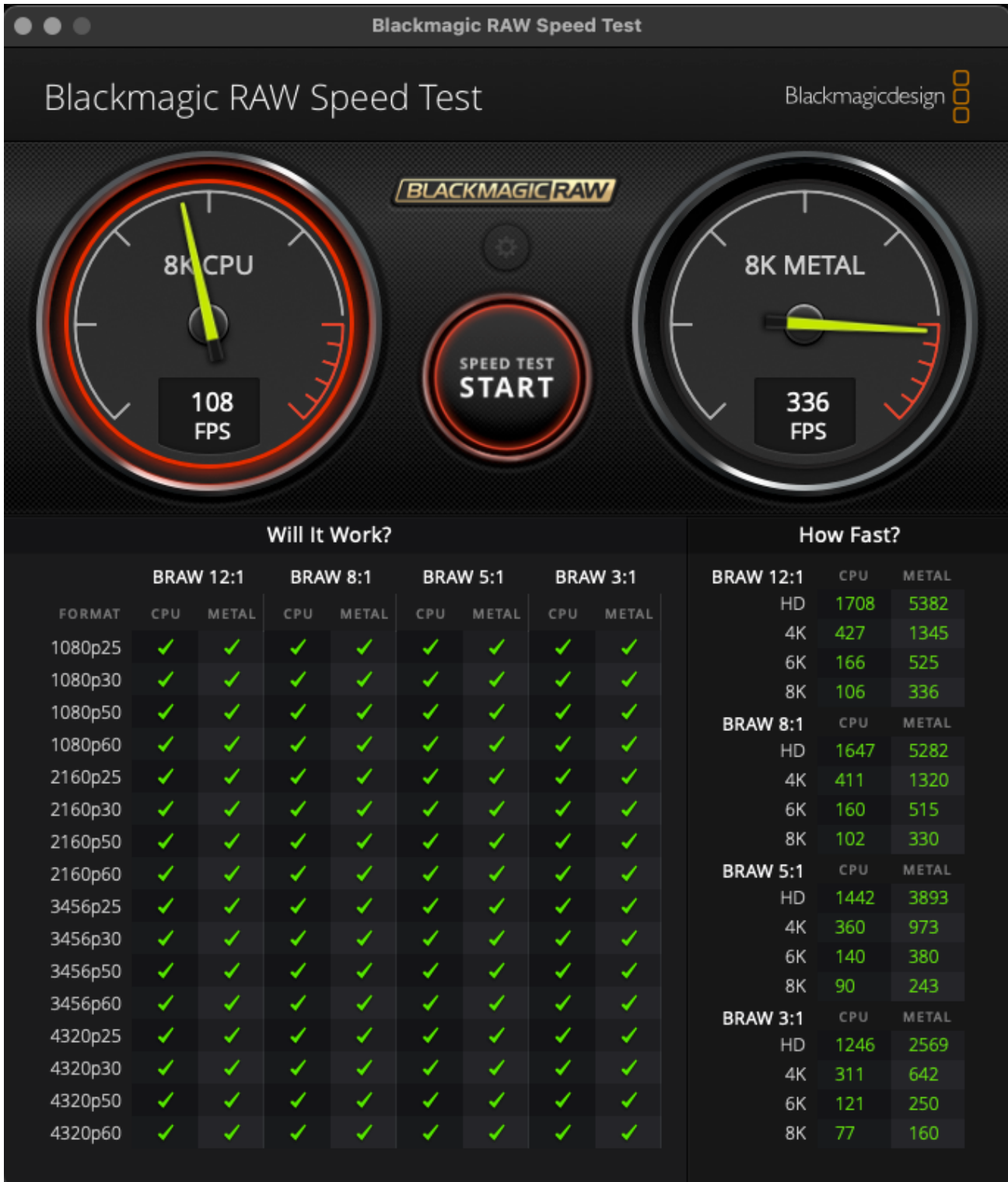


RX 6xxx(XT) Thread, Lieferbarkeit, Kompatibilität, Leistung












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).



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

LuRender is now part of the [Silicon Freedom Conservancy](#) which allows us to receive donations to sustain the development and cover the expenses of the LuRender 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 LuRender.

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

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

OpenCL rendering devices:
 [AMD Radeon RX 6900 XT Compute Engine]Intersect:0 [Rays/sec: 125207K] [Pr ldx 1.00] [Wkld 33.4%] [Mem 434.5M/16368M]
 [AMD Radeon RX 6900 XT Compute Engine]Intersect:1 [Rays/sec: 128315K] [Pr ldx 1.00] [Wkld 33.4%] [Mem 434.5M/16368M]
 [AMD Radeon RX 6900 XT Compute Engine]Intersect:2 [Rays/sec: 124833K] [Pr ldx 1.00] [Wkld 33.2%] [Mem 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.scn]
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: [64999966b8dd29ec9ea7ab734eb5f6]
  
```

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

Hardware Devices

- OpenCL
 - Intel(R) Core(TM) i9-9980X 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
 - 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