686 Benchmark Comparison (RAW)

			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		CPU Type:	Pentium P5	Pentium P5	Pentium Pro P6	Pentium Pro P6	Pentium Pro P6	Pentium Pro P6	Pentium Pro P6	Pentium II OD	Pentium II OD	NexGen	NexGen	NexGen	NexGen	Cyrix MediaGX	Cyrix MediaGX	Cyrix MediaGX	Cyrix MediaGX	Cyrix MediaGX	Cyrix MediaGX
		Operating Frequency:	60 MHz	66 MHz	133 MHz / 256 KB	133 MHz / 1 MB	166 MHz / 1MB	200 MHz / 1MB	233 MHz / 1MB	300 MHz / 512 KB	333 MHz / 512 KB	75 MHz	83 MHz	93 MHz	102 MHz	133 MHz	166 MHz	200 MHz	233 MHz	266 MHz	300 MHz
		FSB/Multiplier:	60 / 1.0x	66 / 1.0x	66 / 2.0x	66 / 2.0x	66 / 2.5x	66 / 3.0x	66 / 3.5x ?	66 / 4.5x	66 / 5.0x	37.5 / 2.0x	41.7 / 2.0x	46.5 / 2.0x	51 / 2.0x	33 / 4.0	33 / 5.0	33 / 6.0	33 / 7.0	33 / 8.0	33 / 9.0
		L1 Cache Type:	16KB-splitWB	16KB-splitWB	16KB-split WB	16KB-split WB	16KB-split WB	16KB-split WB	16KB-split WB	32KB-split WB	32KB-split WB	32KB-split WB Nx586-P80	32KB-split WB Nx586-P90	32KB-split WB Nx586-PF100	32KB-split WB Nx586-PF110	16KB-unif WB	16KB-unif WB	16KB-unif WB	16KB-unif WB	16KB-unif WB	16KB-unif WB
		Model/S-spec:																			
		CPUID (Type, Family, Model, Stepping):																			
	Dominant Test Type	**DOS 7.10**																			
1	ALU	**Symantec Sysinfo v8.0**																			
2	FPU	**PiDOS** [75k digits] (sec.)																			
		Landmark v2.0																			
3	ALU	Integer ALU (Mhz)																			
4	FPU	Floating-point FPU (Mhz)																			
5	GPU	Video (char/sec)																			
		Bytemark v2, 32-bit DOS																			
6	ALU	Numeric Sort (iterations/sec)																			
7	ALU	String Sort (iterations/sec)																			
8	ALU	Bitfield (millions of iterations/sec)																			
9	ALU	FP Emulation (iterations/sec)																			
10	FPU	Fourier (iterations/sec)																			
11	ALU	Assignment (iterations/sec)																			
12	ALU	IDEA (iterations/sec)																			
13	ALU	Huffman (iterations/sec)																			
14	FPU	Neural Net (iterations/sec)																			
15	FPU	LU Decomposition (iter/sec)																			
16	ALU	Integer Index (% of Pentium 90)																			
17	FPU	Floating-point Index (% of P90)																			
		Roy Longbottom Dhrystone v1.1																			
18	ALU	DHRY1OD (VAX MIPS Rating)																			
		Roy Longbottom Whetstone																			
19	FPU	WHETCOD, MWIPS (MFLOPS)																			
20	FPU	N1, Floating Point (MFLOPS)																			
21	FPU	N2, Floating Point (MFLOPS)																			
22	ALU, FPU	N3, If Then Else (MOPS)																			
23	FPU	N4, Fixed Point (MOPS)																			
24	FPU	N5, Sine, Cosine (MOPS)																			
25	FPU	N6, Floating Point (MFLOPS)																			
26	FPU	N7, Assignments (MOPS)																			
27	FPU	N8, Exp, Sqrt, etc (MOPS)																			
		Speedsys v4.78																			
28	ALU	Total Score																			
29	GPU	Video Memory Bandwidth (MB/s)																			
30	RAM	System Memory Bandwidth (MB/s)																			
31	ALU	Max of Ave L1 Cache (MB/s)																			
32	RAM	Max of Ave L2 Cache (MB/s)																			
33	RAM	Max of Ave RAM Throughput (MB/s)																			
34	ALU	Ave L1 Cache (MB/s)																			
35	RAM	Ave L2 Cache (MB/s)																			
36	RAM	Ave RAM Cache (MB/s)																			
37	ALU	Max L1 Cache (MB/s)																			
38	RAM	Max L2 Cache (MB/s)																			
39	RAM	Max RAM Cache (MB/s)																			
40	MMX ALU	MMX Ave L1 Cache (MB/s)																			
41	MMX RAM	MMX Ave L2 Cache (MB/s)																			
42	MMX RAM	MMX Ave RAM Cache (MB/s)																			
43	MMX ALU	MMX Max L1 Cache (MB/s)																			
44	MMX RAM	MMX Max L2 Cache (MB/s)																			
45	MMX RAM	MMX Max RAM Cache (MB/s)																			
		Cachechk v7.0																			
46	ALU, FPU	L1 Cache (MB/s)																			
47	RAM	L2 Cache (MB/s)																			
48	RAM	Memory (MB/s)																			
49	RAM	RAM Read Access Time (ns)																			
50	RAM	RAM Write Access Time (ns)																			
51	ALU, GPU	**3Dbench v1.0c**																			
52	ALU, GPU	**Doom v1.9s timedemo1** (fps)																			
53	ALU, GPU	**Pcpbench v1.04** (arb. units) [VESA Modus 100 (640x400 Bbpp LFB)]																			
54	FPU, GPU	**Quake v1.06 timedemo1** (fps) [640x480, full screen, console off]																			
		WINDOWS 98SE																			
55	FPU	**SuperPi v1.1** [128k digits] (sec.)																			
		Ziff-Davis Winbench96																			
56	ALU, RAM	CPUMark32 v1.0																			
57	ALU, GPU	Graphics WinMark v1.0																			
		Ziff-Davis Winbench99																			
58	ALU, RAM	CPUMark99 Stand-alone v1.0																			
59	FPU	FPU WinMark99 v1.1																			
		Ziff-Davis 3D Winbench97																			
60	FPU, GPU, RAM	3D Winmark v1.0																			
		WinTune98 (2x)																			
61	ALU	Integer (MIPS)																			
62	FPU	Floating Point (MFLOPS)																			
63	GPU, MMX	Video 2D (Mpixels/s)																			
64	GPU, MMX	Direct3D (Mpixels/s)																			
65	GPU, MMX	OpenGL (Mpixels/s)																			
66	RAM	Memory (MB/s)																			
		Sandra99																			
67	ALU	CPU: Dhrystone (MIPS)																			
68	FPU	CPU: Whetstone (MFLOPS)																			
69	ALU, MMX	MMX/3DNow: Integer (it/s)																			
70	FPU, MMX	MMX/3DNow: Floating Point (it/s)																			
71	RAM	Memory: ALU Bandwidth (MB/s)																			
72	RAM	Memory: FPU Bandwidth (MB/s)																			
		PassMark v4.0																			
73	GPU, RAM	2D Graphics Mark																			
74	RAM	Memory Mark																			
75	ALU, FPU	Math Mark																			
76	ALU, FPU	Math Max MFLOPS																			
77	MMX ALU, FPU	MMX Mark																			
78	ALU	Integer Addition																			
79	ALU	Integer Subtraction																			
80	ALU	Integer Multiplication																			
81	ALU	Integer Division																			
82	FPU	FPU Addition																			
83	FPU	FPU Subtraction																			
84	FPU	FPU Multiplication																			
85	FPU	FPU Division																			
		3DMark99Max [800x600x16bit]																			
86	MMX FPU, GPU	Graphics 3DMarks																			
87	MMX FPU	CPU 3DMarks																			
		Final Reality v1.01																			
88	GPU, FPU	Direct3D - Overall																			
89	FPU	Software - Overall																			
90	GPU, FPU	Direct3D - 2D																			
91	GPU, FPU	Direct3D - 3D																			
92	GPU, FPU	Direct3D - Bus																			
93	FPU	Software - 3D																			
94	GPU	**MDK Performance** - Direct3D																			
95	FPU	**MDK Performance** - Software																			
		Quake2 [640x480, no 8-bit]																			
96	GPU, FPU	Timedemo1 - **OpenGL** (fps)																			
97	FPU	Timedemo1 - **Software** (fps)																			