

## NVIDIA RTX PERFORMANCE AND FEATURES IN AN MXM FORM FACTOR

NVIDIA® RTX® (Ampere™) MXM modules offer professional NVIDIA RTX 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 Ampere architecture-based products make the most advanced NVIDIA RTX real-time rendering and AI/DL/ML capabilities available to form factors unsuited to traditional PCI Express expansion cards. NVIDIA RTX MXM products offer superb graphics capabilities, outstanding FP32 compute capabilities, powerful Tensor Core TFLOPS for AI, and RT Cores that enable real-time physically-based photorealistic ray tracing. They tolerate 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 innovative edge AI inferencing or MV, transformational medical imaging, sophisticated signal processing, or synergistic breakthroughs enabled by high-performance graphics, AI, and simulation, NVIDIA RTX MXM solutions let you expand the boundaries of the possible.

## THE PNY ADVANTAGE

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

| PRODUCT FEATURES       | NVIDIA RTX A4500                          | NVIDIA RTX A2000             | NVIDIA RTX A1000 | NVIDIA RTX A500                 |
|------------------------|---|------------------------------|------------------|---------------------------------|
| PNY Part Number        | NRTXA4500-KIT                             | NRTXA2000-KIT                | NRTXA1000-KIT    | NRTXA500-KIT                    |
| GPU Architecture       | NVIDIA Ampere                             | NVIDIA Ampere                | NVIDIA Ampere    | NVIDIA Ampere                   |
| Interface              | MXM 3.1,<br>PCIe 4.0 x16 support          | MXM 3.1, PCIe 4.0 x8 support |                  | MXM 3.1,<br>PCIe 4.0 x4 support |
| Form Factor            | Standard MXM 3.1 Type B                   | Standard MXM 3.1 Type A      |                  |                                 |
| Dimensions             | 82 x 105 x 4.8 mm                         | 82 x 70 x 4.8 mm             |                  |                                 |
| Peak FP32              | 17.66 TFLOPS                              | 8.25 TFLOPS                  | 6.66 TFLOPS      | 6.54 TFLOPS                     |
| CUDA Cores             | 5888                                      | 2560                         | 2048             | 2048                            |
| RT Cores               | 46  | 20                           | 16               | 16                              |
| Tensor Cores           | 184                                       | 80                           | 64               | 64                              |
| GPU Memory             | 8 GB   16 GB                              | 8 GB   4 GB                  | 4 GB             | 2 GB   4 GB                     |
| Memory Type            | GDDR6                                     |                              |                  |                                 |
| Memory Interface       | 256-bit                                   | 128-bit                      | 128-bit          | 64-bit                          |
| Memory Bandwidth       | 512 GB/s                                  | 192 GB/s                     | 192 GB/s         | 96 GB/s                         |
| Maximum Power          | 115W   80W                                | 60W   35W                    |                  | 40W   25W                       |
| Operating Temperature  | 0° C to 55° C   ETT: -20°C to 70°C        |                              |                  |                                 |
| Storage Temperature    | -40° C to 85° C                           |                              |                  |                                 |
| Lifecycle Availability | Five Years                                |                              |                  |                                 |
| Graphics APIs          | DirectX® 12, OpenGL 4.6                   |                              |                  |                                 |
| Compute APIs           | CUDA Compute 8.0 and above, OpenCL™ 1.2   |                              |                  |                                 |
| Operating Systems      | Windows 11, 10 and Linux Drivers   64-bit |                              |                  |                                 |

## **SUPPORT**

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



