Der Benchmark Sammelthread

Beitrag von „DarkUser89“ vom 24. Juli 2011, 00:14

Greekbench 32bit / Lion / Kein Übertackten!

Code

1. Geekbench Summary
2.
3.
4. System Information
5. Platform: Mac OS X x86 (32-bit)
6. Compiler: GCC 4.0.1 (Apple Inc. build 5494)
7. Operating System: Mac OS X 10.7 (Build 11A511)
8. Model: Hackintosh
9. Motherboard: Gigabyte Technology Co., Ltd. Mac-F42C88C8 x.x
10. Processor: Intel(R) Core(TM)2 Quad CPU Q9400 @ 2.66GHz
11. Processor ID: GenuineIntel Family 6 Model 23 Stepping 10
12. Logical Processors: 4
13. Physical Processors: 1
14. Processor Frequency: 2.67 GHz
15. L1 Instruction Cache: 32.0 KB
16. L1 Data Cache: 32.0 KB
17. L2 Cache: 3.00 MB
18. L3 Cache: 0.00 B
19. Bus Frequency: 1.33 GHz
20. Memory: 4.00 GB
21. Memory Type: 800 MHz DDR2 SDRAM
22. SIMD: 1
23. BIOS: Award Software International, Inc. MP31.88Z.006C.B05.0802291410
24. Processor Model: Intel Core 2 Quad Q9400
25. Processor Cores: 4
26.
27.
28. Geekbench 2 Score: 5910
29.
30.
31. Integer Performance (Score: 5132)
32. Blowfish
33. single-threaded scalar -- 1886, 82.9 MB/sec
34. multi-threaded scalar -- 7852, 321.8 MB/sec

35. Text Compress
36. single-threaded scalar -- 2088, 6.68 MB/sec
37. multi-threaded scalar -- 7943, 26.1 MB/sec
38. Text Decompress
39. single-threaded scalar -- 1877, 7.72 MB/sec
40. multi-threaded scalar -- 7576, 30.2 MB/sec
41. Image Compress
42. single-threaded scalar -- 1908, 15.8 Mpixels/sec
43. multi-threaded scalar -- 7220, 60.7 Mpixels/sec
44. Image Decompress
45. single-threaded scalar -- 1649, 27.7 Mpixels/sec
46. multi-threaded scalar -- 6421, 104.8 Mpixels/sec
47. Lua
48. single-threaded scalar -- 3097, 1.19 Mnodes/sec
49. multi-threaded scalar -- 12078, 4.65 Mnodes/sec
50.
51.
52. Floating Point Performance (Score: 9237)
53. Mandelbrot
54. single-threaded scalar -- 1992, 1.33 Gflops
55. multi-threaded scalar -- 8015, 5.24 Gflops
56. Dot Product
57. single-threaded scalar -- 3652, 1.76 Gflops
58. multi-threaded scalar -- 15436, 7.03 Gflops
59. single-threaded vector -- 2921, 3.50 Gflops
60. multi-threaded vector -- 13395, 13.9 Gflops
61. LU Decomposition
62. single-threaded scalar -- 775, 690.2 Mflops
63. multi-threaded scalar -- 3088, 2.71 Gflops
64. Primality Test
65. single-threaded scalar -- 4408, 658.4 Mflops
66. multi-threaded scalar -- 13375, 2.48 Gflops
67. Sharpen Image
68. single-threaded scalar -- 5578, 13.0 Mpixels/sec
69. multi-threaded scalar -- 22060, 50.8 Mpixels/sec
70. Blur Image
71. single-threaded scalar -- 7012, 5.55 Mpixels/sec
72. multi-threaded scalar -- 27615, 21.7 Mpixels/sec
73.
74.
75. Memory Performance (Score: 3165)
76. Read Sequential
77. single-threaded scalar -- 3936, 4.82 GB/sec

78. Write Sequential
79. single-threaded scalar -- 3694, 2.53 GB/sec
80. Stdlib Allocate
81. single-threaded scalar -- 2121, 7.91 Mallocs/sec
82. Stdlib Write
83. single-threaded scalar -- 3166, 6.55 GB/sec
84. Stdlib Copy
85. single-threaded scalar -- 2912, 3.00 GB/sec
86.
87.
88. Stream Performance (Score: 2481)
89. Stream Copy
90. single-threaded scalar -- 2611, 3.57 GB/sec
91. single-threaded vector -- 2775, 3.60 GB/sec
92. Stream Scale
93. single-threaded scalar -- 2763, 3.59 GB/sec
94. single-threaded vector -- 2698, 3.64 GB/sec
95. Stream Add
96. single-threaded scalar -- 1968, 2.97 GB/sec
97. single-threaded vector -- 2792, 3.88 GB/sec
98. Stream Triad
99. single-threaded scalar -- 2132, 2.95 GB/sec
100. single-threaded vector -- 2115, 3.96 GB/sec

Alles anzeigen

Greekbench 64bit / Lion / Kein Übertackten!

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20. Processor Model: Intel(R) Core(TM)2 Quad CPU Q9400 @ 2.66GHz
21. Processor Cores: 4
22.
23.
24. Integer (Score: 6307)
25. Blowfish single-threaded scalar -- 1728, , 75.9 MB/sec
26. Blowfish multi-threaded scalar -- 7167, , 293.7 MB/sec
27. Text Compress single-threaded scalar -- 2409, , 7.71 MB/sec
28. Text Compress multi-threaded scalar -- 9081, , 29.8 MB/sec
29. Text Decompress single-threaded scalar -- 2065, , 8.49 MB/sec
30. Text Decompress multi-threaded scalar -- 8336, , 33.2 MB/sec
31. Image Compress single-threaded scalar -- 2301, , 19.0 Mpixels/sec
32. Image Compress multi-threaded scalar -- 8863, , 74.6 Mpixels/sec
33. Image Decompress single-threaded scalar -- 2360, , 39.6 Mpixels/sec
34. Image Decompress multi-threaded scalar -- 8736, , 142.5 Mpixels/sec
35. Lua single-threaded scalar -- 4612, , 1.78 Mnodes/sec
36. Lua multi-threaded scalar -- 18026, , 6.93 Mnodes/sec
37.
38.
39. Floating Point (Score: 9502)
40. Mandelbrot single-threaded scalar -- 1994, , 1.33 Gflops
41. Mandelbrot multi-threaded scalar -- 7986, , 5.23 Gflops
42. Dot Product single-threaded scalar -- 3612, , 1.75 Gflops
43. Dot Product multi-threaded scalar -- 14956, , 6.82 Gflops
44. Dot Product single-threaded vector -- 2805, , 3.36 Gflops
45. Dot Product multi-threaded vector -- 12732, , 13.2 Gflops
46. LU Decomposition single-threaded scalar -- 1399, , 1.25 Gflops
47. LU Decomposition multi-threaded scalar -- 5665, , 4.97 Gflops
48. Primality Test single-threaded scalar -- 5179, , 773.5 Mflops
49. Primality Test multi-threaded scalar -- 15443, , 2.87 Gflops
50. Sharpen Image single-threaded scalar -- 5696, , 13.3 Mpixels/sec
51. Sharpen Image multi-threaded scalar -- 21629, , 49.8 Mpixels/sec
52. Blur Image single-threaded scalar -- 6975, , 5.52 Mpixels/sec
53. Blur Image multi-threaded scalar -- 26967, , 21.2 Mpixels/sec
54.
55.

56. Memory (Score: 3263)
57. Read Sequential single-threaded scalar -- 4086, , 5.00 GB/sec
58. Write Sequential single-threaded scalar -- 3751, , 2.57 GB/sec
59. Stdlib Allocate single-threaded scalar -- 2486, , 9.28 Mallocs/sec
60. Stdlib Write single-threaded scalar -- 3110, , 6.44 GB/sec
61. Stdlib Copy single-threaded scalar -- 2885, , 2.97 GB/sec
62.
63.
64. Stream (Score: 2702)
65. Stream Copy single-threaded scalar -- 2615, , 3.58 GB/sec
66. Stream Copy single-threaded vector -- 2906, , 3.77 GB/sec
67. Stream Scale single-threaded scalar -- 2753, , 3.57 GB/sec
68. Stream Scale single-threaded vector -- 2744, , 3.70 GB/sec
69. Stream Add single-threaded scalar -- 2615, , 3.95 GB/sec
70. Stream Add single-threaded vector -- 2873, , 4.00 GB/sec
71. Stream Triad single-threaded scalar -- 3005, , 4.15 GB/sec
72. Stream Triad single-threaded vector -- 2106, , 3.94 GB/sec

Alles anzeigen

Xbench / Lion / Kein Übertackten!
Test Bei mir nicht Möglich da sich das Proggi nach ner zeit aufhängt!

CineBench / Lion / Kein Übertackten!
Open GL: 22,19BpS
CPU: 2.84Punke

NovaBench / Lion / Kein Übertackten!

Code

1. NovaBench Score: 968
2. 2011-07-23 22:11:26 +0000
3. Mac OS X 10.7.0
4. Quad-Core Intel Xeon @ 2000 MHz
5. Graphics Card: GeForce GTS 250
6.
7.
8. 4096 MB System RAM (Score: 111)
9. - RAM Speed: 3400 MB/s
10.

11.
12. CPU Tests (Score: 337)
13. - Floating Point Operations/Second: 104180464
14. - Integer Operations/Second: 227152208
15. - MD5 Hashes Calculated/Second: 782076
16.
17.
18. Graphics Tests (Score: 503)
19. - 3D Frames Per Second: 952
20.
21.
22. Hardware Tests (Score: 17)
23. - Primary Partition Capacity: 176 GB
24. - Drive Write Speed: 58 MB/s

Alles anzeigen

Naja Mein guter alter Hacky<<