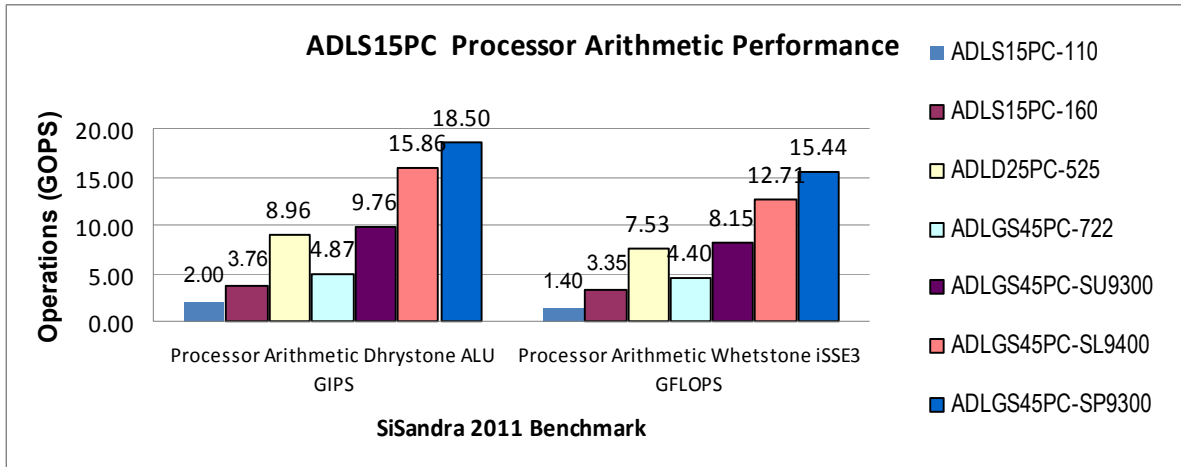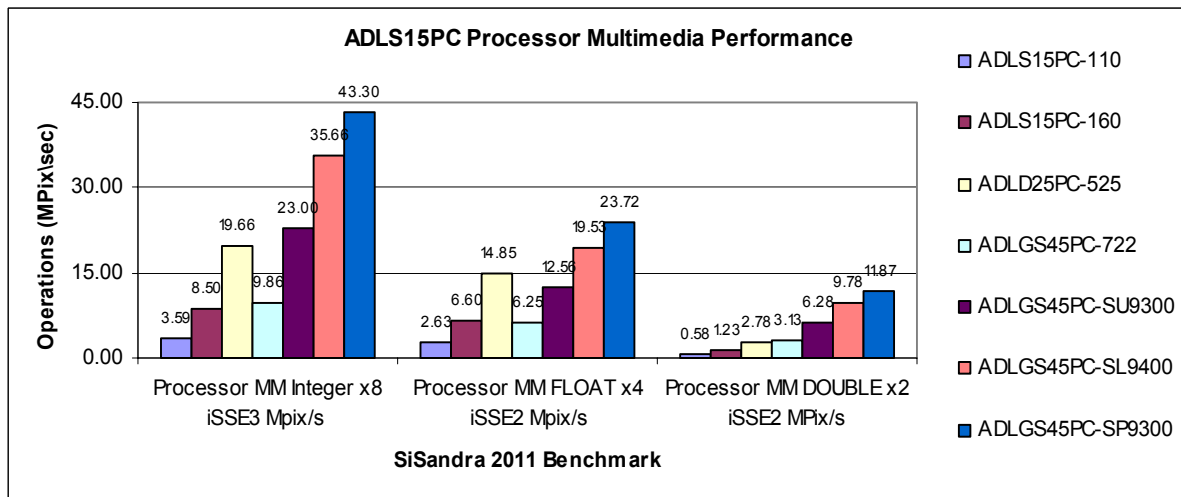# Embedded Solutions

ADL(S15/D25/GS45)PC Combined Performance Report

Processor Arithmetic	ADLS15PC-110	ADLS15PC-160	ADLD25PC-525	ADLGS45PC-722	ADLGS45PC-SU9300	ADLGS45PC-SL9400
Processor Arithmetic Dhrystone ALU GIPS	2.00	3.76	8.96	4.87	9.76	15.86
Processor Arithmetic Whetstone iSSE3 GFLOPS	1.40	3.35	7.53	4.40	8.15	12.71

ADLS15PC Processor Arithmetic Performance — SiSandra 2011 Benchmark

Processor Multimedia	ADLS15PC-110	ADLS15PC-160	ADLD25PC-525	ADLGS45PC-722	ADLGS45PC-SU9300	ADLGS45PC-SL9400
Processor MM Integer x8 iSSE3 Mpix/s	3.59	8.50	19.66	9.86	23.00	35.66
Processor MM FLOAT x4 iSSE2 Mpix/s	2.63	6.60	14.85	6.25	12.56	19.53
Processor MM DOUBLE x2 iSSE2 MPix/s	0.58	1.23	2.78	3.13	6.28	9.78

ADLS15PC Processor Multimedia Performance — SiSandra 2011 Benchmark

Data subject to change without notice

ADLGS45PC Performance Report

*Definitions in relation to SiSandra 2011:

Processor Arithmetic:

Dhrystone ALU GIPS= Arithmetic Logic Unit, test for throughput on Arithmetic Giga instructions per second (GIPS). Used as a measure of how powerful your computer is, GIPS gauge the capability of your system to handle instructions. The benchmark is designed to contain a representative sample of types of operations, mostly numerical, used by applications.

Whetstone iSSE3 GFLOPS= Floating Point Unit, test for throughput on Giga floating point operations per second (GFLOPS). GFLOPS gauge the capability of your system to deal with floating-point math instead of raw instructions. Floating-point arithmetic is most significant in programs that require a Co-Processor. These are mostly scientific, engineering, statistical and computer-aided design programs. The Whetstone iSSE3 supports the iSSE instruction set and takes advantage of the SIMD mode of operation.

Processor Multimedia:

Generates a picture (640x480) of the well-known Mandelbrot fractal, using 255 iterations for each data pixel, in 32 colors. It is a real-life benchmark rather than a synthetic benchmark, designed to show the improvements MMX/Enhanced, 3DNow!/Enhanced, SSE(2)(3) bring to such an algorithm.

Integer x8 iSSE3 (ALU) Mpixels/s = Arithmetic Logic Unit, test for throughput on moving arithmetic data, Megapixels per second (Mpixels/s). The ALU test is a multimedia test and it measures the ability to computationally create and display an image on the screen using the ALU.

Float x4 iSSE2 (FPU) Mpixels = Floating Point Unit, test for throughput on Floating point data, Megapixels per second (Mpixels/s) . The FPU test is a multimedia test that measures the ability to computationally create and display an image on the screen using the FPU.

Data subject to change without notice