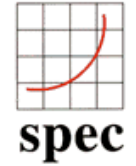




SPECgpc



Graphics Performance Characterization Project Group

**The project group formerly known as
OpenGL Performance Characterization**

**Ian Williams, Chair
NVIDIA**

13 August 2008

SPECgpc overview

- **Creates unbiased benchmarks that characterize performance based on popular applications**
- **Developer of SPECviewperf benchmark based on traces of popular graphics-intensive applications**
- **Working on power benchmark for EPA and SPEC/GWPG**
- **Members: AMD, Apple, Dell, Fujitsu-Siemens, HP, Intel, NVIDIA, Sun**

SPEC/GWPG power benchmark

- **Submitted to EPA for use in V5.0 requirements for workstation ENERGY STAR qualification**
- **SPECviewperf, plus CPU workloads for rendering, CFD, scientific computing and video encoding**
- **Commercial release from SPEC/GWPG expected by Spring 2009**

SPECviewperf 10.1

For release before end of 2008

- **Updated viewsets for 3ds Max, Maya, EnSight, and Siemens PLM NX**
- **New support for GL2 shaders and vertex buffer objects (VBOs)**

SPECviewperf 10.1

- Updated CATIA viewset featuring GL2 shader model and new traces based on current application version
- Includes mixed use of immediate mode, vertex arrays and VBOs



SPECviewperf 10.1

- Updated Maya viewset with new toy shop model, courtesy of AMD
- New traces include massive textures
- Removal of high frame-rate cases



Coming from SPECcapc

**New application performance characterization
benchmarks for:**

- **3ds Max 2009**
- **Maya 2009**
- **Lightwave 3D**
- **Siemens PLM NX5**

Questions?