

**SPEC Graphics Performance
Characterization Project Group**

Graphics benchmarking goes to 11

Ian Williams, Chair
NVIDIA

SPECgpc overview

- **Creates unbiased benchmarks that characterize performance based on popular graphics applications**
- **Developer of SPECviewperf benchmark based on traces of popular graphics-intensive applications**
- **Members: AMD, Apple, Dell, Fujitsu, HP, Intel, NVIDIA**

What does going to 11 mean for Viewperf?



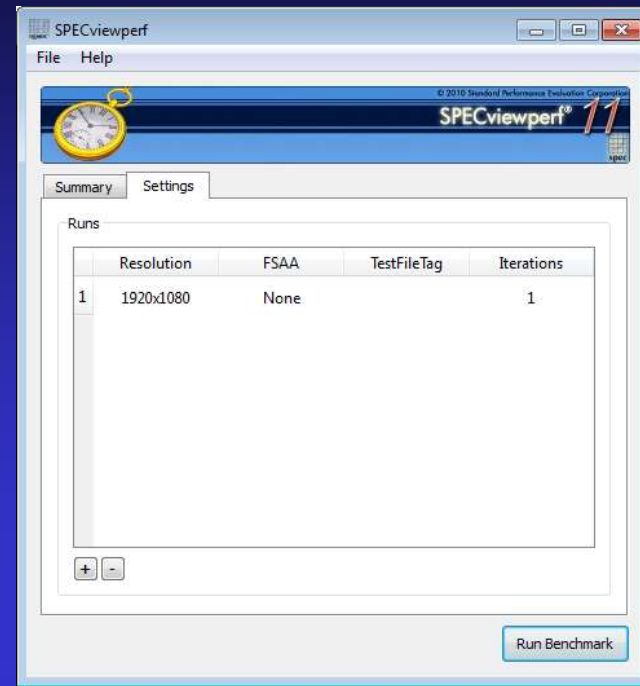
It's a lot more than 1 more...

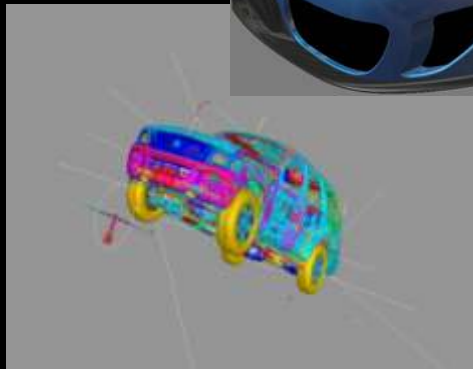
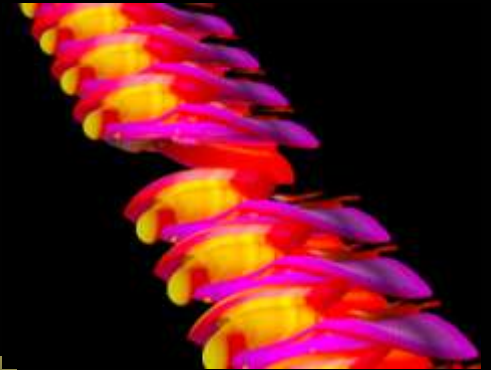
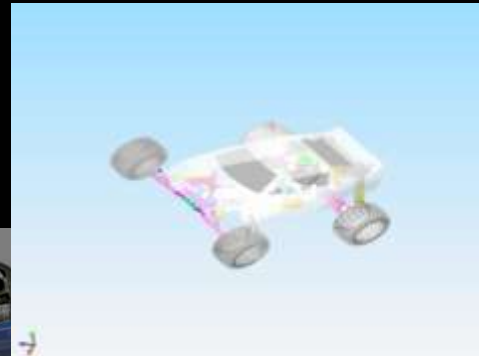
Motivations behind SPECviewperf 11

- **GUI**
 - Easier installation, multiple runs, accessing results
 -
- **Unify the “definition” of the benchmark across platforms**
 - Avoid .csh and .bat versions
- **Update workloads to latest applications versions**
 - Shaders, VBOs etc

SPECviewperf 11 GUI

- Based on QT





SPECviewperf 11 Viewsets

- **Bigger, more realistic viewsets based on traces of newer applications**
 - **Up to 75 Million vertices per viewset**
- **New support for GL2 shaders and vertex buffer objects (VBOs)**

SPECviewperf 11 General

- **Default resolution 1920x1080/1200**
- **OS Platforms supported:**
 - Microsoft Windows XP (32- and 64-bit)
 - Microsoft Windows Vista (32- and 64-bit)
 - Microsoft Windows 7 (32- and 64-bit)
 - Red Hat Enterprise Linux Workstation 5.4
 - SUSE Linux Enterprise Desktop 11 sp1
 - **32bit requires /3GB flag**
- **Still free for downloading on SPEC website**

SPECviewperf 11



Released on June 23, 2010
2,500 downloads

Coming from SPECcapc

Application performance characterization benchmarks for:

- Autodesk 3ds Max 2011
- Siemens NX 6

