










# GPU Specifications

	RTX 4090	RTX 4080	RTX 4070 Ti	RTX 3090	RTX 3070	RTX A6000	TITAN RTX	RTX 2080 Ti	Quadro RTX 8000
									
GPU Architecture	Ada Lovelace AD-102	Ada Lovelace AD-103	Ada Lovelace AD-104	Ampere GA-102	Ampere GA-104	Ampere GA-102	Turing TU-102	Turing TU-102	Turing TU-102
Clock Speed Base ( MHz )	2235	2205	2310	1395	1500	1410	1350	1350	1395
Clock Speed Boost ( MHz )	2520	2505	2730	1695	1725	1800	1770	1545	1770
Memory Size	24GB	16GB	12GB	24GB	8GB	48GB	24GB	11GB	48GB
Memory Type	GDDR6X	GDDR6X	GDDR6X	GDDR6X	GDDR6	GDDR6	GDDR6	GDDR6	GDDR6
Memory Bandwidth	1008 GB/s	717 GB/s	504 GB/s	936 GB/s	448 GB/s	768 GB/s	672 GB/s	616 GB/s	672 GB/s
CUDA Cores	16384	9728	7680	10496	5888	10752	4608	4352	4608
Tensor Cores	512 <small>4th Gen</small>	304 <small>4th Gen</small>	240 <small>4th Gen</small>	328 <small>3rd Gen</small>	184 <small>3rd Gen</small>	336 <small>3rd Gen</small>	576 <small>2nd Gen</small>	544 <small>2nd Gen</small>	576 <small>2nd Gen</small>
RT Cores	128 <small>3rd Gen</small>	76 <small>3rd Gen</small>	60 <small>3rd Gen</small>	82 <small>2nd Gen</small>	46 <small>2nd Gen</small>	84 <small>2nd Gen</small>	72 <small>1st Gen</small>	68 <small>1st Gen</small>	72 <small>1st Gen</small>
Compute Per FP32 GFLOPS	82580	48740	41930	35580	20310	38710	16310	13450	16310
Compute Per FP64 GFLOPS	1290	762	655	556	317	1209	510	420	510
TDP	450W	320W	285W	350W	220W	300W	280W	260W	295W

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**Clemens Wendtner**

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Professor of Political Science Stephen Brooks, Stephen Brooks, Pourang Irani, 2011-09-02 This volume gathers high quality papers from the 37th Graphics Interface conference These peer reviewed papers cover advances in interactive systems human computer interaction and graphics Topics include shading and rendering geometric modeling and meshing simulation image based rendering image synthesis and realism medical visualization scientific visualization computer animation real time rendering non photorealistic rendering virtual reality interaction techniques computer supported cooperative work human interface devices augmented reality data and information visualization multimedia mobile computing haptic and tangible interfaces affective interfaces aesthetic design and perception     *Proceedings* ,2004     *PC Gamer* ,2008  
    *PPoPP '08* ,2008     **Computer Organization** V. Carl Hamacher, Zvonko G. Vranesic, Safwat G. Zaky, 2002 This book provides comprehensive coverage of computer organization It presents hardware design principles and show how hardware design is influenced by the requirements of software

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