


RX 6xxx(XT) Thread, Lieferbarkeit, Kompatibilität, Leistung

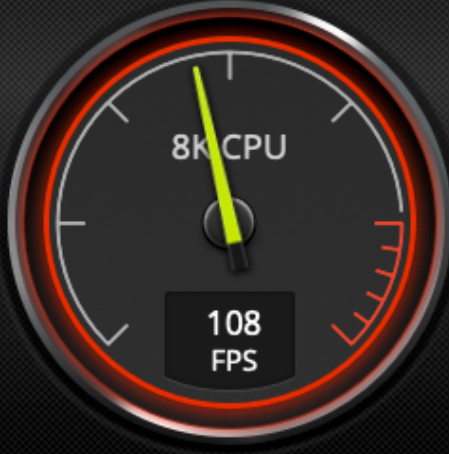
Beitrag von „walter77“ vom 2. Juli 2021, 11:12

Anbei mein Benchmark mit 3x RX6900 XT im Referenzdesign. Alles läuft extrem stabil auf einem Asus Sage 10G


mit macOS 10.4 (20F71).

Blackmagic RAW Speed Test


Blackmagicdesign 



8K CPU
108 FPS



SPEED TEST START



8K METAL
336 FPS












Will It Work?

FORMAT	BRAW 12:1		BRAW 8:1		BRAW 5:1		BRAW 3:1	
	CPU	METAL	CPU	METAL	CPU	METAL	CPU	METAL
1080p25	✓	✓	✓	✓	✓	✓	✓	✓
1080p30	✓	✓	✓	✓	✓	✓	✓	✓
1080p50	✓	✓	✓	✓	✓	✓	✓	✓
1080p60	✓	✓	✓	✓	✓	✓	✓	✓
2160p25	✓	✓	✓	✓	✓	✓	✓	✓
2160p30	✓	✓	✓	✓	✓	✓	✓	✓
2160p50	✓	✓	✓	✓	✓	✓	✓	✓
2160p60	✓	✓	✓	✓	✓	✓	✓	✓
3456p25	✓	✓	✓	✓	✓	✓	✓	✓
3456p30	✓	✓	✓	✓	✓	✓	✓	✓
3456p50	✓	✓	✓	✓	✓	✓	✓	✓
3456p60	✓	✓	✓	✓	✓	✓	✓	✓
4320p25	✓	✓	✓	✓	✓	✓	✓	✓
4320p30	✓	✓	✓	✓	✓	✓	✓	✓
4320p50	✓	✓	✓	✓	✓	✓	✓	✓
4320p60	✓	✓	✓	✓	✓	✓	✓	✓

How Fast?

BRAW 12:1	CPU	METAL
HD	1708	5382
4K	427	1345
6K	166	525
8K	106	336
BRAW 8:1	CPU	METAL
HD	1647	5282
4K	411	1320
6K	160	515
8K	102	330
BRAW 5:1	CPU	METAL
HD	1442	3893
4K	360	973
6K	140	380
8K	90	243
BRAW 3:1	CPU	METAL
HD	1246	2569
4K	311	642
6K	121	250
8K	77	160

Metal Performance

Metal Score	190426	
Sobel	238076 61.6 Gpixels/sec	
Canny	201324 12.6 Gpixels/sec	
Stereo Matching	572110 809.1 Gpixels/sec	
Histogram Equalization	91356 16.1 Gpixels/sec	
Gaussian Blur	198138 10.9 Gpixels/sec	
Depth of Field	570981 6.62 Gpixels/sec	
Face Detection	30474 234.6 images/sec	
Horizon Detection	202305 4.99 Gpixels/sec	
Feature Matching	60639 1.25 Gpixels/sec	
Particle Physics	1059861 28230.3 FPS	
SFFT	106323 1.46 Tflops	

LuxMark v3.1

Mode: OpenCL.GPUs
 Scene name: scenes/luxball/scene.cfg
 Scene file validation: OK
 Image validation: OK (5410 different pixels, 0.85%)

Devices:
 AMD Radeon RX 6900 XT Compute Engine [GPU, 80, 2660 MHz]
 AMD Radeon RX 6900 XT Compute Engine [GPU, 80, 2660 MHz]
 AMD Radeon RX 6900 XT Compute Engine [GPU, 80, 2660 MHz]

Result:
 172382

Render for is now part of the [Silicon Freedom Conservancy](#) which allows us to receive donations to sustain the development and cover the expenses of the LuxRender project. For each donation you do, a small amount will go to the Conservancy so that it can benefit all the member projects, and the rest will be made available to LuxRender.

In the United States, you can benefit from tax deductions according to the Conservancy 501(c)(3) not for profit organization status.

You can donate at [here](#).

OK Submit result

Hardware Devices

- OpenCL
 - Intel(R) Core(TM) i9-9900K CPU @ 3.00GHz
 - Platform: Apple
 - Platform Version: OpenCL 1.2 (May 8 2021 03:14:28)
 - Type: CPU
 - Compute Units: 36
 - Clock: 3000 Mhz
 - Preferred vector width: 4
 - Max. Global Memory: 134217728 Kbytes
 - Local Memory: 32 Kbytes
 - Max. Constant Memory: 64 Kbytes
 - AMD Radeon KX 6900 XT Compute Engine
 - Platform: Apple
 - Platform Version: OpenCL 1.2 (May 8 2021 03:14:28)
 - Type: CPU
 - Compute Units: 80
 - Clock: 2660 Mhz
 - Preferred vector width: 1
 - Max. Global Memory: 16760832 Kbytes
 - Local Memory: 64 Kbytes
 - Max. Constant Memory: 64 Kbytes
 - AMD Radeon KX 6900 XT Compute Engine
 - Platform: Apple
 - Platform Version: OpenCL 1.2 (May 8 2021 03:14:28)
 - Type: CPU
 - Compute Units: 80
 - Clock: 2660 Mhz
 - Preferred vector width: 1
 - Max. Global Memory: 16760832 Kbytes
 - Local Memory: 64 Kbytes
 - Max. Constant Memory: 64 Kbytes

Mode: OpenCL.GPUs[Time: 1205secs][K][Samples/sec: 172382][Rays/sec: 375456K on 217.5K tris]

OpenCL rendering devices:

Device	Time	K	Samples/sec	Rays/sec	Tris	Idx	Wkld	Mem
AMD Radeon RX 6900 XT Compute Engine	125207K	1.00	172382	375456K	217.5K	33.4%	434.5M	16368M
AMD Radeon RX 6900 XT Compute Engine	128315K	1.00	172382	375456K	217.5K	33.4%	434.5M	16368M
AMD Radeon RX 6900 XT Compute Engine	124833K	1.00	172382	375456K	217.5K	33.2%	434.5M	16368M

2021-07-02 11:04:27 - [scenes/luxball/mesh-00000.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00001.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00002.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00003.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00004.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00005.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00006.phv]
 2021-07-02 11:04:27 - [scenes/luxball/reference-native.raw]
 2021-07-02 11:04:27 - [scenes/luxball/reference-opencl.raw]
 2021-07-02 11:04:27 - [scenes/luxball/scene.cfg]
 2021-07-02 11:04:27 - [scenes/luxball/scene.scn]
 2021-07-02 11:04:27 - MDS validated files: [scenes/luxball]
 2021-07-02 11:04:27 - [scenes/luxball/imagemap-00000.exr]
 2021-07-02 11:04:27 - [scenes/luxball/imagemap-00001.exr]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00000.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00001.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00002.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00003.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00004.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00005.phv]
 2021-07-02 11:04:27 - [scenes/luxball/mesh-00006.phv]
 2021-07-02 11:04:27 - [scenes/luxball/reference-native.raw]
 2021-07-02 11:04:27 - [scenes/luxball/reference-opencl.raw]
 2021-07-02 11:04:27 - [scenes/luxball/scene.cfg]
 2021-07-02 11:04:27 - [scenes/luxball/scene.scn]
 2021-07-02 11:04:27 - Scene files MDS: [64999966badd29ec9ea7ab734eb5f6]

Mode: OpenCL.GPUs[Time: 1205secs][K][Samples/sec: 172382][Rays/sec: 375456K on 217.5K tris]