
182602.06
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Texture Paint - Size: 512x512
Operations Per Second, More Is Better
Turing #1
SE +/- 3062.96, N = 30
177149.17
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Blit Bilinear - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 1460.90, N = 6
170709.44
40K
80K
120K
160K
200K
1. (CC) gcc options: -lX11 -lXrender
JXRenderMark 1.0.1
Test: Transformed Texture Paint - Size: 1024x1024
Operations Per Second, More Is Better
Turing #1
SE +/- 1935.66, N = 24
138048.30
30K
60K
90K
120K
150K
1. (CC) gcc options: -lX11 -lXrender

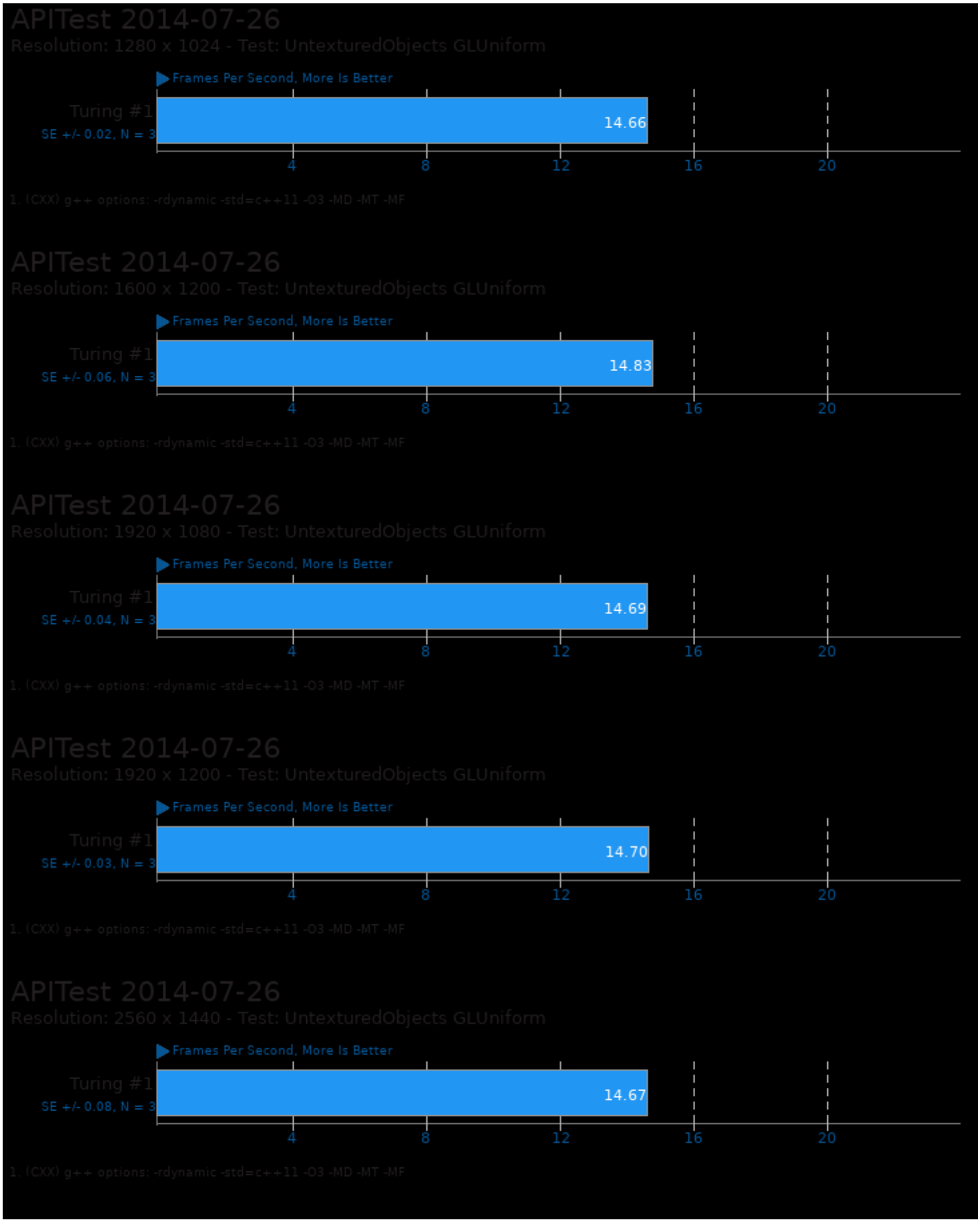
Turing


APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.36, N = 12
14.35
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.02, N = 3
14.74
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 0.97, N = 3
262.21
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 1.00, N = 3
394.10
90
180
270
360
450
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.01, N = 3
15.20
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

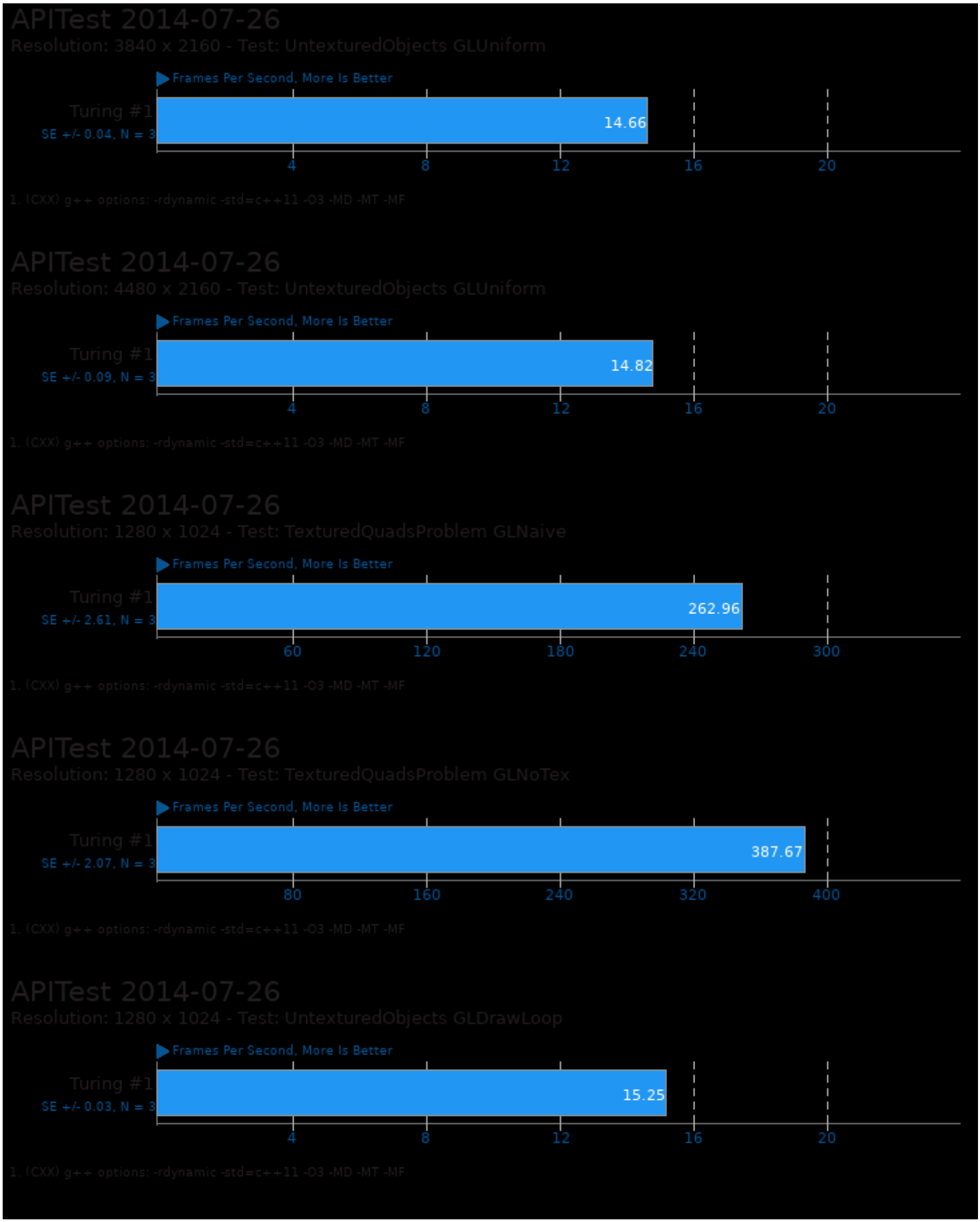
Turing


APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.018, N = 3
7.812
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 2.26, N = 3
261.31
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 2.77, N = 3
384.47
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.01, N = 3
15.20
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.009, N = 3
7.819
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

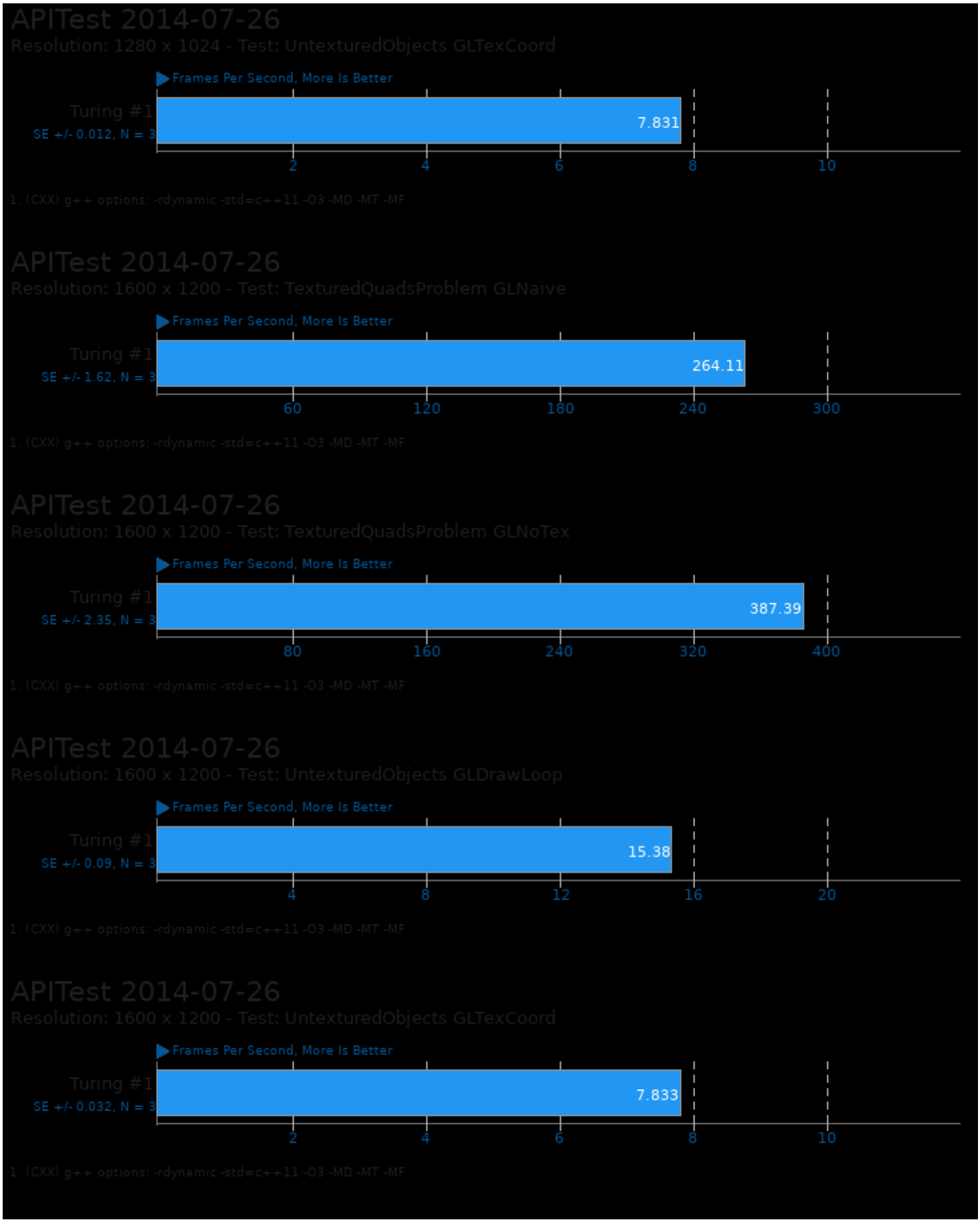
Turing


APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.02, N = 3
14.66
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
14.83
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.04, N = 3
14.69
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
14.70
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
14.67
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing


APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.04, N = 3
14.66
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
14.82
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 2.61, N = 3
262.96
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 2.07, N = 3
387.67
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
15.25
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

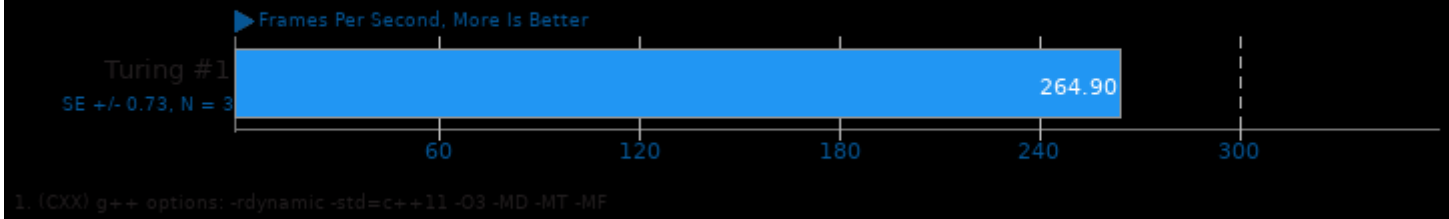
Turing


APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.012, N = 3
7.831
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 1.62, N = 3
264.11
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 2.35, N = 3
387.39
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
15.38
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.032, N = 3
7.833
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

APITest 2014-07-26

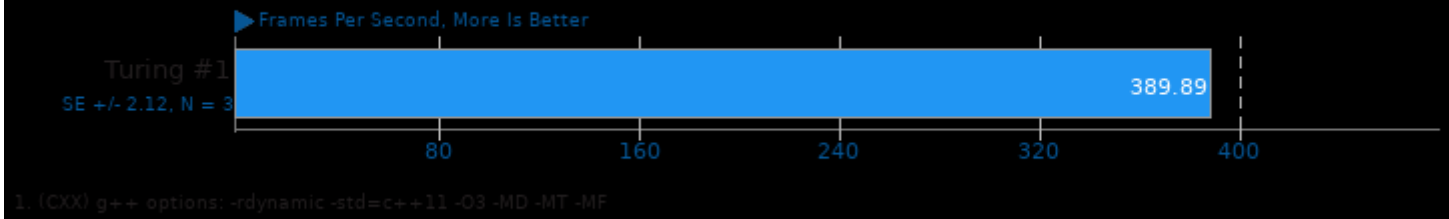
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaive



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

APITest 2014-07-26

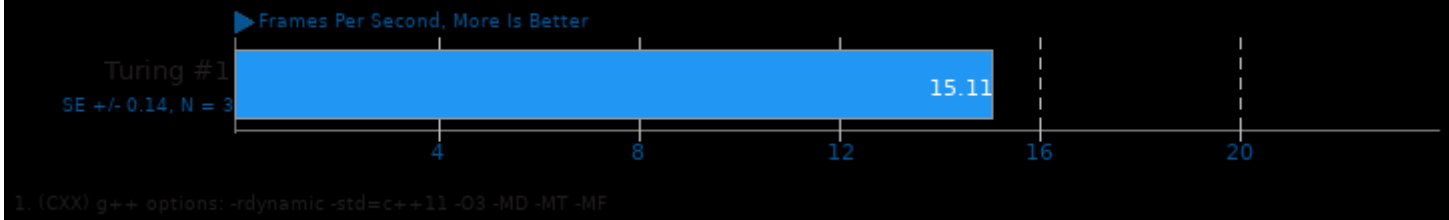
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTex



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

APITest 2014-07-26

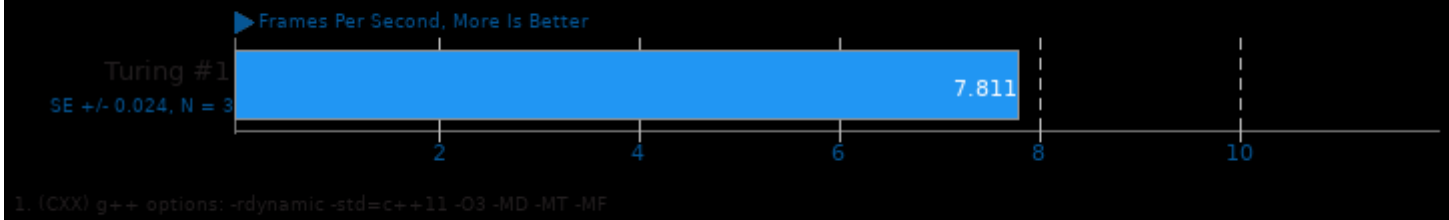
Resolution: 1920 x 1080 - Test: UntexturedObjects GLDrawLoop



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

APITest 2014-07-26

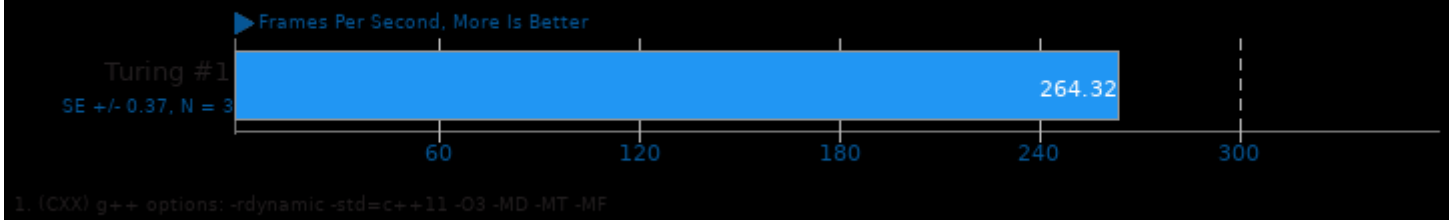
Resolution: 1920 x 1080 - Test: UntexturedObjects GLTexCoord



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

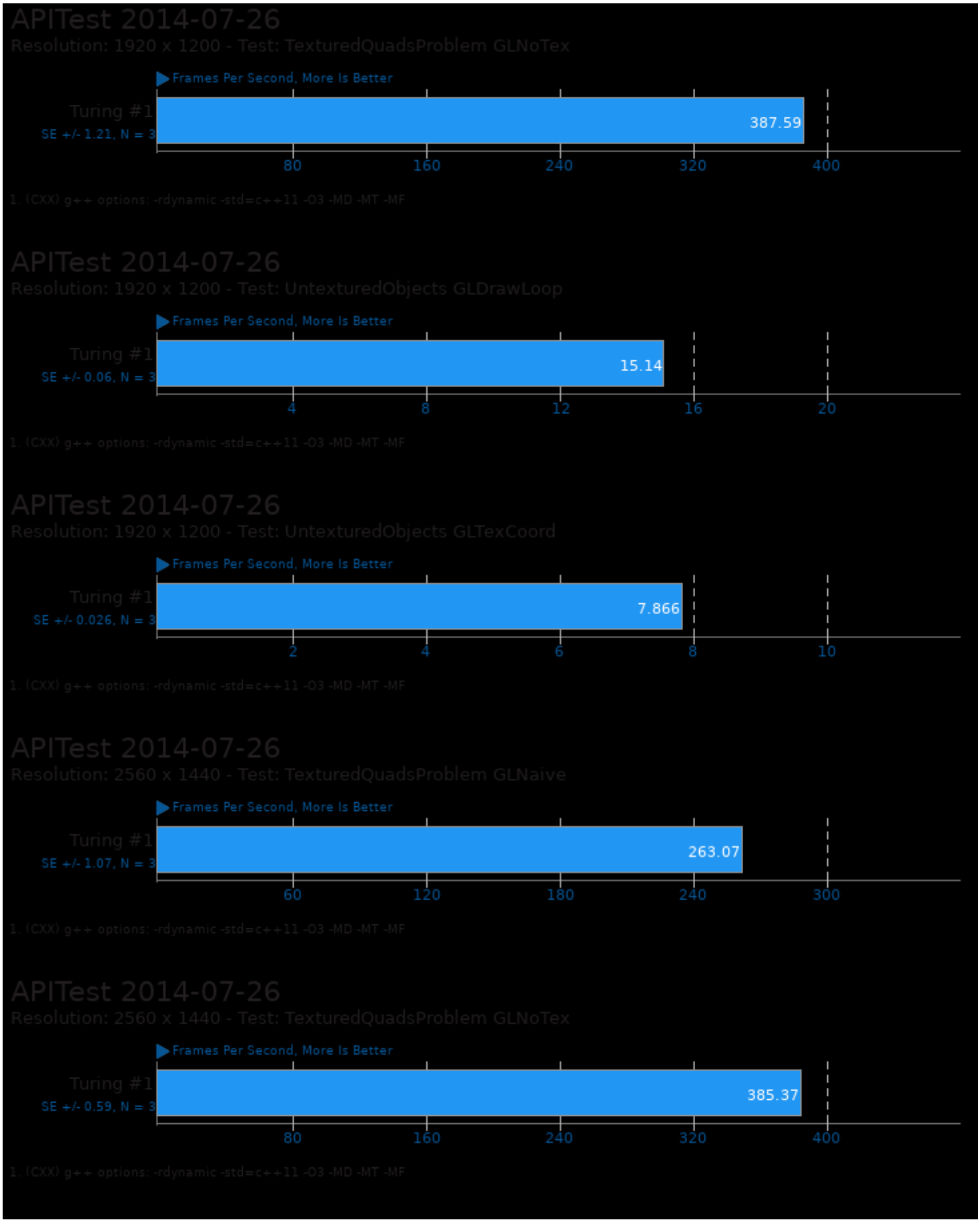
APITest 2014-07-26

Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaive

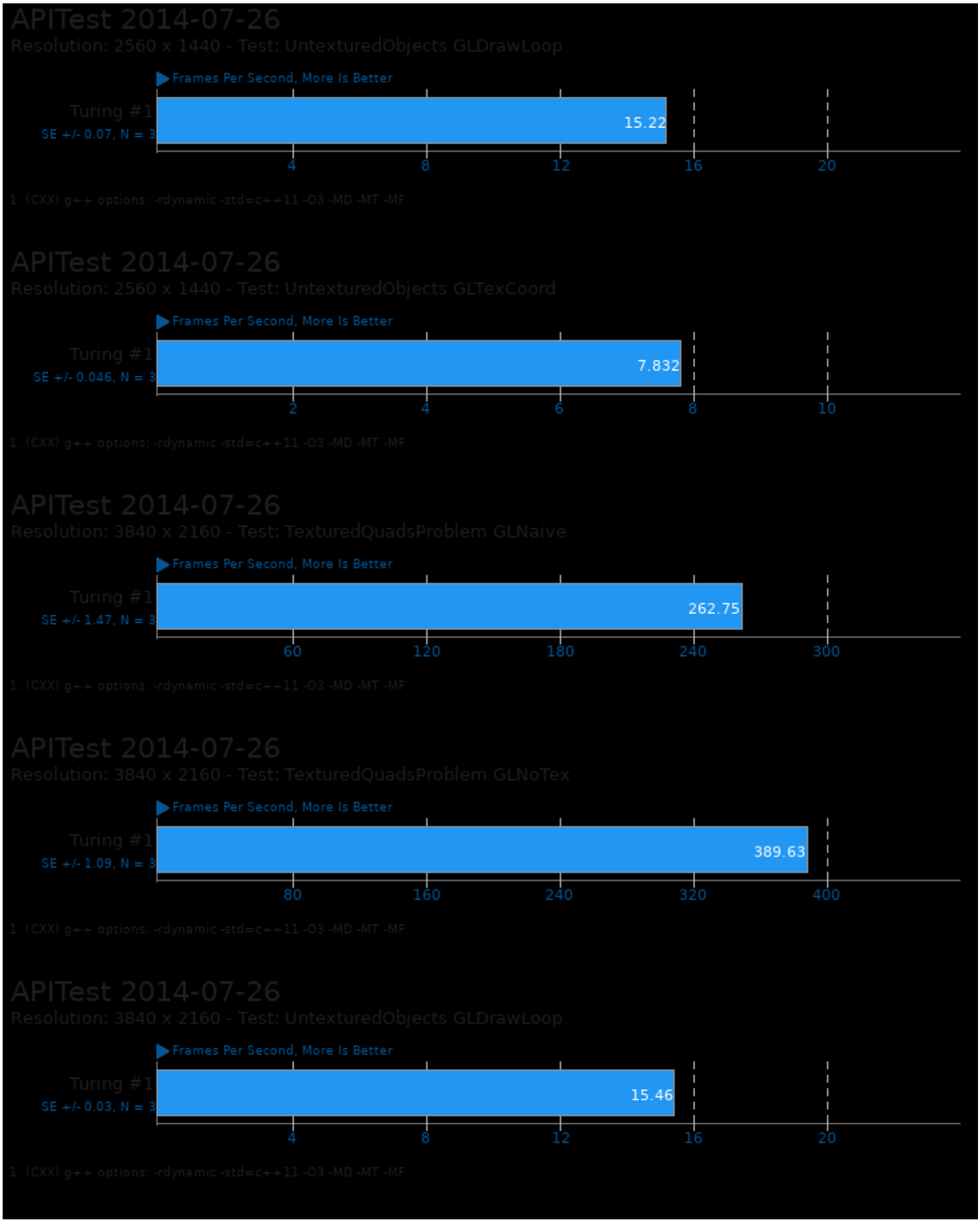


1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

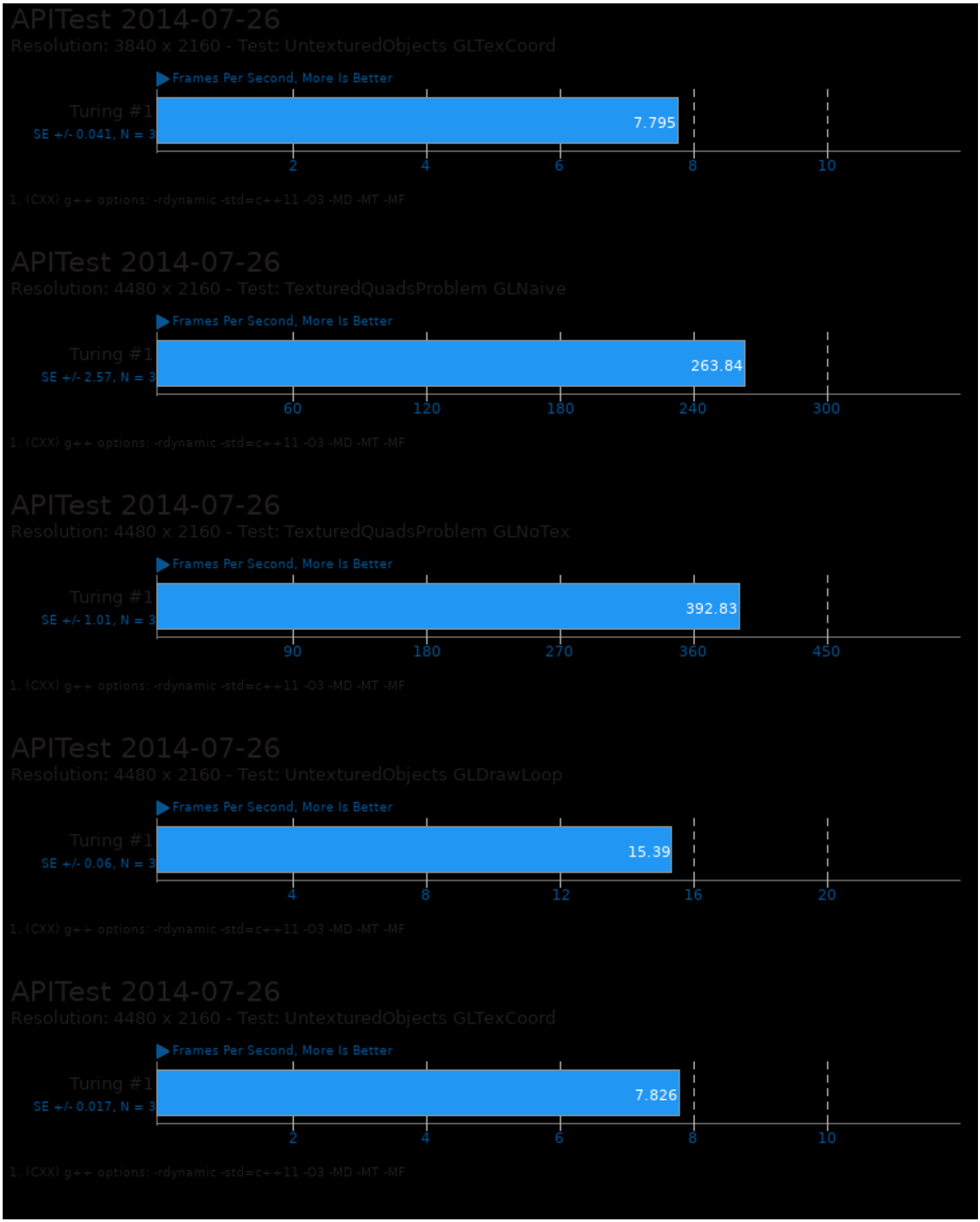
Turing


APITest 2014-07-26
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 1.21, N = 3
387.59
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
15.14
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.026, N = 3
7.866
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 1.07, N = 3
263.07
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 0.59, N = 3
385.37
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

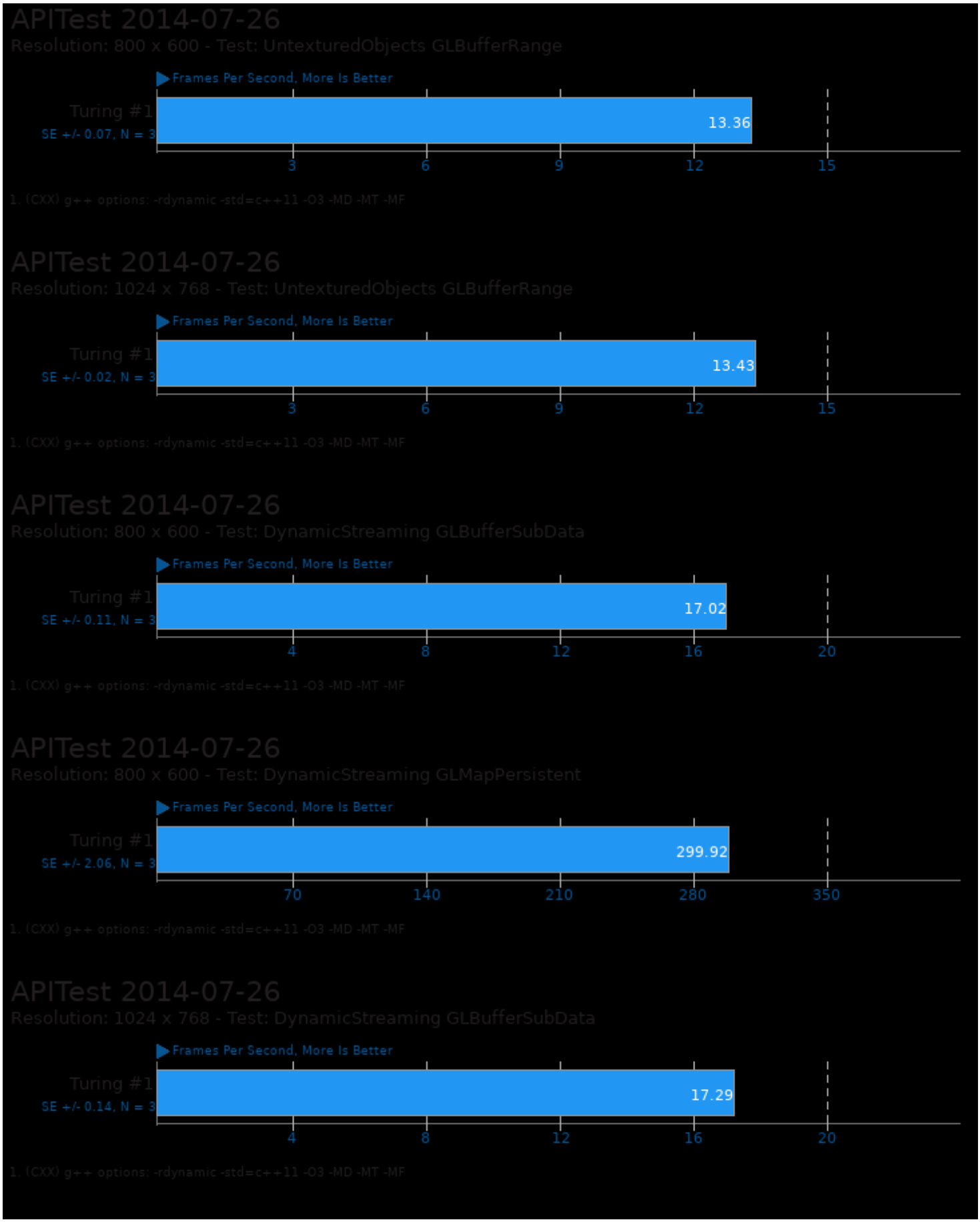
Turing


APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.07, N = 3
15.22
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.046, N = 3
7.832
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 1.47, N = 3
262.75
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 1.09, N = 3
389.63
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
15.46
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

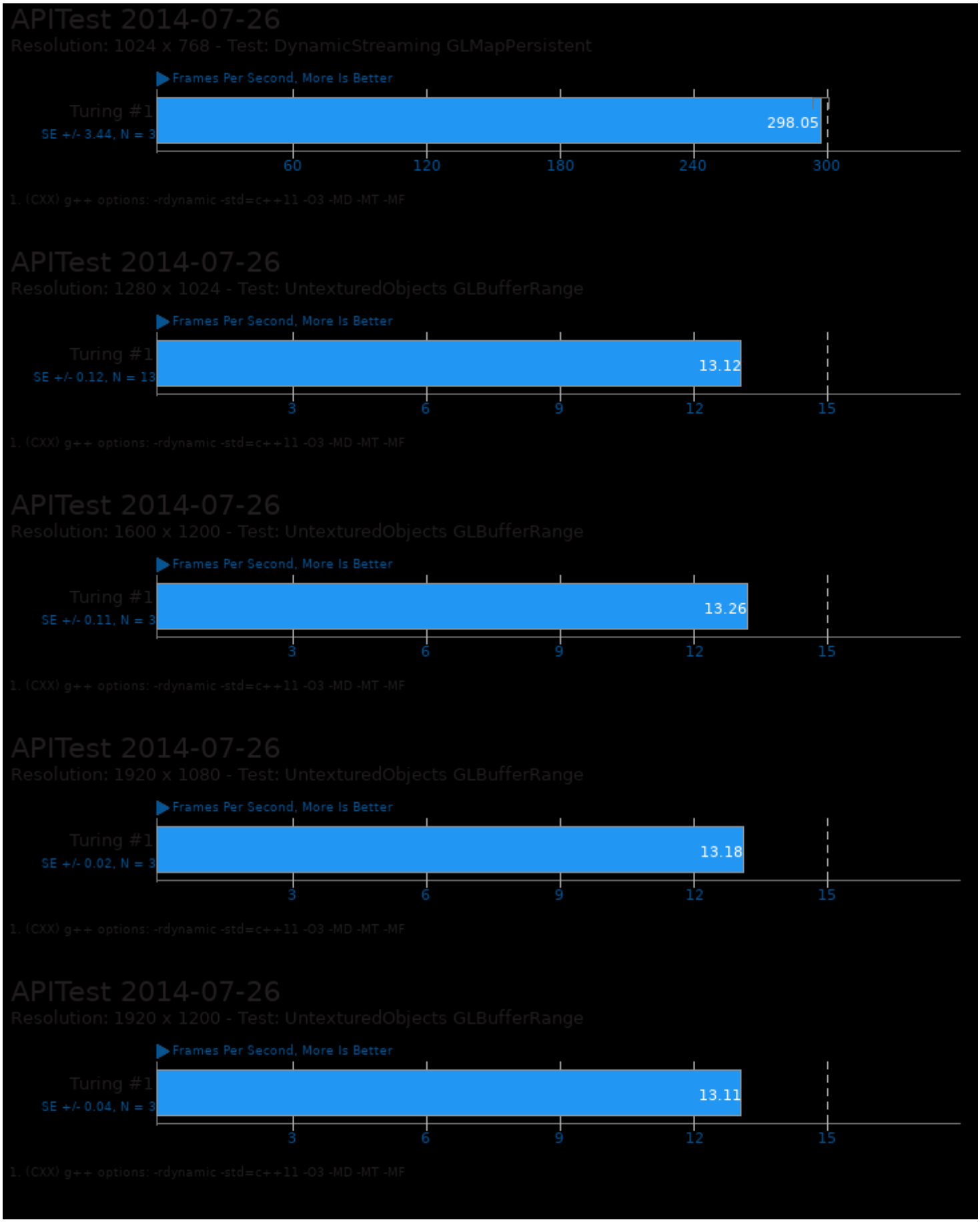
Turing


APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.041, N = 3
7.795
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNaive
Frames Per Second, More Is Better
Turing #1
SE +/- 2.57, N = 3
263.84
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNoTex
Frames Per Second, More Is Better
Turing #1
SE +/- 1.01, N = 3
392.83
90
180
270
360
450
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLDrawLoop
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
15.39
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLTexCoord
Frames Per Second, More Is Better
Turing #1
SE +/- 0.017, N = 3
7.826
2
4
6
8
10
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

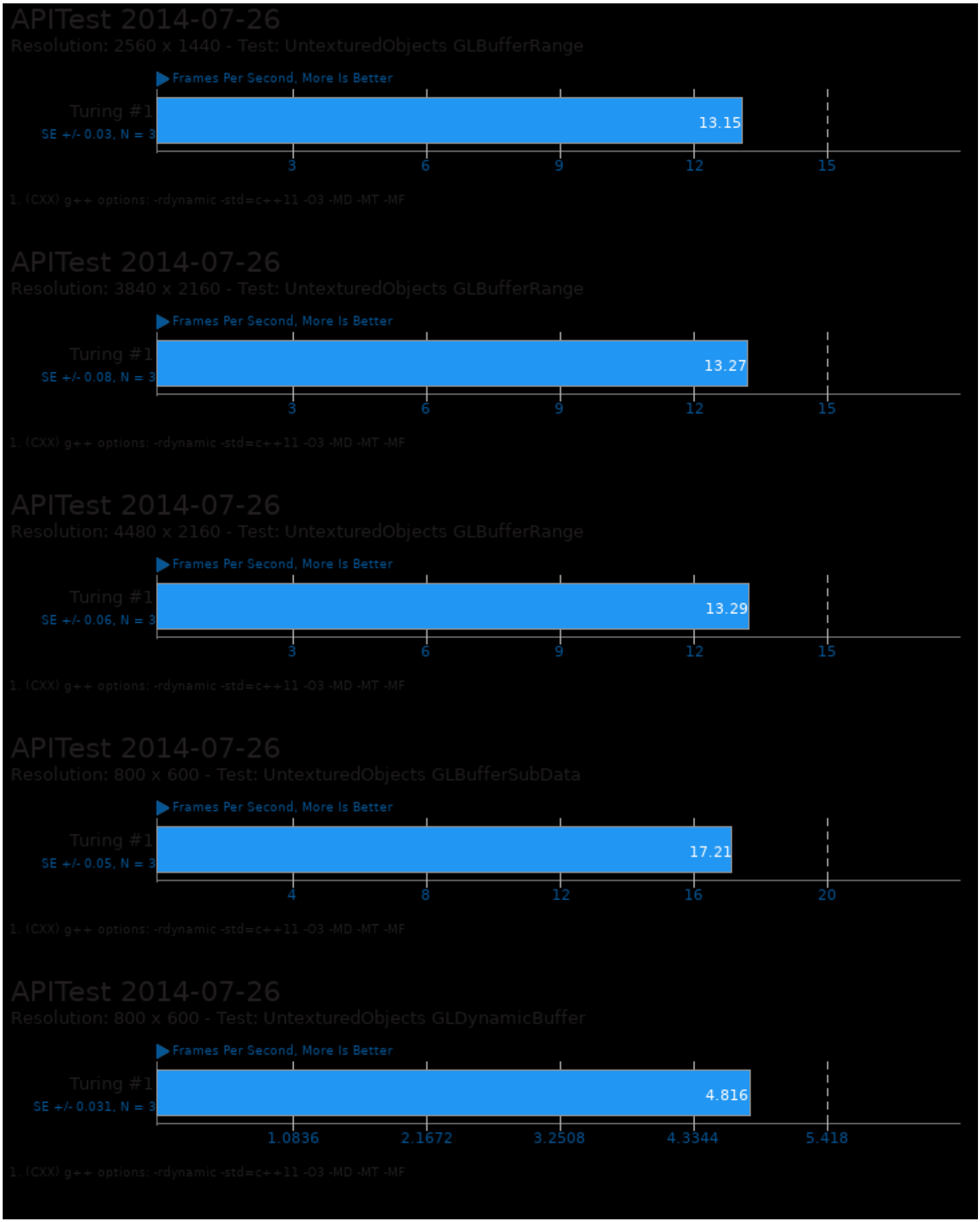
Turing


APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.07, N = 3
13.36
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.02, N = 3
13.43
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.11, N = 3
17.02
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.06, N = 3
299.92
70
140
210
280
350
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.14, N = 3
17.29
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

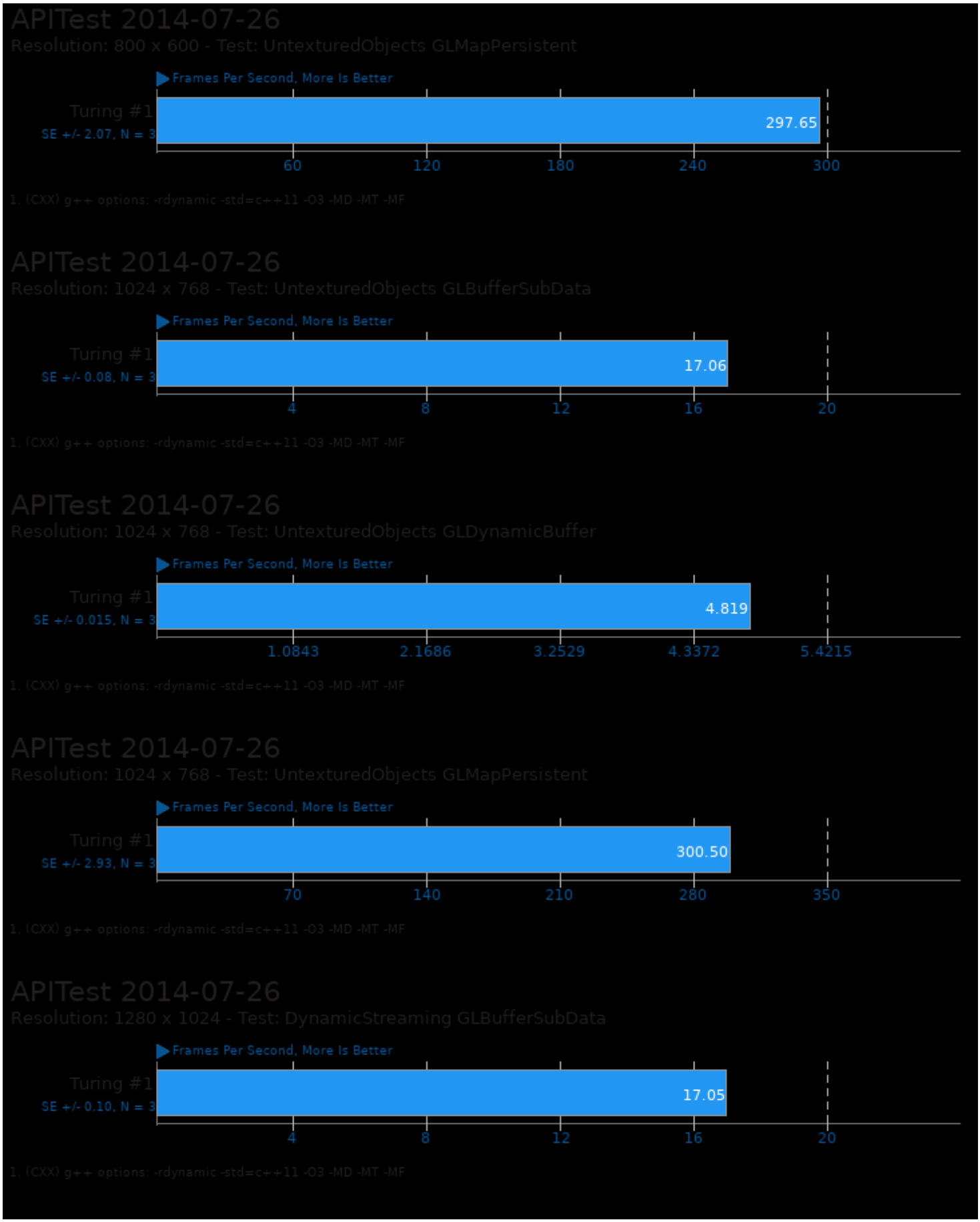
Turing


APITest 2014-07-26
Resolution: 1024 x 768 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.44, N = 3
298.05
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.12, N = 13
13.12
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.11, N = 3
13.26
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.02, N = 3
13.18
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.04, N = 3
13.11
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

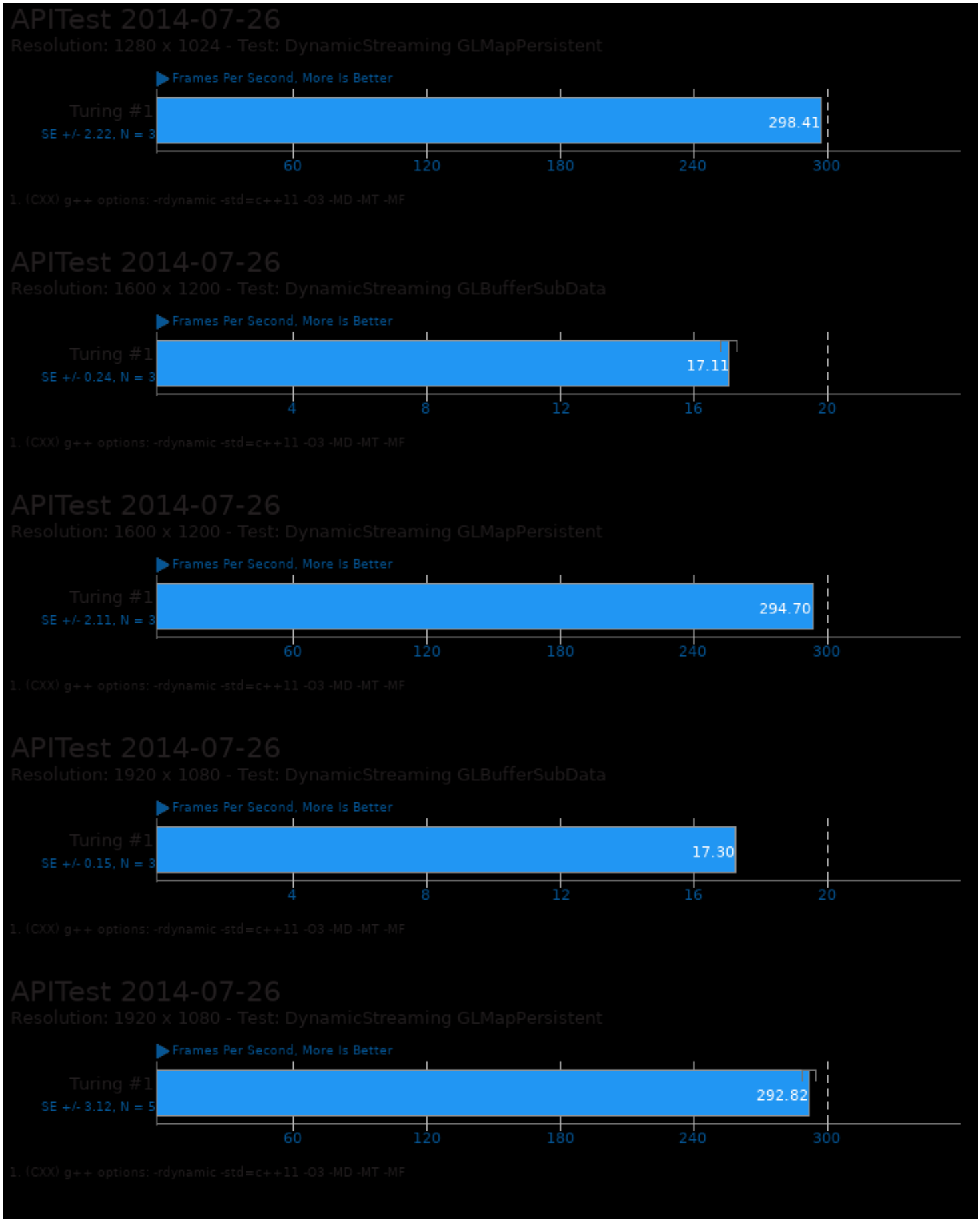
Turing


APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
13.15
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
13.27
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferRange
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
13.29
3
6
9
12
15
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.05, N = 3
17.21
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.031, N = 3
4.816
1.0836
2.1672
3.2508
4.3344
5.418
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

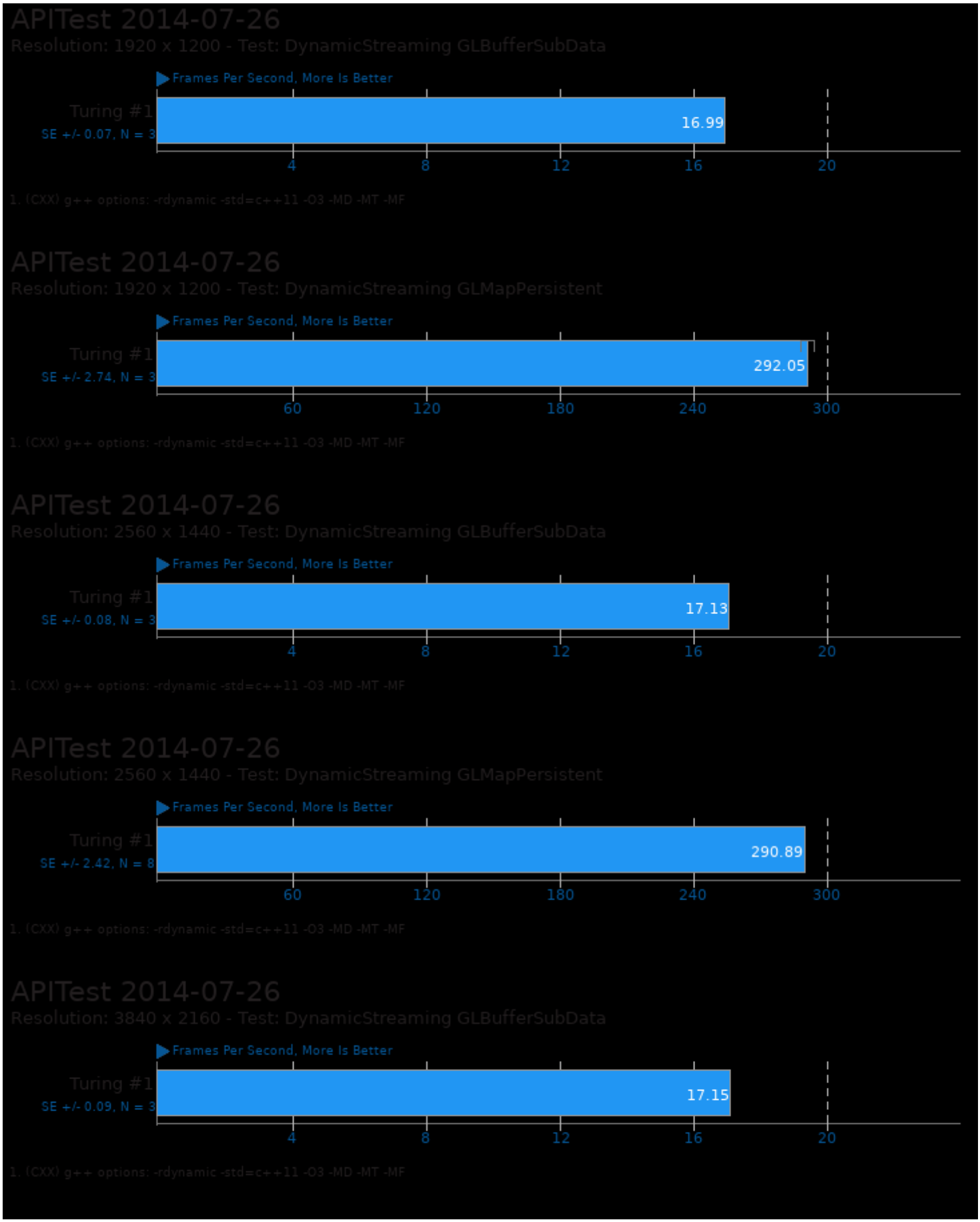
Turing

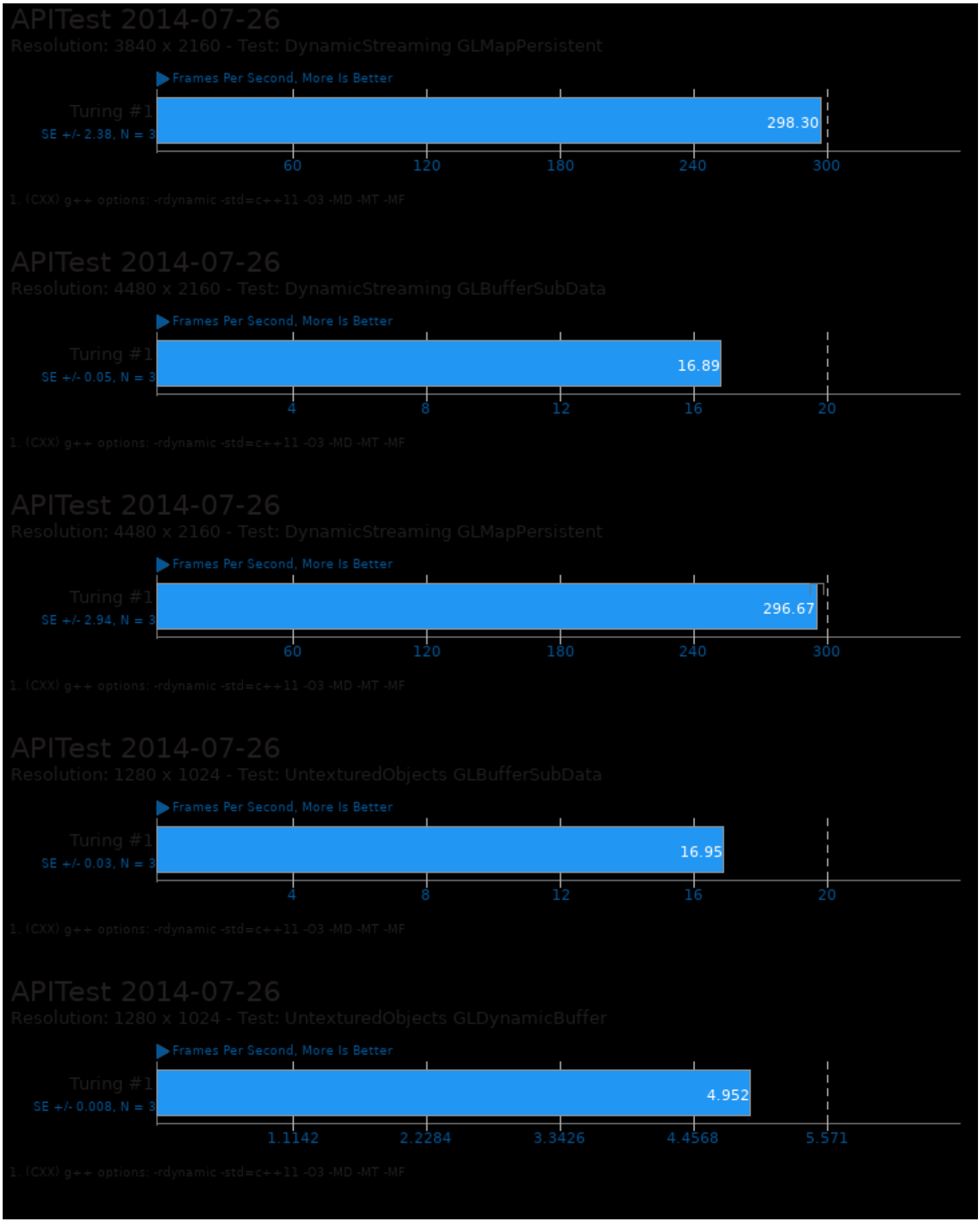

APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.07, N = 3
297.65
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
17.06
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.015, N = 3
4.819
1.0843
2.1686
3.2529
4.3372
5.4215
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.93, N = 3
300.50
70
140
210
280
350
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
17.05
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

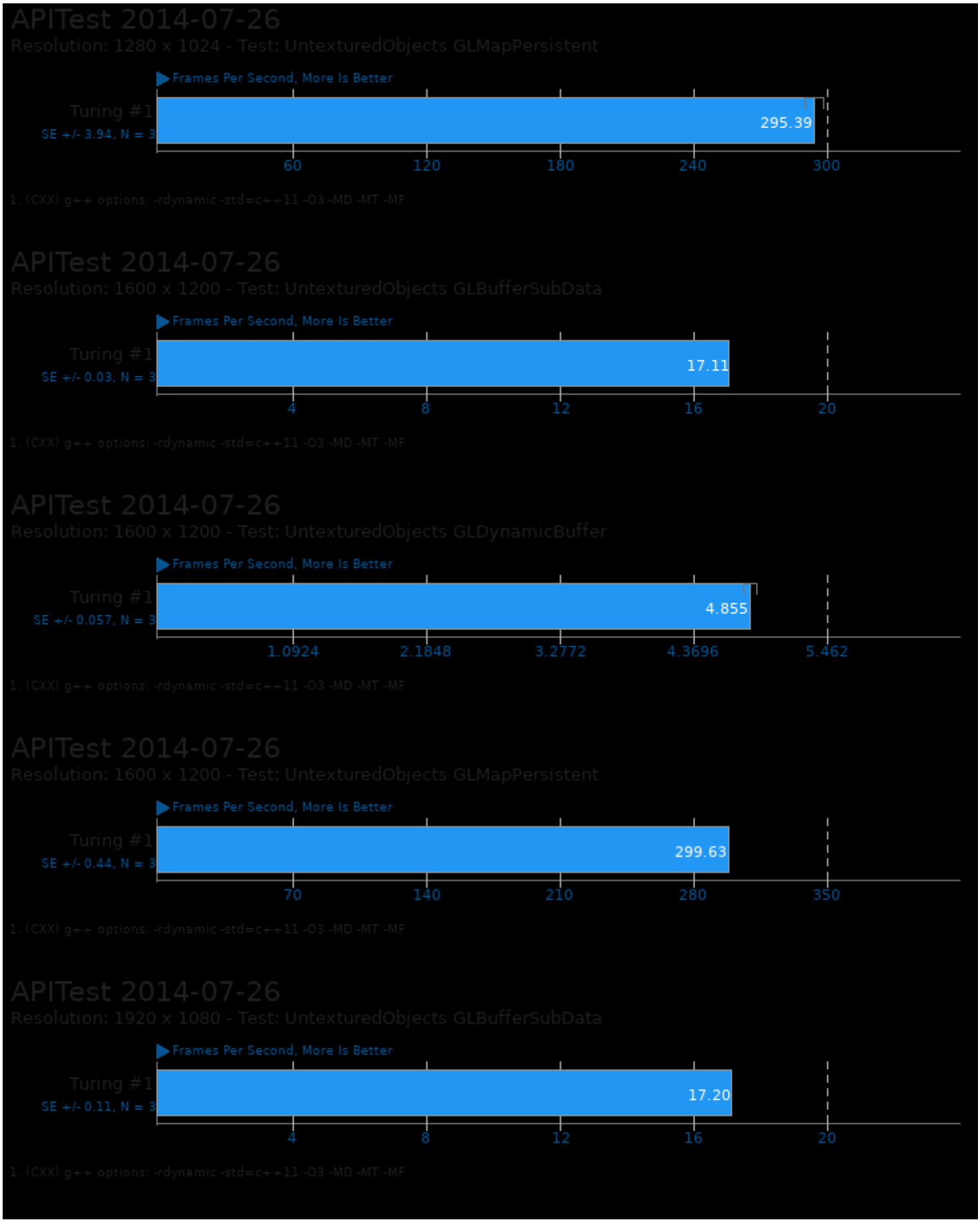

APITest 2014-07-26
Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.22, N = 3
298.41
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.24, N = 3
17.11
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.11, N = 3
294.70
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.15, N = 3
17.30
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.12, N = 5
292.82
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

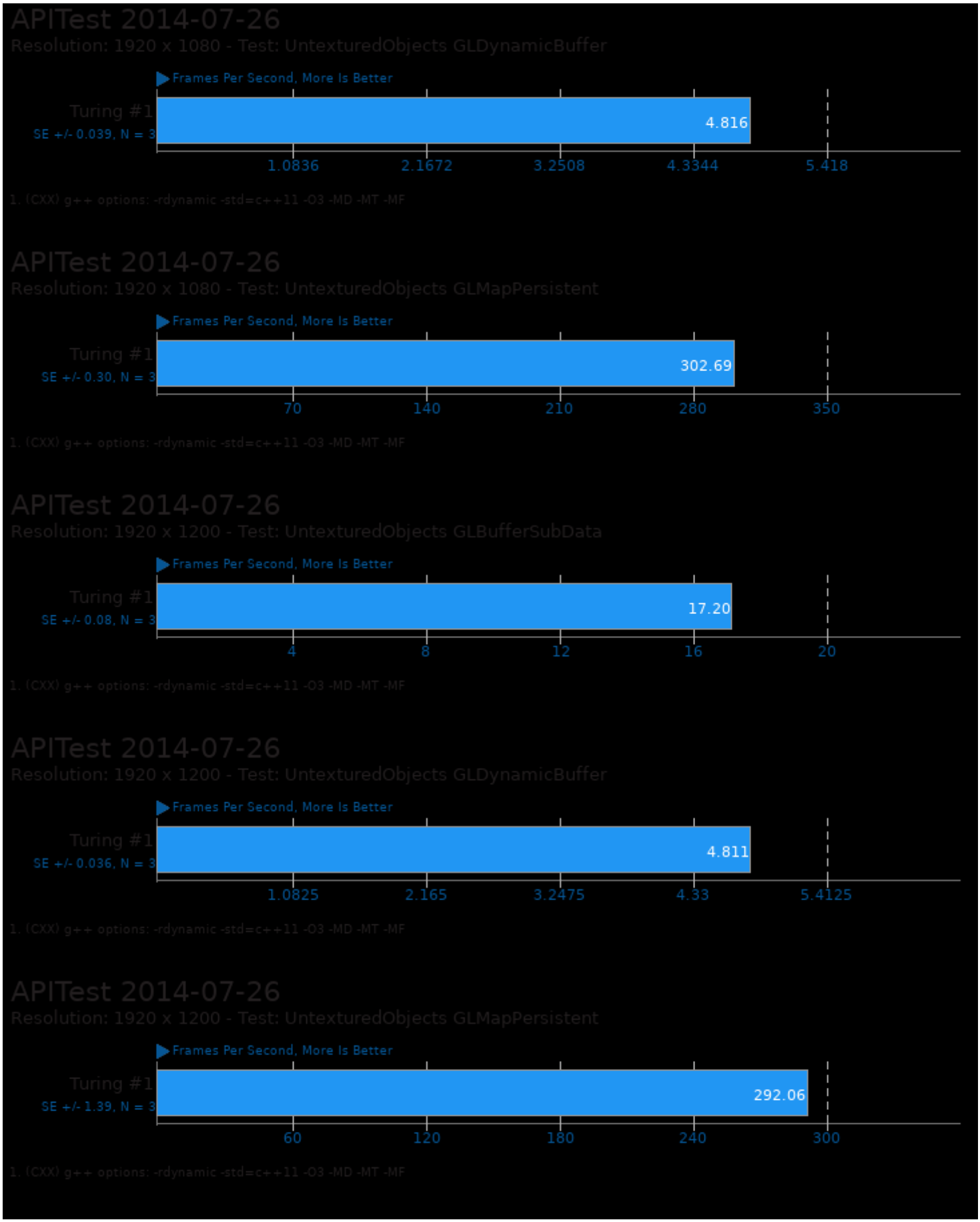

APITest 2014-07-26
Resolution: 1920 x 1200 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.07, N = 3
16.99
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.74, N = 3
292.05
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
17.13
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.42, N = 8
290.89
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
17.15
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF


APITest 2014-07-26
Resolution: 3840 x 2160 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.38, N = 3
298.30
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: DynamicStreaming GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.05, N = 3
16.89
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: DynamicStreaming GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 2.94, N = 3
296.67
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
16.95
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.008, N = 3
4.952
1.1142
2.2284
3.3426
4.4568
5.571
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

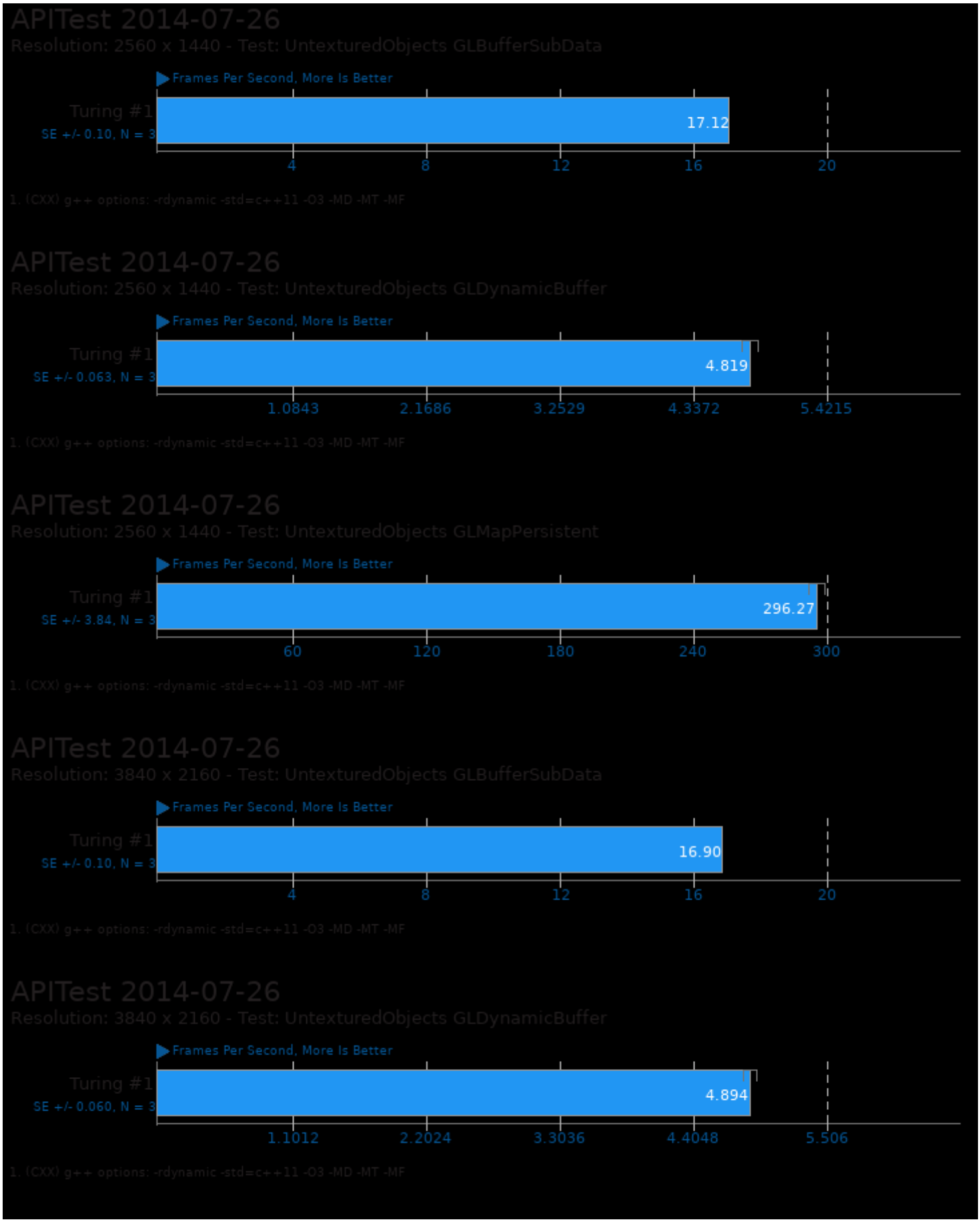
Turing


APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.94, N = 3
295.39
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
17.11
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.057, N = 3
4.855
1.0924
2.1848
3.2772
4.3696
5.462
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 0.44, N = 3
299.63
70
140
210
280
350
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.11, N = 3
17.20
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

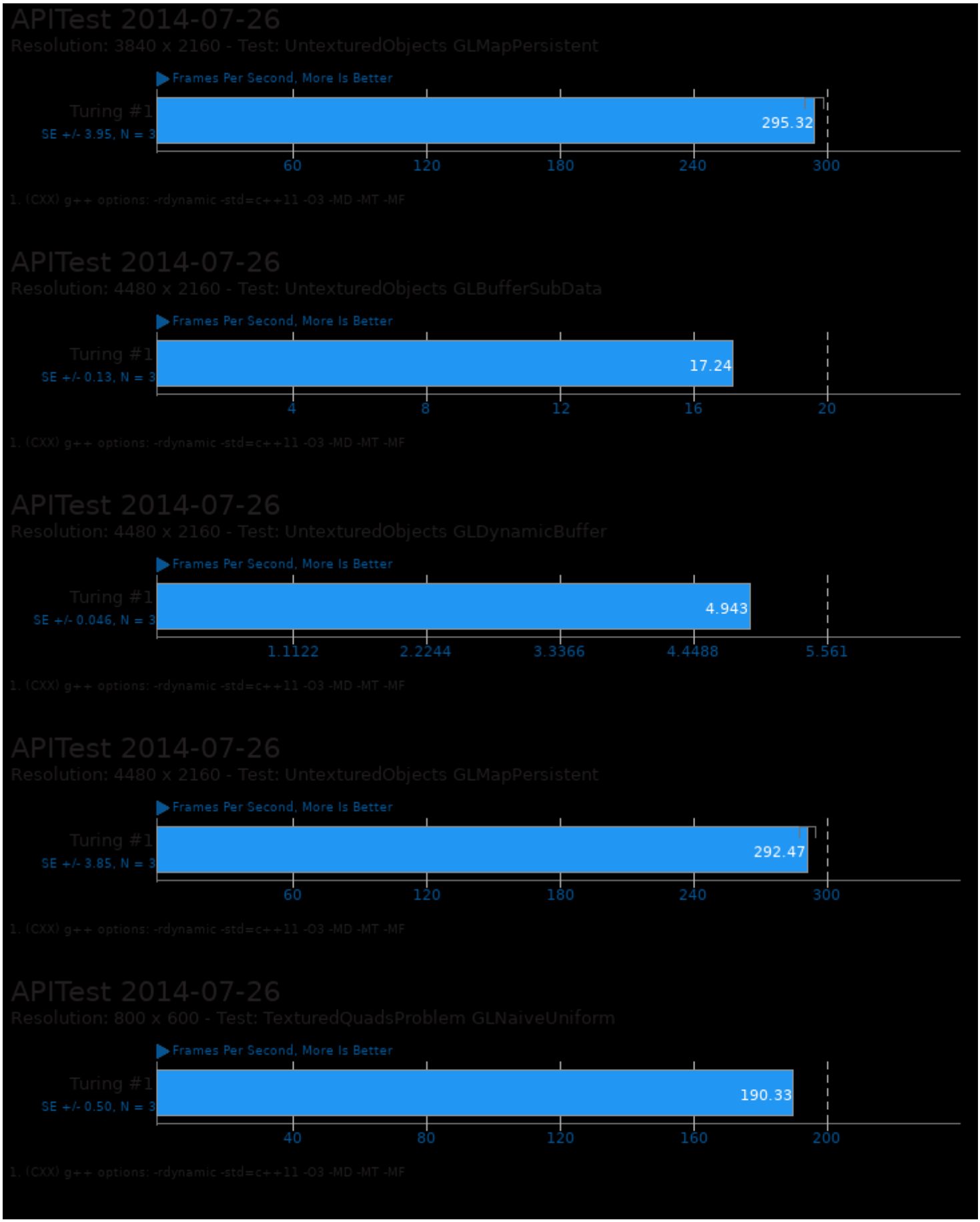
Turing

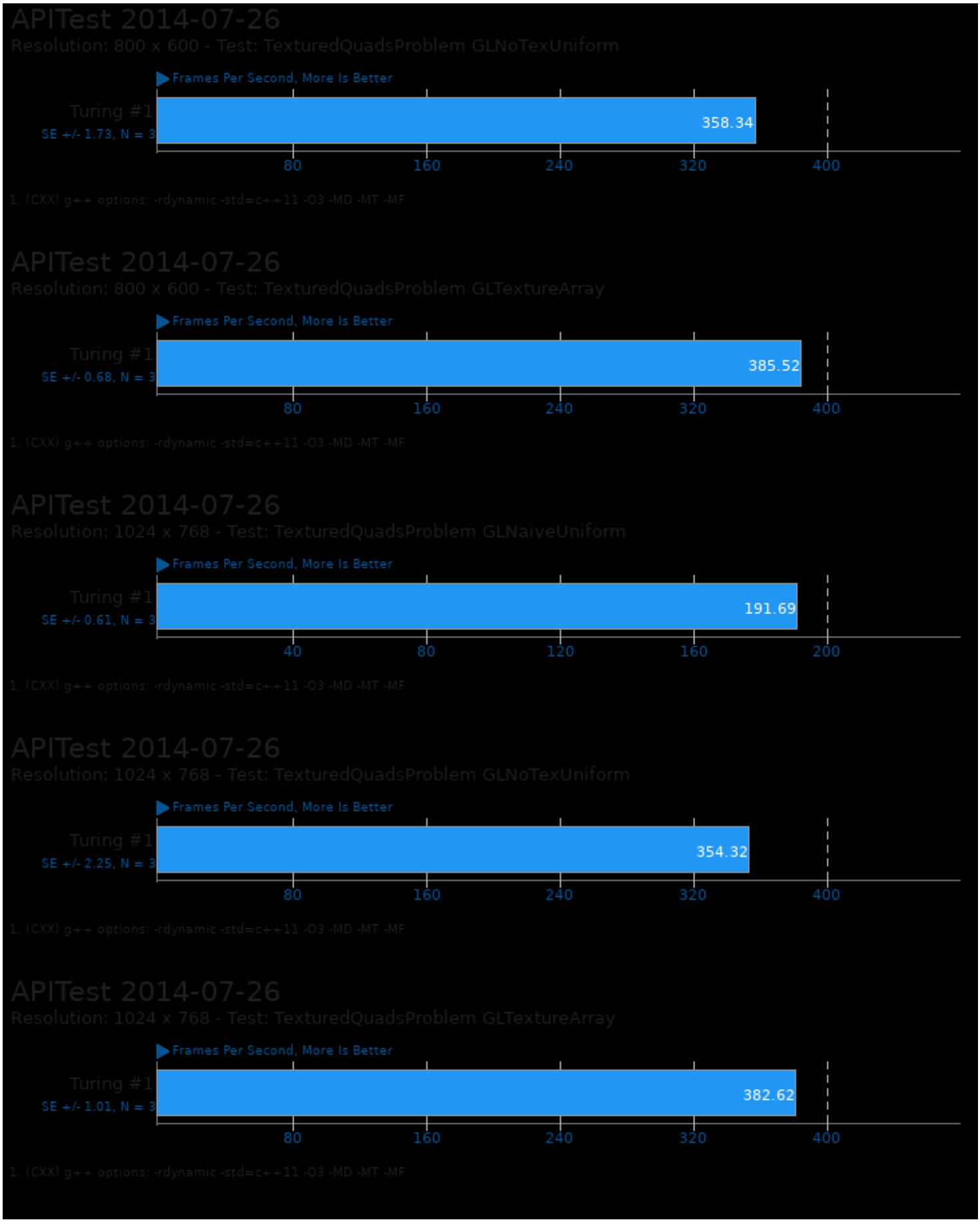

APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.039, N = 3
4.816
1.0836
2.1672
3.2508
4.3344
5.418
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 0.30, N = 3
302.69
70
140
210
280
350
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
17.20
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.036, N = 3
4.811
1.0825
2.165
3.2475
4.33
5.4125
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 1.39, N = 3
292.06
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

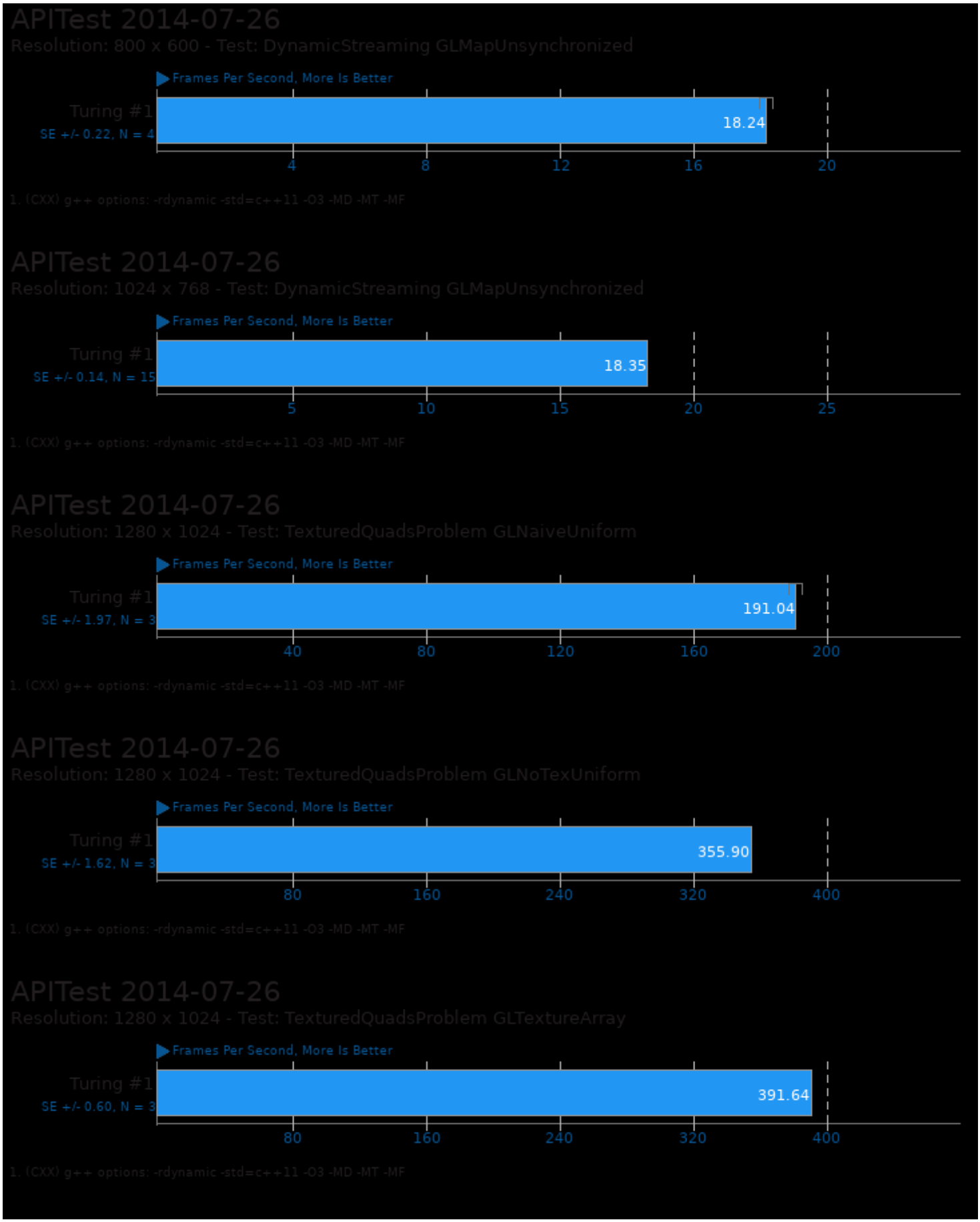

APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
17.12
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.063, N = 3
4.819
1.0843
2.1686
3.2529
4.3372
5.4215
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.84, N = 3
296.27
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
16.90
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.060, N = 3
4.894
1.1012
2.2024
3.3036
4.4048
5.506
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

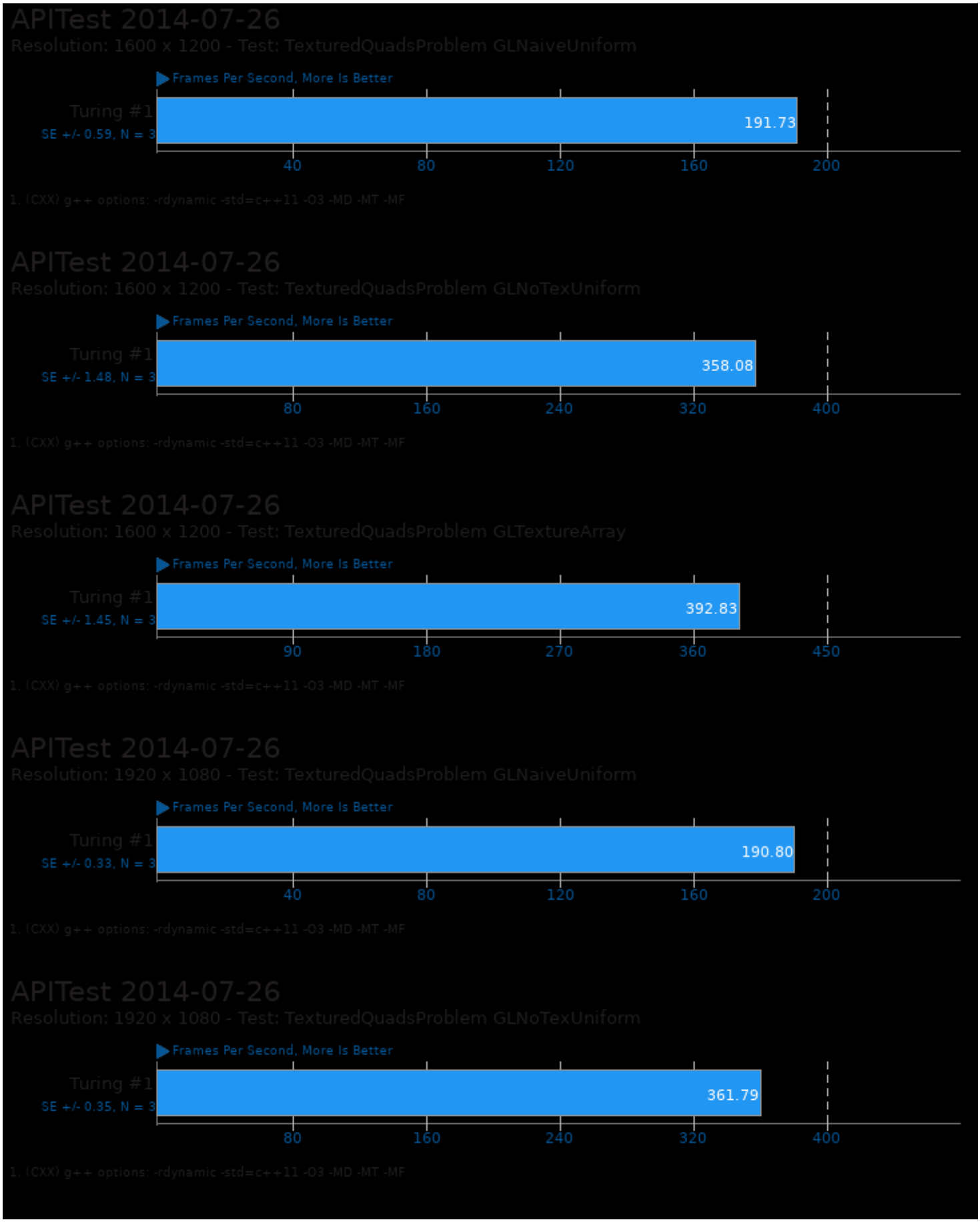

APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.95, N = 3
295.32
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferSubData
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 3
17.24
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLDynamicBuffer
Frames Per Second, More Is Better
Turing #1
SE +/- 0.046, N = 3
4.943
1.1122
2.2244
3.3366
4.4488
5.561
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMapPersistent
Frames Per Second, More Is Better
Turing #1
SE +/- 3.85, N = 3
292.47
60
120
180
240
300
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.50, N = 3
190.33
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF


APITest 2014-07-26
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.73, N = 3
358.34
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 0.68, N = 3
385.52
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.61, N = 3
191.69
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 2.25, N = 3
354.32
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 1.01, N = 3
382.62
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

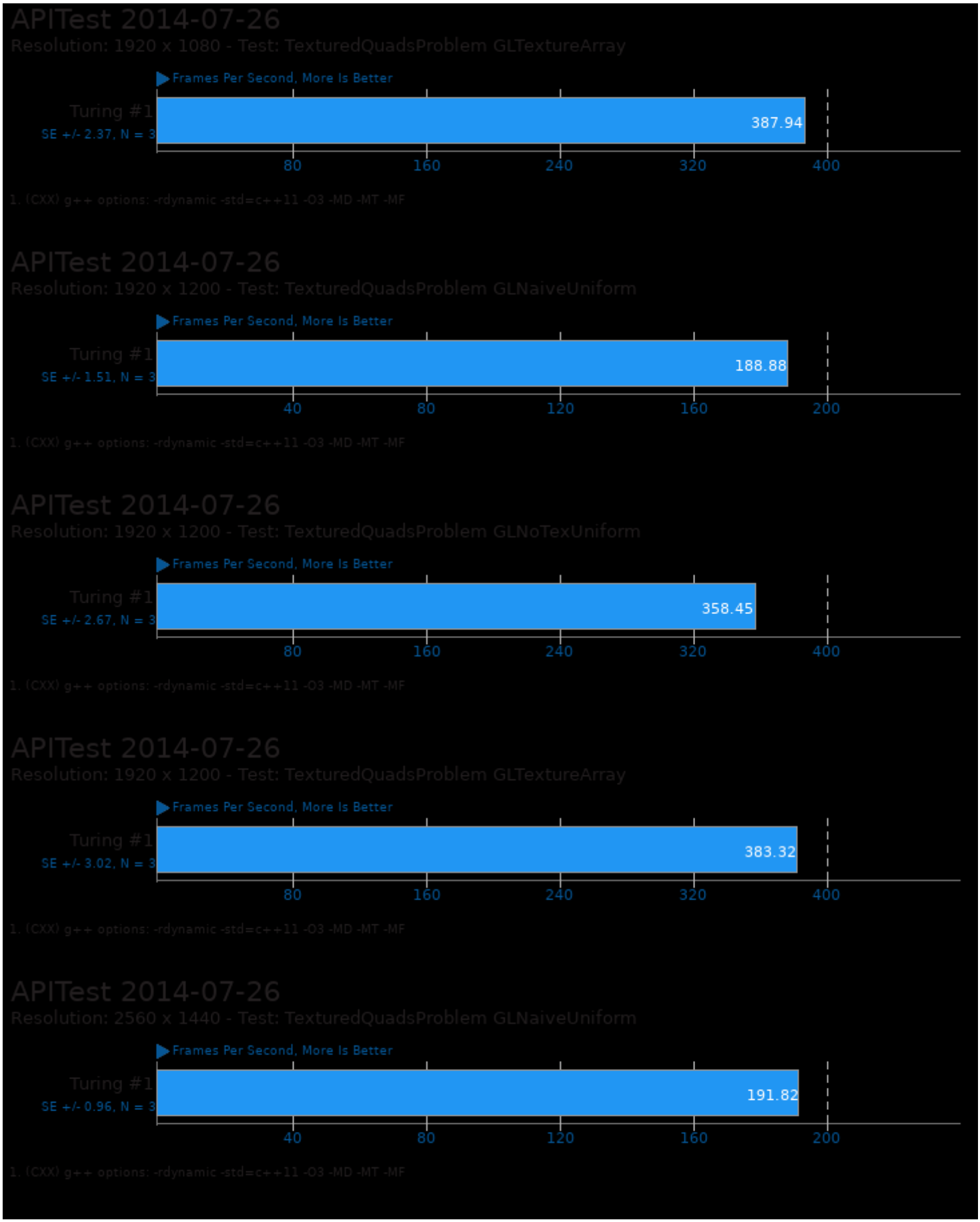
Turing


APITest 2014-07-26
Resolution: 800 x 600 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.22, N = 4
18.24
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.14, N = 15
18.35
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.97, N = 3
191.04
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.62, N = 3
355.90
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 0.60, N = 3
391.64
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

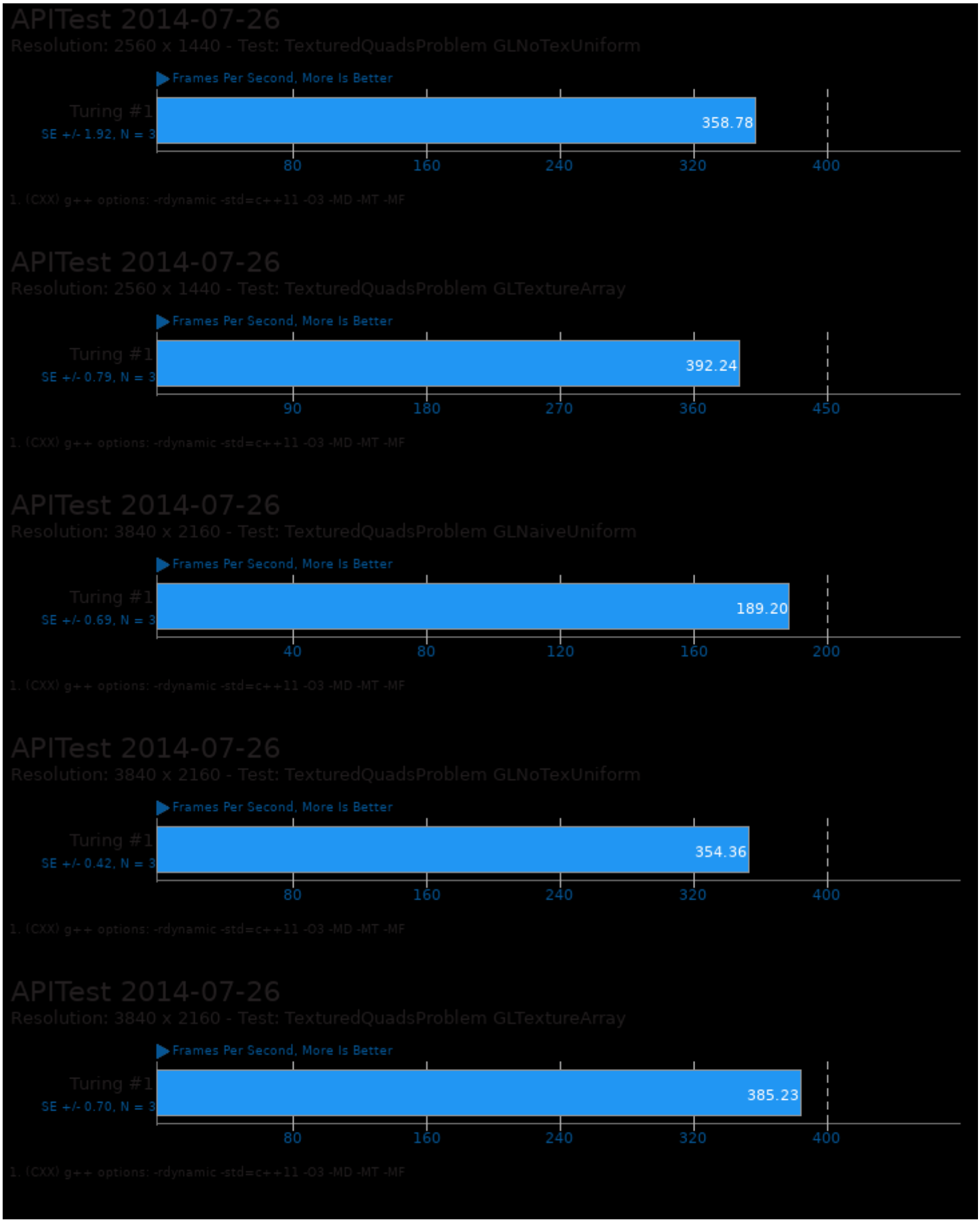
Turing


APITest 2014-07-26
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.59, N = 3
191.73
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.48, N = 3
358.08
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 1.45, N = 3
392.83
90
180
270
360
450
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.33, N = 3
190.80
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.35, N = 3
361.79
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

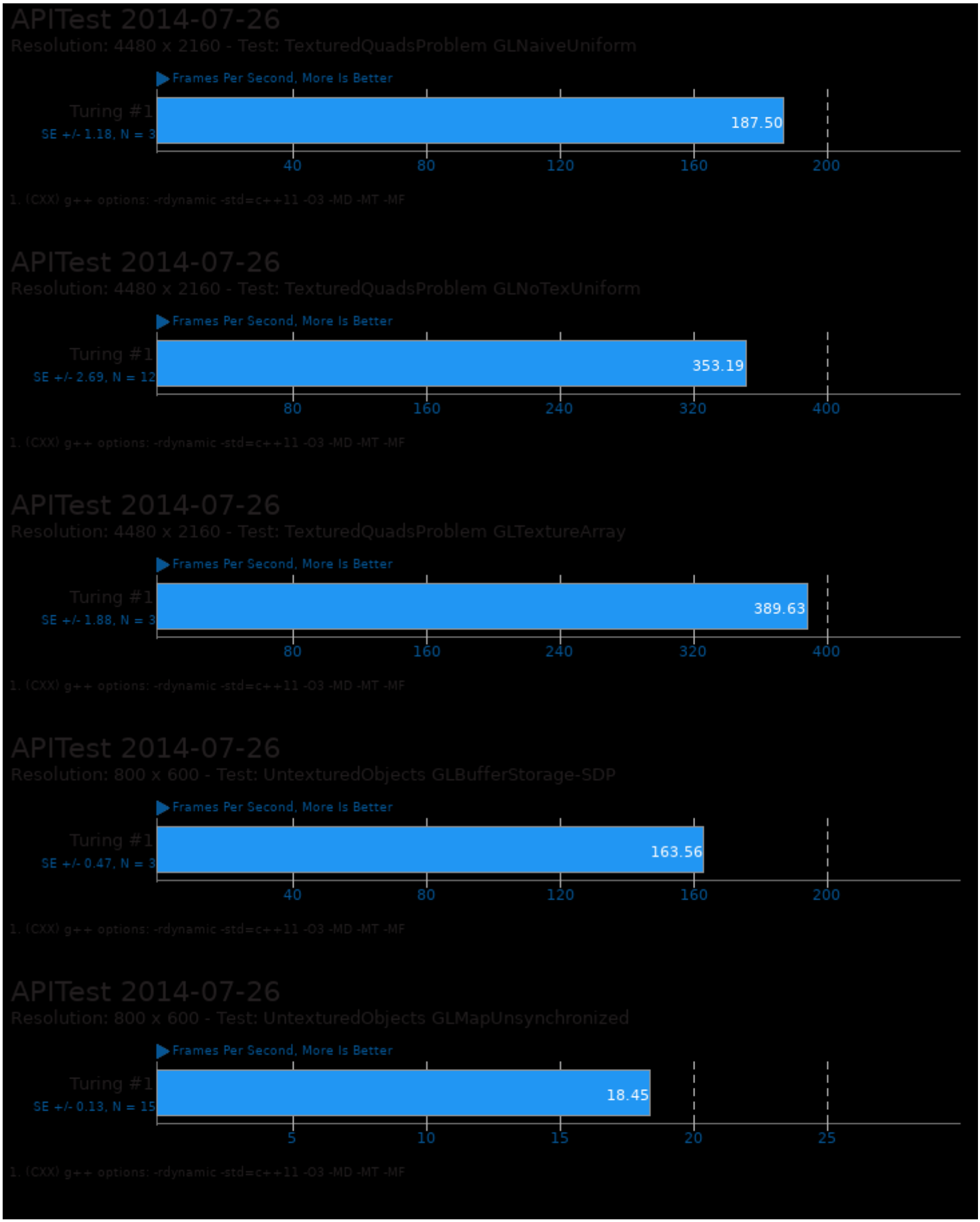
Turing

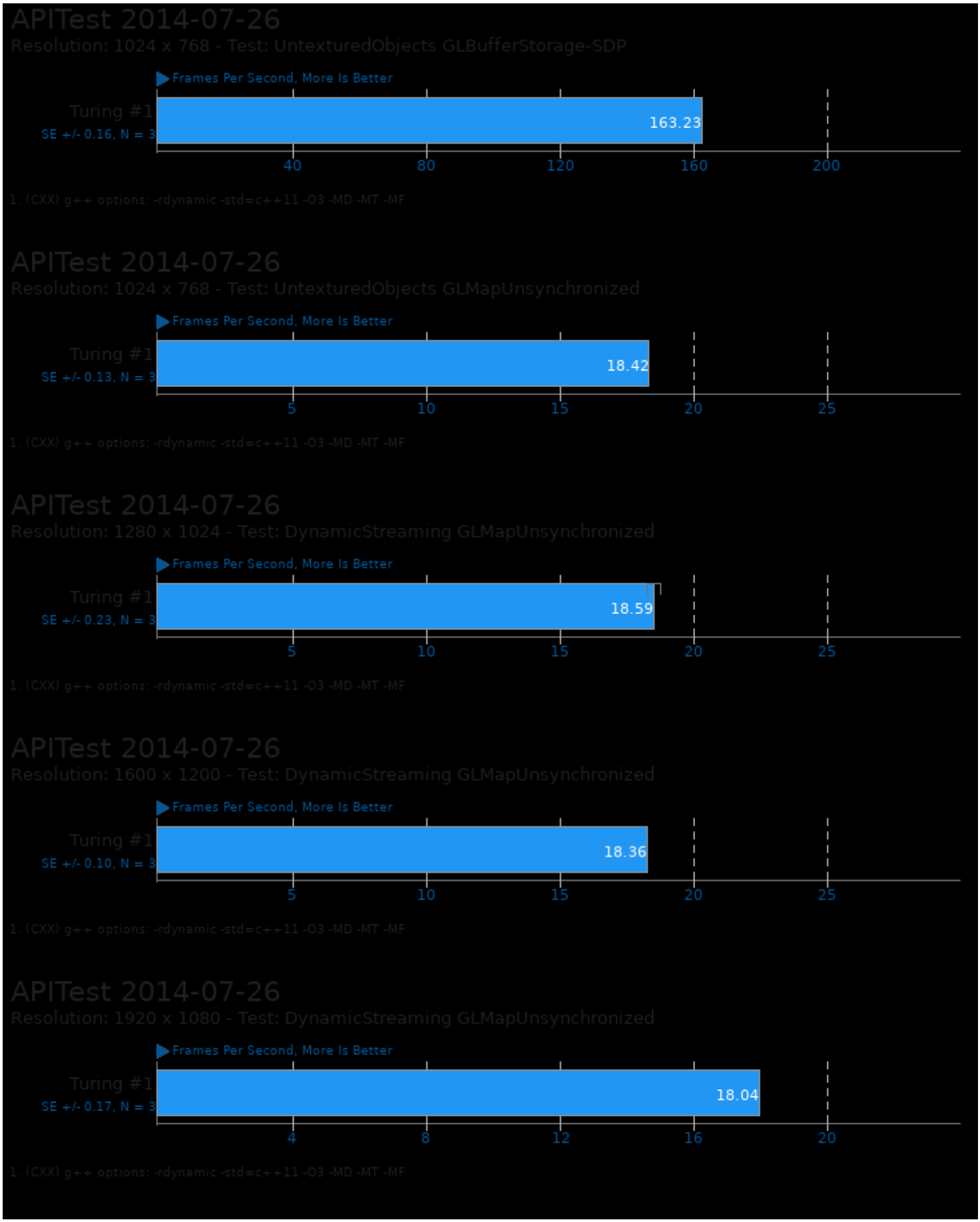

APITest 2014-07-26
Resolution: 1920 x 1080 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 2.37, N = 3
387.94
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.51, N = 3
188.88
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 2.67, N = 3
358.45
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 3.02, N = 3
383.32
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.96, N = 3
191.82
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

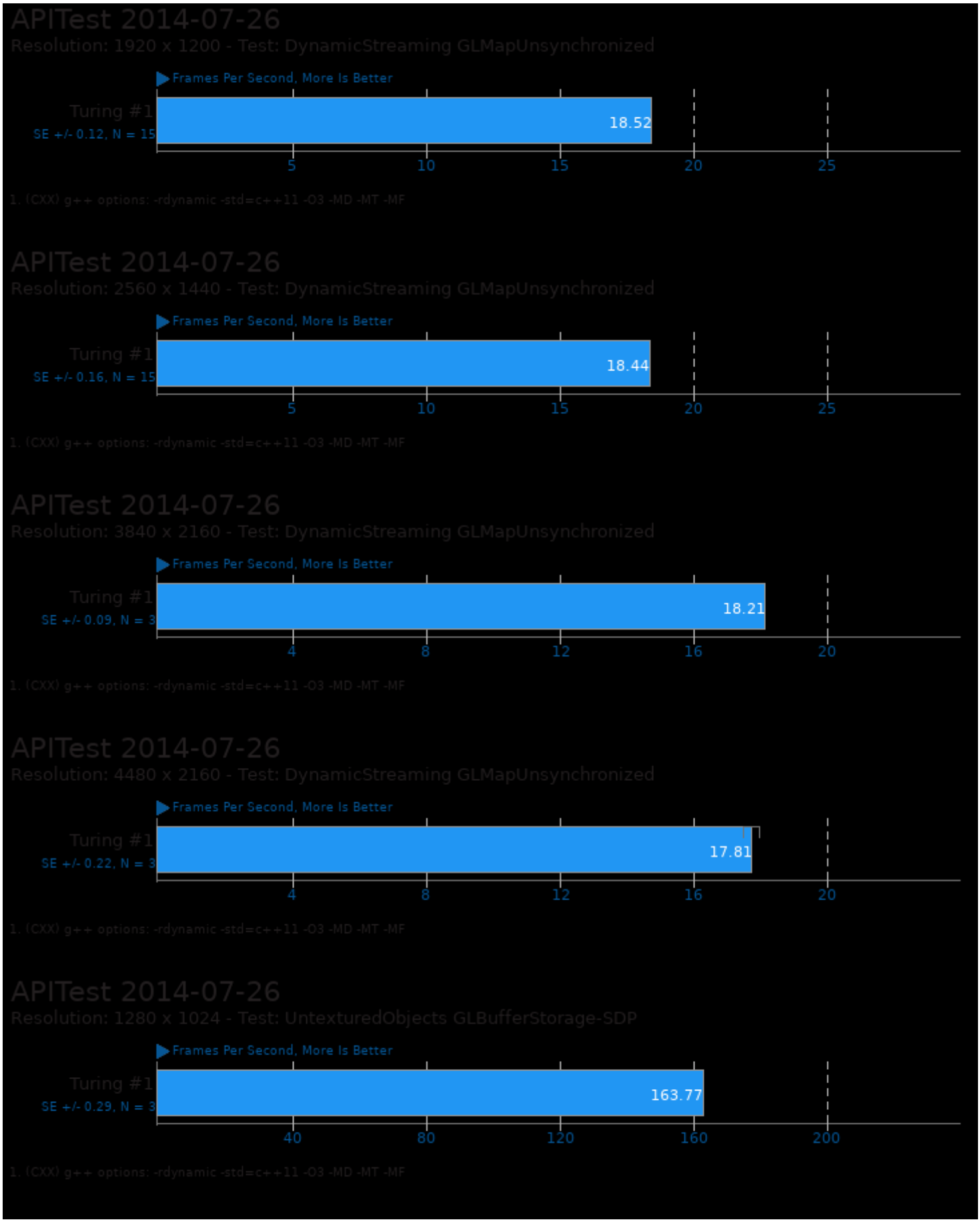

APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.92, N = 3
358.78
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 0.79, N = 3
392.24
90
180
270
360
450
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.69, N = 3
189.20
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 0.42, N = 3
354.36
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 0.70, N = 3
385.23
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

Turing

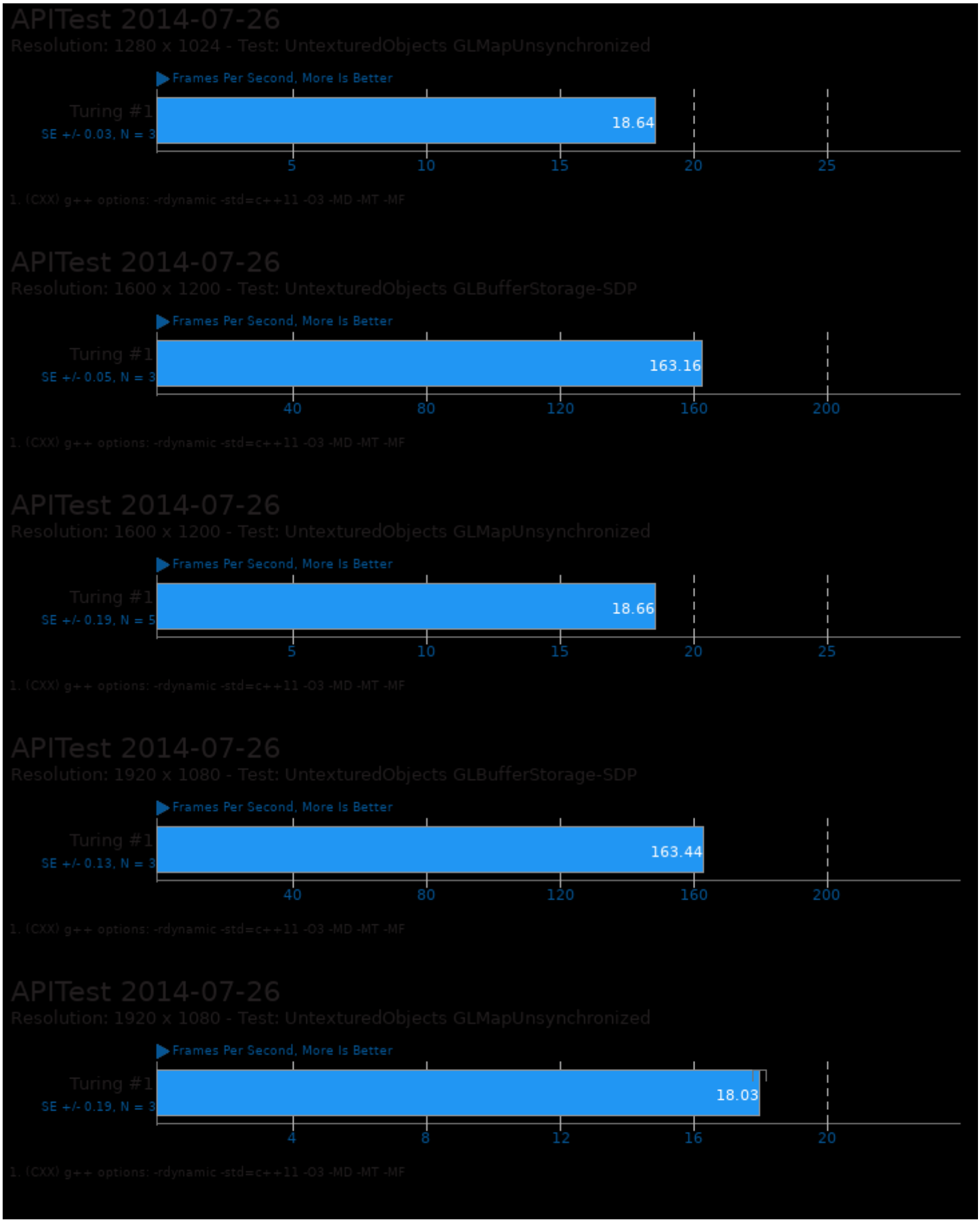

APITest 2014-07-26
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNaiveUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 1.18, N = 3
187.50
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLNoTexUniform
Frames Per Second, More Is Better
Turing #1
SE +/- 2.69, N = 12
353.19
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: TexturedQuadsProblem GLTextureArray
Frames Per Second, More Is Better
Turing #1
SE +/- 1.88, N = 3
389.63
80
160
240
320
400
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.47, N = 3
163.56
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 15
18.45
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF


APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.16, N = 3
163.23
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 3
18.42
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.23, N = 3
18.59
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
18.36
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.17, N = 3
18.04
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

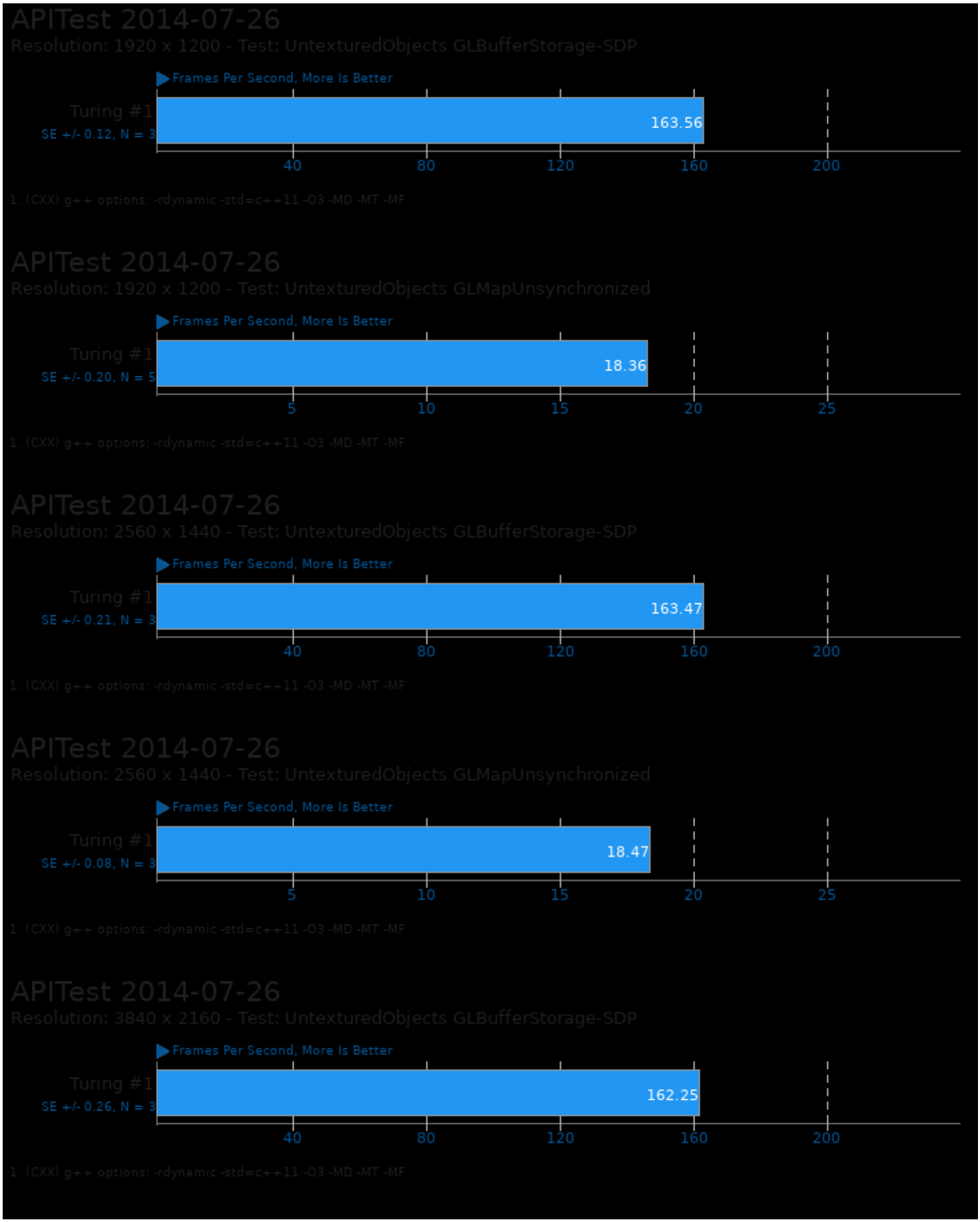
Turing


APITest 2014-07-26
Resolution: 1920 x 1200 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.12, N = 15
18.52
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.16, N = 15
18.44
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
18.21
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: DynamicStreaming GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.22, N = 3
17.81
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.29, N = 3
163.77
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

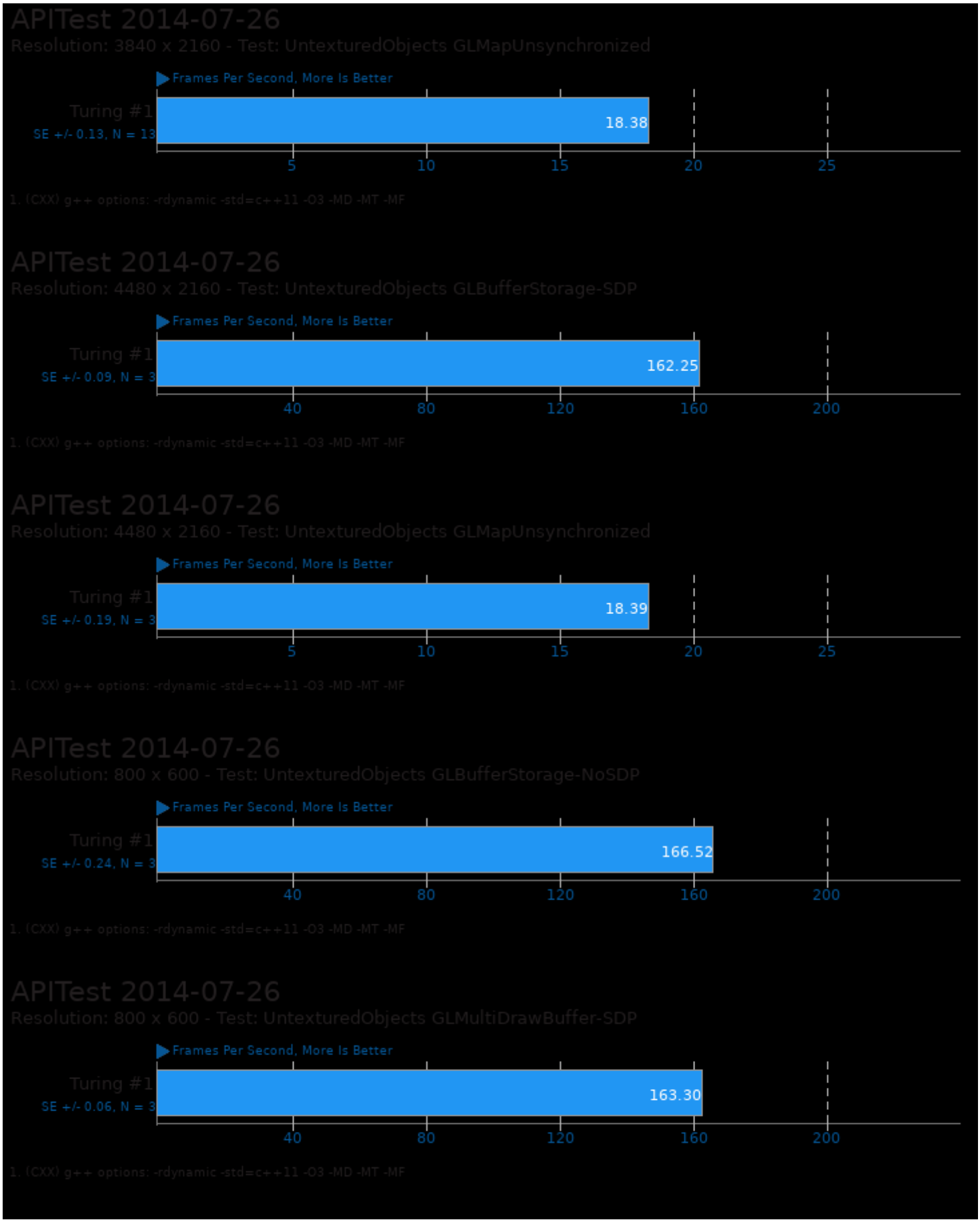
Turing


APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.03, N = 3
18.64
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.05, N = 3
163.16
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.19, N = 5
18.66
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 3
163.44
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.19, N = 3
18.03
4
8
12
16
20
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

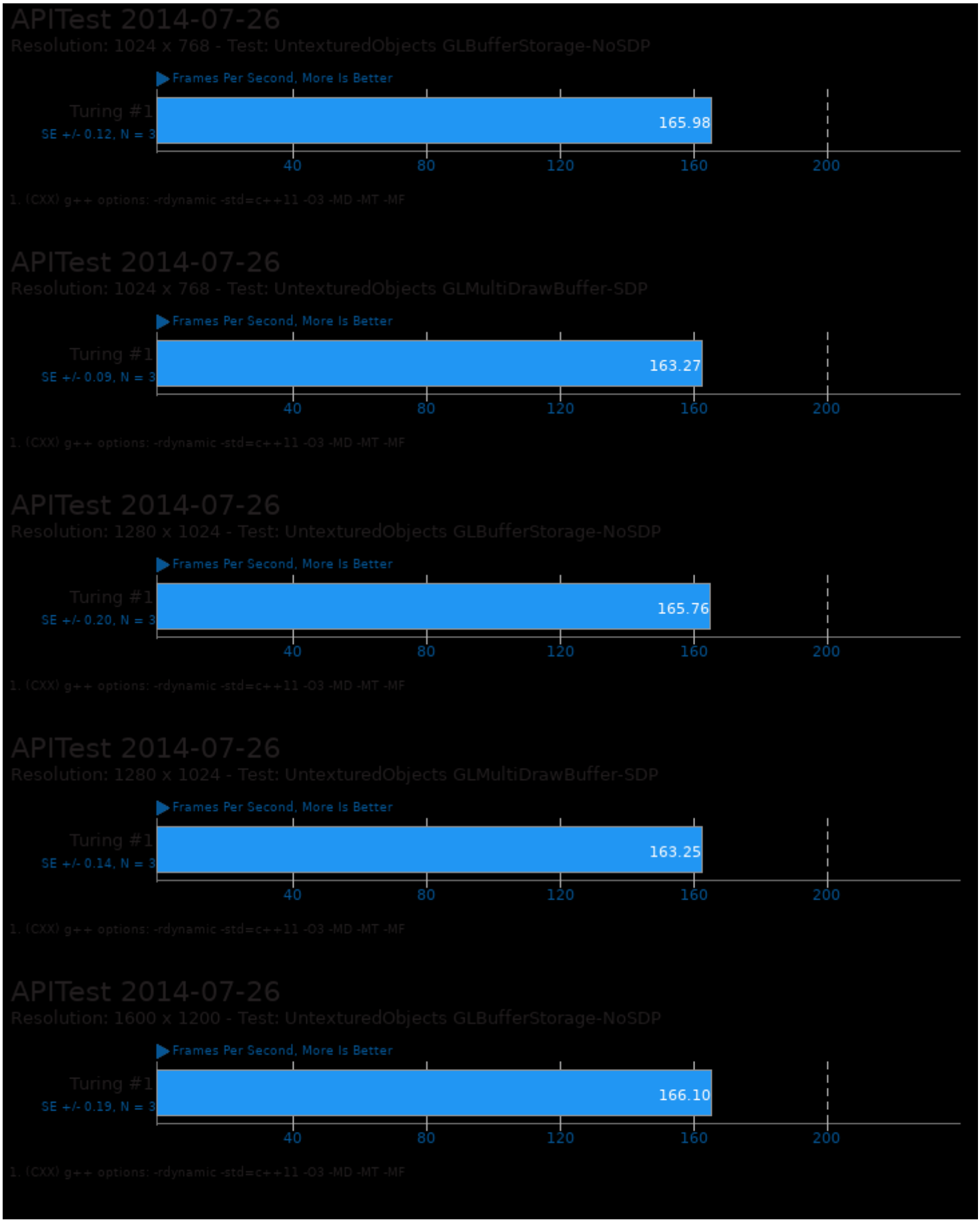
Turing


APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.12, N = 3
163.56
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.20, N = 5
18.36
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.21, N = 3
163.47
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
18.47
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.26, N = 3
162.25
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

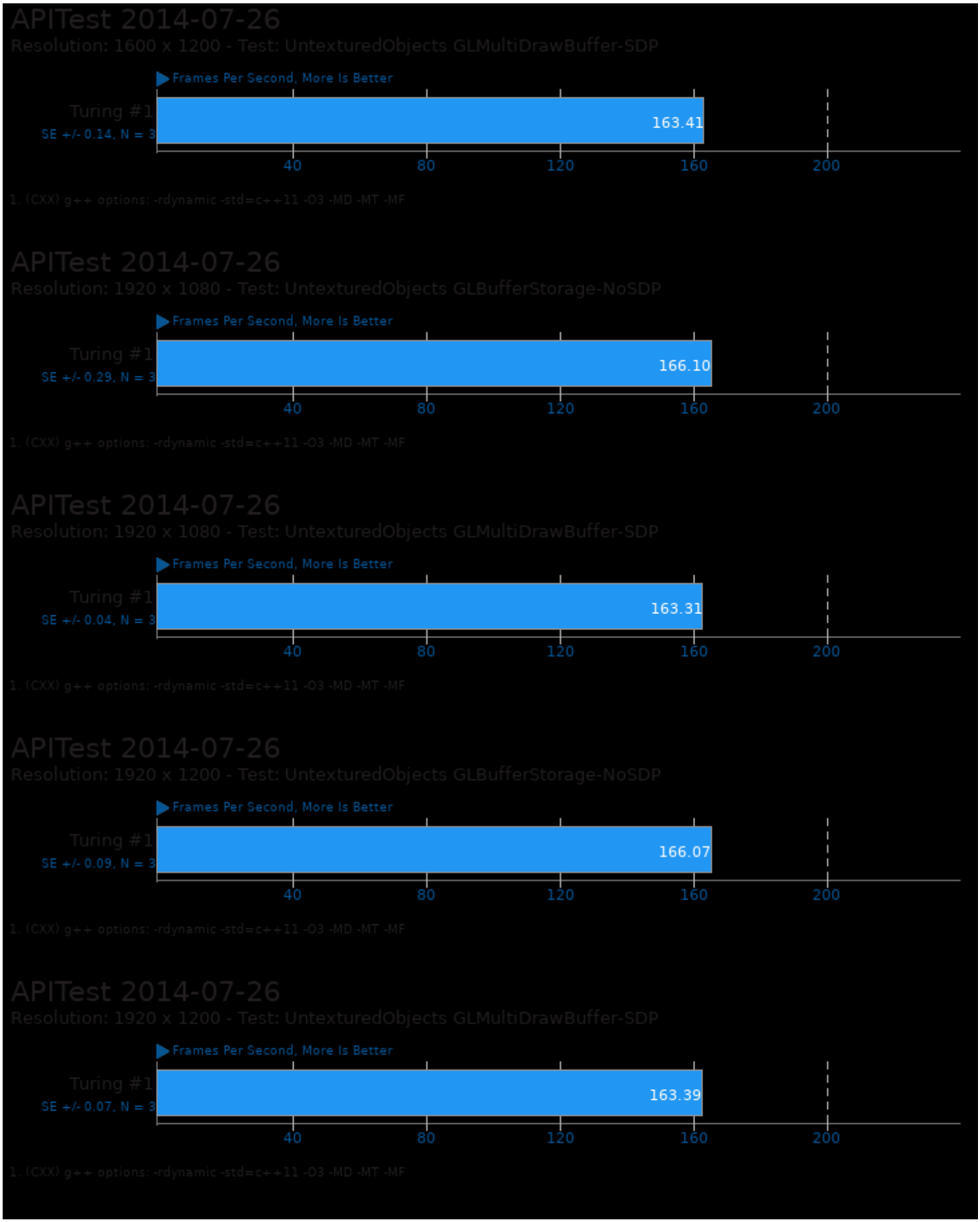
Turing


APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 13
18.38
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferStorage-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
162.25
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMapUnsynchronized
Frames Per Second, More Is Better
Turing #1
SE +/- 0.19, N = 3
18.39
5
10
15
20
25
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.24, N = 3
166.52
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
163.30
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

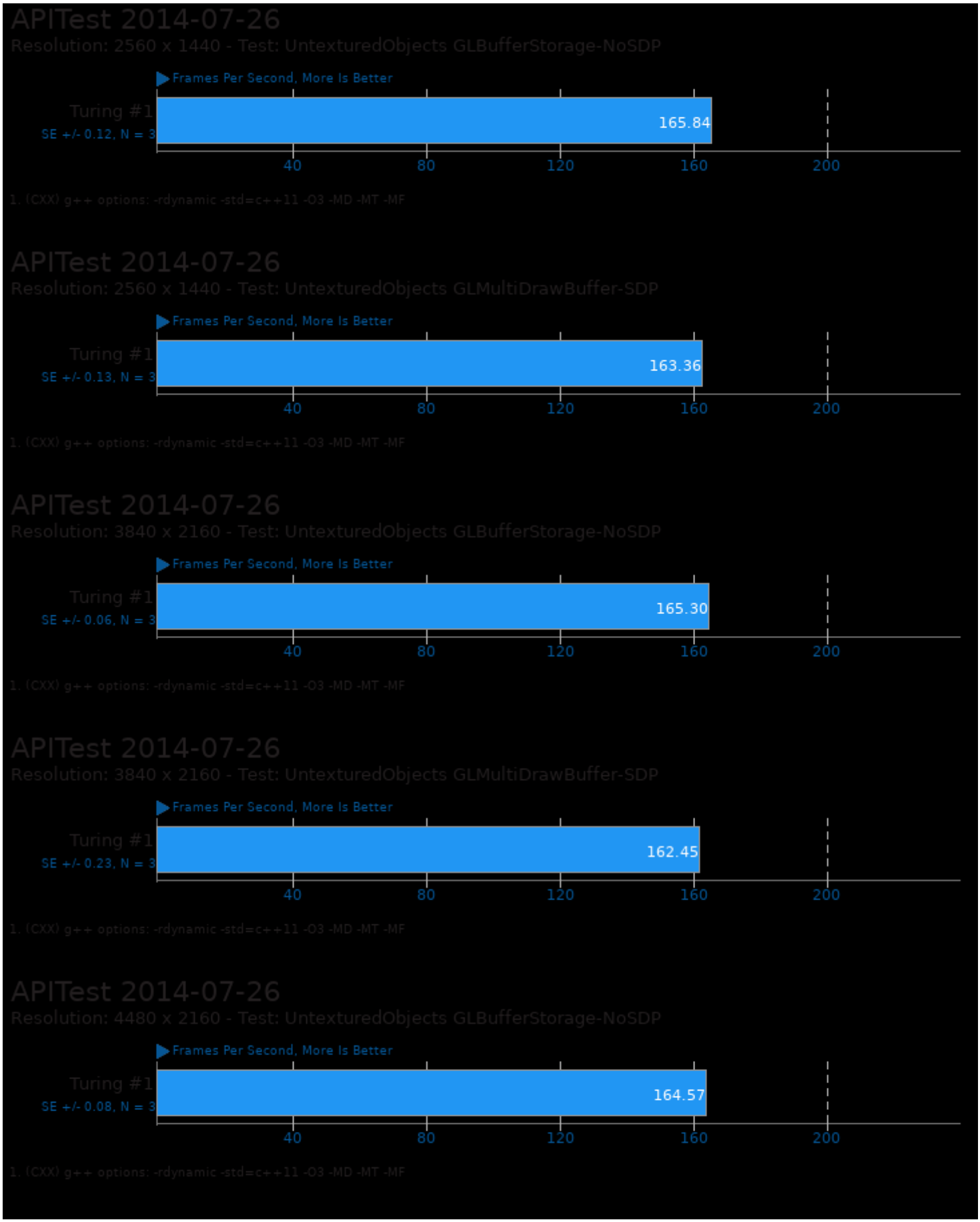
Turing


APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.12, N = 3
165.98
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
163.27
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.20, N = 3
165.76
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.14, N = 3
163.25
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.19, N = 3
166.10
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

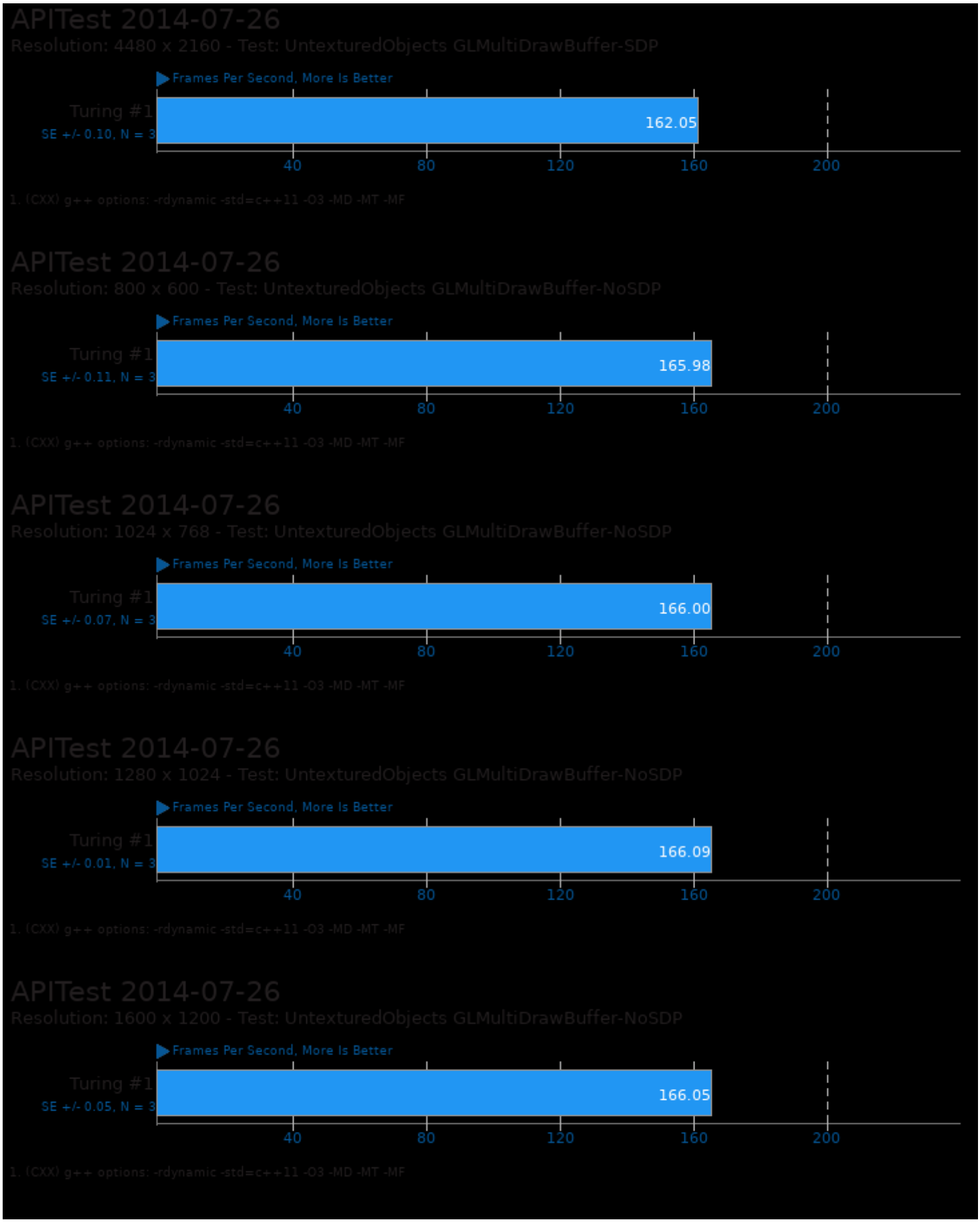
Turing


APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.14, N = 3
163.41
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.29, N = 3
166.10
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.04, N = 3
163.31
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.09, N = 3
166.07
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.07, N = 3
163.39
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

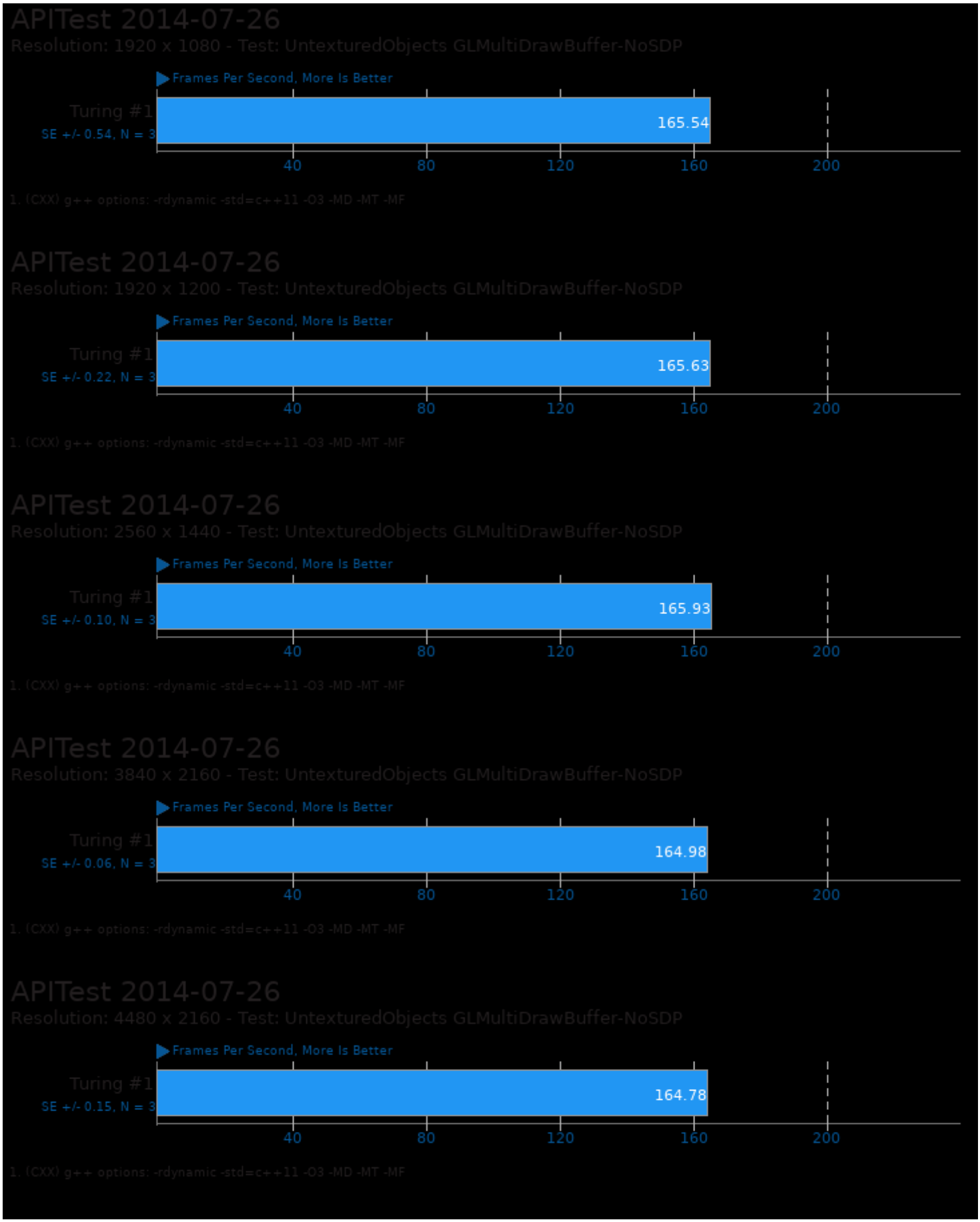
Turing


APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.12, N = 3
165.84
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.13, N = 3
163.36
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
165.30
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.23, N = 3
162.45
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLBufferStorage-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.08, N = 3
164.57
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

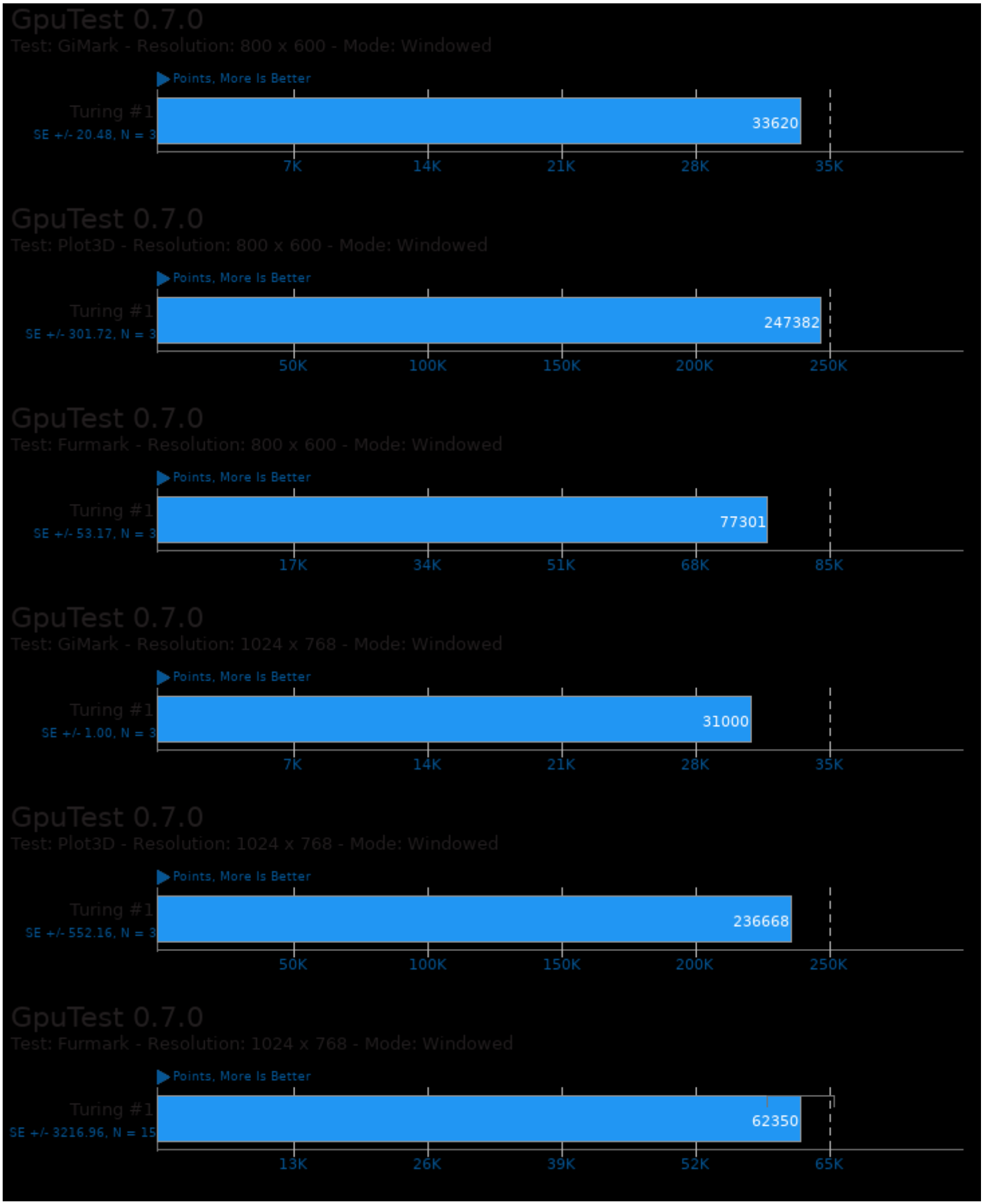
Turing


APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-SDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
162.05
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 800 x 600 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.11, N = 3
165.98
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1024 x 768 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.07, N = 3
166.00
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1280 x 1024 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.01, N = 3
166.09
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1600 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.05, N = 3
166.05
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

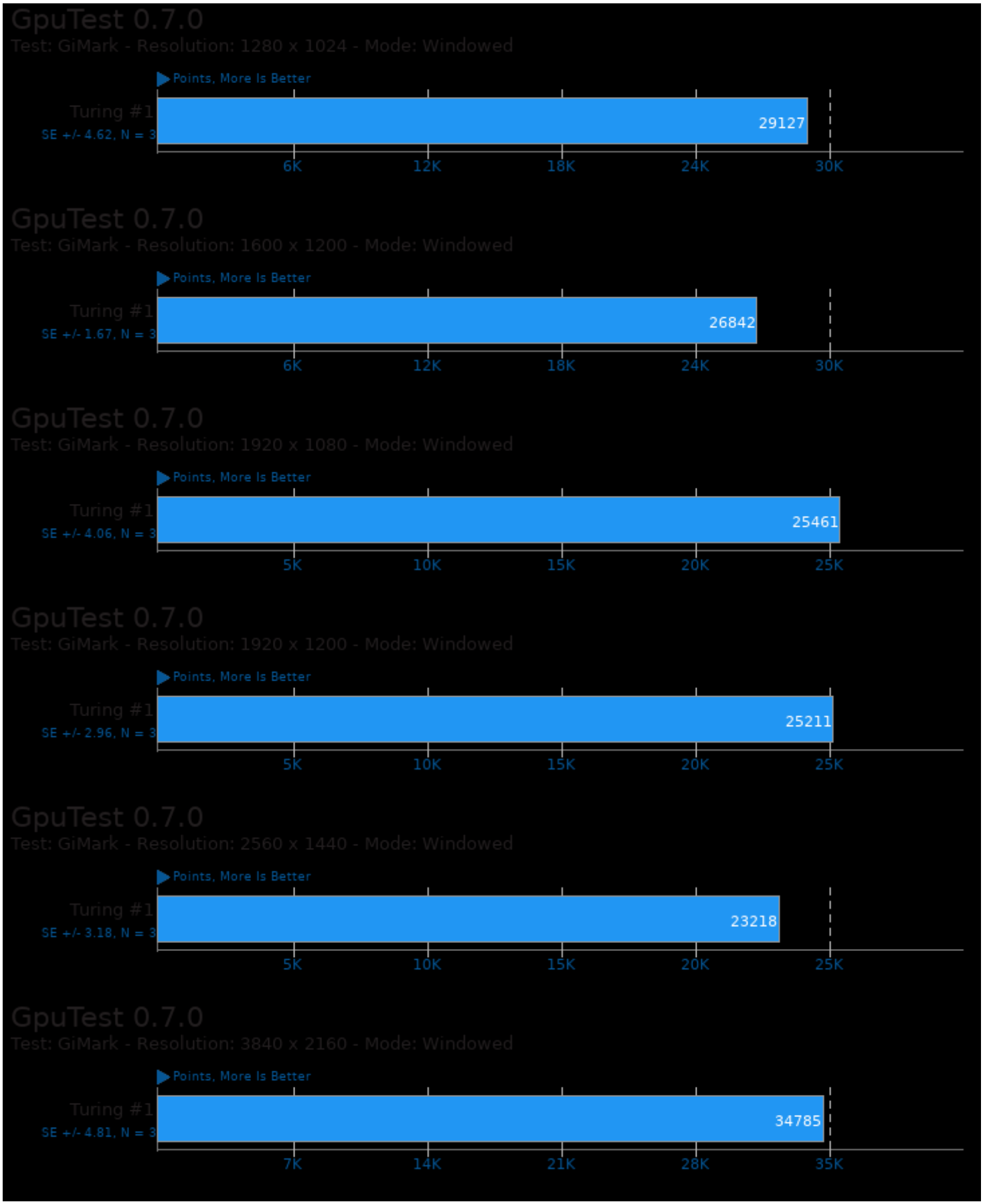
Turing


APITest 2014-07-26
Resolution: 1920 x 1080 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.54, N = 3
165.54
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 1920 x 1200 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.22, N = 3
165.63
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 2560 x 1440 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.10, N = 3
165.93
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 3840 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.06, N = 3
164.98
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF
APITest 2014-07-26
Resolution: 4480 x 2160 - Test: UntexturedObjects GLMultiDrawBuffer-NoSDP
Frames Per Second, More Is Better
Turing #1
SE +/- 0.15, N = 3
164.78
40
80
120
160
200
1. (CXX) g++ options: -rdynamic -std=c++11 -O3 -MD -MT -MF

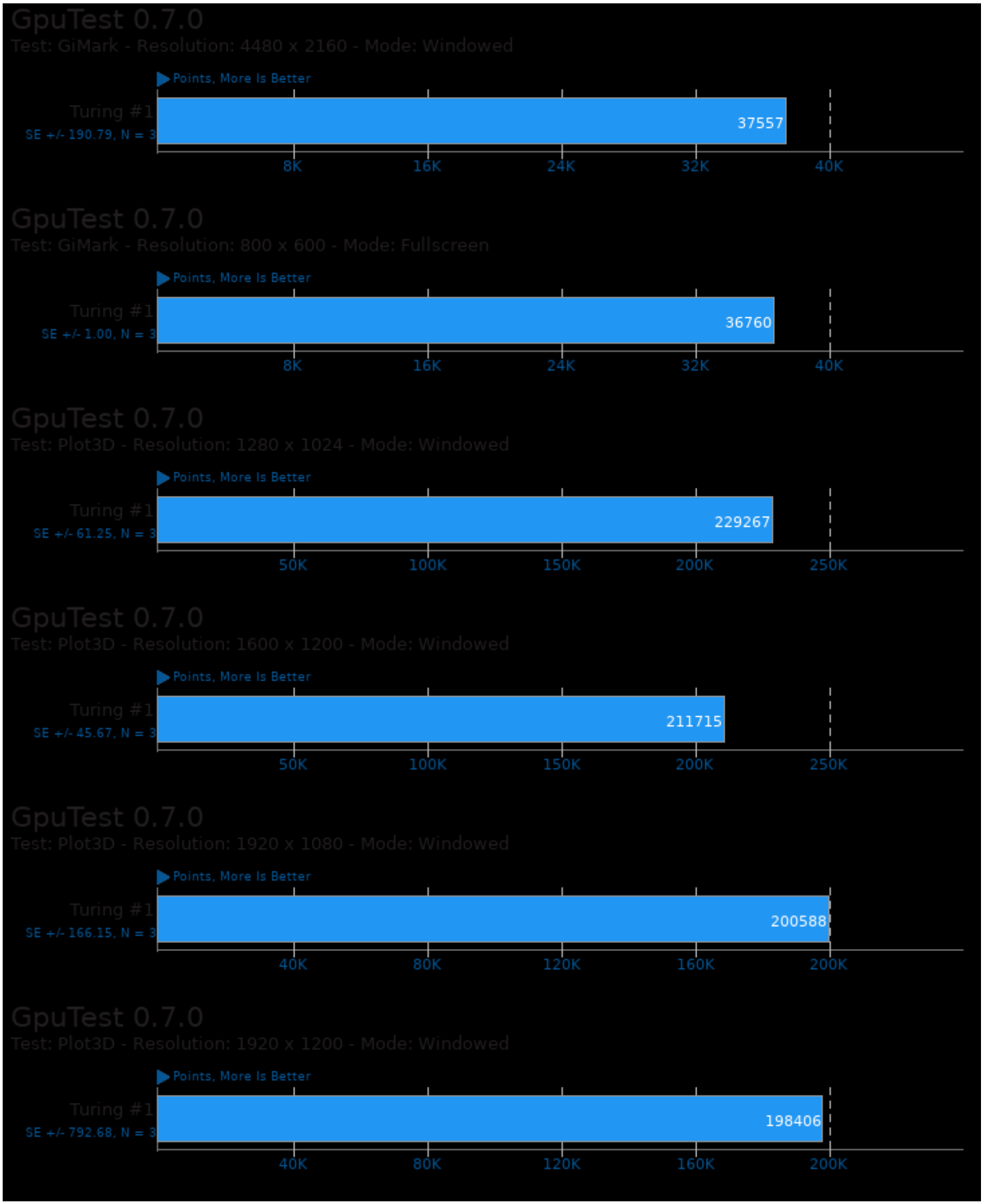
Turing


GpuTest 0.7.0
Test: GiMark - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 20.48, N = 3
33620
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: Plot3D - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 301.72, N = 3
247382
50K
100K
150K
200K
250K
GpuTest 0.7.0
Test: Furmark - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 53.17, N = 3
77301
17K
34K
51K
68K
85K
GpuTest 0.7.0
Test: GiMark - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 1.00, N = 3
31000
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 552.16, N = 3
236668
50K
100K
150K
200K
250K
GpuTest 0.7.0
Test: Furmark - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 3216.96, N = 15
62350
13K
26K
39K
52K
65K

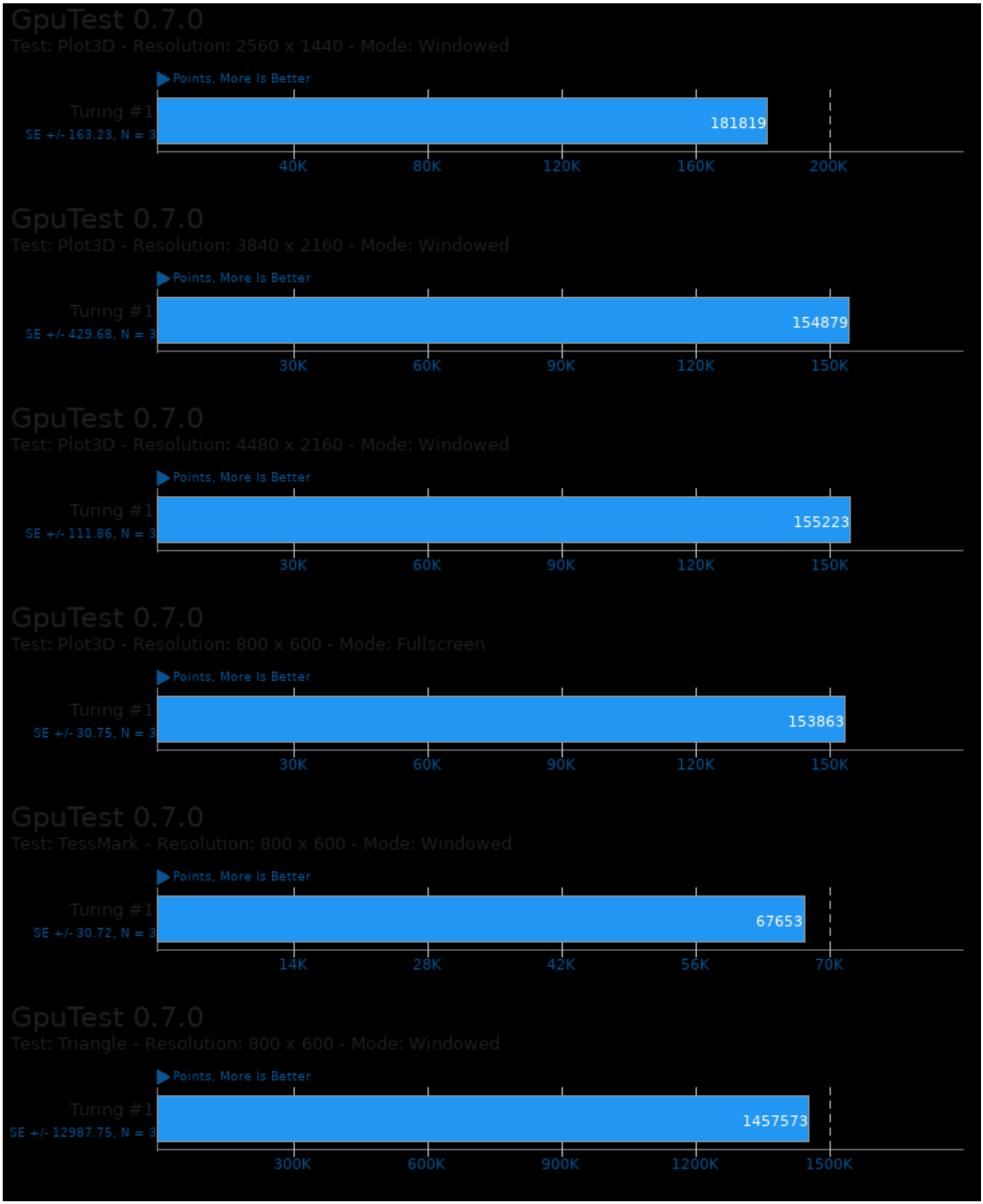
Turing


GpuTest 0.7.0
Test: GiMark - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 4.62, N = 3
29127
6K
12K
18K
24K
30K
GpuTest 0.7.0
Test: GiMark - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 1.67, N = 3
26842
6K
12K
18K
24K
30K
GpuTest 0.7.0
Test: GiMark - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 4.06, N = 3
25461
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: GiMark - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 2.96, N = 3
25211
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: GiMark - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 3.18, N = 3
23218
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: GiMark - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 4.81, N = 3
34785
7K
14K
21K
28K
35K

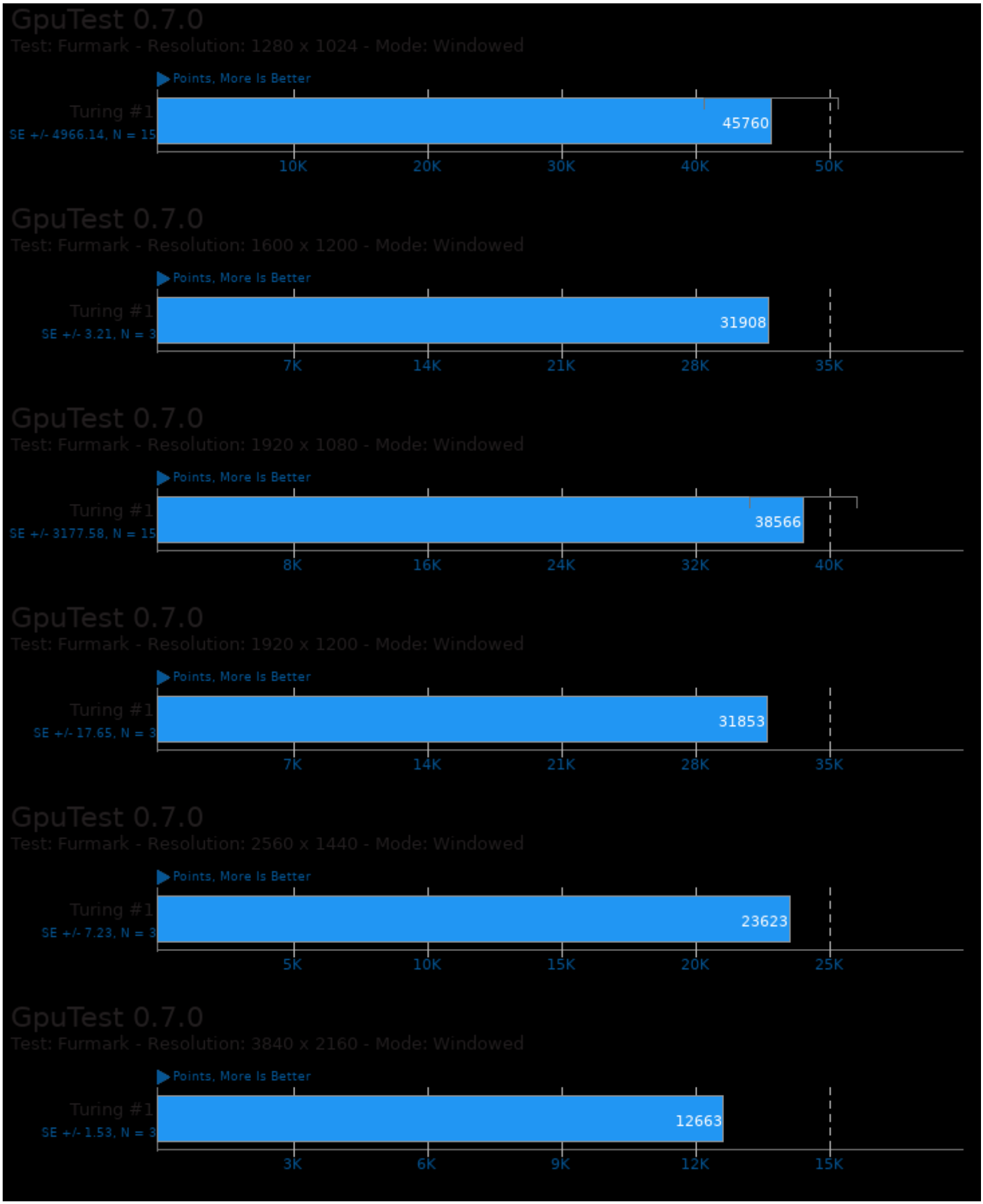
Turing


GpuTest 0.7.0
Test: GiMark - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 190.79, N = 3
37557
8K
16K
24K
32K
40K
GpuTest 0.7.0
Test: GiMark - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1.00, N = 3
36760
8K
16K
24K
32K
40K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 61.25, N = 3
229267
50K
100K
150K
200K
250K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 45.67, N = 3
211715
50K
100K
150K
200K
250K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 166.15, N = 3
200588
40K
80K
120K
160K
200K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 792.68, N = 3
198406
40K
80K
120K
160K
200K

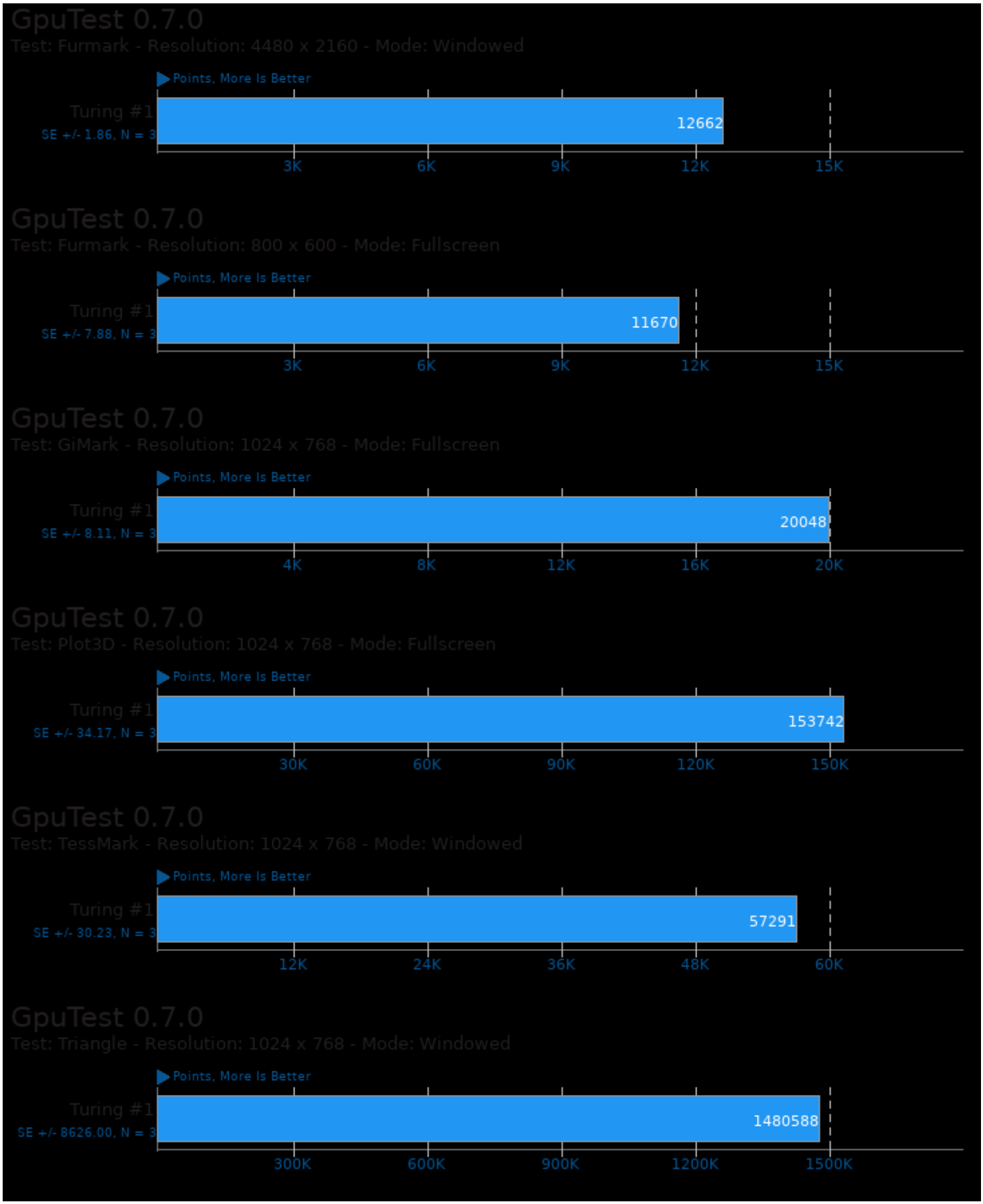
Turing


GpuTest 0.7.0
Test: Plot3D - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 163.23, N = 3
181819
40K
80K
120K
160K
200K
GpuTest 0.7.0
Test: Plot3D - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 429.68, N = 3
154879
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 111.86, N = 3
155223
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 30.75, N = 3
153863
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: TessMark - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 30.72, N = 3
67653
14K
28K
42K
56K
70K
GpuTest 0.7.0
Test: Triangle - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 12987.75, N = 3
1457573
300K
600K
900K
1200K
1500K

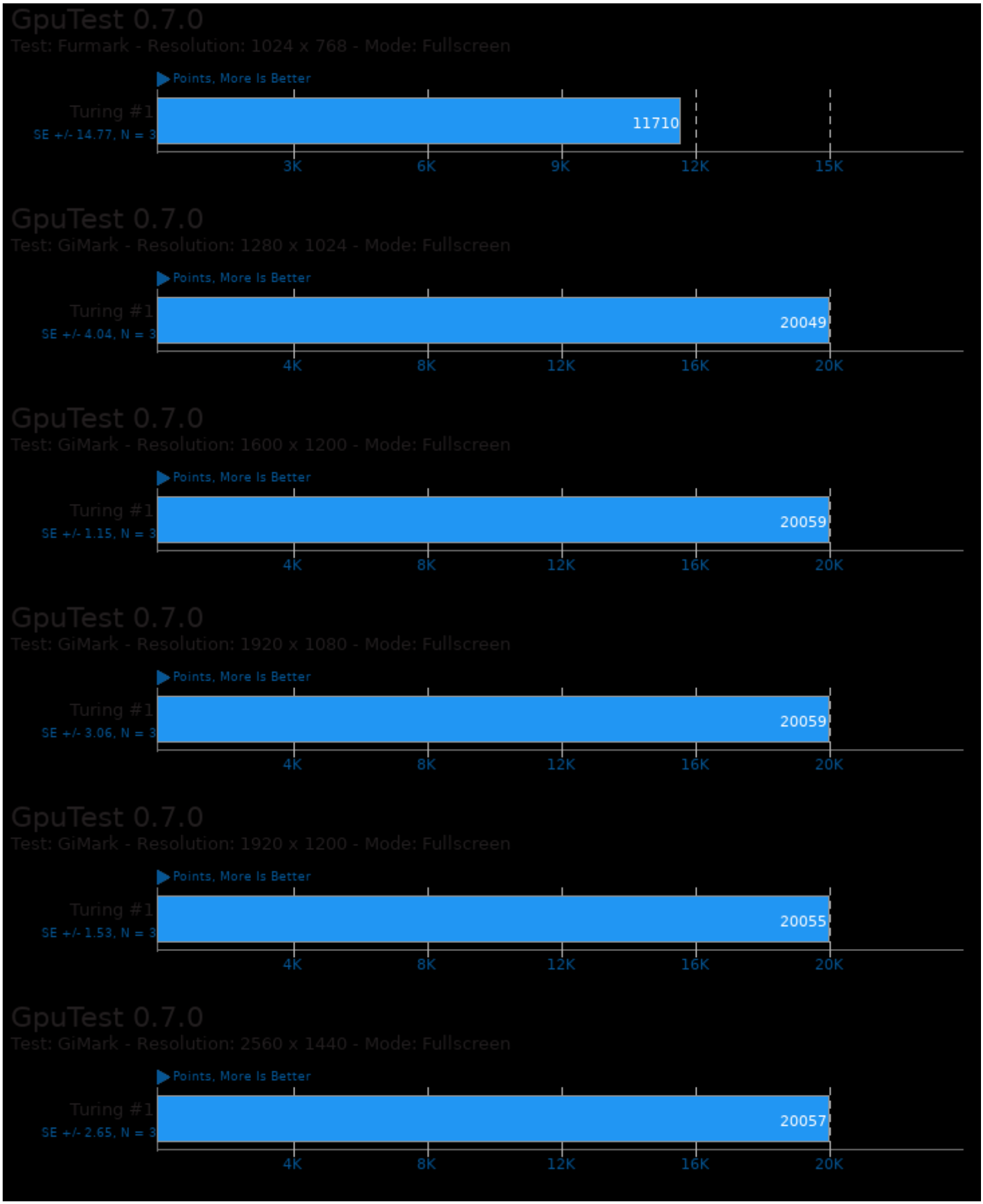
Turing


GpuTest 0.7.0
Test: Furmark - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 4966.14, N = 15
45760
10K
20K
30K
40K
50K
GpuTest 0.7.0
Test: Furmark - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 3.21, N = 3
31908
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: Furmark - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 3177.58, N = 15
38566
8K
16K
24K
32K
40K
GpuTest 0.7.0
Test: Furmark - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 17.65, N = 3
31853
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: Furmark - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 7.23, N = 3
23623
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: Furmark - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 1.53, N = 3
12663
3K
6K
9K
12K
15K

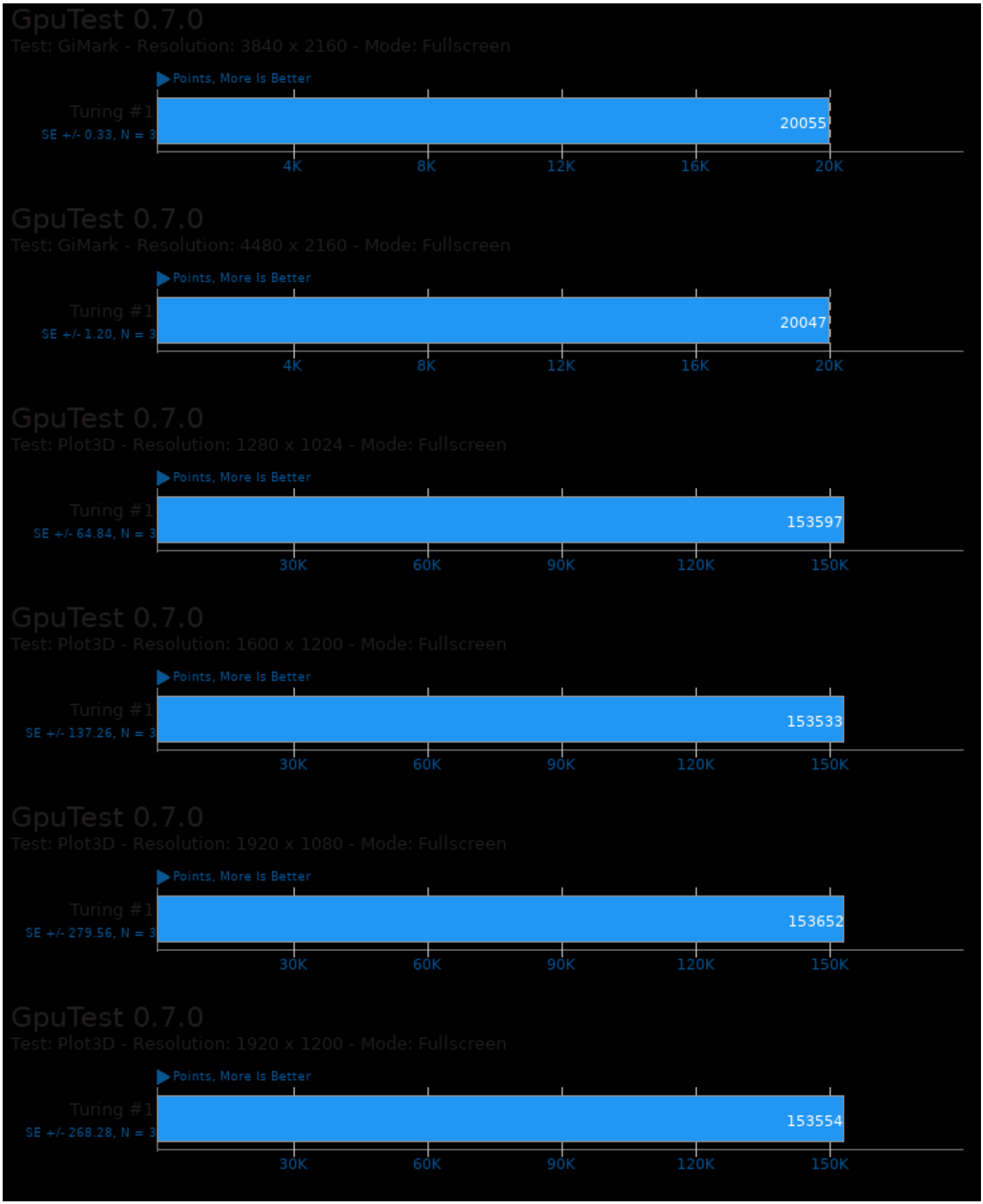
Turing


GpuTest 0.7.0
Test: Furmark - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 1.86, N = 3
12662
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 7.88, N = 3
11670
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: GiMark - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 8.11, N = 3
20048
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 34.17, N = 3
153742
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: TessMark - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 30.23, N = 3
57291
12K
24K
36K
48K
60K
GpuTest 0.7.0
Test: Triangle - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 8626.00, N = 3
1480588
300K
600K
900K
1200K
1500K

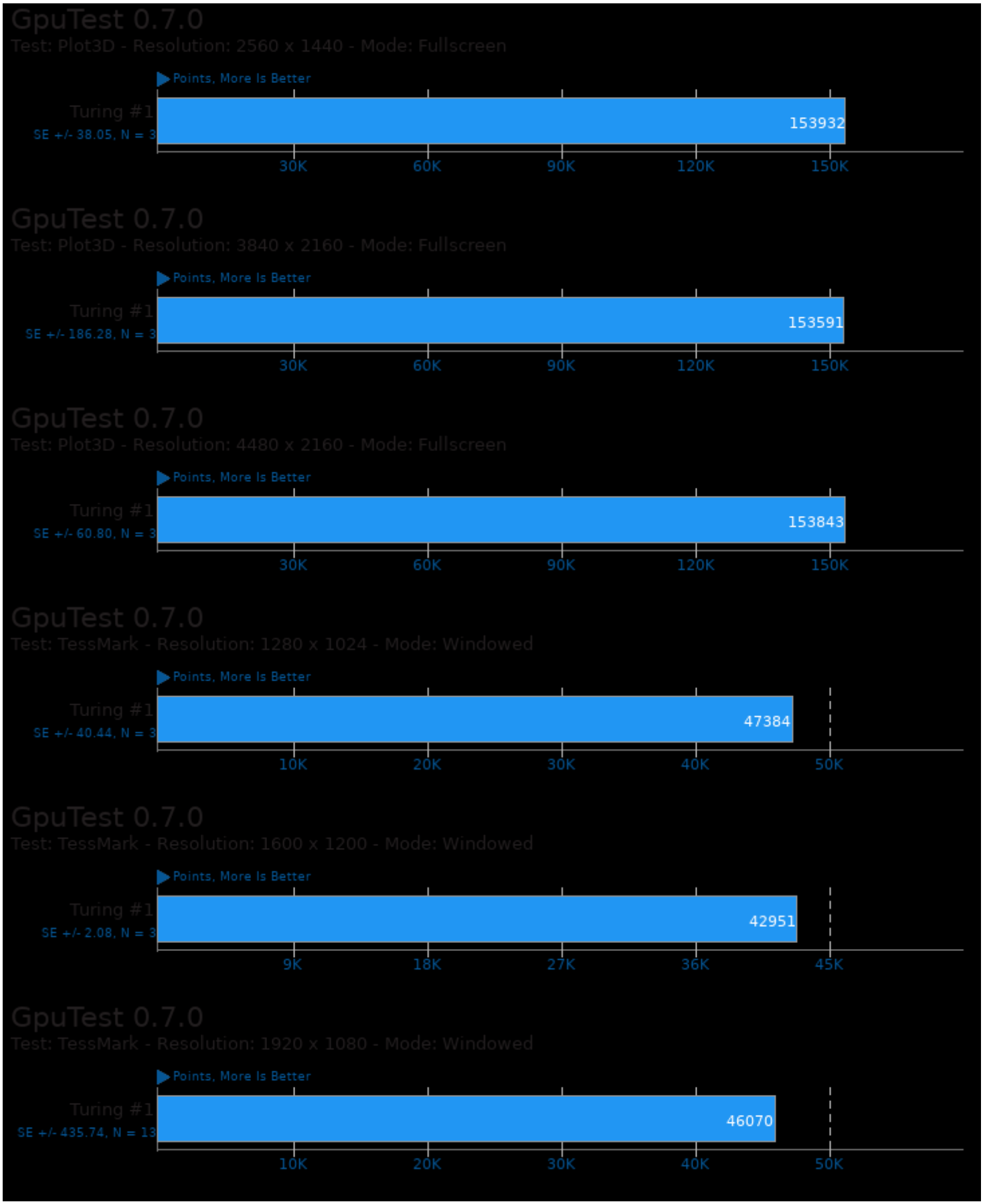
Turing


GpuTest 0.7.0
Test: Furmark - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 14.77, N = 3
11710
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: GiMark - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 4.04, N = 3
20049
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: GiMark - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1.15, N = 3
20059
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: GiMark - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 3.06, N = 3
20059
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: GiMark - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1.53, N = 3
20055
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: GiMark - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2.65, N = 3
20057
4K
8K
12K
16K
20K

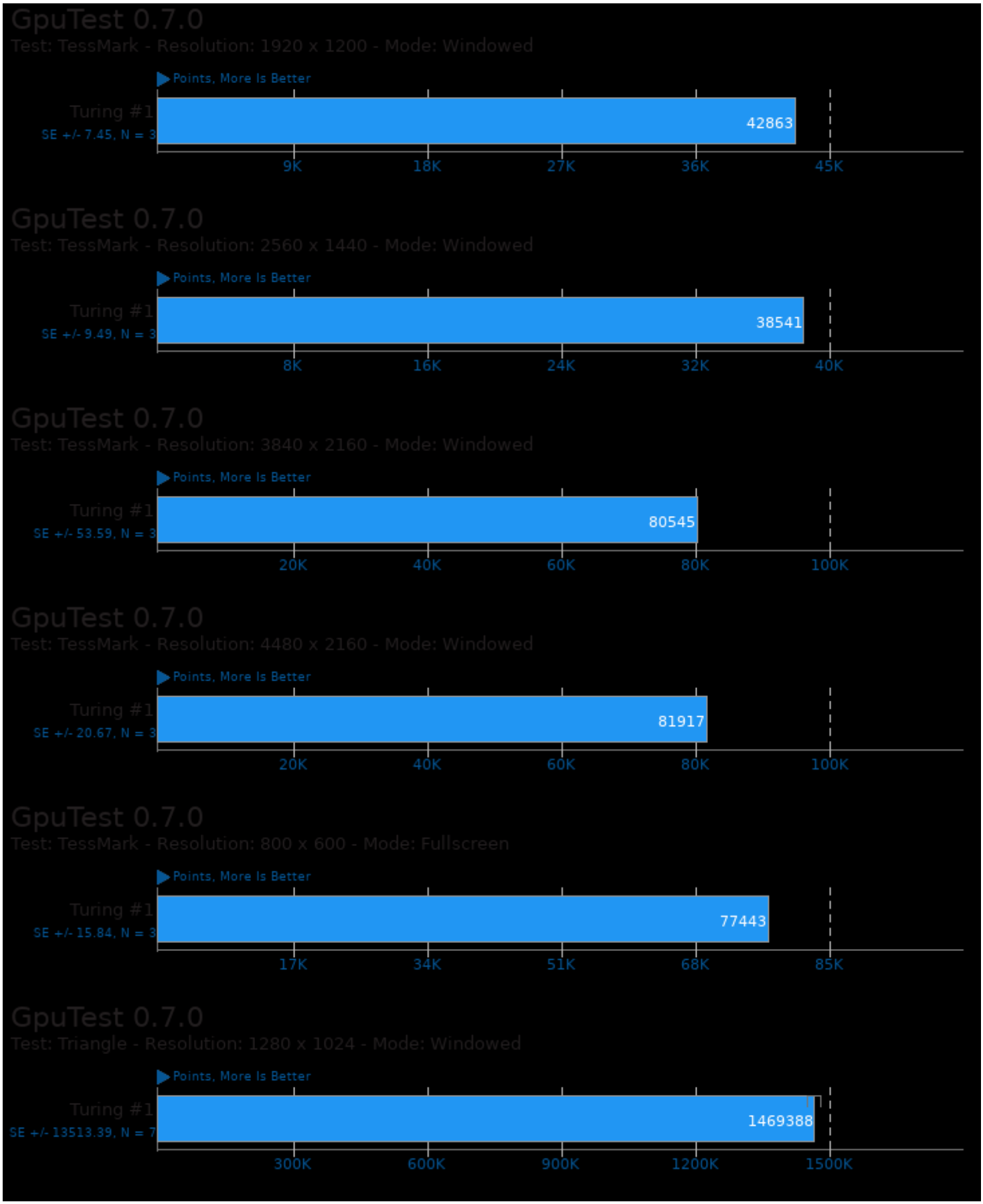
Turing


GpuTest 0.7.0
Test: GiMark - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 0.33, N = 3
20055
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: GiMark - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1.20, N = 3
20047
4K
8K
12K
16K
20K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 64.84, N = 3
153597
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 137.26, N = 3
153533
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 279.56, N = 3
153652
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 268.28, N = 3
153554
30K
60K
90K
120K
150K

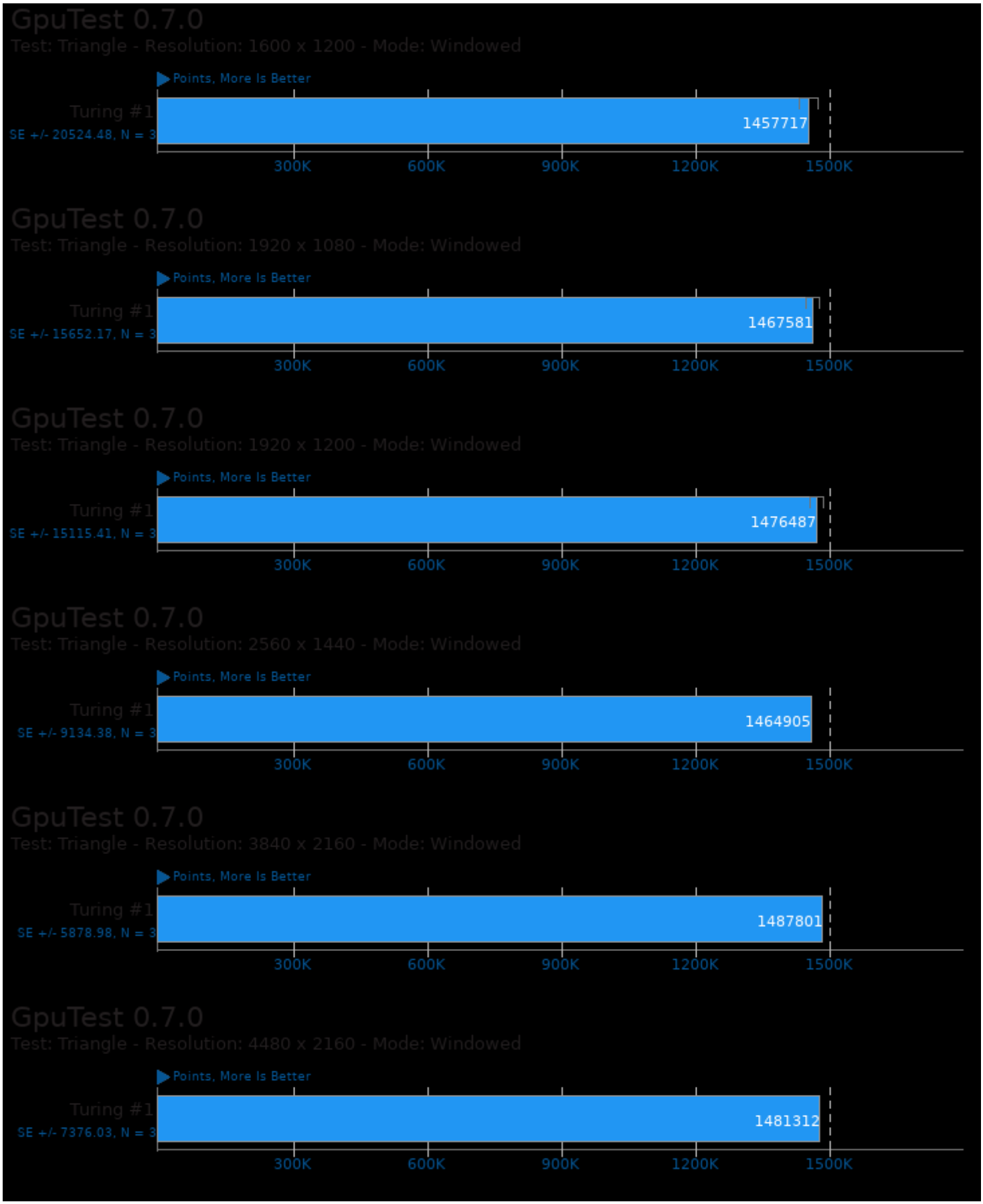
Turing


GpuTest 0.7.0
Test: Plot3D - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 38.05, N = 3
153932
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 186.28, N = 3
153591
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Plot3D - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 60.80, N = 3
153843
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: TessMark - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 40.44, N = 3
47384
10K
20K
30K
40K
50K
GpuTest 0.7.0
Test: TessMark - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 2.08, N = 3
42951
9K
18K
27K
36K
45K
GpuTest 0.7.0
Test: TessMark - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 435.74, N = 13
46070
10K
20K
30K
40K
50K

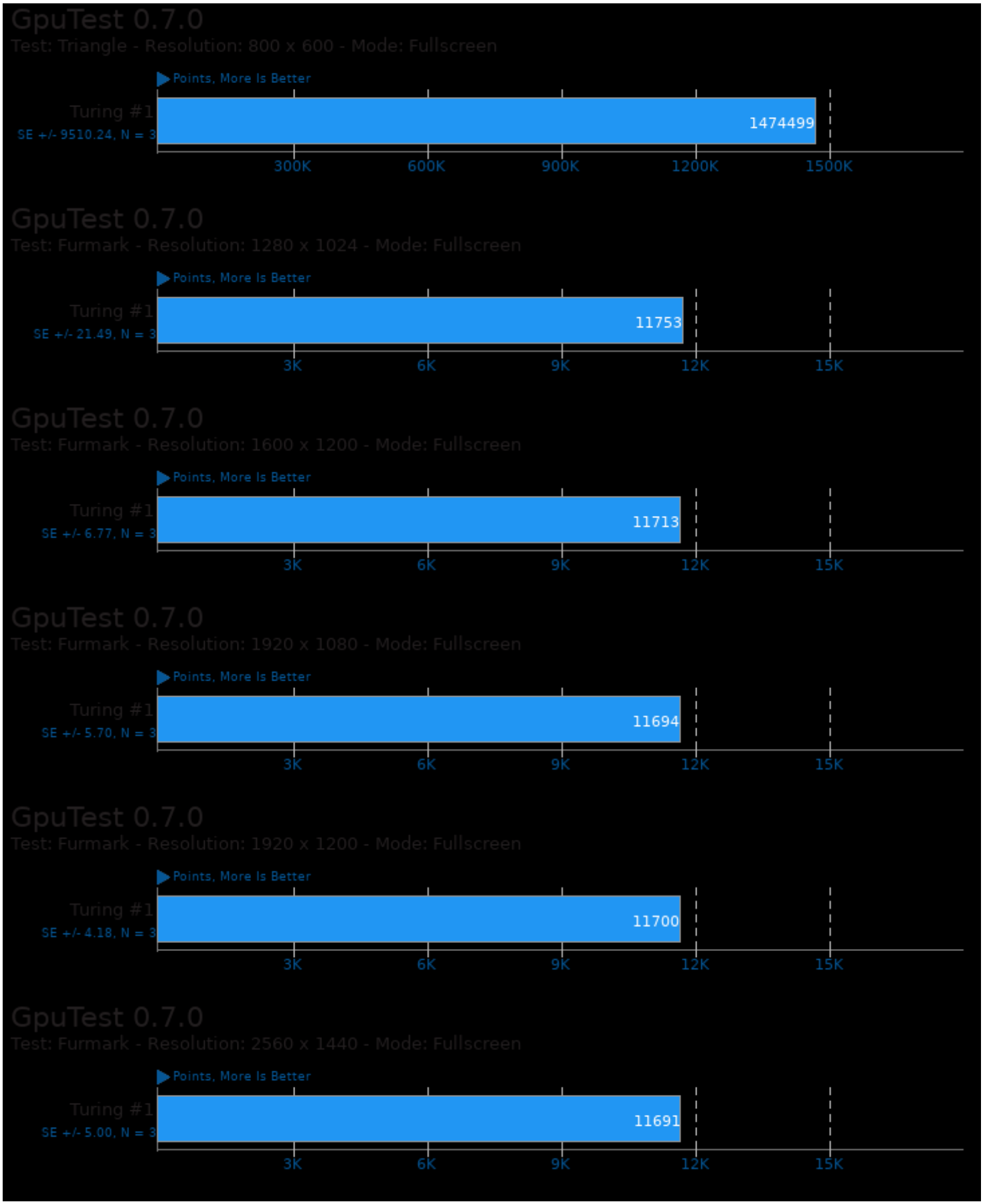
Turing


GpuTest 0.7.0
Test: TessMark - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 7.45, N = 3
42863
9K
18K
27K
36K
45K
GpuTest 0.7.0
Test: TessMark - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 9.49, N = 3
38541
8K
16K
24K
32K
40K
GpuTest 0.7.0
Test: TessMark - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 53.59, N = 3
80545
20K
40K
60K
80K
100K
GpuTest 0.7.0
Test: TessMark - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 20.67, N = 3
81917
20K
40K
60K
80K
100K
GpuTest 0.7.0
Test: TessMark - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 15.84, N = 3
77443
17K
34K
51K
68K
85K
GpuTest 0.7.0
Test: Triangle - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 13513.39, N = 7
1469388
300K
600K
900K
1200K
1500K

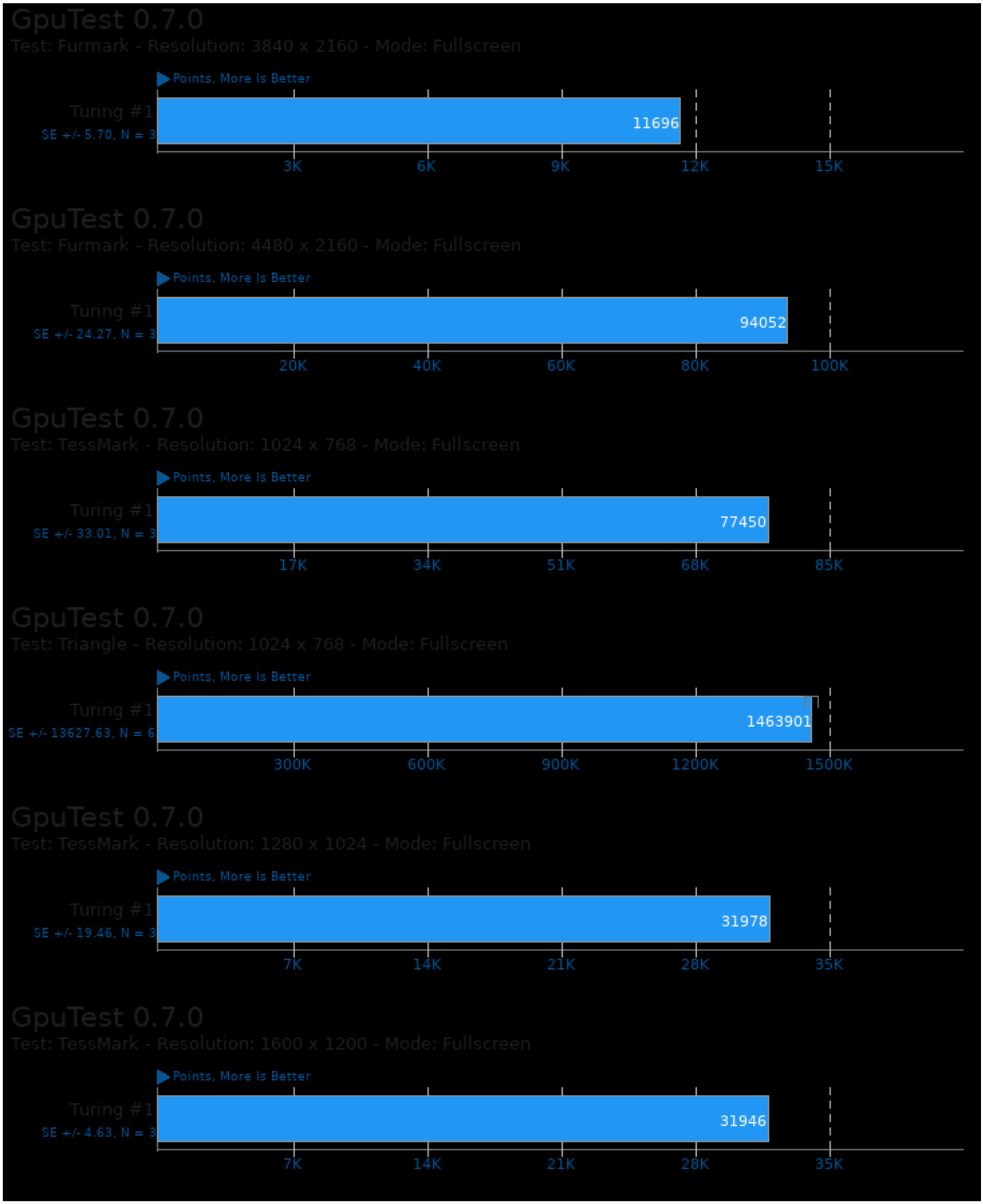
Turing


GpuTest 0.7.0
Test: Triangle - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 20524.48, N = 3
1457717
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Triangle - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 15652.17, N = 3
1467581
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Triangle - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 15115.41, N = 3
1476487
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Triangle - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 9134.38, N = 3
1464905
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Triangle - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 5878.98, N = 3
1487801
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Triangle - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 7376.03, N = 3
1481312
300K
600K
900K
1200K
1500K

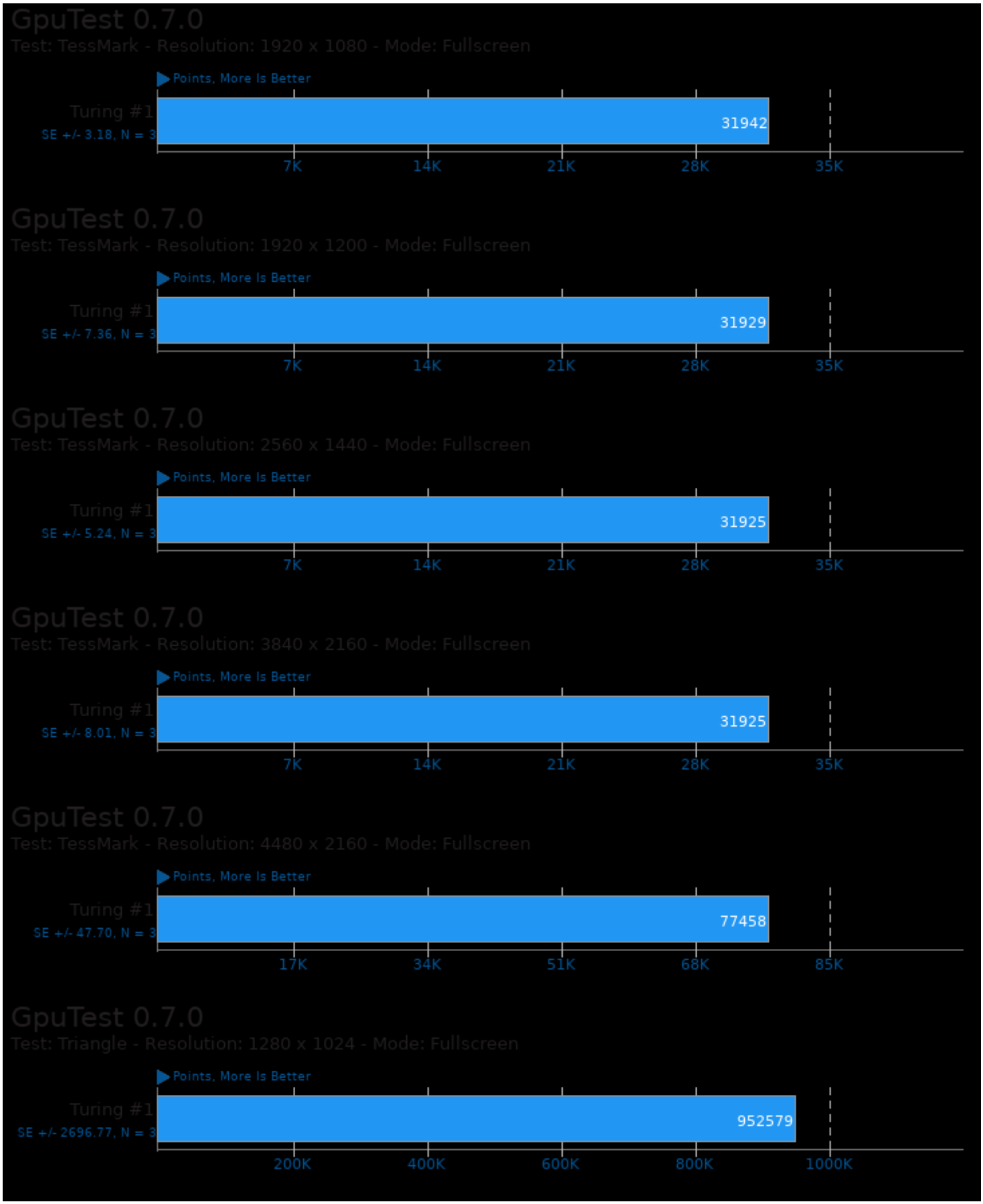
Turing


GpuTest 0.7.0
Test: Triangle - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 9510.24, N = 3
1474499
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: Furmark - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 21.49, N = 3
11753
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 6.77, N = 3
11713
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.70, N = 3
11694
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 4.18, N = 3
11700
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.00, N = 3
11691
3K
6K
9K
12K
15K

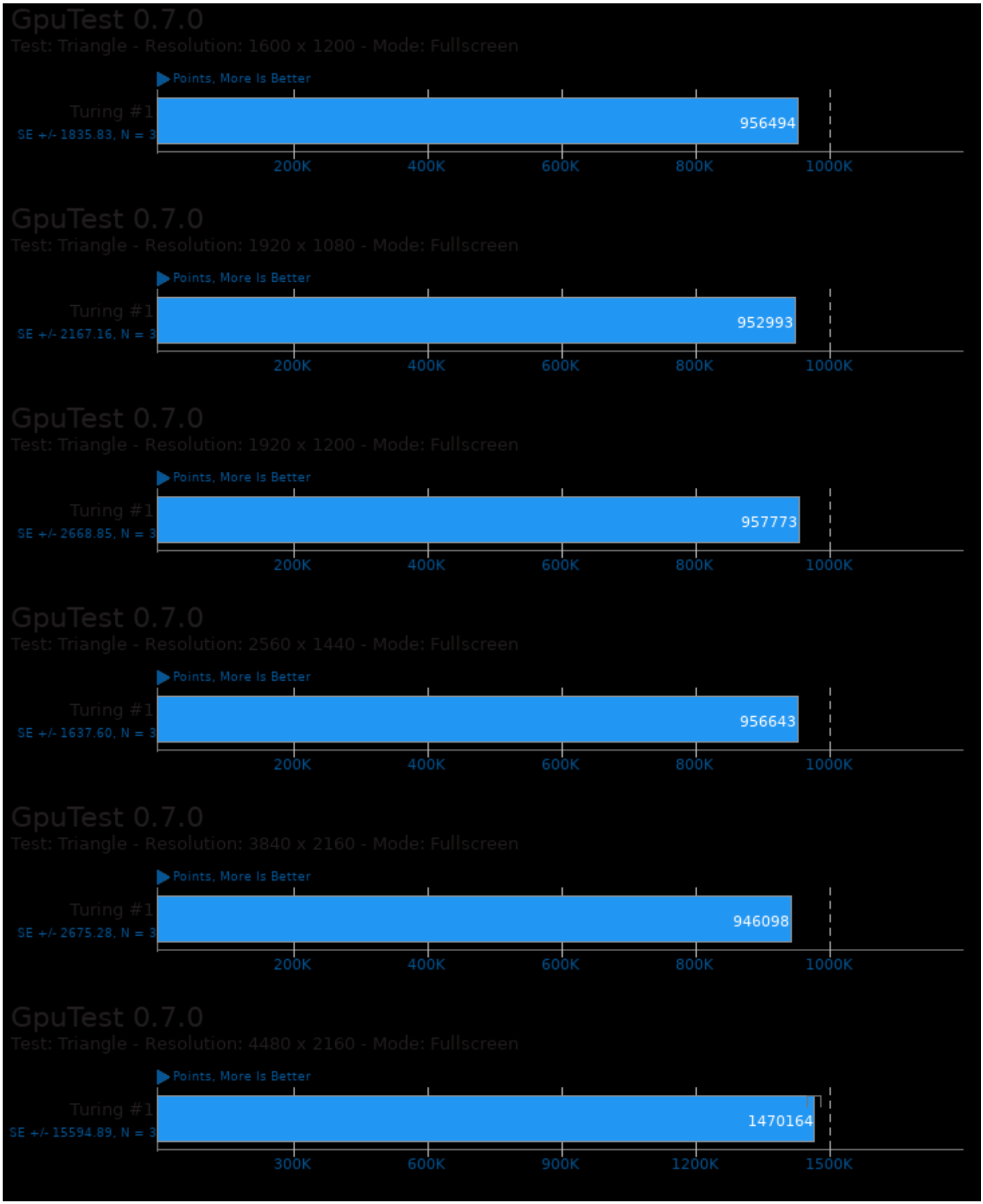
Turing


GpuTest 0.7.0
Test: Furmark - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.70, N = 3
11696
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Furmark - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 24.27, N = 3
94052
20K
40K
60K
80K
100K
GpuTest 0.7.0
Test: TessMark - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 33.01, N = 3
77450
17K
34K
51K
68K
85K
GpuTest 0.7.0
Test: Triangle - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 13627.63, N = 6
1463901
300K
600K
900K
1200K
1500K
GpuTest 0.7.0
Test: TessMark - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 19.46, N = 3
31978
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: TessMark - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 4.63, N = 3
31946
7K
14K
21K
28K
35K

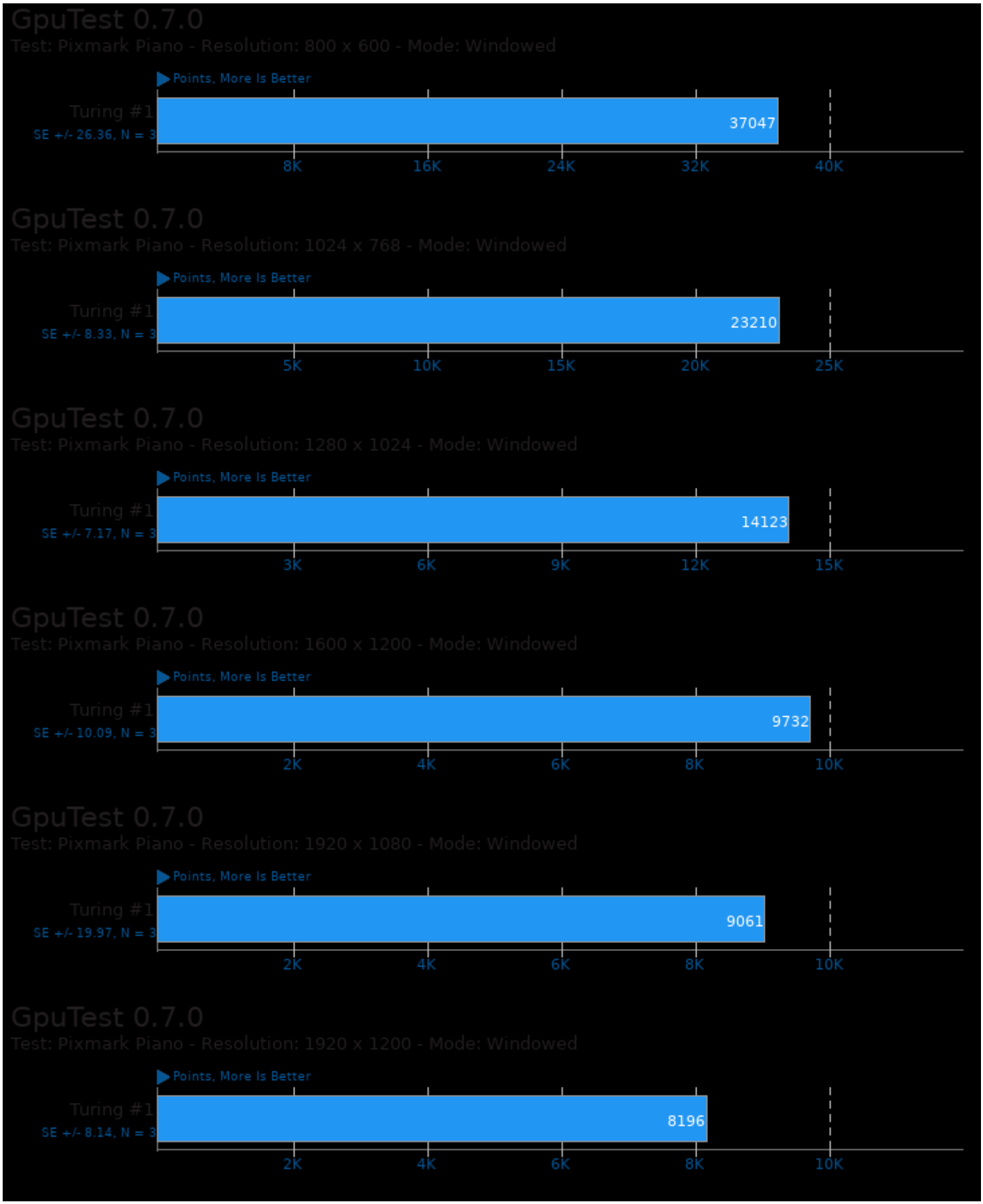
Turing


GpuTest 0.7.0
Test: TessMark - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 3.18, N = 3
31942
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: TessMark - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 7.36, N = 3
31929
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: TessMark - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.24, N = 3
31925
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: TessMark - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 8.01, N = 3
31925
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: TessMark - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 47.70, N = 3
77458
17K
34K
51K
68K
85K
GpuTest 0.7.0
Test: Triangle - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2696.77, N = 3
952579
200K
400K
600K
800K
1000K

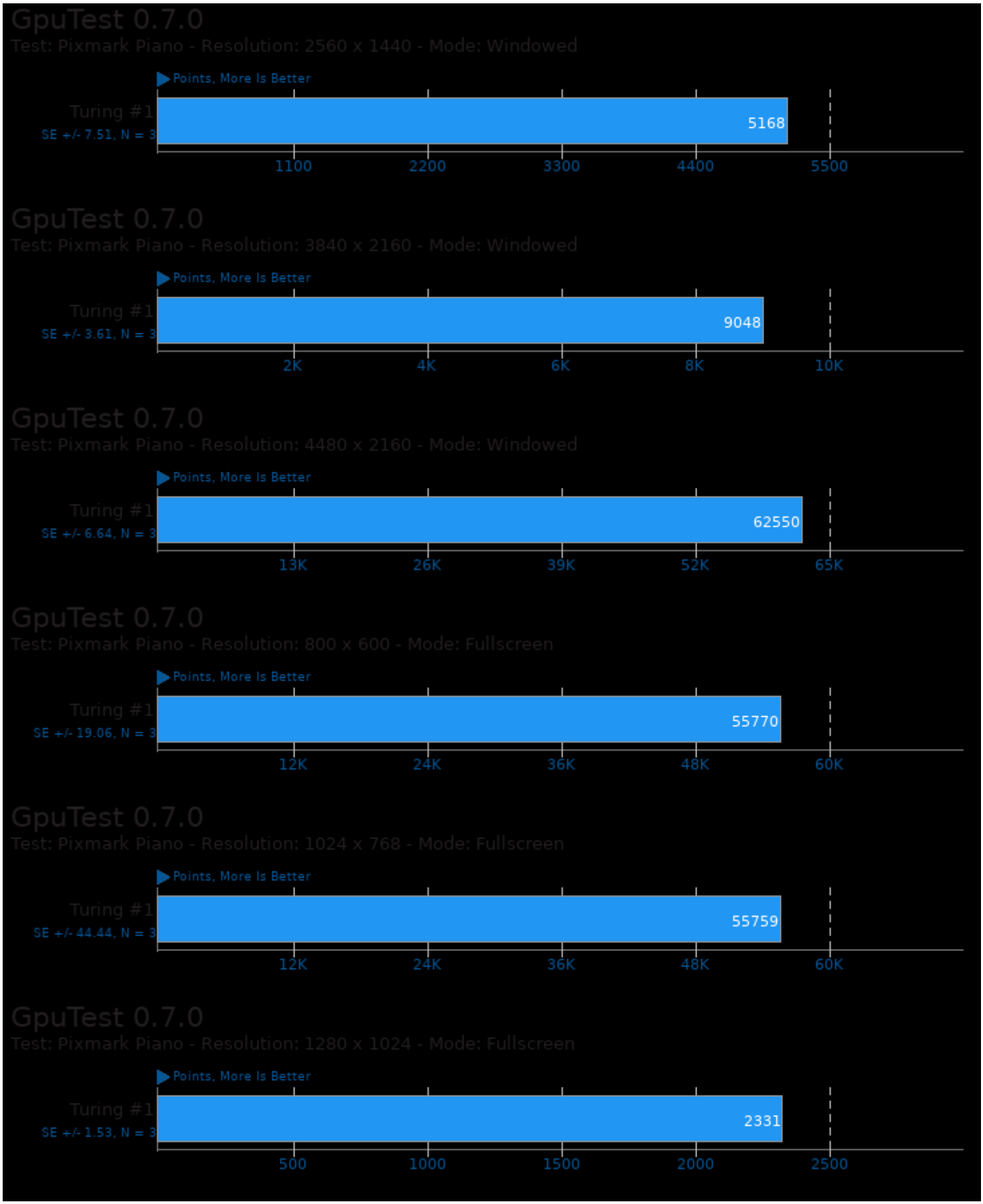
Turing


GpuTest 0.7.0
Test: Triangle - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1835.83, N = 3
956494
200K
400K
600K
800K
1000K
GpuTest 0.7.0
Test: Triangle - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2167.16, N = 3
952993
200K
400K
600K
800K
1000K
GpuTest 0.7.0
Test: Triangle - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2668.85, N = 3
957773
200K
400K
600K
800K
1000K
GpuTest 0.7.0
Test: Triangle - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1637.60, N = 3
956643
200K
400K
600K
800K
1000K
GpuTest 0.7.0
Test: Triangle - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2675.28, N = 3
946098
200K
400K
600K
800K
1000K
GpuTest 0.7.0
Test: Triangle - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 15594.89, N = 3
1470164
300K
600K
900K
1200K
1500K

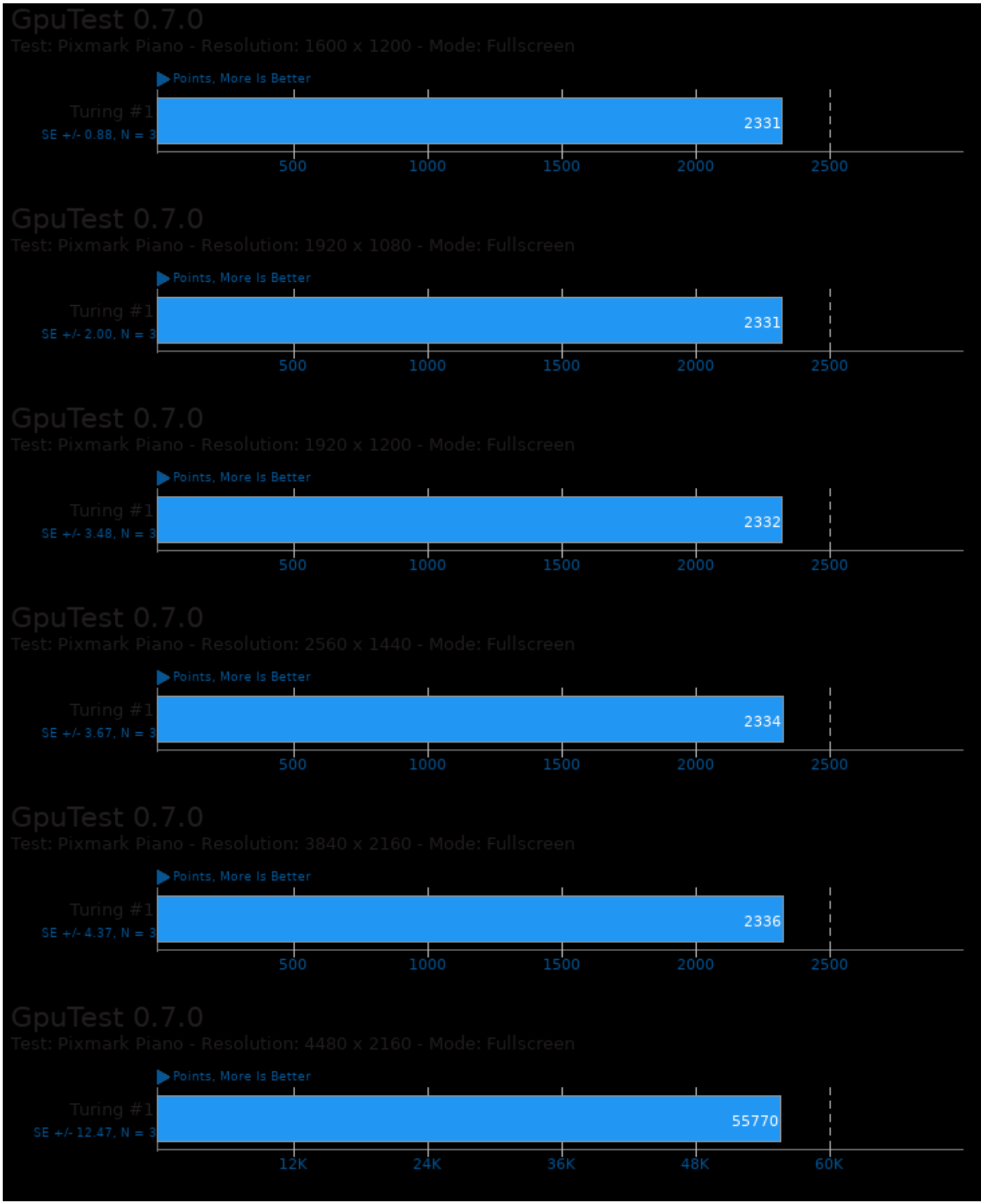
Turing


GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 26.36, N = 3
37047
8K
16K
24K
32K
40K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 8.33, N = 3
23210
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 7.17, N = 3
14123
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 10.09, N = 3
9732
2K
4K
6K
8K
10K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 19.97, N = 3
9061
2K
4K
6K
8K
10K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 8.14, N = 3
8196
2K
4K
6K
8K
10K

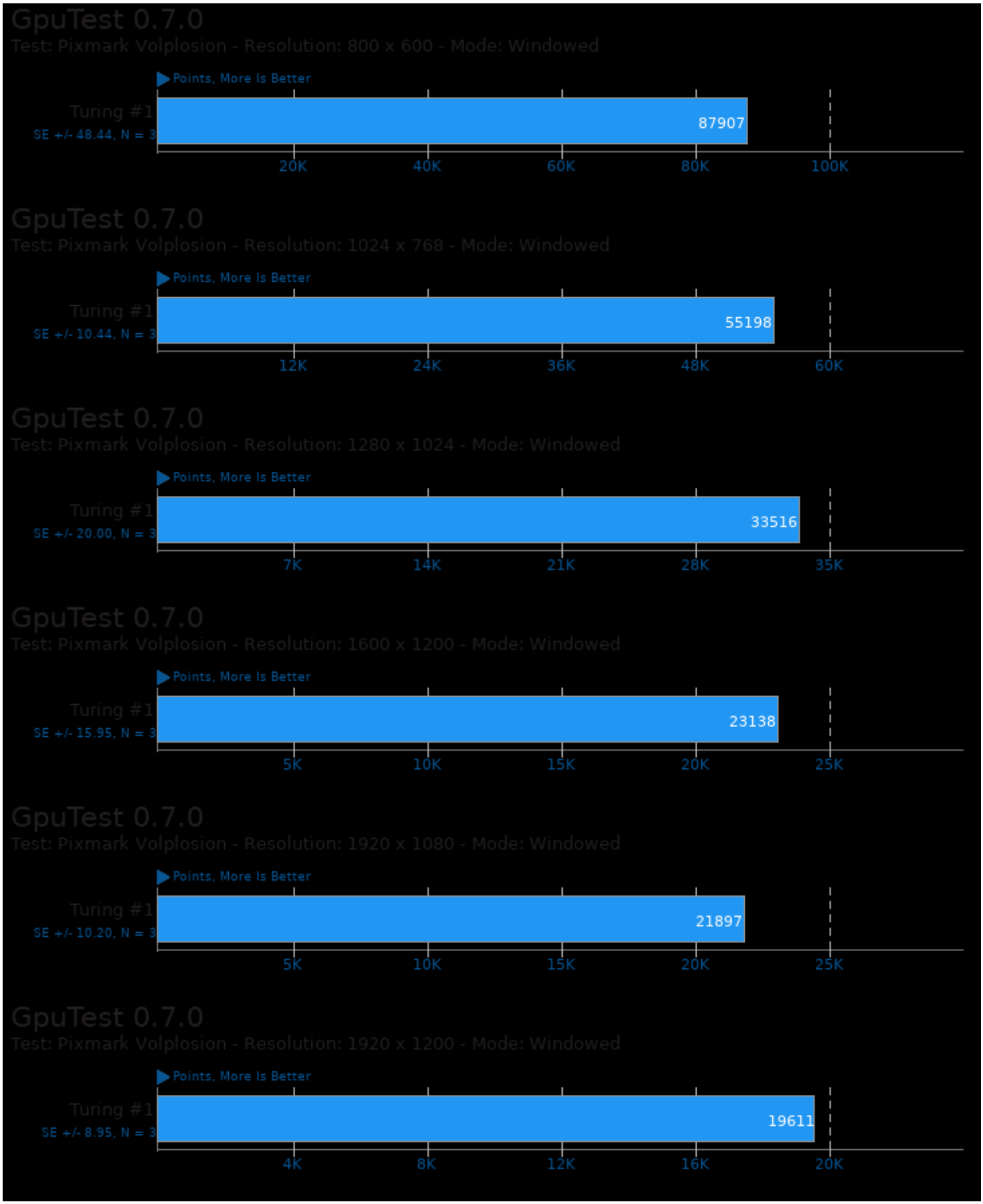
Turing


GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 7.51, N = 3
5168
1100
2200
3300
4400
5500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 3.61, N = 3
9048
2K
4K
6K
8K
10K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 6.64, N = 3
62550
13K
26K
39K
52K
65K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 19.06, N = 3
55770
12K
24K
36K
48K
60K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 44.44, N = 3
55759
12K
24K
36K
48K
60K
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 1.53, N = 3
2331
500
1000
1500
2000
2500

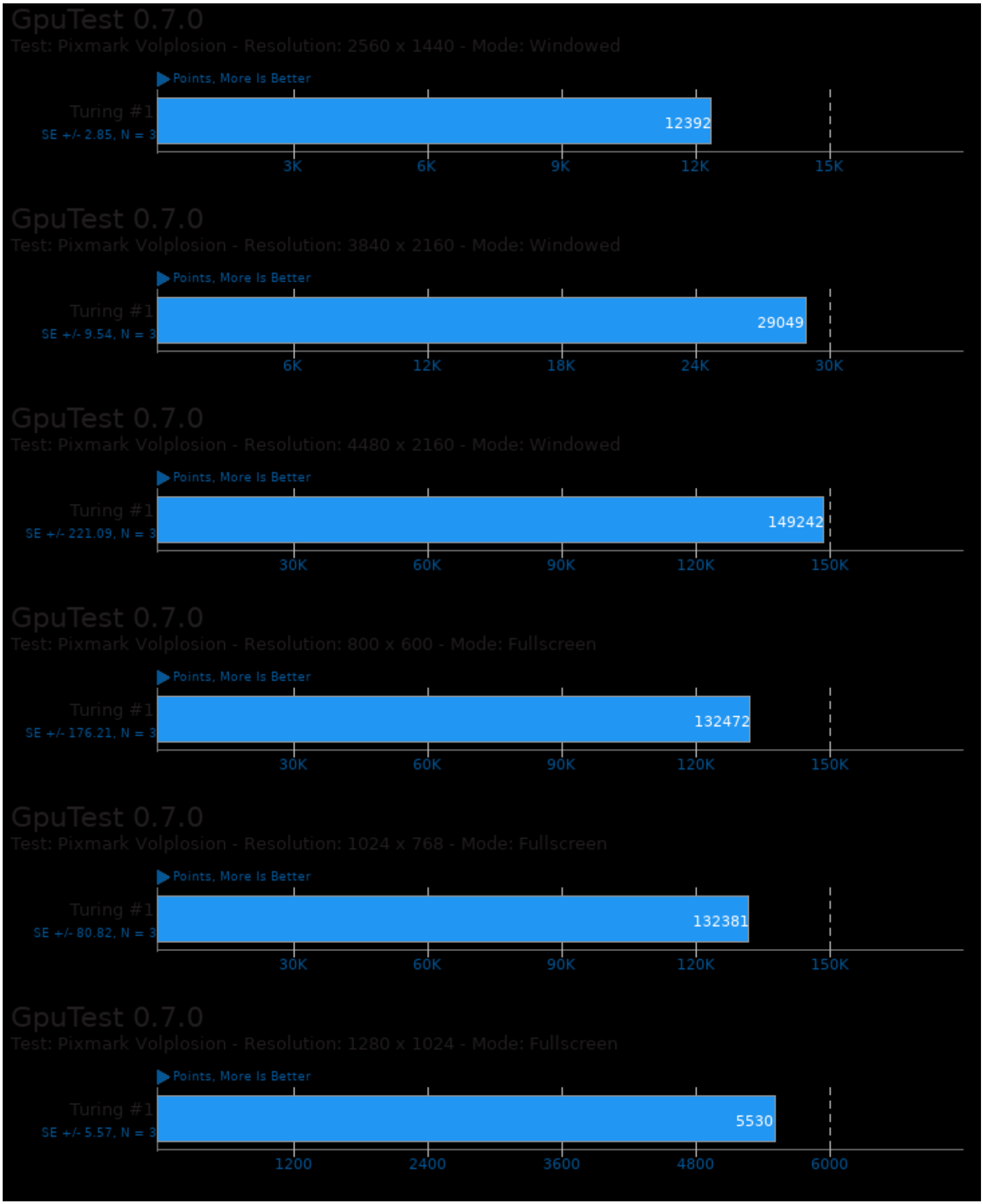
Turing


GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 0.88, N = 3
2331
500
1000
1500
2000
2500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 2.00, N = 3
2331
500
1000
1500
2000
2500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 3.48, N = 3
2332
500
1000
1500
2000
2500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 3.67, N = 3
2334
500
1000
1500
2000
2500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 4.37, N = 3
2336
500
1000
1500
2000
2500
GpuTest 0.7.0
Test: Pixmark Piano - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 12.47, N = 3
55770
12K
24K
36K
48K
60K

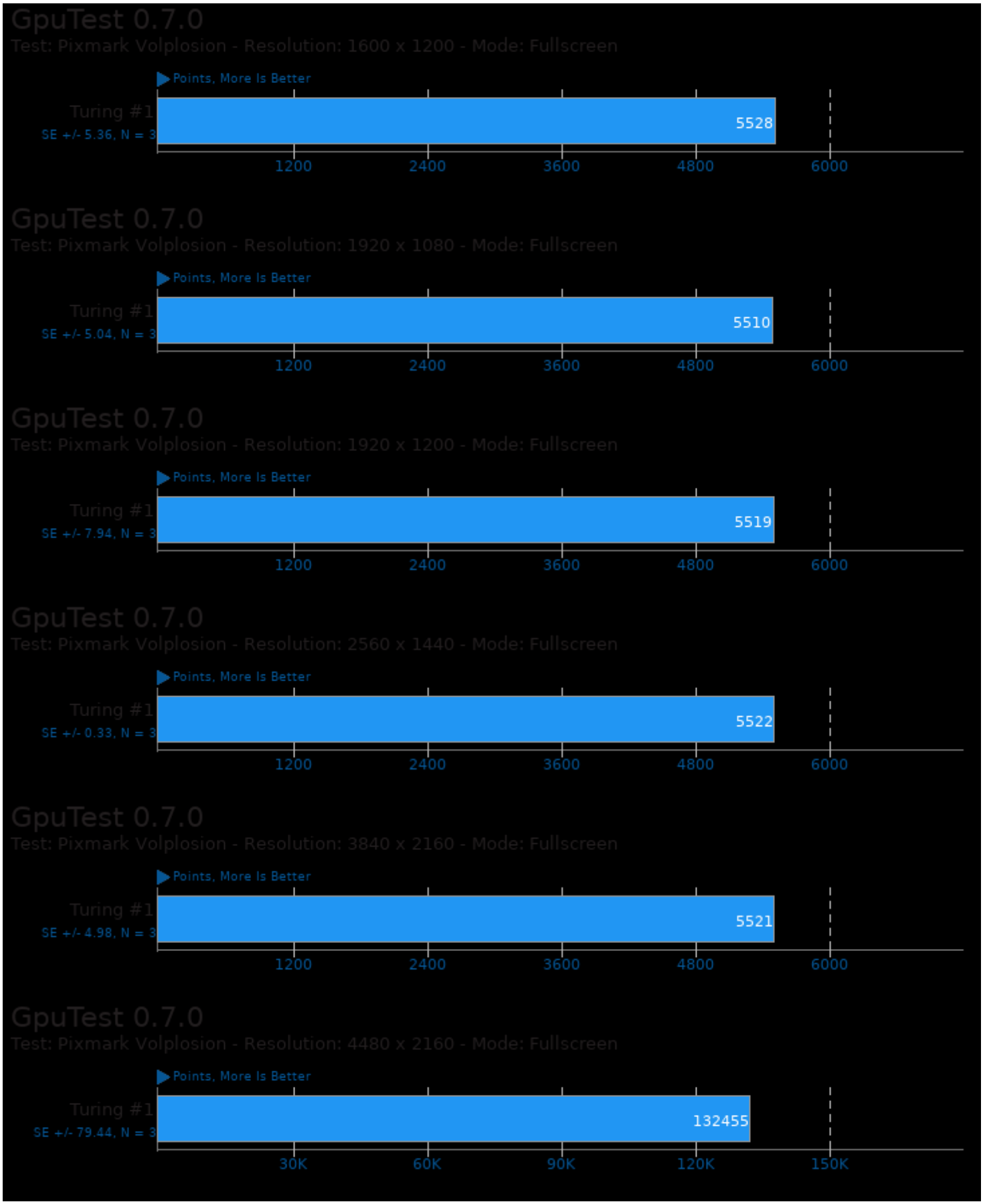
Turing


GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 48.44, N = 3
87907
20K
40K
60K
80K
100K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 10.44, N = 3
55198
12K
24K
36K
48K
60K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 20.00, N = 3
33516
7K
14K
21K
28K
35K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 15.95, N = 3
23138
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 10.20, N = 3
21897
5K
10K
15K
20K
25K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 8.95, N = 3
19611
4K
8K
12K
16K
20K

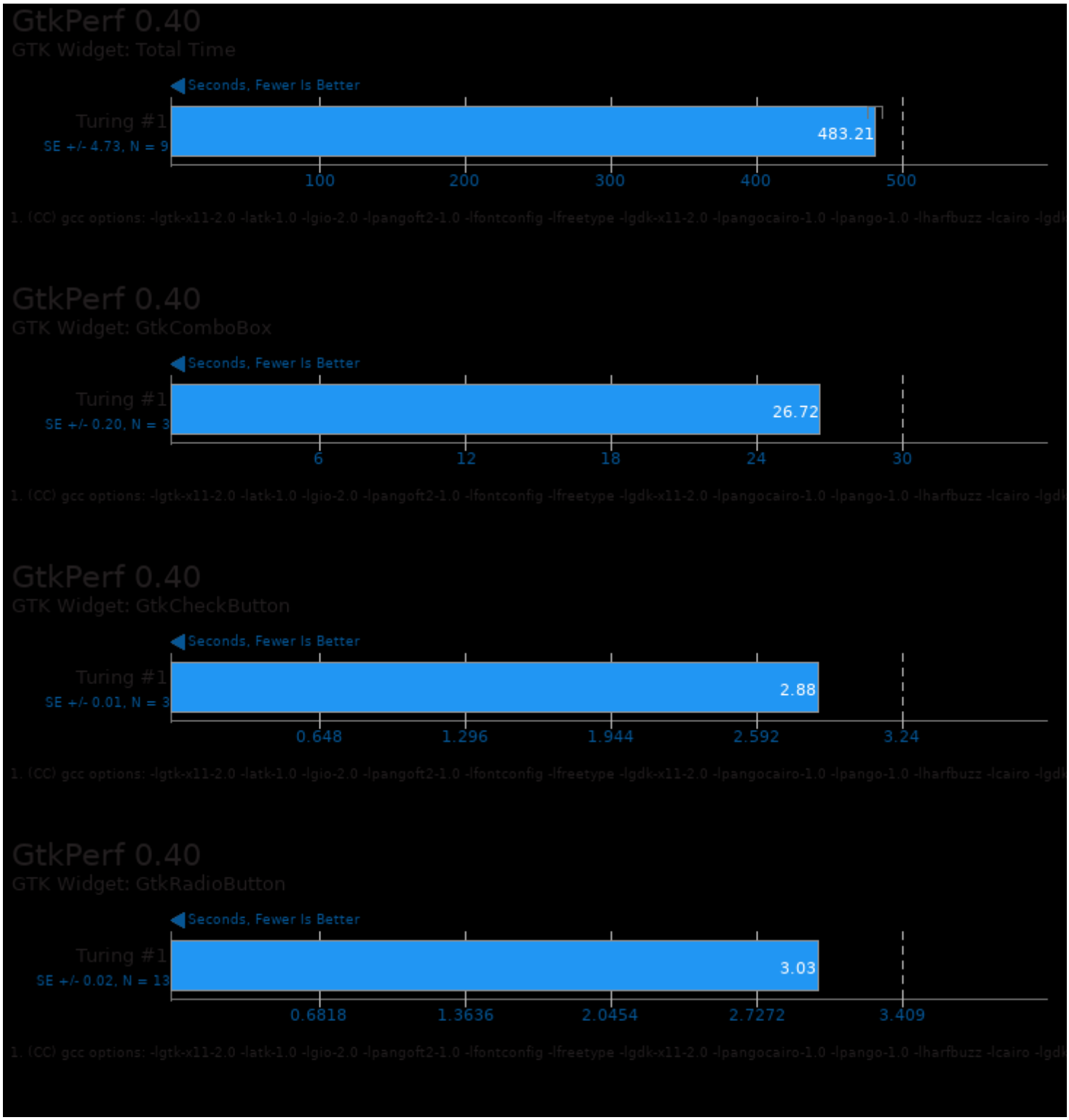
Turing


GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 2.85, N = 3
12392
3K
6K
9K
12K
15K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 3840 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 9.54, N = 3
29049
6K
12K
18K
24K
30K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 4480 x 2160 - Mode: Windowed
Points, More Is Better
Turing #1
SE +/- 221.09, N = 3
149242
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 800 x 600 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 176.21, N = 3
132472
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1024 x 768 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 80.82, N = 3
132381
30K
60K
90K
120K
150K
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1280 x 1024 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.57, N = 3
5530
1200
2400
3600
4800
6000

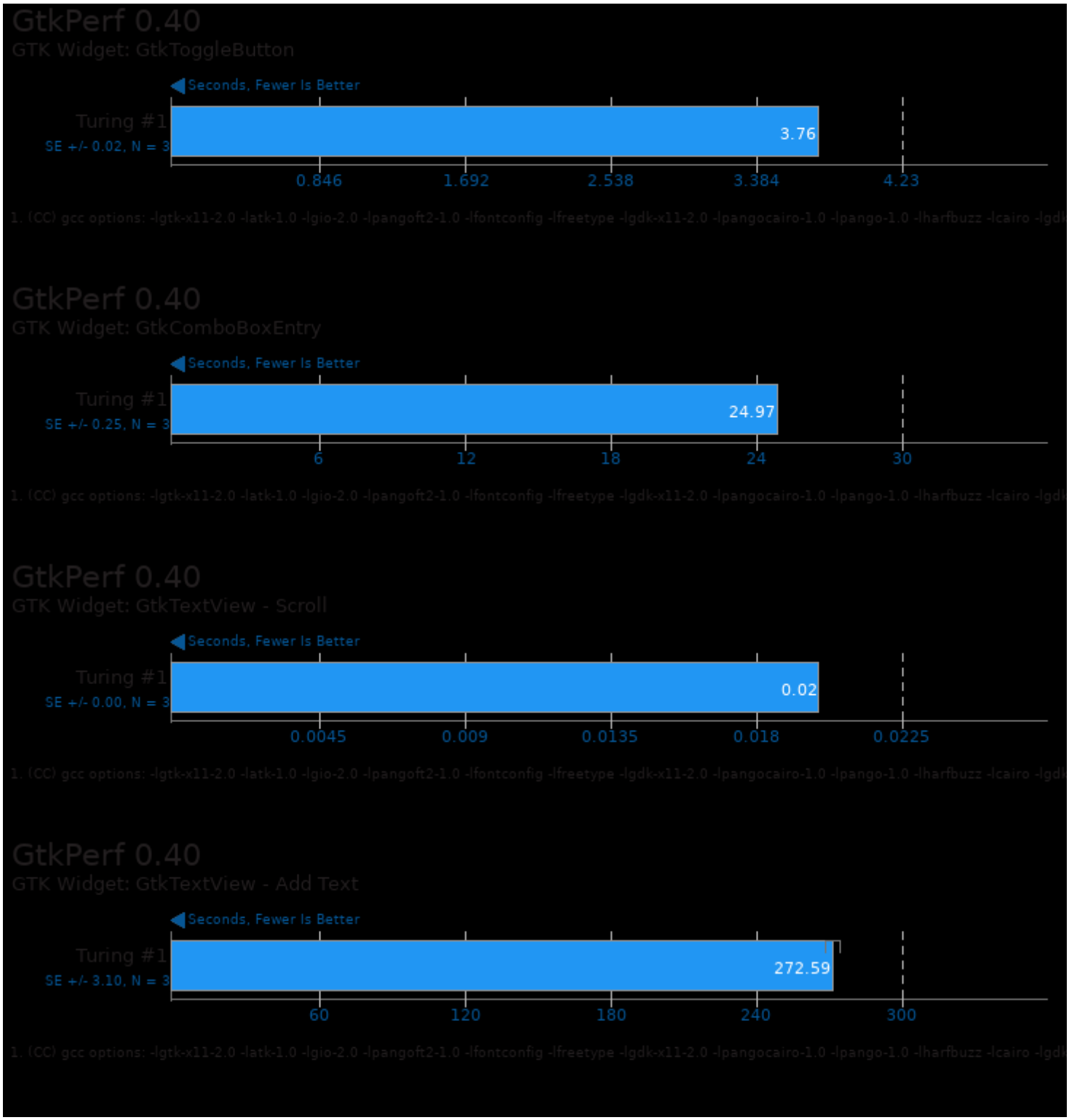
Turing


GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1600 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.36, N = 3
5528
1200
2400
3600
4800
6000
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1920 x 1080 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 5.04, N = 3
5510
1200
2400
3600
4800
6000
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 1920 x 1200 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 7.94, N = 3
5519
1200
2400
3600
4800
6000
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 2560 x 1440 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 0.33, N = 3
5522
1200
2400
3600
4800
6000
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 3840 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 4.98, N = 3
5521
1200
2400
3600
4800
6000
GpuTest 0.7.0
Test: Pixmark Volplosion - Resolution: 4480 x 2160 - Mode: Fullscreen
Points, More Is Better
Turing #1
SE +/- 79.44, N = 3
132455
30K
60K
90K
120K
150K

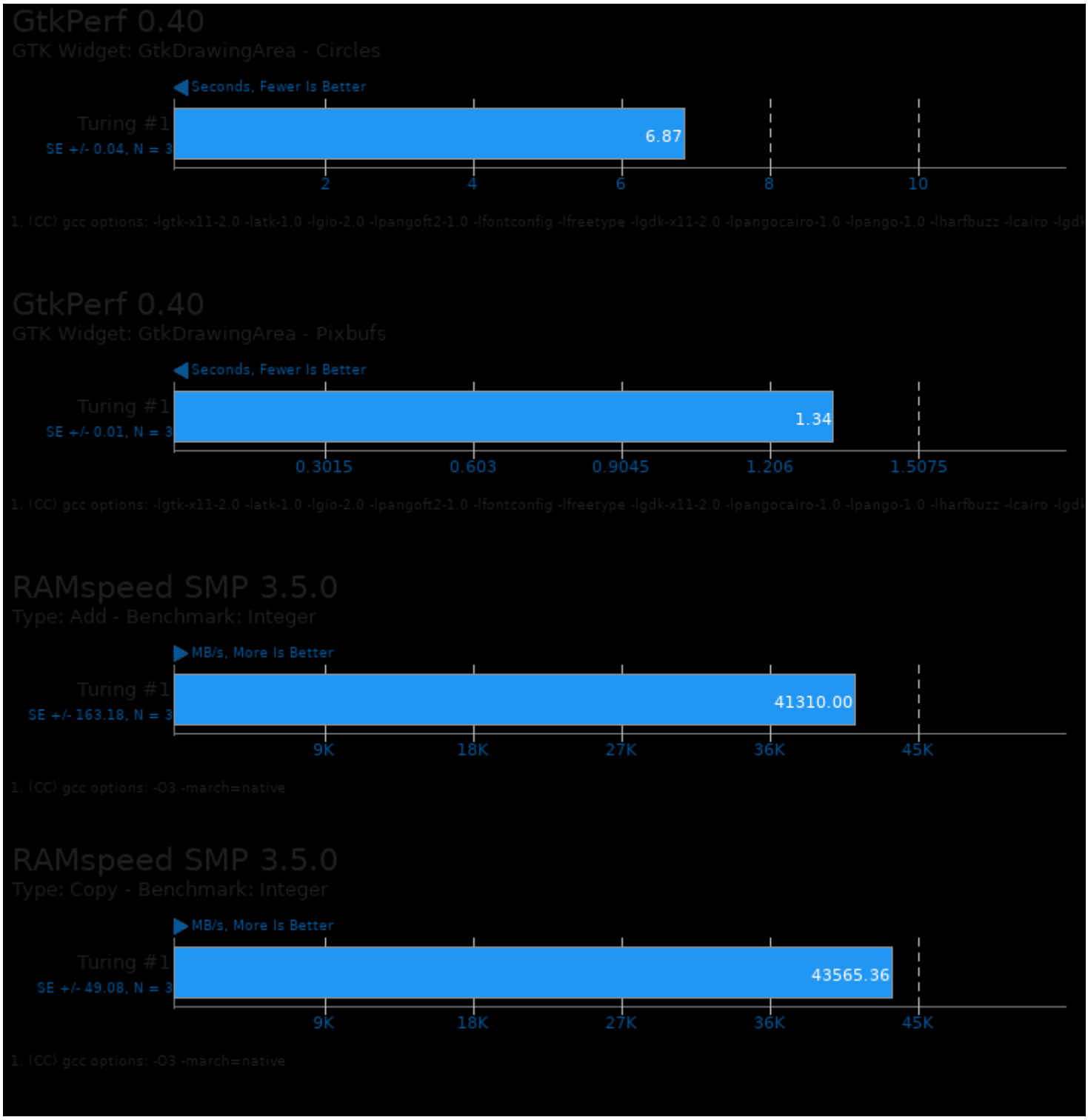
Turing

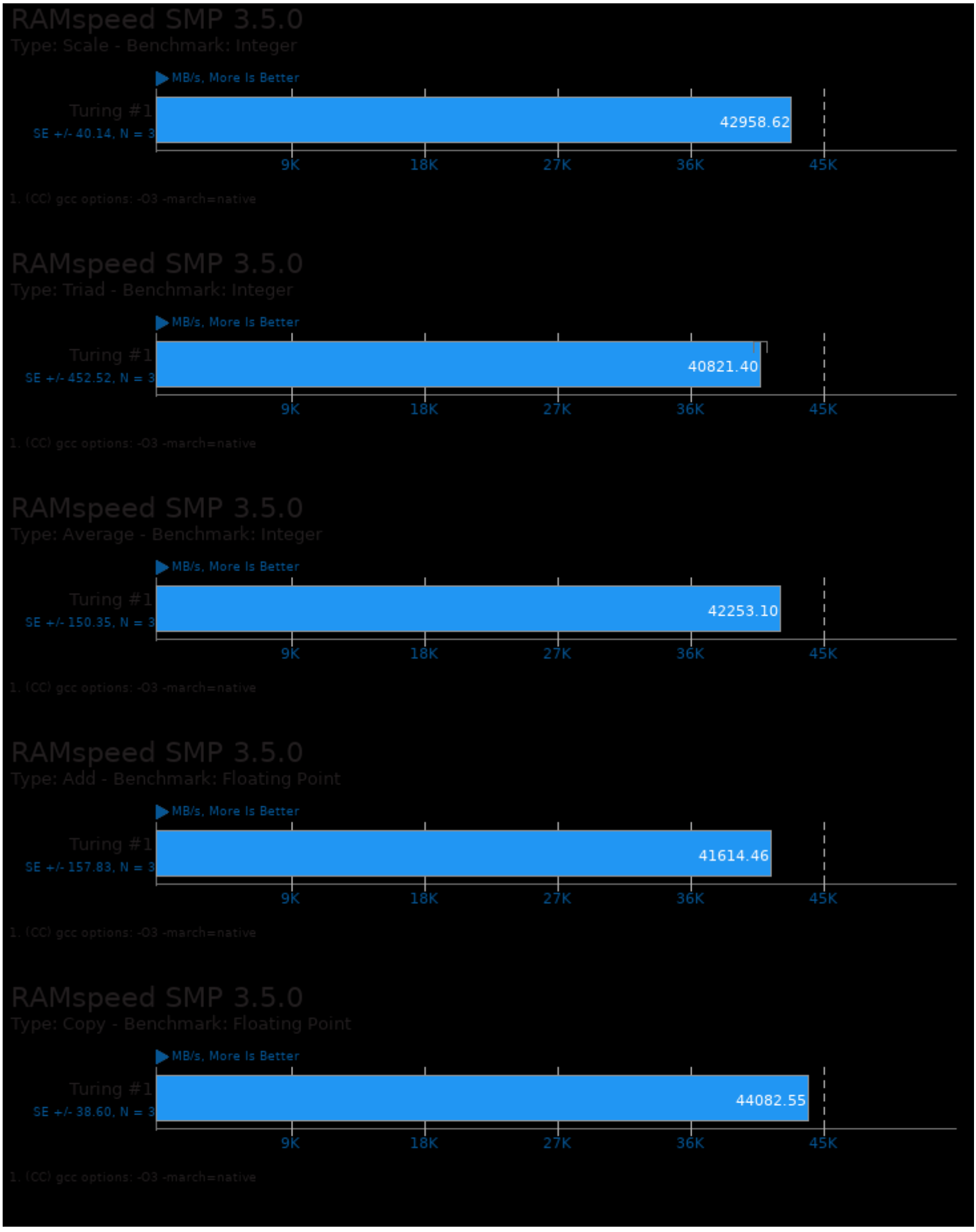

GtkPerf 0.40
GTK Widget: Total Time
Seconds, Fewer Is Better
Turing #1
SE +/- 4.73, N = 9
483.21
100
200
300
400
500
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkComboBox
Seconds, Fewer Is Better
Turing #1
SE +/- 0.20, N = 3
26.72
6
12
18
24
30
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkCheckButton
Seconds, Fewer Is Better
Turing #1
SE +/- 0.01, N = 3
2.88
0.648
1.296
1.944
2.592
3.24
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkRadioButton
Seconds, Fewer Is Better
Turing #1
SE +/- 0.02, N = 13
3.03
0.6818
1.3636
2.0454
2.7272
3.409
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd

Turing


GtkPerf 0.40
GTK Widget: GtkToggleButton
Seconds, Fewer Is Better
Turing #1
SE +/- 0.02, N = 3
3.76
0.846
1.692
2.538
3.384
4.23
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkComboBoxEntry
Seconds, Fewer Is Better
Turing #1
SE +/- 0.25, N = 3
24.97
6
12
18
24
30
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkTextView - Scroll
Seconds, Fewer Is Better
Turing #1
SE +/- 0.00, N = 3
0.02
0.0045
0.009
0.0135
0.018
0.0225
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkTextView - Add Text
Seconds, Fewer Is Better
Turing #1
SE +/- 3.10, N = 3
272.59
60
120
180
240
300
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd

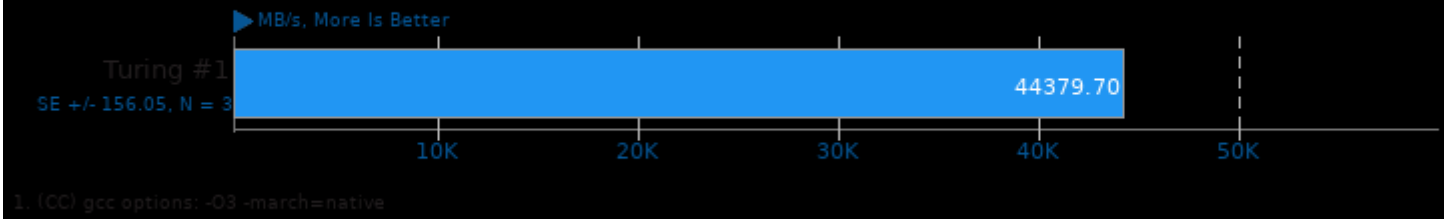
Turing


GtkPerf 0.40
GTK Widget: GtkDrawingArea - Circles
Seconds, Fewer Is Better
Turing #1
SE +/- 0.04, N = 3
6.87
2
4
6
8
10
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
GtkPerf 0.40
GTK Widget: GtkDrawingArea - Pixbufs
Seconds, Fewer Is Better
Turing #1
SE +/- 0.01, N = 3
1.34
0.3015
0.603
0.9045
1.206
1.5075
1. (CC) gcc options: -lgtk-x11-2.0 -latk-1.0 -lgio-2.0 -lpangoft2-1.0 -lfontconfig -lfreetype -lgdk-x11-2.0 -lpangocairo-1.0 -lpango-1.0 -lharfbuzz -lcairo -lgd
RAMspeed SMP 3.5.0
Type: Add - Benchmark: Integer
MB/s, More Is Better
Turing #1
SE +/- 163.18, N = 3
41310.00
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native
RAMspeed SMP 3.5.0
Type: Copy - Benchmark: Integer
MB/s, More Is Better
Turing #1
SE +/- 49.08, N = 3
43565.36
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native


RAMspeed SMP 3.5.0
Type: Scale - Benchmark: Integer
MB/s, More Is Better
Turing #1
SE +/- 40.14, N = 3
42958.62
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native
RAMspeed SMP 3.5.0
Type: Triad - Benchmark: Integer
MB/s, More Is Better
Turing #1
SE +/- 452.52, N = 3
40821.40
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native
RAMspeed SMP 3.5.0
Type: Average - Benchmark: Integer
MB/s, More Is Better
Turing #1
SE +/- 150.35, N = 3
42253.10
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native
RAMspeed SMP 3.5.0
Type: Add - Benchmark: Floating Point
MB/s, More Is Better
Turing #1
SE +/- 157.83, N = 3
41614.46
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native
RAMspeed SMP 3.5.0
Type: Copy - Benchmark: Floating Point
MB/s, More Is Better
Turing #1
SE +/- 38.60, N = 3
44082.55
9K
18K
27K
36K
45K
1. (CC) gcc options: -O3 -march=native

RAMspeed SMP 3.5.0

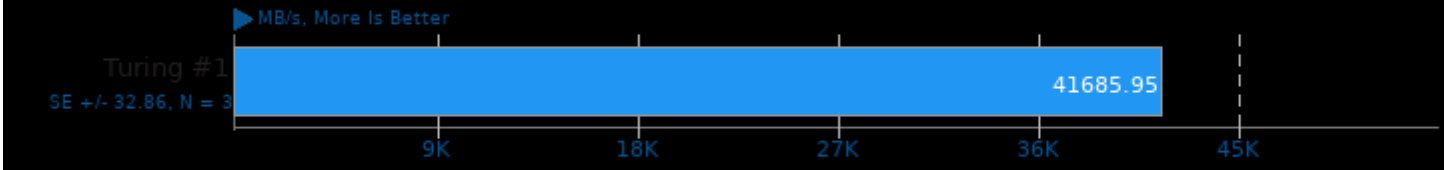
Type: Scale - Benchmark: Floating Point



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

RAMspeed SMP 3.5.0

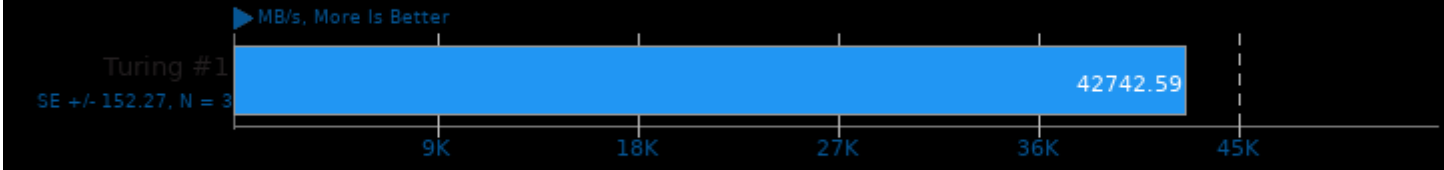
Type: Triad - Benchmark: Floating Point



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

RAMspeed SMP 3.5.0

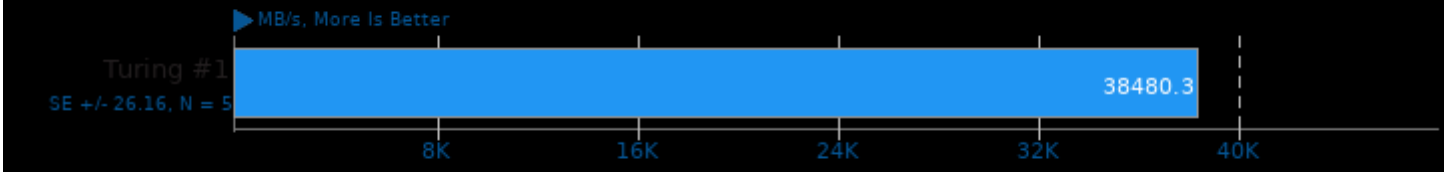
Type: Average - Benchmark: Floating Point



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

Stream 2013-01-17

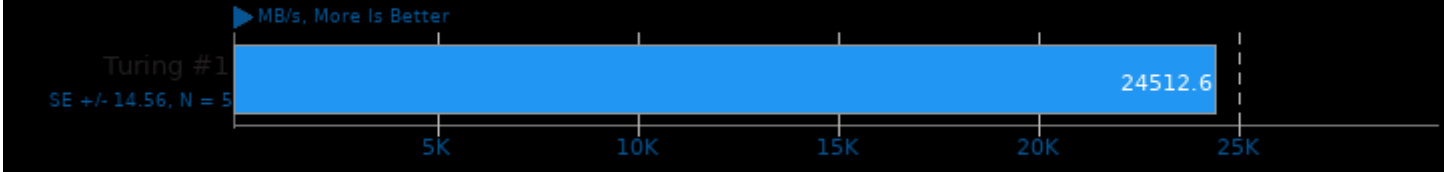
Type: Copy



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

Stream 2013-01-17

Type: Scale

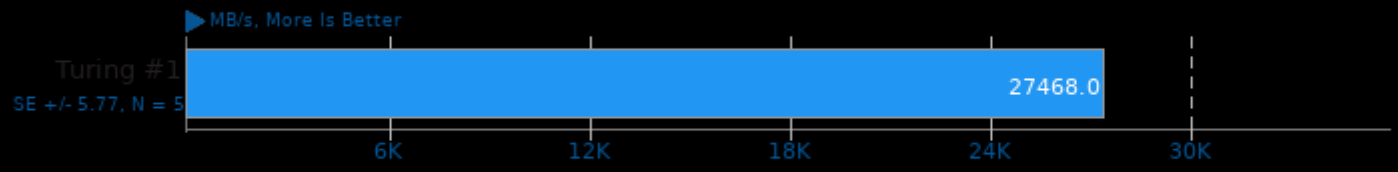


1. (CC) gcc options: -mcmodel=medium -O3 -march=native -fopenmp

Turing

Stream 2013-01-17

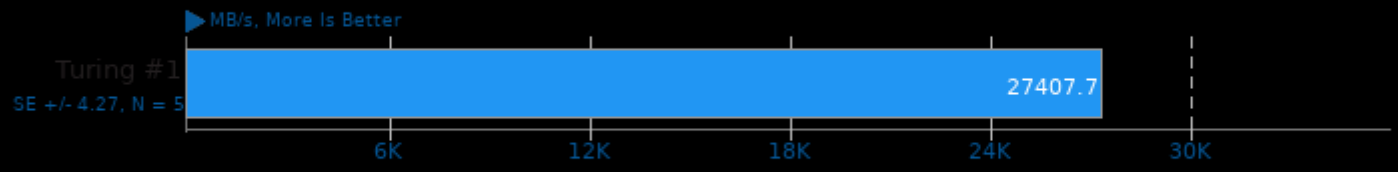
Type: Triad



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

Stream 2013-01-17

Type: Add



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

MBW 2018-09-08

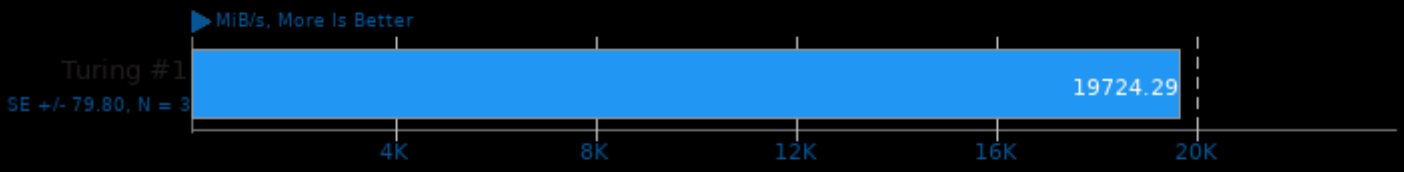
Test: Memory Copy - Array Size: 128 MiB



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

MBW 2018-09-08

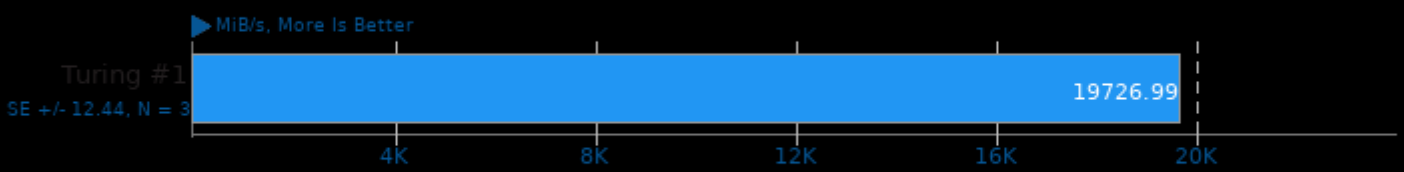
Test: Memory Copy - Array Size: 512 MiB



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

MBW 2018-09-08

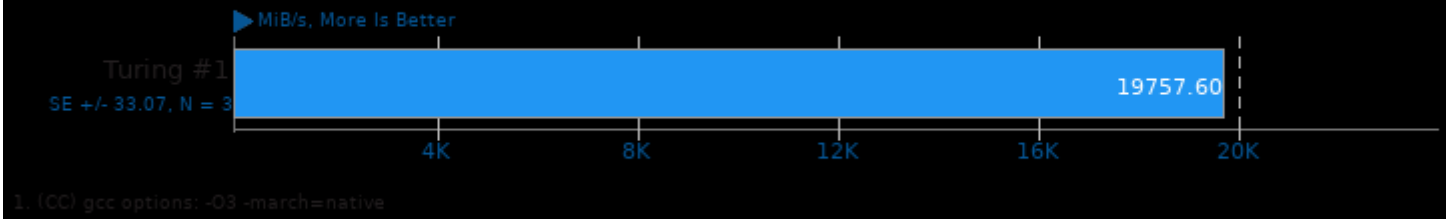
Test: Memory Copy - Array Size: 1024 MiB



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

MBW 2018-09-08

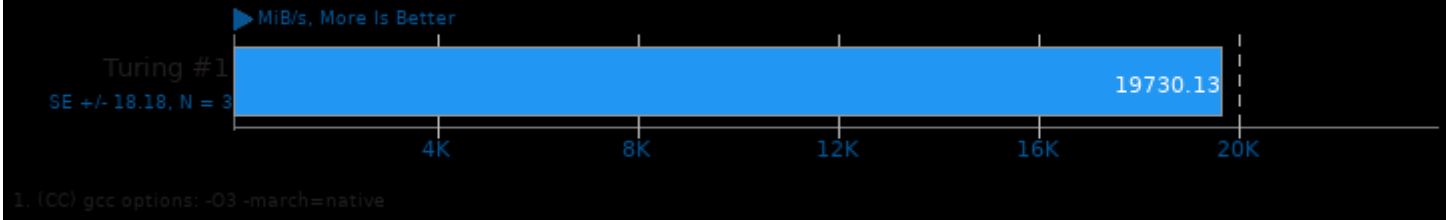
Test: Memory Copy - Array Size: 4096 MiB



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

MBW 2018-09-08

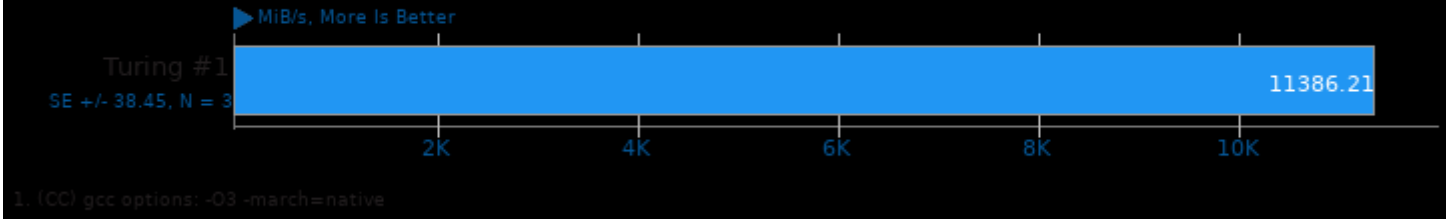
Test: Memory Copy - Array Size: 8192 MiB



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

MBW 2018-09-08

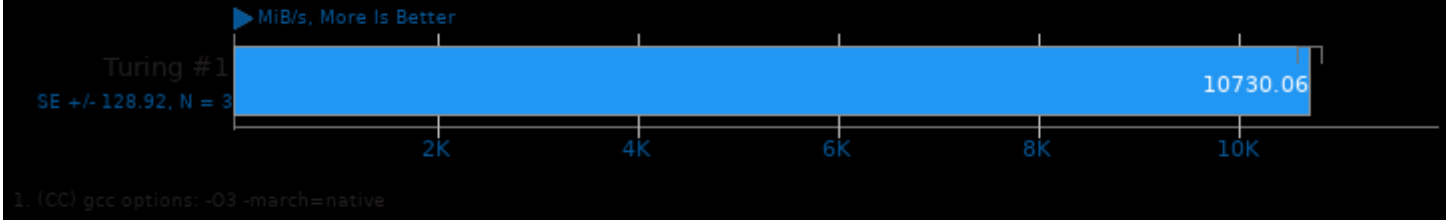
Test: Memory Copy, Fixed Block Size - Array Size: 128 MiB



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

MBW 2018-09-08

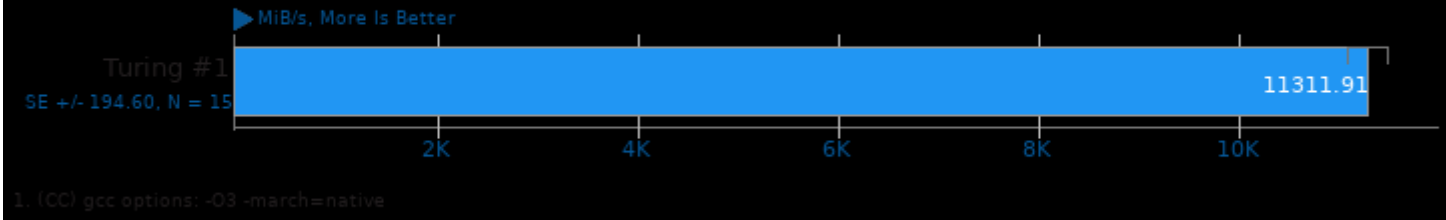
Test: Memory Copy, Fixed Block Size - Array Size: 512 MiB



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

MBW 2018-09-08

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

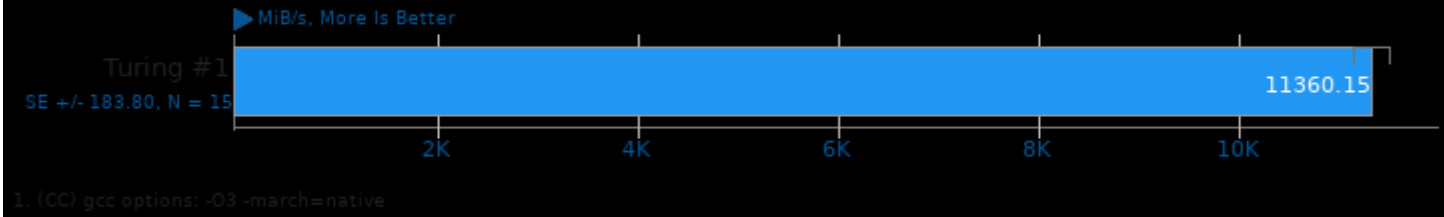


1. (CC) gcc options: -O3 -march=native

Turing

MBW 2018-09-08

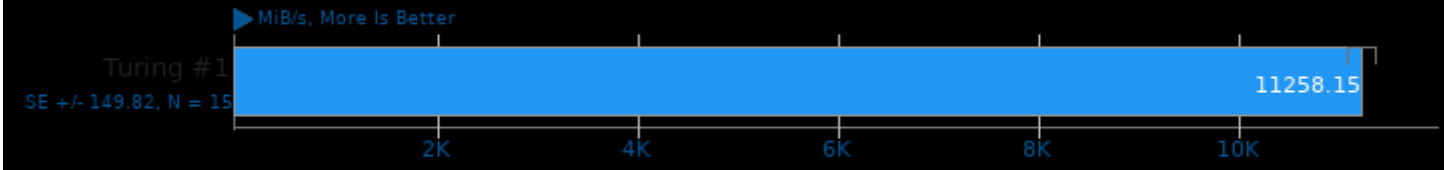
Test: Memory Copy, Fixed Block Size - Array Size: 4096 MiB



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

MBW 2018-09-08

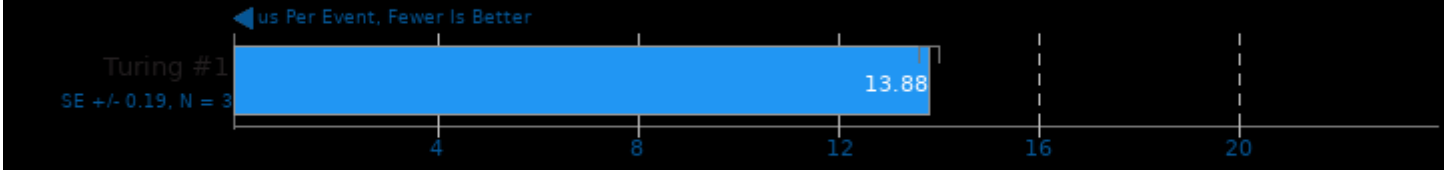
Test: Memory Copy, Fixed Block Size - Array Size: 8192 MiB



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

OSBench

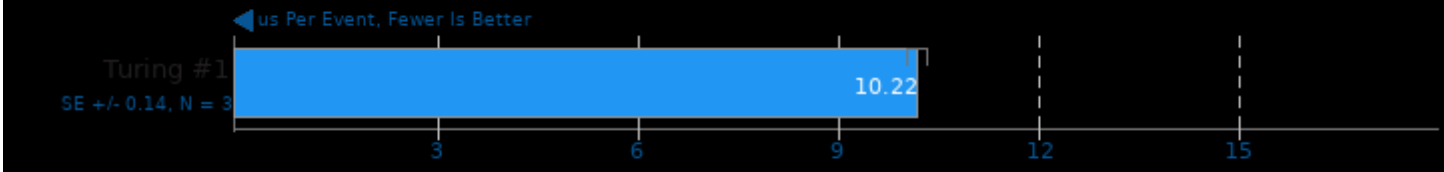
Test: Create Files



1. (CC) gcc options: -lm

OSBench

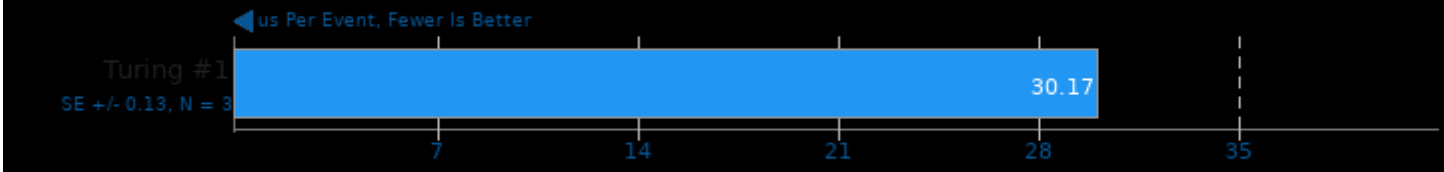
Test: Create Threads



1. (CC) gcc options: -lm

OSBench

Test: Launch Programs



1. (CC) gcc options: -lm

Turing

OSBench
Test: Create Processes



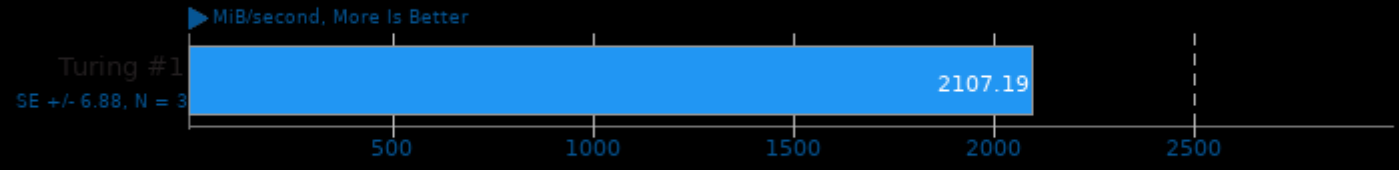
1. (CC) gcc options: -lm

OSBench
Test: Memory Allocations



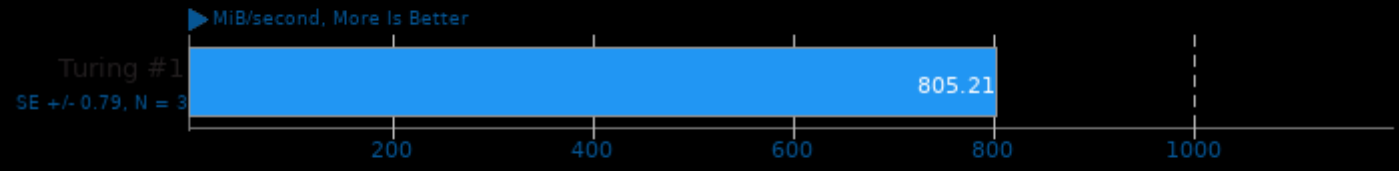
1. (CC) gcc options: -lm

Crypto++ 8.2
Test: All Algorithms



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

Crypto++ 8.2
Test: Keyed Algorithms



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

Crypto++ 8.2
Test: Unkeyed Algorithms

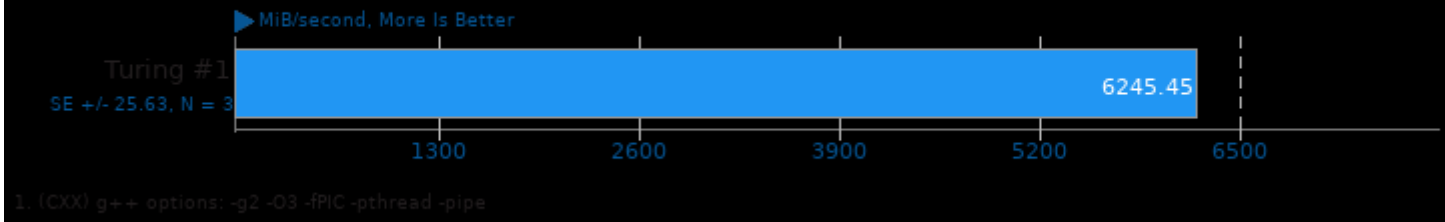


1. (CXX) g++ options: -g2 -O3 -fPIC -pthread -pipe

Turing

Crypto++ 8.2

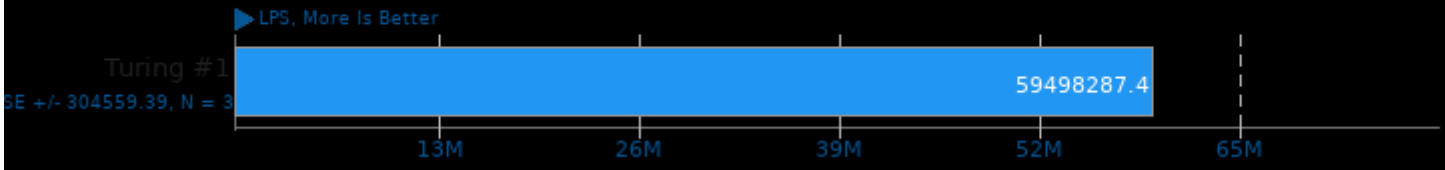
Test: Integer + Elliptic Curve Public Key Algorithms



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

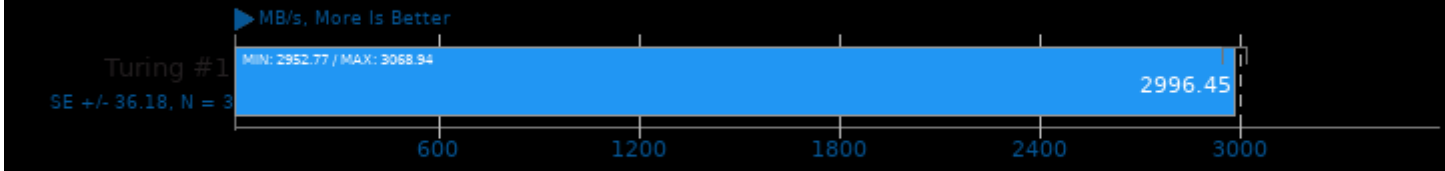
BYTE Unix Benchmark 3.6

Computational Test: Dhrystone 2



CacheBench

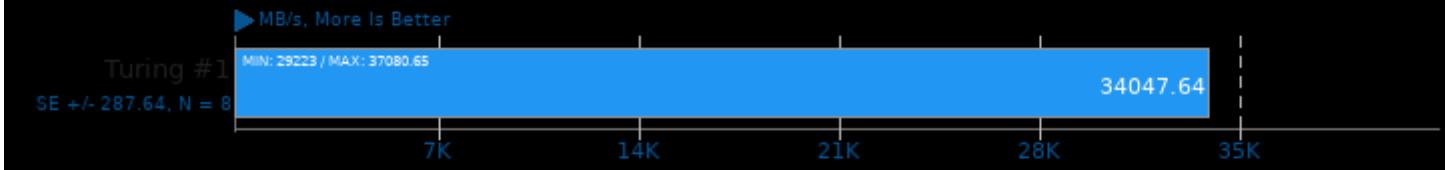
Test: Read



1. (CC) gcc options: -lrt

CacheBench

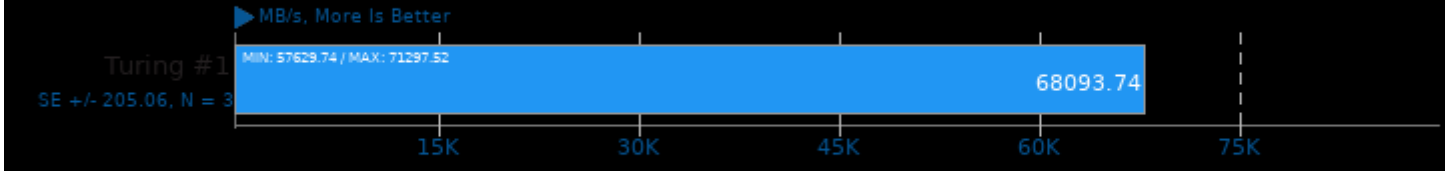
Test: Write



1. (CC) gcc options: -lrt

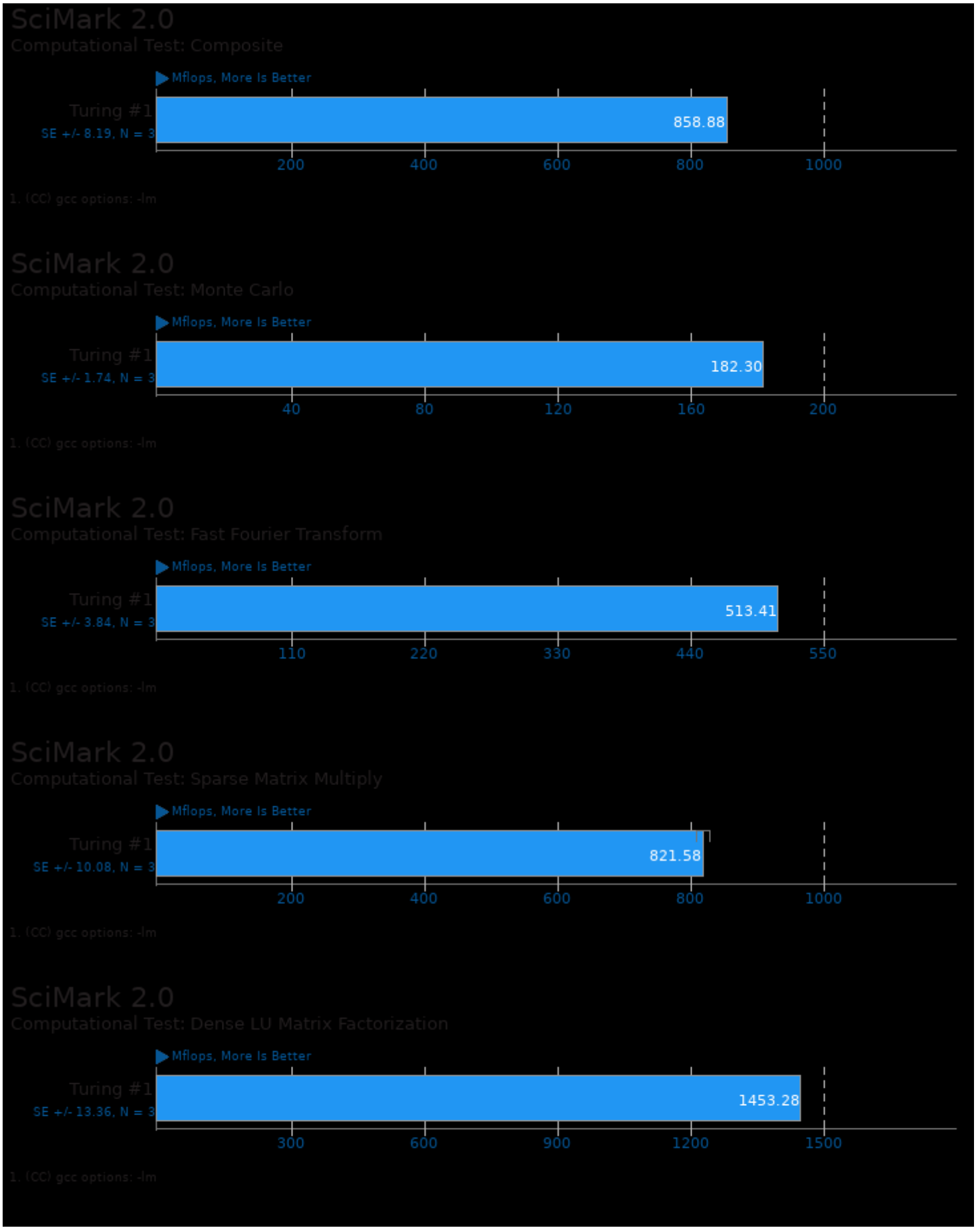
CacheBench

Test: Read / Modify / Write

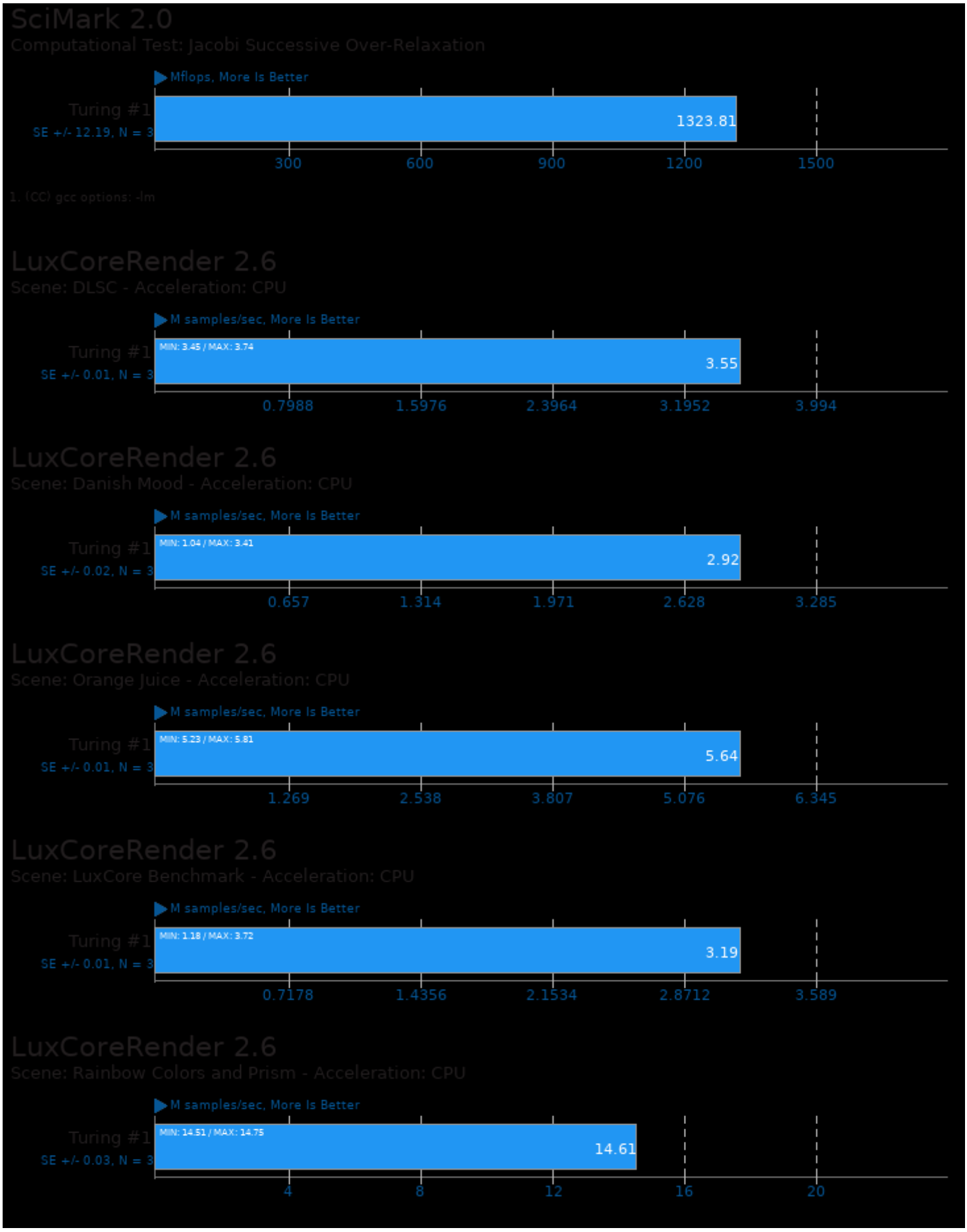


1. (CC) gcc options: -lrt

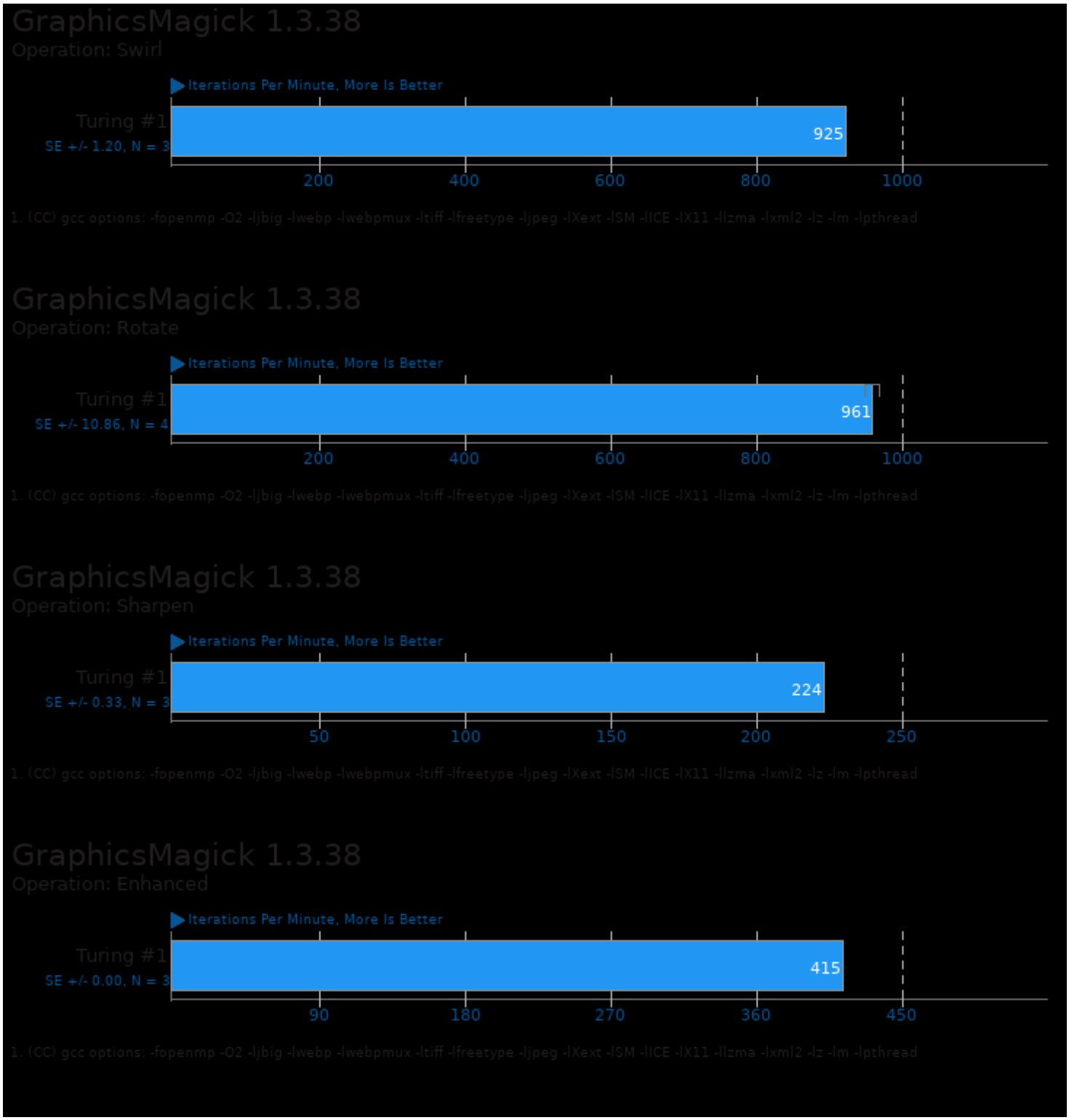
Turing


SciMark 2.0
Computational Test: Composite
Mflops, More Is Better
Turing #1
SE +/- 8.19, N = 3
858.88
200
400
600
800
1000
1. (CC) gcc options: -lm
SciMark 2.0
Computational Test: Monte Carlo
Mflops, More Is Better
Turing #1
SE +/- 1.74, N = 3
182.30
40
80
120
160
200
1. (CC) gcc options: -lm
SciMark 2.0
Computational Test: Fast Fourier Transform
Mflops, More Is Better
Turing #1
SE +/- 3.84, N = 3
513.41
110
220
330
440
550
1. (CC) gcc options: -lm
SciMark 2.0
Computational Test: Sparse Matrix Multiply
Mflops, More Is Better
Turing #1
SE +/- 10.08, N = 3
821.58
200
400
600
800
1000
1. (CC) gcc options: -lm
SciMark 2.0
Computational Test: Dense LU Matrix Factorization
Mflops, More Is Better
Turing #1
SE +/- 13.36, N = 3
1453.28
300
600
900
1200
1500
1. (CC) gcc options: -lm

Turing


SciMark 2.0
Computational Test: Jacobi Successive Over-Relaxation
Mflops, More Is Better
Turing #1
SE +/- 12.19, N = 3
1323.81
300
600
900
1200
1500
1. (CC) gcc options: -lm
LuxCoreRender 2.6
Scene: DLSC - Acceleration: CPU
M samples/sec, More Is Better
Turing #1
SE +/- 0.01, N = 3
MIN: 3.45 / MAX: 3.74
3.55
0.7988
1.5976
2.3964
3.1952
3.994
LuxCoreRender 2.6
Scene: Danish Mood - Acceleration: CPU
M samples/sec, More Is Better
Turing #1
SE +/- 0.02, N = 3
MIN: 1.04 / MAX: 3.41
2.92
0.657
1.314
1.971
2.628
3.285
LuxCoreRender 2.6
Scene: Orange Juice - Acceleration: CPU
M samples/sec, More Is Better
Turing #1
SE +/- 0.01, N = 3
MIN: 5.23 / MAX: 5.81
5.64
1.269
2.538
3.807
5.076
6.345
LuxCoreRender 2.6
Scene: LuxCore Benchmark - Acceleration: CPU
M samples/sec, More Is Better
Turing #1
SE +/- 0.01, N = 3
MIN: 1.18 / MAX: 3.72
3.19
0.7178
1.4356
2.1534
2.8712
3.589
LuxCoreRender 2.6
Scene: Rainbow Colors and Prism - Acceleration: CPU
M samples/sec, More Is Better
Turing #1
SE +/- 0.03, N = 3
MIN: 14.51 / MAX: 14.75
14.61
4
8
12
16
20

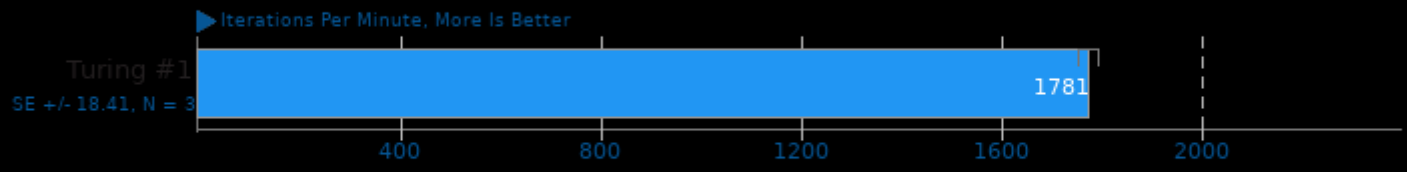
Turing


GraphicsMagick 1.3.38
Operation: Swirl
Iterations Per Minute, More Is Better
Turing #1
SE +/- 1.20, N = 3
925
200
400
600
800
1000
1. (CC) gcc options: -fopenmp -O2 -ljbig -lwebp -lwebpmux -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: Rotate
Iterations Per Minute, More Is Better
Turing #1
SE +/- 10.86, N = 4
961
200
400
600
800
1000
1. (CC) gcc options: -fopenmp -O2 -ljbig -lwebp -lwebpmux -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: Sharpen
Iterations Per Minute, More Is Better
Turing #1
SE +/- 0.33, N = 3
224
50
100
150
200
250
1. (CC) gcc options: -fopenmp -O2 -ljbig -lwebp -lwebpmux -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lxml2 -lz -lm -lpthread
GraphicsMagick 1.3.38
Operation: Enhanced
Iterations Per Minute, More Is Better
Turing #1
SE +/- 0.00, N = 3
415
90
180
270
360
450
1. (CC) gcc options: -fopenmp -O2 -ljbig -lwebp -lwebpmux -ltiff -lfreetype -ljpeg -lXext -lSM -lICE -lX11 -llzma -lxml2 -lz -lm -lpthread

Turing

GraphicsMagick 1.3.38

Operation: Resizing



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

GraphicsMagick 1.3.38

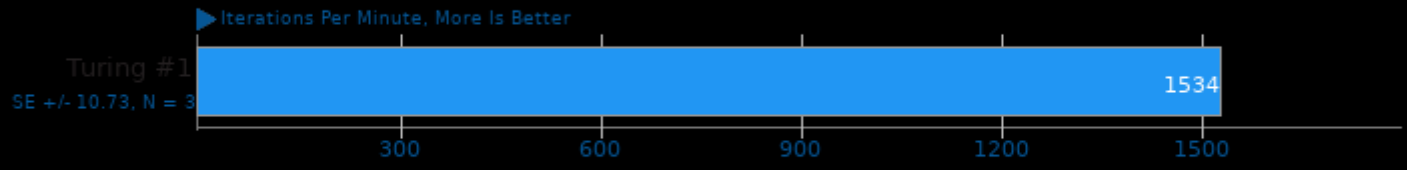
Operation: Noise-Gaussian



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

x264 2022-02-22

Video Input: Bosphorus 4K

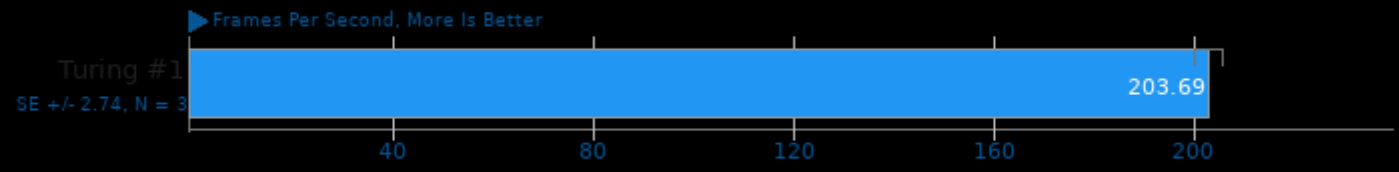


1. (CC) gcc options: -ldl -m64 -lm -lpthread -O3 -flto

Turing

x264 2022-02-22

Video Input: Bosphorus 1080p



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

x265 3.4

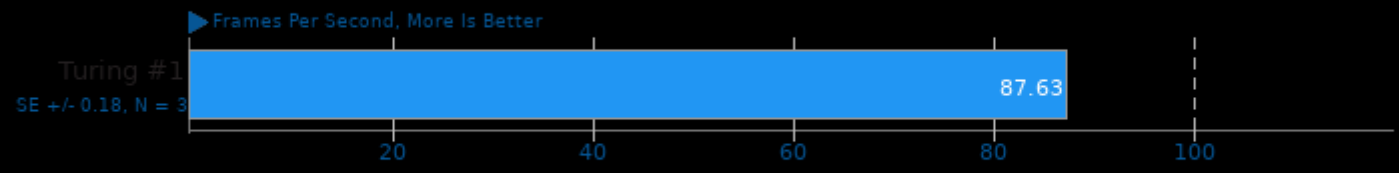
Video Input: Bosphorus 4K



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

x265 3.4

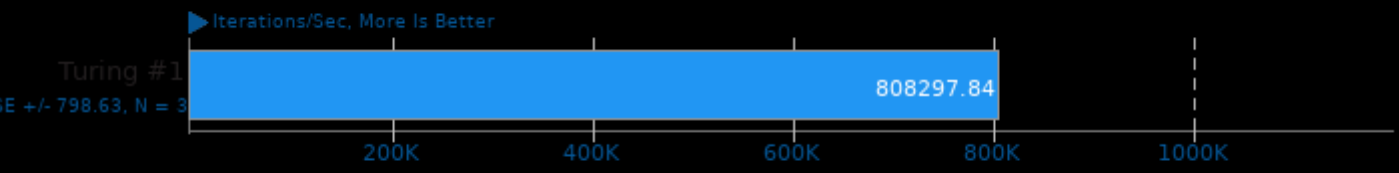
Video Input: Bosphorus 1080p



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

Coremark 1.0

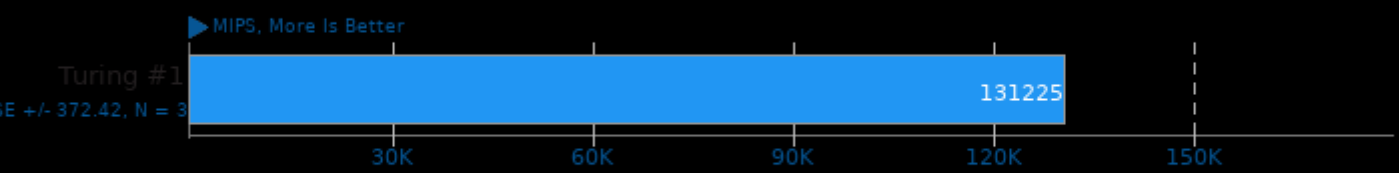
CoreMark Size 666 - Iterations Per Second



1. (CC) gcc options: -O2 -lrt" -lrt

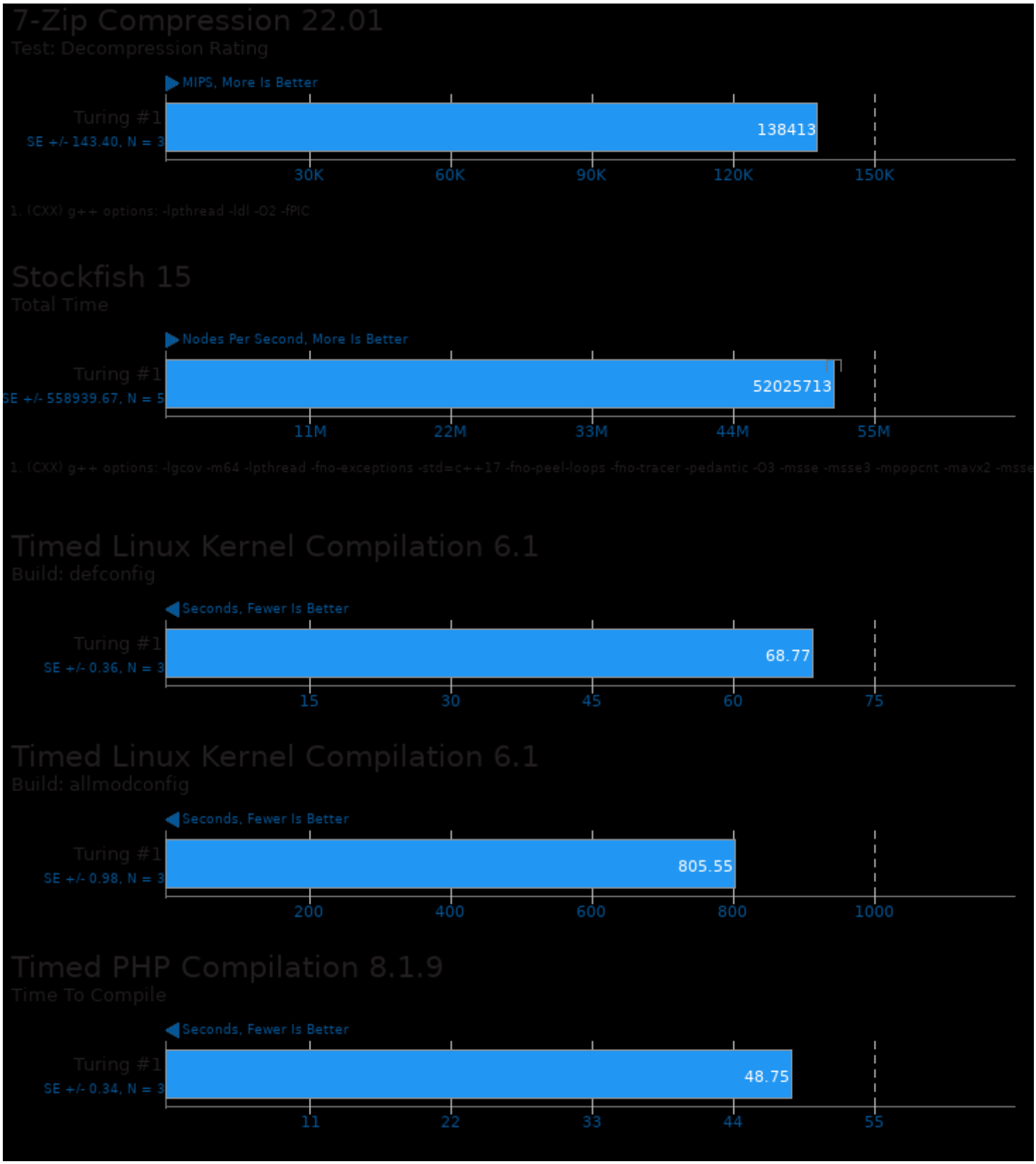
7-Zip Compression 22.01

Test: Compression Rating



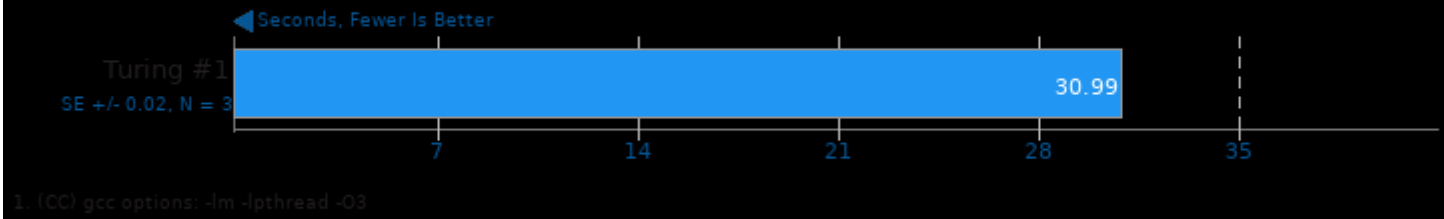
1. (CXX) g++ options: -lpthread -ldl -O2 -fPIC

Turing


7-Zip Compression 22.01
Test: Decompression Rating
MIPS, More Is Better
Turing #1
SE +/- 143.40, N = 3
138413
30K
60K
90K
120K
150K
1. (CXX) g++ options: -lpthread -ldl -O2 -fPIC
Stockfish 15
Total Time
Nodes Per Second, More Is Better
Turing #1
SE +/- 558939.67, N = 5
52025713
11M
22M
33M
44M
55M
1. (CXX) g++ options: -lgcov -m64 -lpthread -fno-exceptions -std=c++17 -fno-peel-loops -fno-tracer -pedantic -O3 -msse -msse3 -mpopcnt -mavx2 -msse
Timed Linux Kernel Compilation 6.1
Build: defconfig
Seconds, Fewer Is Better
Turing #1
SE +/- 0.36, N = 3
68.77
15
30
45
60
75
Timed Linux Kernel Compilation 6.1
Build: allmodconfig
Seconds, Fewer Is Better
Turing #1
SE +/- 0.98, N = 3
805.55
200
400
600
800
1000
Timed PHP Compilation 8.1.9
Time To Compile
Seconds, Fewer Is Better
Turing #1
SE +/- 0.34, N = 3
48.75
11
22
33
44
55

C-Ray 1.1

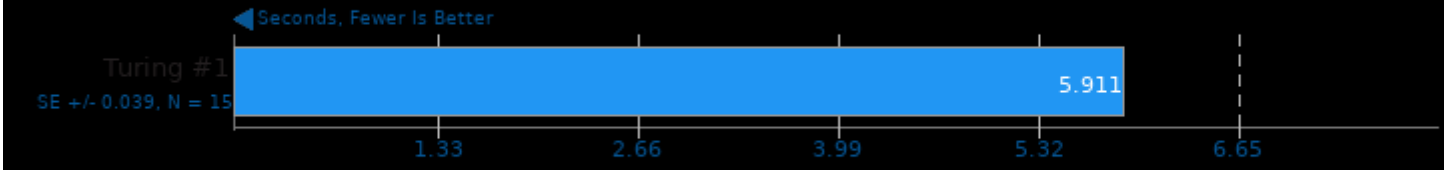
Total Time - 4K, 16 Rays Per Pixel



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

LAME MP3 Encoding 3.100

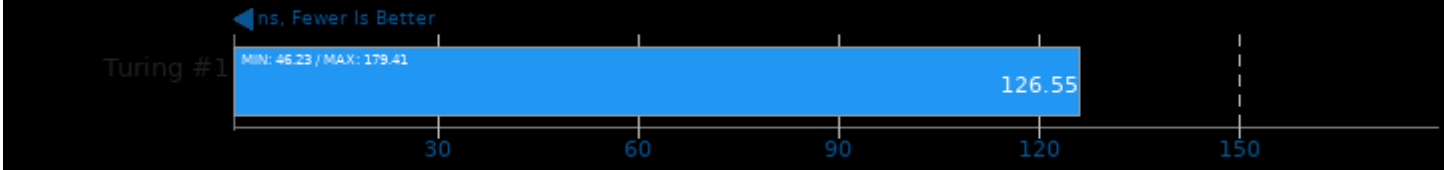
WAV To MP3



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

Core-Latency

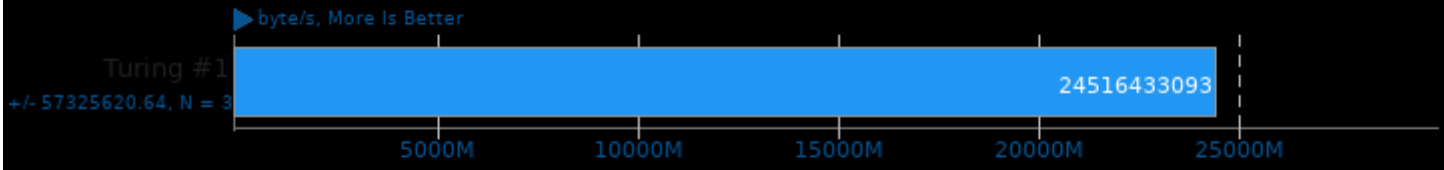
Average Latency Between CPU Cores



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

OpenSSL 3.0

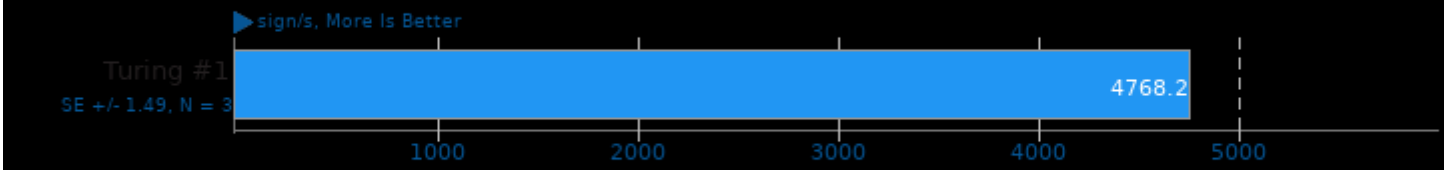
Algorithm: SHA256



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

OpenSSL 3.0

Algorithm: RSA4096

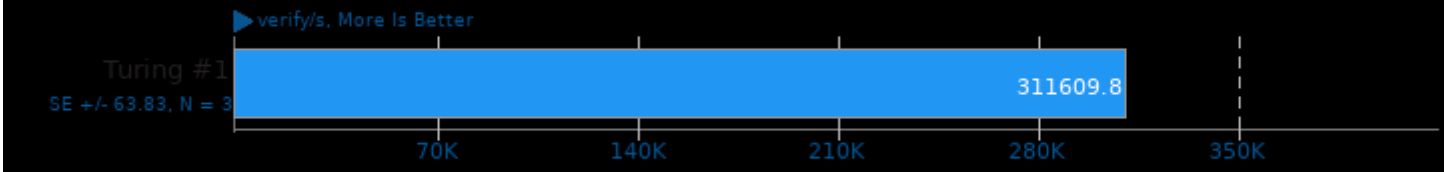


1. (CC) gcc options: -pthread -m64 -O3 -lssl -lcrypto -ldl

Turing

OpenSSL 3.0

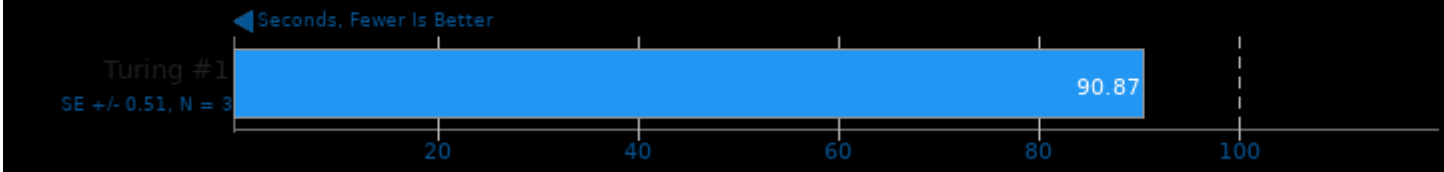
Algorithm: RSA4096



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

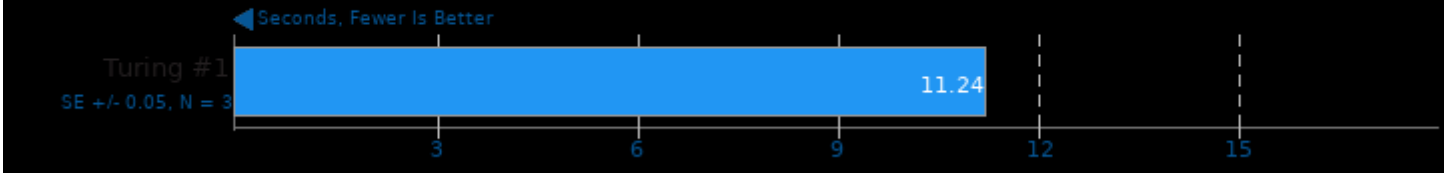
G'MIC

Test: 2D Function Plotting, 1000 Times



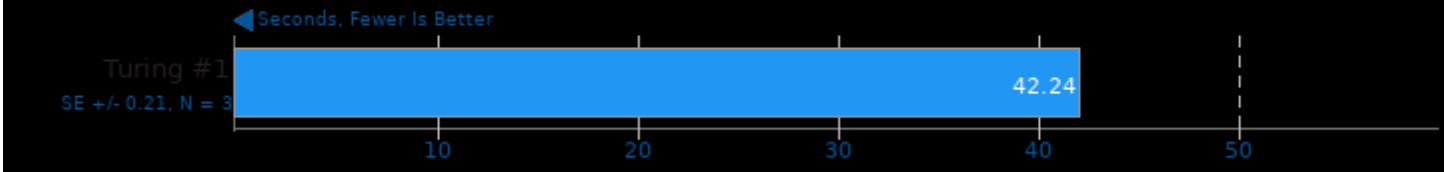
G'MIC

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



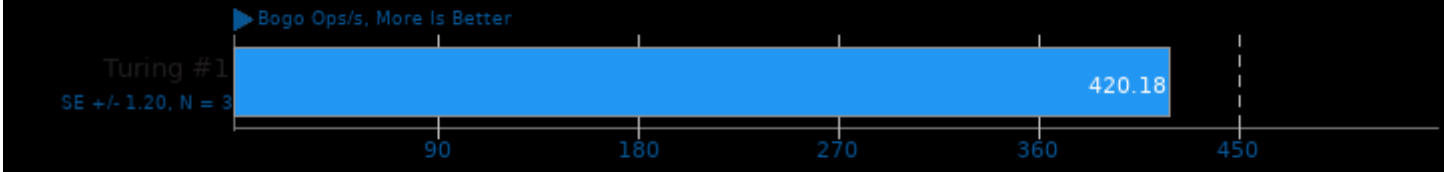
G'MIC

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



Stress-NG 0.14.06

Test: MMAP

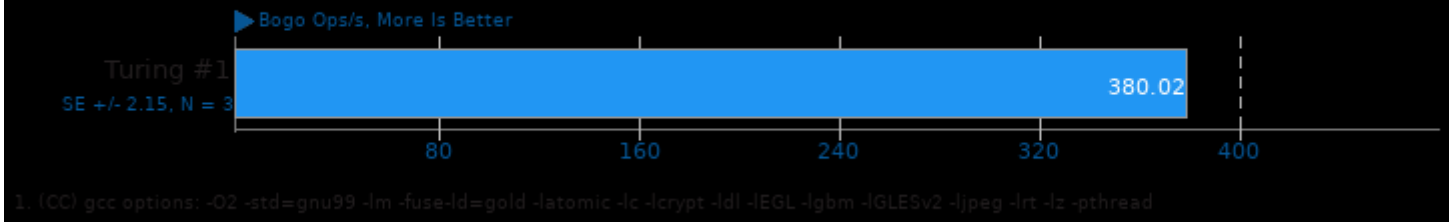


1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -latomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Turing

Stress-NG 0.14.06

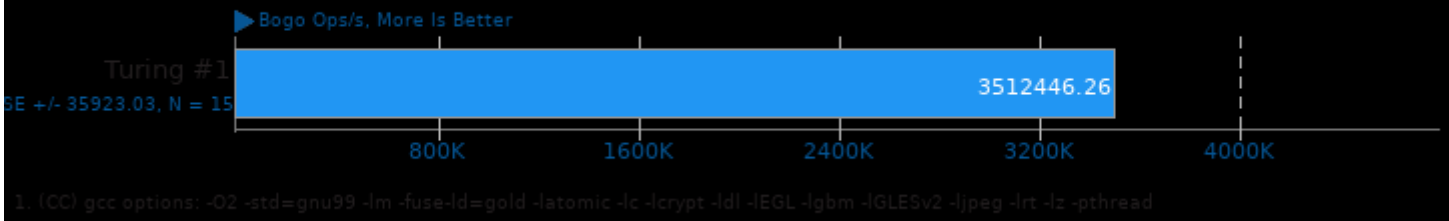
Test: NUMA



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

Stress-NG 0.14.06

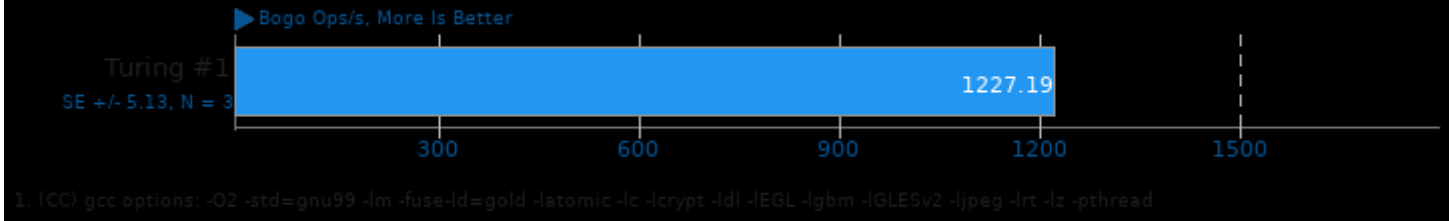
Test: Futex



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

Stress-NG 0.14.06

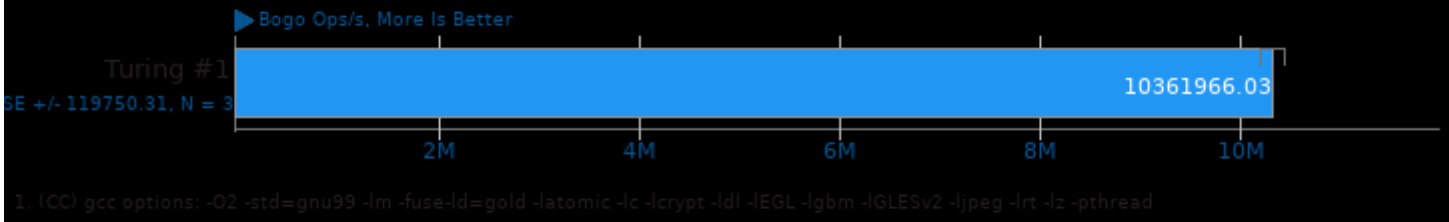
Test: MEMFD



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

Stress-NG 0.14.06

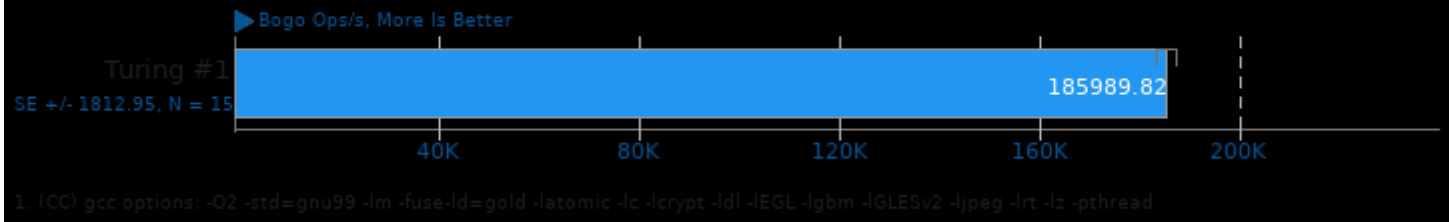
Test: Mutex



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

Stress-NG 0.14.06

Test: Atomic

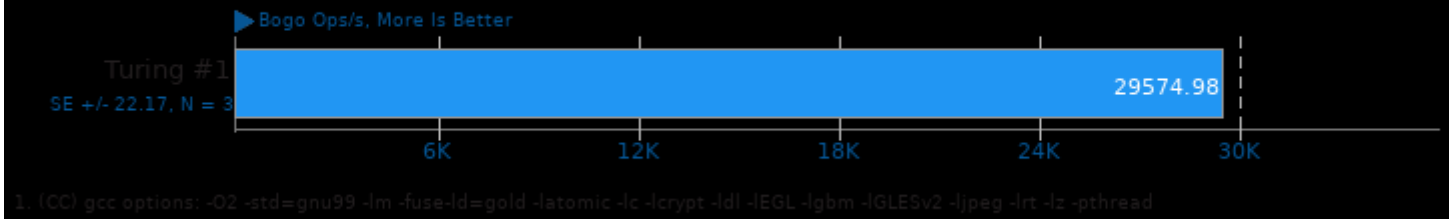


1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -latomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Turing

Stress-NG 0.14.06

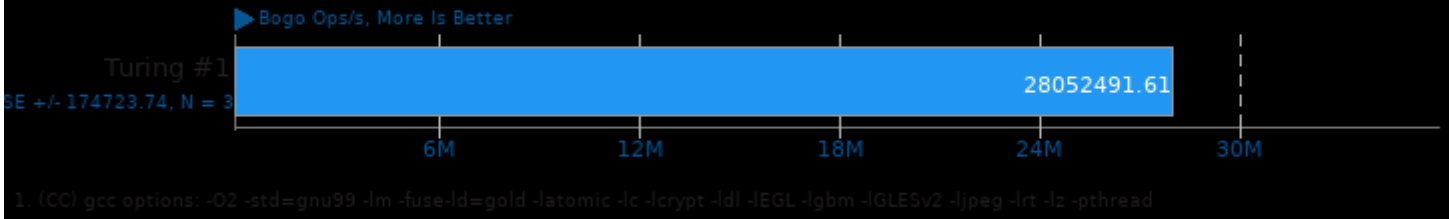
Test: Crypto



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

Stress-NG 0.14.06

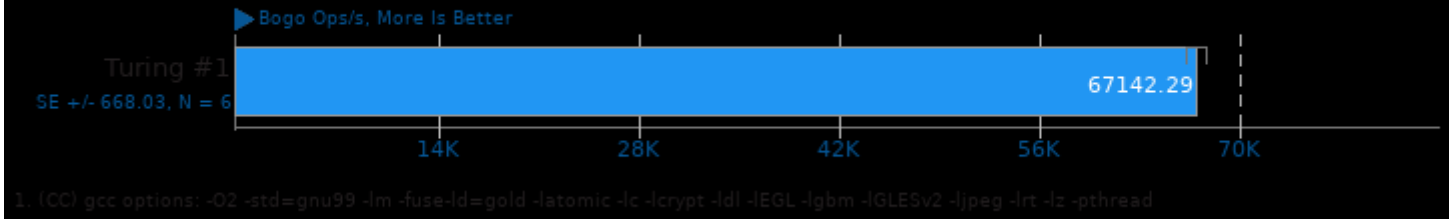
Test: Malloc



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

Stress-NG 0.14.06

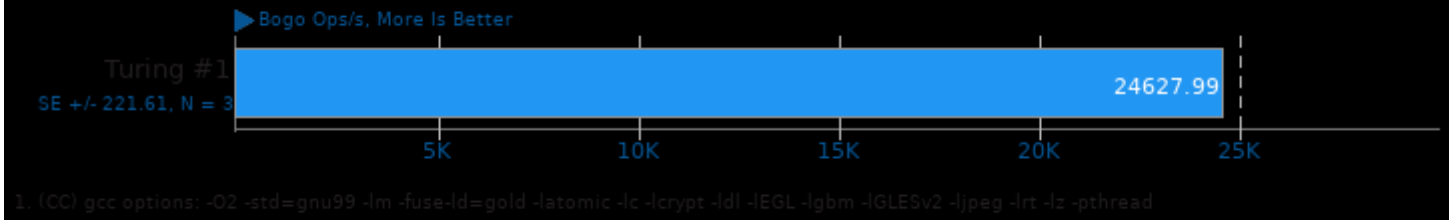
Test: Forking



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

Stress-NG 0.14.06

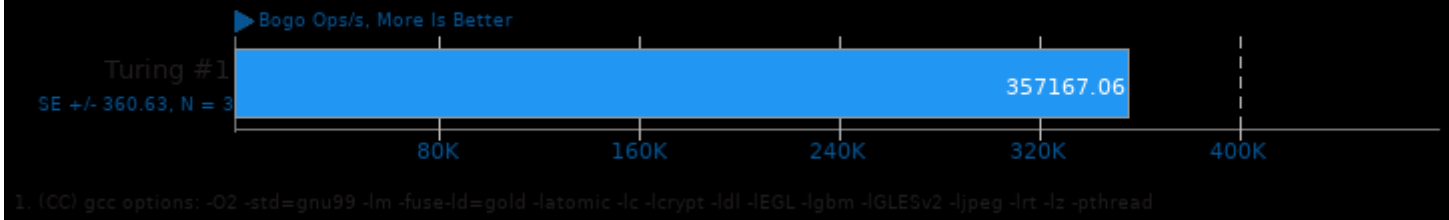
Test: IO_uring



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

Stress-NG 0.14.06

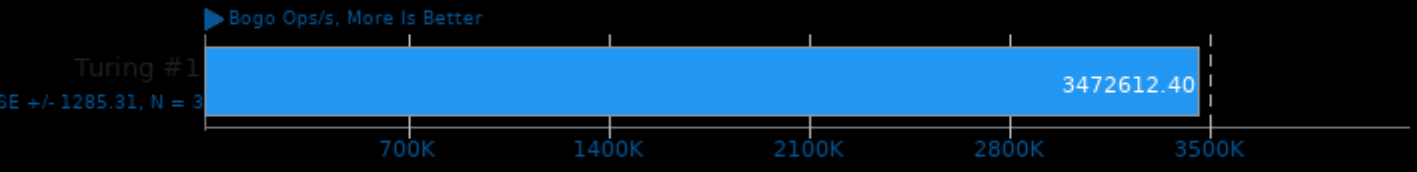
Test: CPU Stress



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

Stress-NG 0.14.06

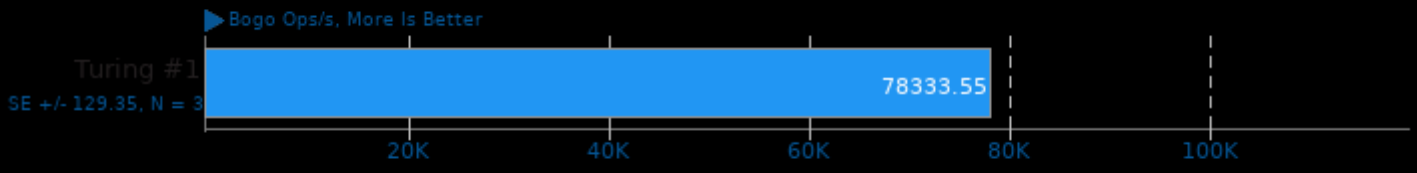
Test: Semaphores



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

Stress-NG 0.14.06

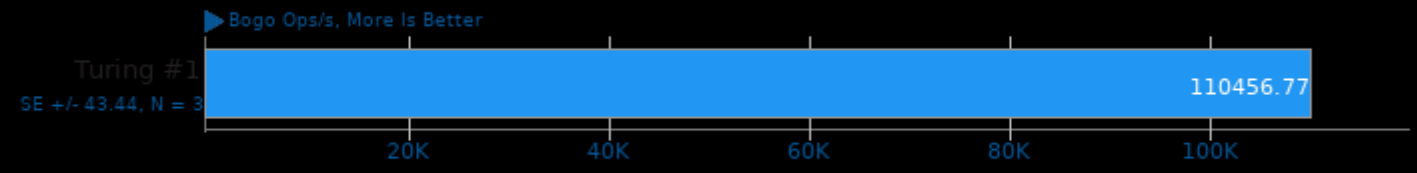
Test: Matrix Math



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

Stress-NG 0.14.06

Test: Vector Math

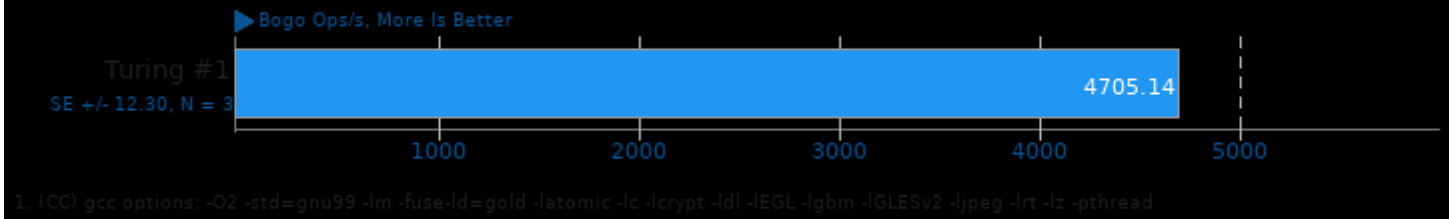


1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -latomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Turing

Stress-NG 0.14.06

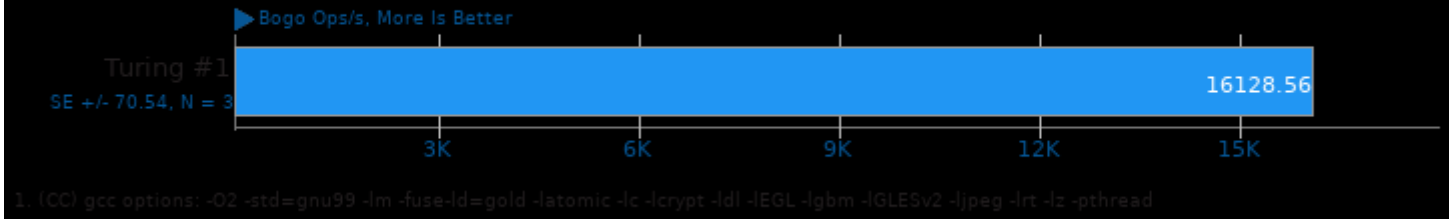
Test: Memory Copying



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

Stress-NG 0.14.06

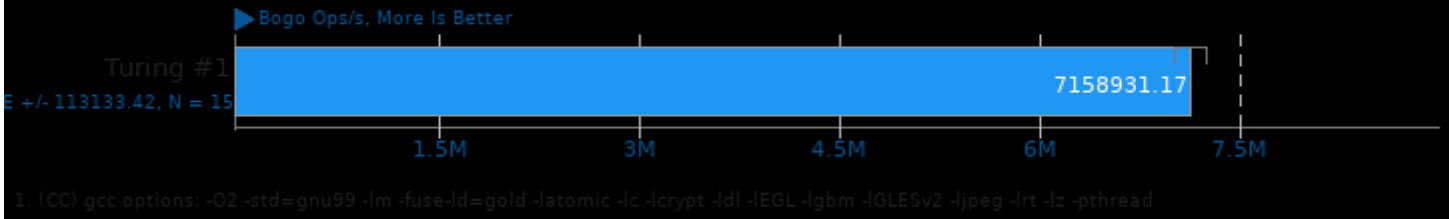
Test: Socket Activity



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

Stress-NG 0.14.06

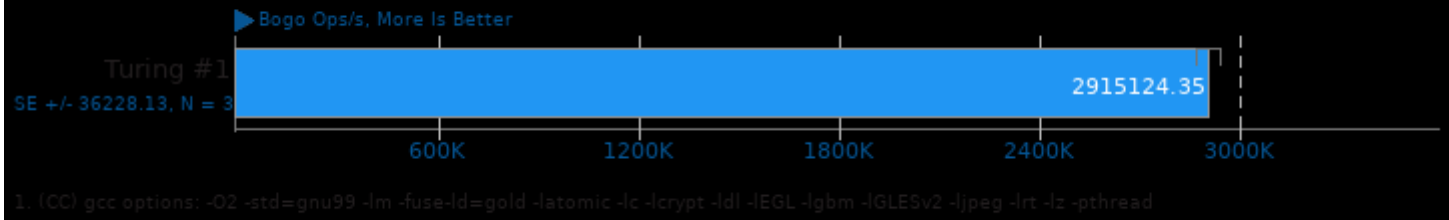
Test: Context Switching



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

Stress-NG 0.14.06

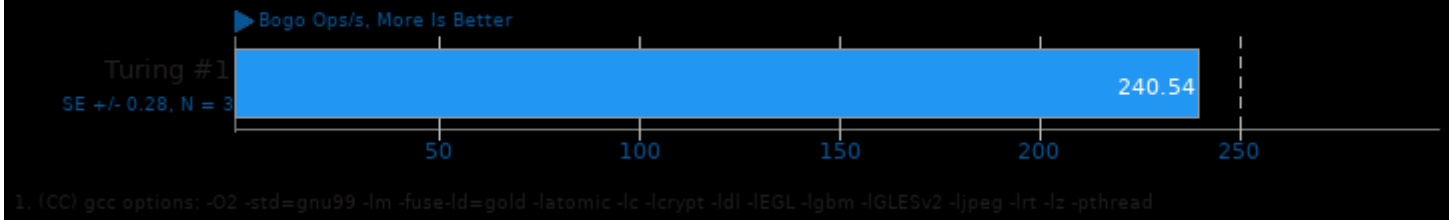
Test: Glibc C String Functions



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

Stress-NG 0.14.06

Test: Glibc Qsort Data Sorting

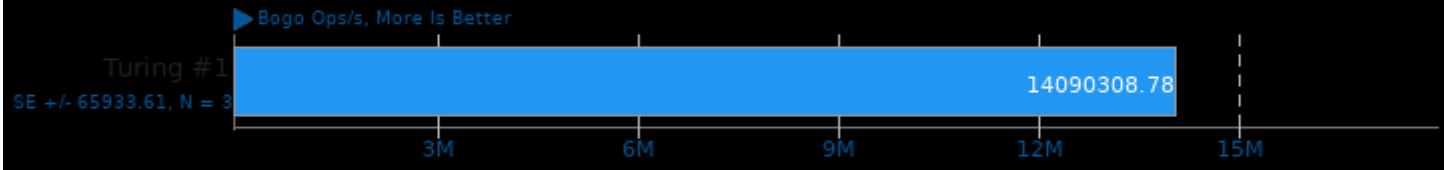


1. (CC) gcc options: -O2 -std=gnu99 -lm -fuse-ld=gold -latomic -lc -lcrypt -ldl -lEGL -lgbm -lGLESv2 -ljpeg -lrt -lz -pthread

Turing

Stress-NG 0.14.06

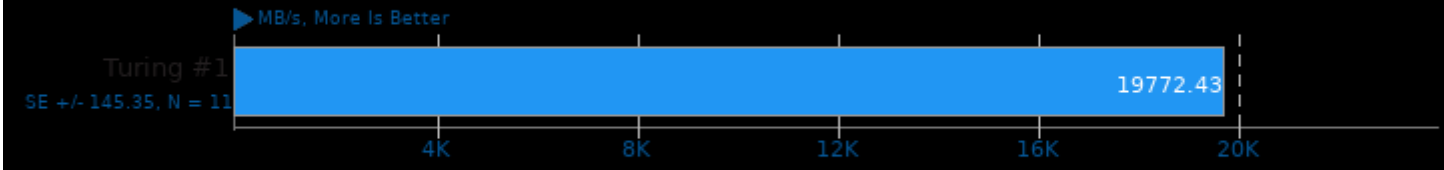
Test: System V Message Passing



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

IOzone 3.465

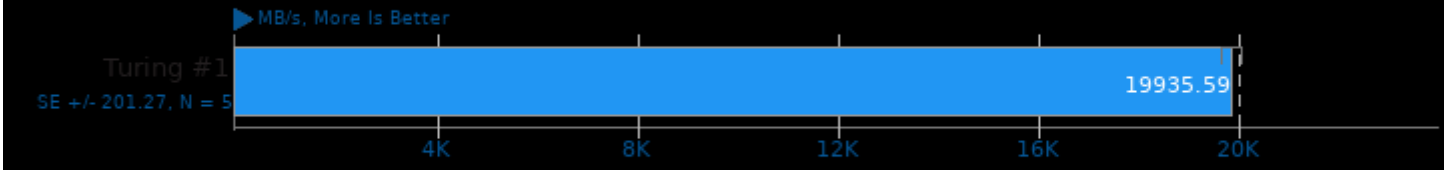
Record Size: 1MB - File Size: 2GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

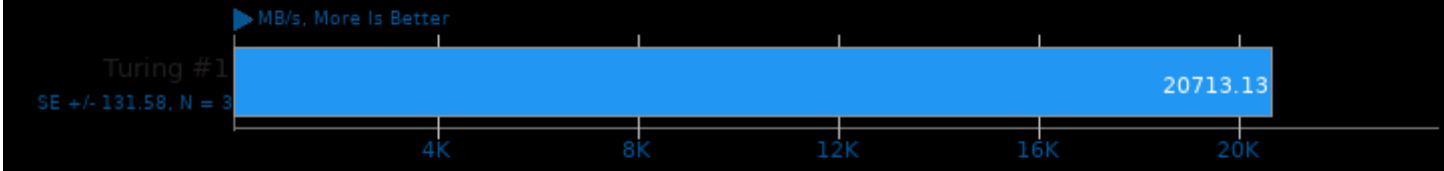
Record Size: 1MB - File Size: 4GB - Disk Test: Read Performance



1. (CC) gcc options: -O3

IOzone 3.465

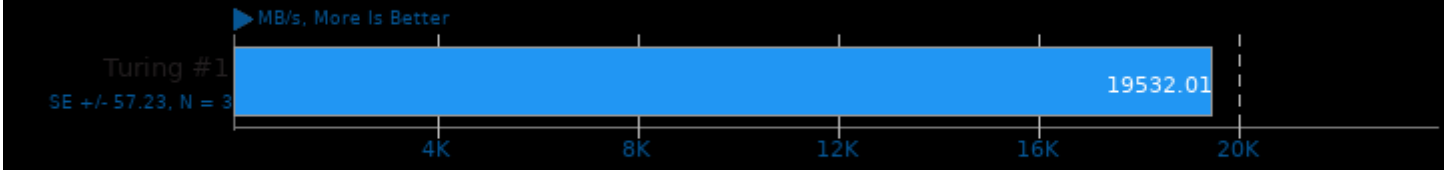
Record Size: 1MB - File Size: 8GB - Disk Test: Read Performance



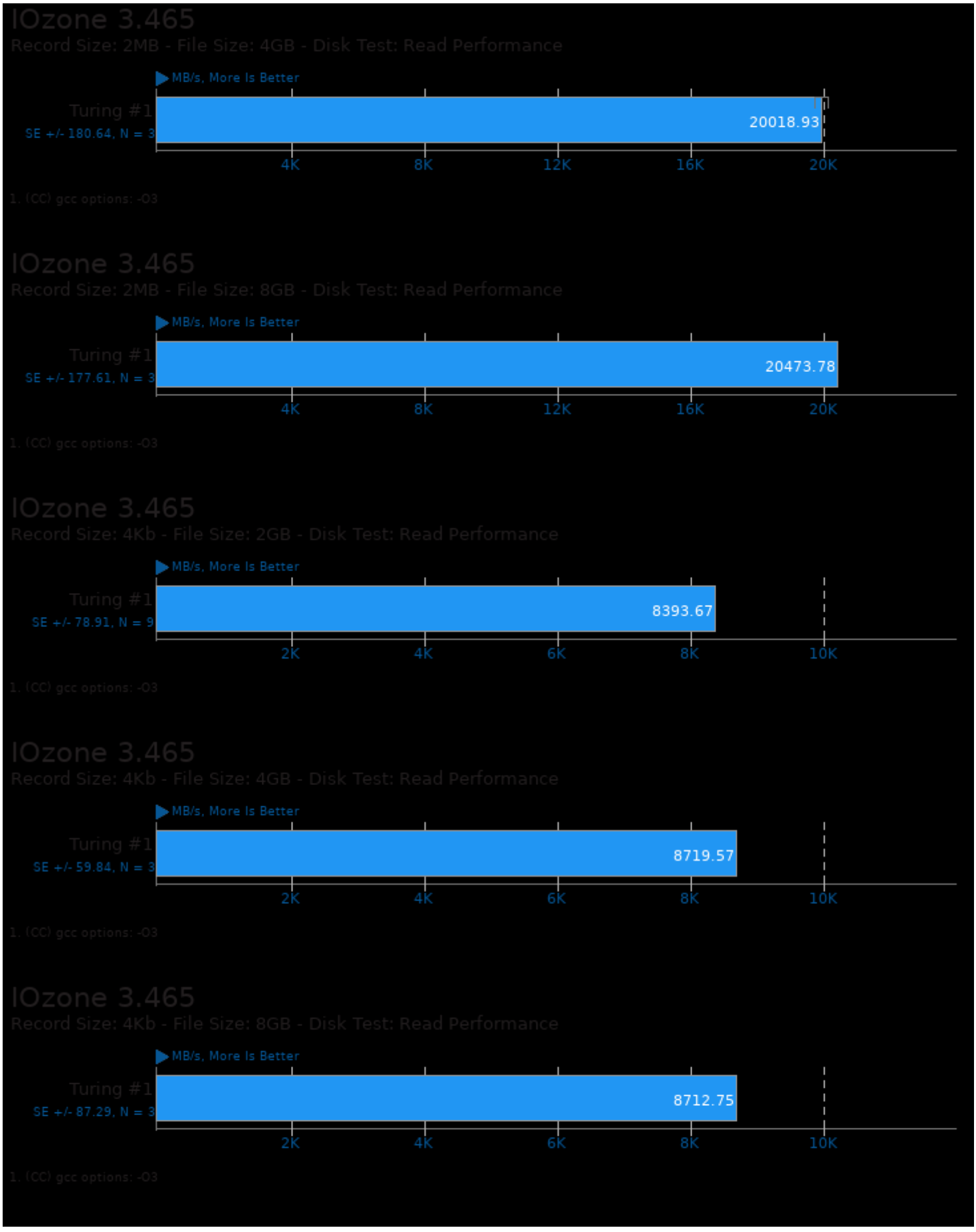
1. (CC) gcc options: -O3

IOzone 3.465

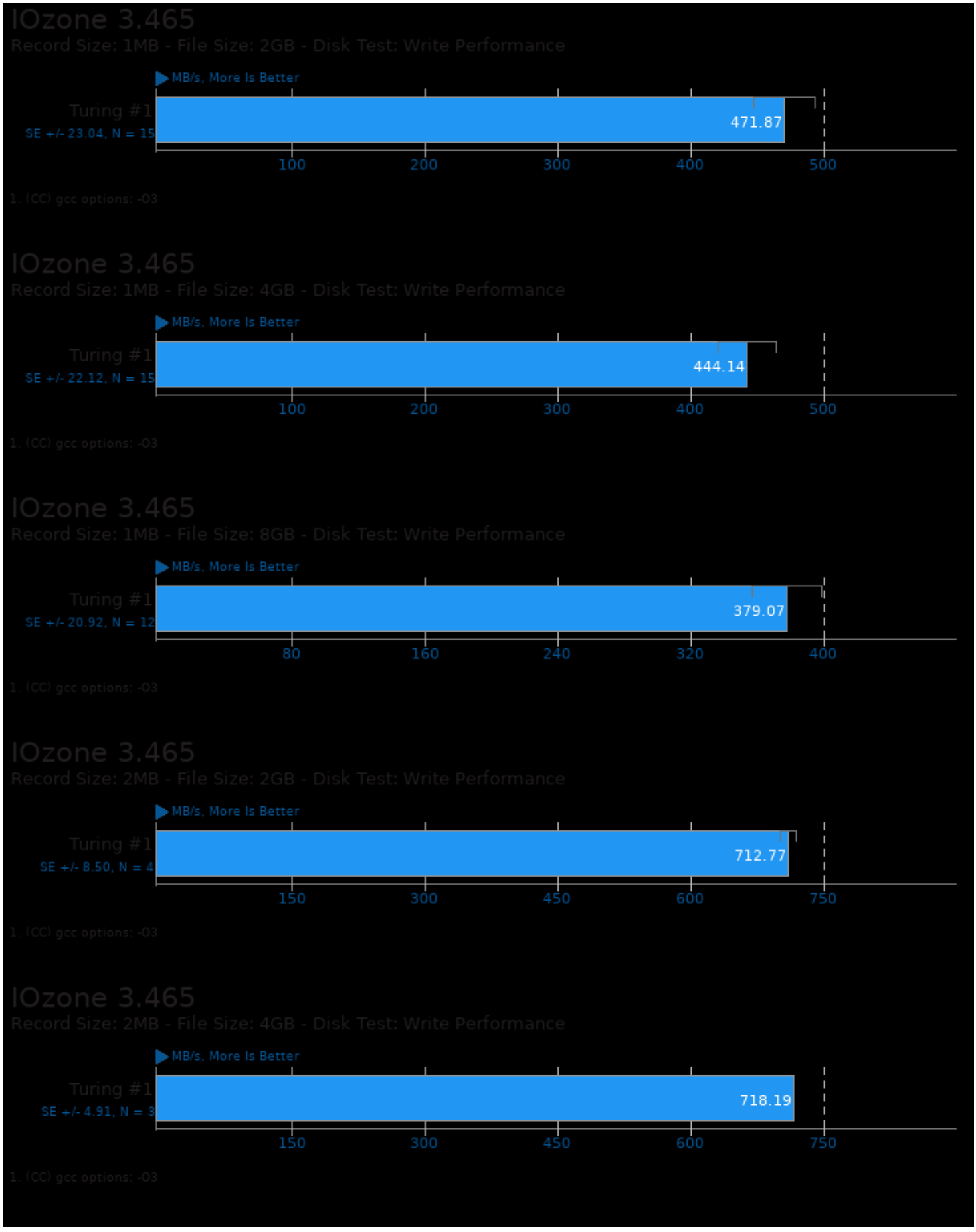
Record Size: 2MB - File Size: 2GB - Disk Test: Read Performance

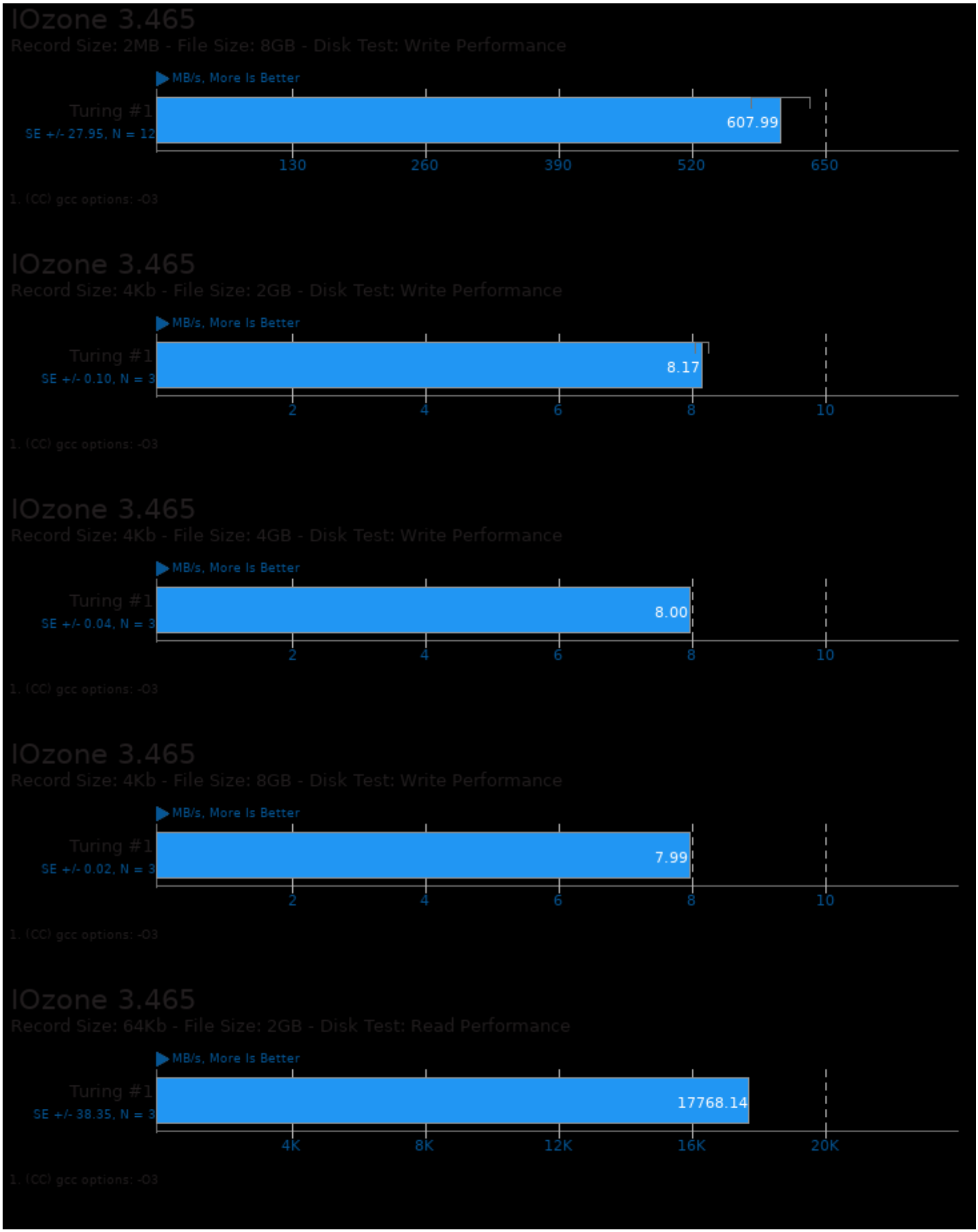


1. (CC) gcc options: -O3

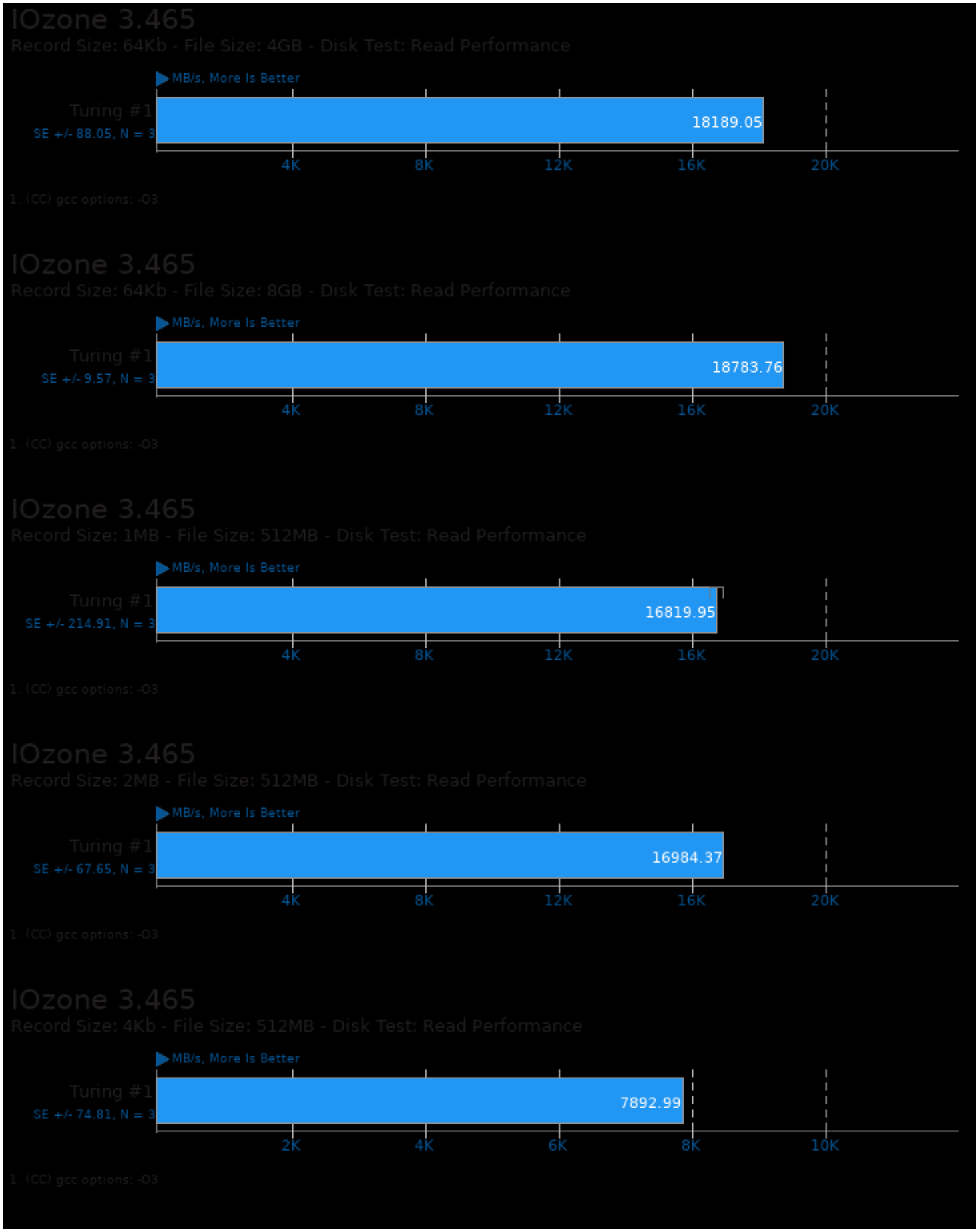

IOzone 3.465
Record Size: 2MB - File Size: 4GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 180.64, N = 3
20018.93
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 2MB - File Size: 8GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 177.61, N = 3
20473.78
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 2GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 78.91, N = 9
8393.67
2K
4K
6K
8K
10K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 4GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 59.84, N = 3
8719.57
2K
4K
6K
8K
10K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 8GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 87.29, N = 3
8712.75
2K
4K
6K
8K
10K
1. (CC) gcc options: -O3

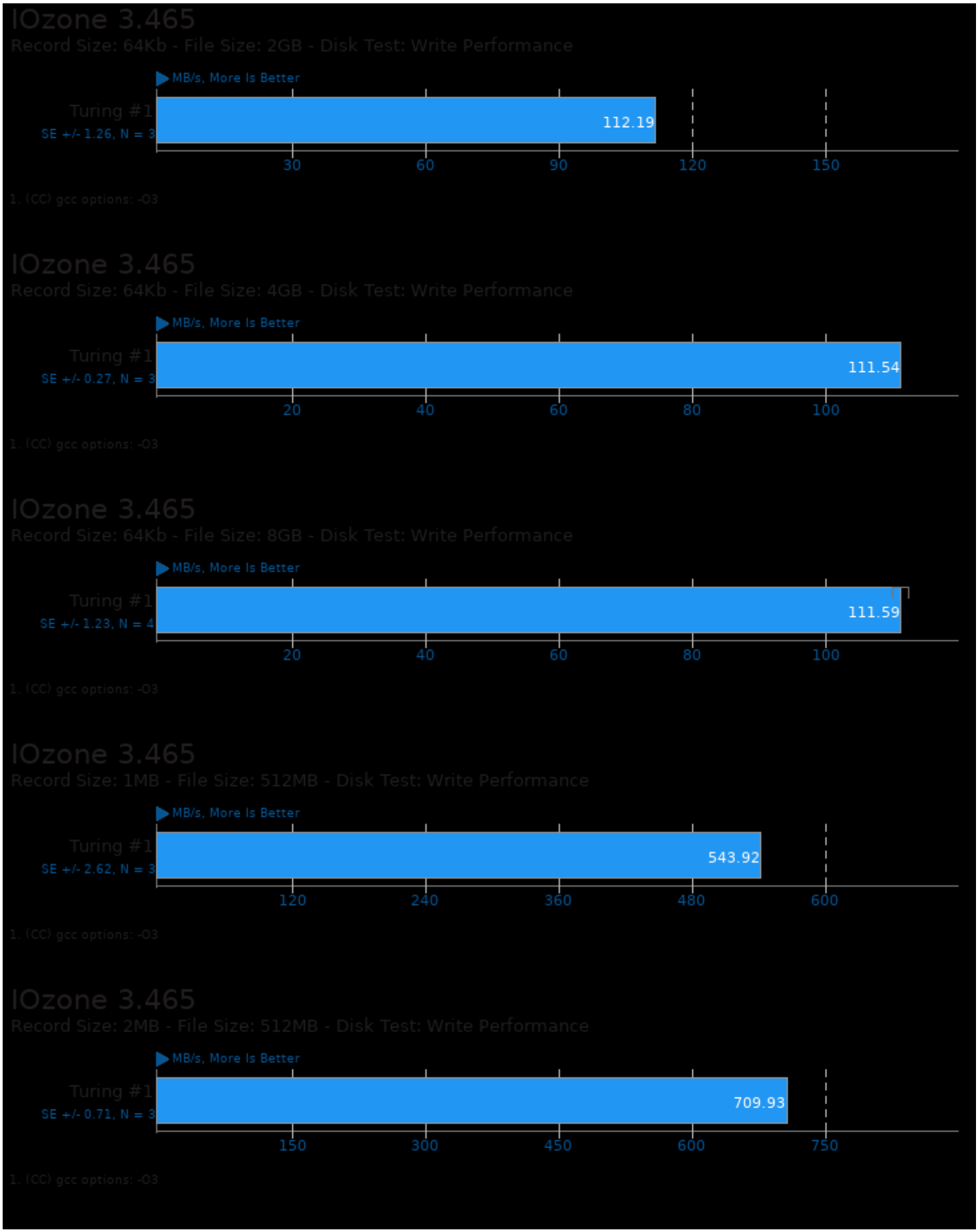
Turing


IOzone 3.465
Record Size: 1MB - File Size: 2GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 23.04, N = 15
471.87
100
200
300
400
500
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 1MB - File Size: 4GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 22.12, N = 15
444.14
100
200
300
400
500
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 1MB - File Size: 8GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 20.92, N = 12
379.07
80
160
240
320
400
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 2MB - File Size: 2GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 8.50, N = 4
712.77
150
300
450
600
750
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 2MB - File Size: 4GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 4.91, N = 3
718.19
150
300
450
600
750
1. (CC) gcc options: -O3

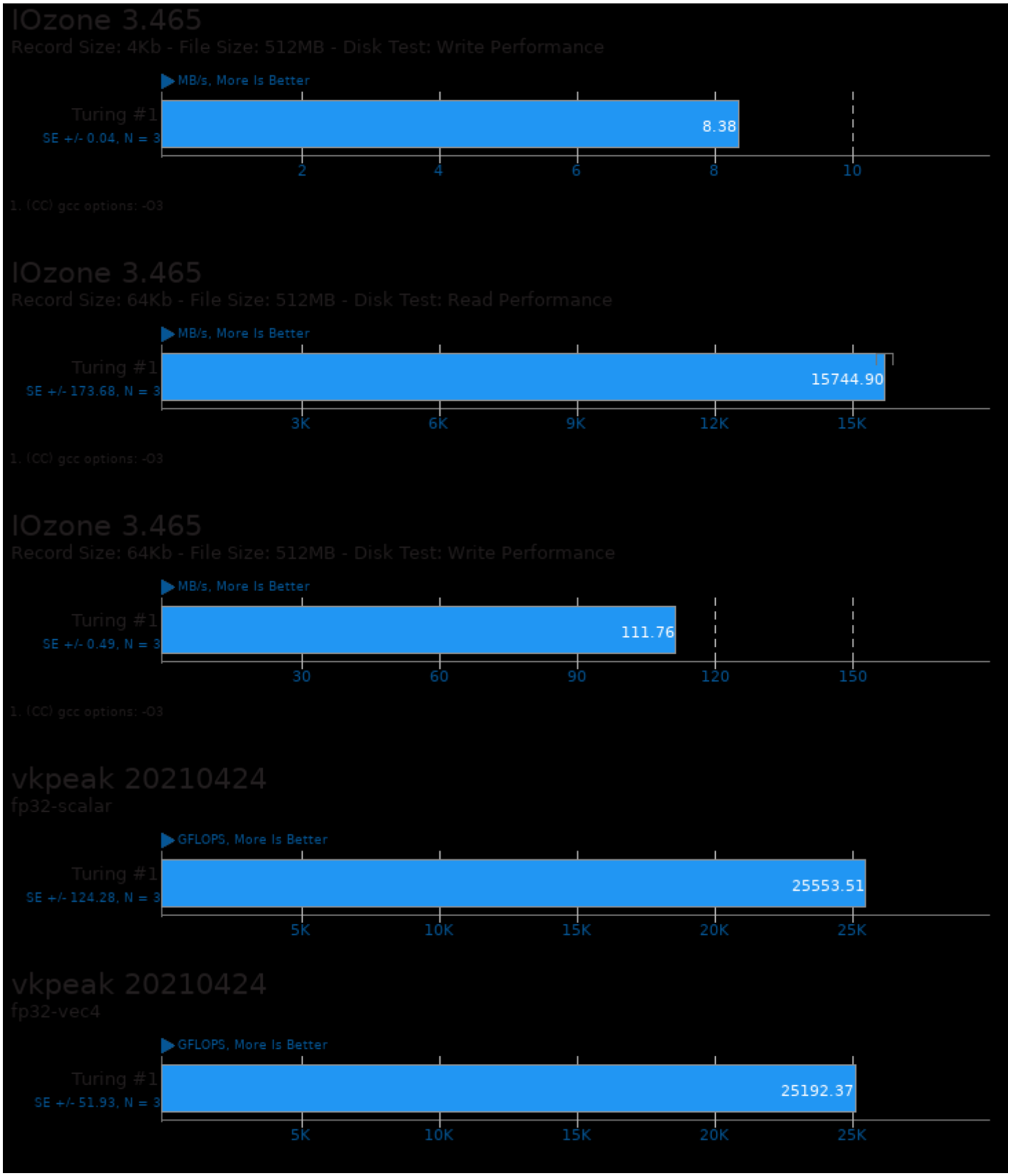

IOzone 3.465
Record Size: 2MB - File Size: 8GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 27.95, N = 12
607.99
130
260
390
520
650
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 2GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.10, N = 3
8.17
2
4
6
8
10
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 4GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.04, N = 3
8.00
2
4
6
8
10
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 8GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.02, N = 3
7.99
2
4
6
8
10
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 2GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 38.35, N = 3
17768.14
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3

Turing

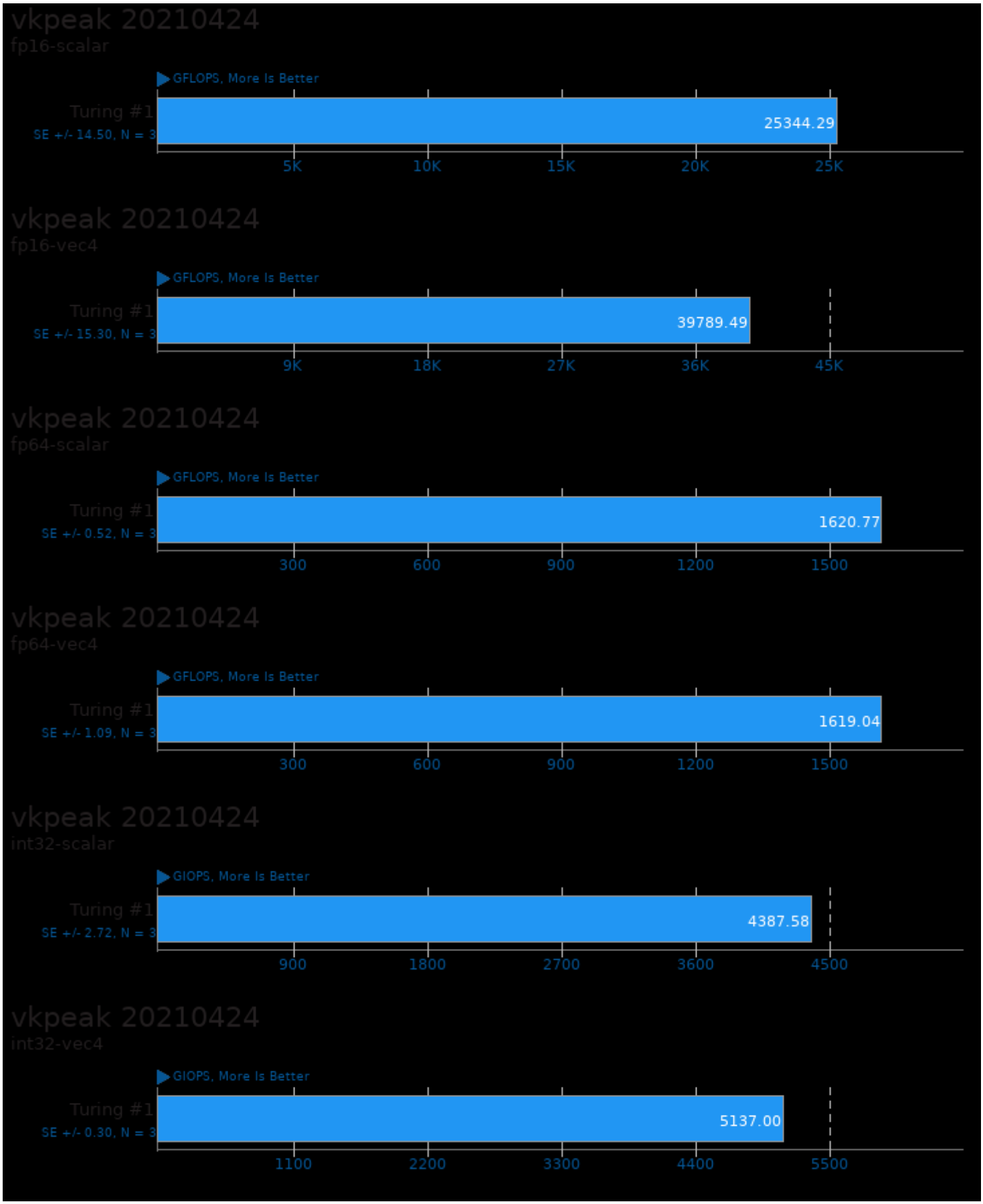

IOzone 3.465
Record Size: 64Kb - File Size: 4GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 88.05, N = 3
18189.05
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 8GB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 9.57, N = 3
18783.76
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 1MB - File Size: 512MB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 214.91, N = 3
16819.95
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 2MB - File Size: 512MB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 67.65, N = 3
16984.37
4K
8K
12K
16K
20K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 4Kb - File Size: 512MB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 74.81, N = 3
7892.99
2K
4K
6K
8K
10K
1. (CC) gcc options: -O3


IOzone 3.465
Record Size: 64Kb - File Size: 2GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 1.26, N = 3
112.19
30
60
90
120
150
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 4GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.27, N = 3
111.54
20
40
60
80
100
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 8GB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 1.23, N = 4
111.59
20
40
60
80
100
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 1MB - File Size: 512MB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 2.62, N = 3
543.92
120
240
360
480
600
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 2MB - File Size: 512MB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.71, N = 3
709.93
150
300
450
600
750
1. (CC) gcc options: -O3

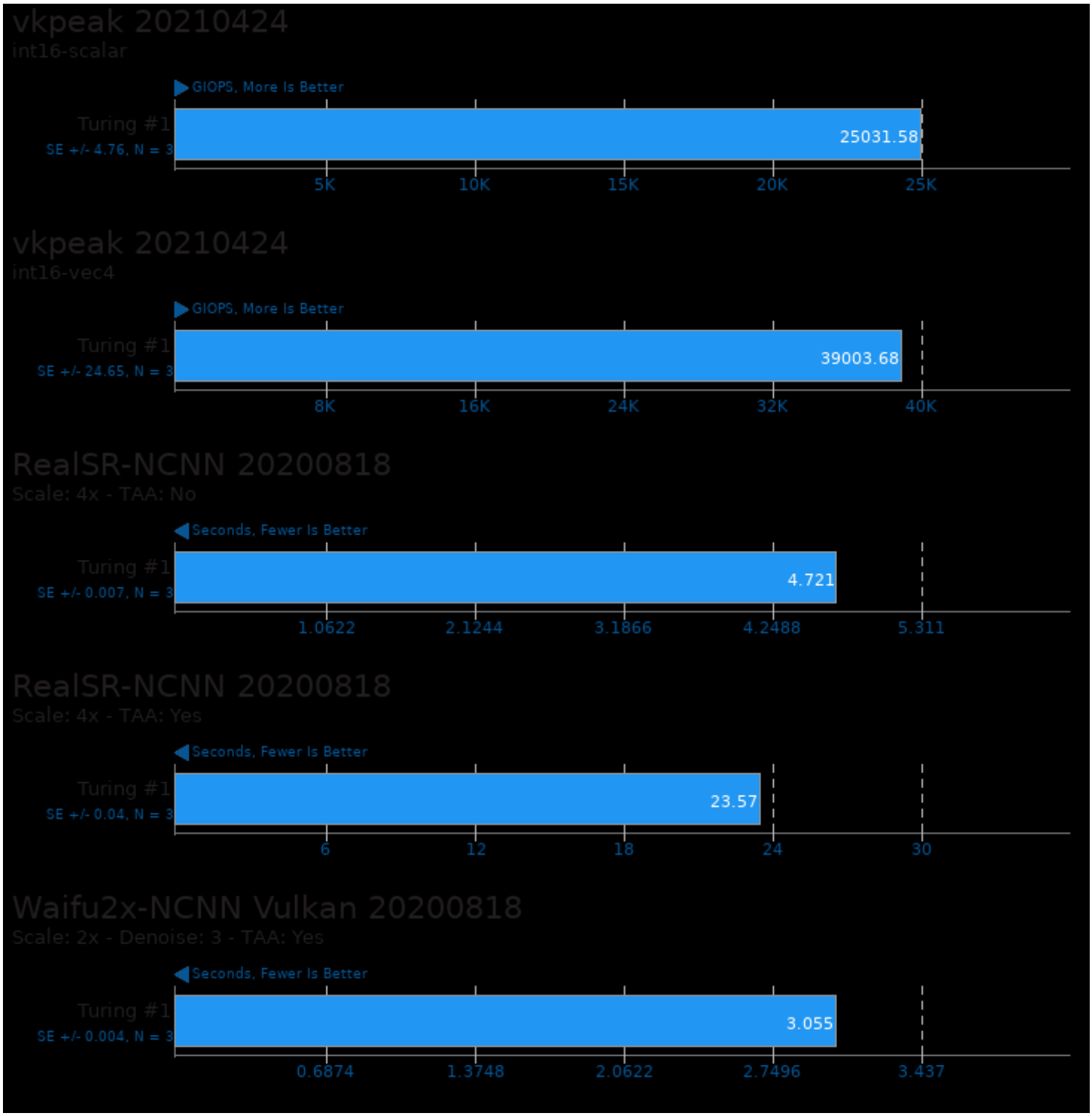
Turing


IOzone 3.465
Record Size: 4Kb - File Size: 512MB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.04, N = 3
8.38
2
4
6
8
10
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 512MB - Disk Test: Read Performance
MB/s, More Is Better
Turing #1
SE +/- 173.68, N = 3
15744.90
3K
6K
9K
12K
15K
1. (CC) gcc options: -O3
IOzone 3.465
Record Size: 64Kb - File Size: 512MB - Disk Test: Write Performance
MB/s, More Is Better
Turing #1
SE +/- 0.49, N = 3
111.76
30
60
90
120
150
1. (CC) gcc options: -O3
vkpeak 20210424
fp32-scalar
GFLOPS, More Is Better
Turing #1
SE +/- 124.28, N = 3
25553.51
5K
10K
15K
20K
25K
vkpeak 20210424
fp32-vec4
GFLOPS, More Is Better
Turing #1
SE +/- 51.93, N = 3
25192.37
5K
10K
15K
20K
25K

Turing


vkpeak 20210424
fp16-scalar
GFLOPS, More Is Better
Turing #1
SE +/- 14.50, N = 3
25344.29
5K
10K
15K
20K
25K
vkpeak 20210424
fp16-vec4
GFLOPS, More Is Better
Turing #1
SE +/- 15.30, N = 3
39789.49
9K
18K
27K
36K
45K
vkpeak 20210424
fp64-scalar
GFLOPS, More Is Better
Turing #1
SE +/- 0.52, N = 3
1620.77
300
600
900
1200
1500
vkpeak 20210424
fp64-vec4
GFLOPS, More Is Better
Turing #1
SE +/- 1.09, N = 3
1619.04
300
600
900
1200
1500
vkpeak 20210424
int32-scalar
GIOPS, More Is Better
Turing #1
SE +/- 2.72, N = 3
4387.58
900
1800
2700
3600
4500
vkpeak 20210424
int32-vec4
GIOPS, More Is Better
Turing #1
SE +/- 0.30, N = 3
5137.00
1100
2200
3300
4400
5500

Turing



This file was automatically generated via the Phoronix Test Suite benchmarking software on Friday, 29 March 2024 02:27.