SPEC Graphics Performance Characterization Project Group

Graphics benchmarking goes to 11

Ian Williams, Chair
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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
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SPECviewperf 11 GUI

- Based on QT
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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)
• 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
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SPECviewperf 11

Released on June 23, 2010
2,500 downloads
Coming from SPECapc

Application performance characterization benchmarks for:

- Autodesk 3ds Max 2011
- Siemens NX 6