Across dozens of articles over the past year I have covered a variety of different open-source AMD Radeon Linux graphics driver optimizations from their kernel driver through their Mesa RadeonSI Gallium3D driver and the popular RADV Vulkan driver, among other interesting open-source AMD contributions. For those wondering what the cumulative gain was for 2021 from all these AMD graphics driver changes, here are some end-of-year 2020 vs. 2021 benchmarks across a number of different Linux games while testing on Vega, Navi, and Navi 2 graphics cards.

Today's article is summing up the overall impact of AMD's 2021 Linux graphics driver optimizations. For reasonably looking at that cumulative impact the following software configurations were tested...

[2]

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