



EMBEDDED SOLUTIONS NVIDIA® QUADRO® MXM MODULES

QUADRO PERFORMANCE AND FEATURES IN AN MXM FORM FACTOR

NVIDIA Quadro RTX (Turing™) and Pascal MXM modules offer professional Quadro performance, features, SDK and API support, exacting build standards, rigorous quality assurance, and broad ISV application compatibility.

Designed for the needs of embedded, ruggedized, or mobile system builders, these products make Quadro RTX real-time rendering and AI/DL/ML capabilities (RTX 5000 and RTX 3000) available to form factors unsuited to traditional PCI Express expansion cards. Pascal MXM products offer superb graphics capabilities and outstanding FP32 compute capabilities. Either product series tolerates wide ranging thermal or other environmental conditions, are ideal for blade or other deployments where high GPU density matters, offer reasonable power requirements, and feature flexible display output options.

From transformative medical imaging to sophisticated signal processing, or breakthrough AI/DL/ML technology, even mission-critical defense systems, Quadro MXM lets you expand the boundaries of the possible.

THE PNY ADVANTAGE

PNY provides unsurpassed service and commitment to its embedded graphics customers, including extensive pre-sales consulting by dedicated Quadro Field Application Engineers, access to documentation required by systems integrators, bug reporting, product lifecycle management guidance, and much more.

For additional information or other product inquiries email MXM@PNY.COM.

SUPPORT

- > Pre- and post-sales technical support
- > Dedicated Quadro Field Application Engineers
- > U.S. based direct Quadro technical support hot line

| PRODUCT FEATURE | QUADRO RTX 5000 | QUADRO RTX 3000 | QUADRO T1000 | QUADRO P5000 | QUADRO P3000 | QUADRO P2000 | QUADRO P1000 |
|--------------------------------|--|-----------------|----------------|---|--------------|--------------|--------------|
| PNY PART NUMBER | QRTX5000-KIT | QRTX3000-KIT | QT1000-KIT | QP5000-KIT | QP3000-KIT | QP2000-KIT | QP1000-KIT |
| GPU ARCHITECTURE | NVIDIA Turing | | | NVIDIA Pascal | | | |
| INTERFACE | MXM 3.1 | | | | | | |
| FORM FACTOR | Type-B | Type-B | Type-A | Type-B | Type-B | Type-A | Type-A |
| DIMENSIONS | 82 x 105 mm | 82 x 105 mm | 82 x 70 mm | 82 x 105 mm | 82 x 105 mm | 82 x 70 mm | 82 x 70 mm |
| PEAK FP32 PERF. | 9.49TFLOPS | 6.4TFLOPS | 2.24TFLOPS | 6.4TFLOPS | 3.9TFLOPS | 2.3TFLOPS | 1.5TFLOPS |
| PEAK FP16 PERF. | 18.98TFLOPS | 12.72TFLOPS | 4.47TFLOPS | 101.2 GFLOPS | 48.6 GFLOPS | TBD | 23.89 GFLOPS |
| NVIDIA® CUDA® CORES | 3072 | 2304 | 768 | 2048 | 1280 | 768 | 512 |
| RT CORES | 48 | 36 | Not Applicable | | | | |
| TENSOR CORES | 384 | 288 | Not Applicable | | | | |
| GPU MEMORY | 16 GB | 6 GB | 4 GB | 16 GB | 6 GB | 4 GB | 4 GB |
| MEMORY TYPE | GDDR6 | | | GDDR5 | | | |
| MEMORY INTERFACE | 256-bit | 256-bit | 128-bit | 256-bit | 192-bit | 128-bit | 128-bit |
| MEMORY BANDWIDTH | 448 GB/sec | 448 GB/sec | 128 GB/sec | 192 GB/sec | 168 GB/sec | 96 GB/s | 96 GB/s |
| MAX POWER | 110 W | 80 W | 50 W | 100 W | 75 W | TBD | 40 W |
| OPERATING TEMPS | 0 to 55° C RH 5 to 90% RTX 3000 and T1000 will Support Extended Operating Temperatures | | | | | | |
| STORAGE TEMPS | -40 to 125° C RH 5 to 95% | | | | | | |
| WARRANTY | 2 Years | 2 Years | 2 Years | 3 Years | 3 Years | 2 Years | 2 Years |
| LIFE CYCLE AVAILABILITY | 5 Years | | | | | | |
| GRAPHICS APIS | DirectX 12, Shader Model 5.1, OpenGL 4.6, Vulkan 1.1 | | | DirectX 12, Shader Model 5.1, Open GL 4.5, Vulkan 1.0 | | | |
| COMPUTE APIS | CUDA, CUDA-X AI (RTX), DirectCompute, OpenCL | | | | | | |
| OPERATING SYSTEMS | Windows and Linux | | | | | | |

NVIDIA QUADRO
AUTHORIZED PARTNER
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