

# Linux: Systemd, Graphics and Benchmarks

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[Linux](#) [2]

- [Systemd 243 RC1 Brings Its PStore Service, Zen2/RdRand Workaround & More](#)[3]

Lennart Poettering has made available the first release candidate of the upcoming systemd 243 update. Systemd 243 is a big one in seeing more than 1,700 commits since the April release of systemd 242.

- [Radeon RADV Vulkan Driver Adds Navi Wave32 Support For Compute Shaders](#)[4]

Thanks to Valve's open-source driver developer Samuel Pitoiset, there is now experimental support for using Wave32 support on Navi graphics cards for compute shaders.

Navi/RDNA brings support for single-cycle issue Wave32 execution as an alternative to Wave64 for better efficiency. Just over a week ago the initial patches landed adding Wave32 support to RadeonSI for their OpenGL driver while now Samuel has tackled the initial implementation in the RADV driver.

- [Mining Monero Cryptocurrency On The Open-Source POWER9 Raptor Blackbird](#)[5]

Unlike my POWER8 server, the Blackbird cannot measure its own system power consumption

(only the processor's), so I used a simple watt meter to take measurements. When off, with just the BMC on, the system took so little power my meter could not measure it. It kept showing 0 W, so presumably it's under a Watt. At idle, 55 W.

[...]

For each SMT mode, I tried six thread options. The SMT scaling is as expected, at SMT1 there are eight threads, and performance drops after; at SMT2 16 threads, and a corresponding drop after. The "more resources for each thread" effect is also slightly visible, with SMT1 having the highest result at eight mining threads.

In SMT4, the efficiency scaling is quite nice, showing that a mere eight-core is not even close to the bottleneck here.

[Graphics/Benchmarks Linux](#)

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[1] <http://www.tuxmachines.org/taxonomy/term/148>

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[3] [https://www.phoronix.com/scan.php?page=news\\_item&px=Systemd-243-Release-Candidate](https://www.phoronix.com/scan.php?page=news_item&px=Systemd-243-Release-Candidate)

[4] [https://www.phoronix.com/scan.php?page=news\\_item&px=RADV-Wave32-Compute-Shaders](https://www.phoronix.com/scan.php?page=news_item&px=RADV-Wave32-Compute-Shaders)

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