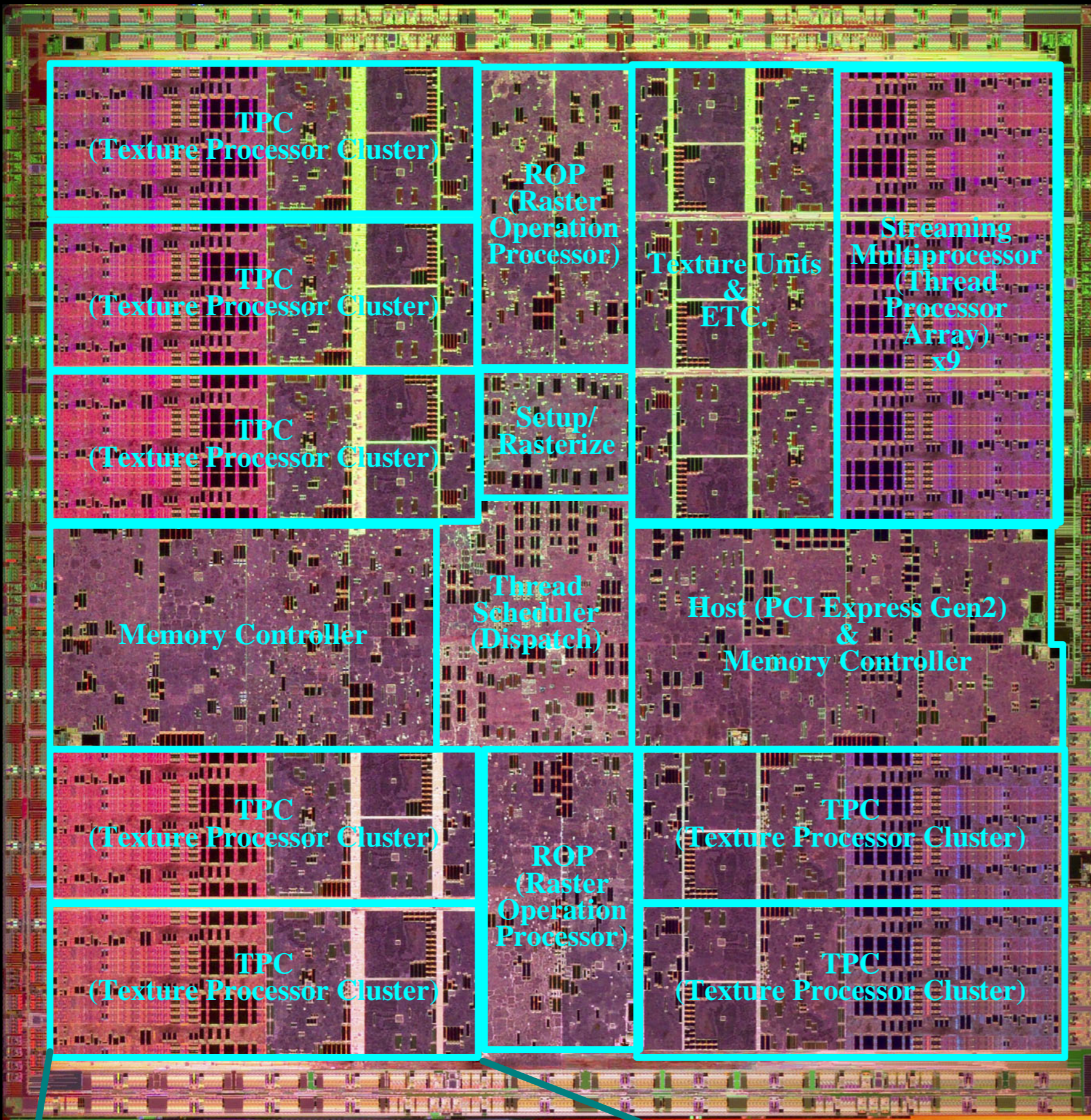


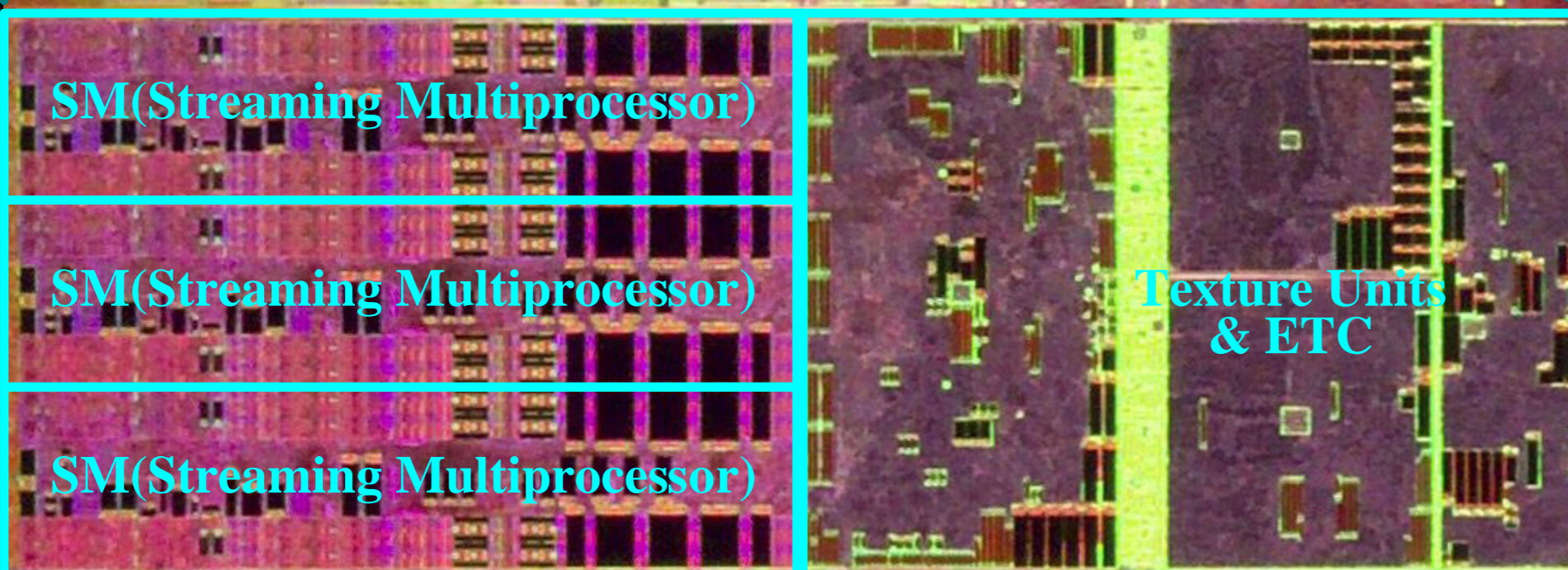
# GT200 (GeForce GTX 280) Die Layout (一部推定)



1.4 billion transistors  
TSMC 65nm Process  
1.5GHz  
<590 mm<sup>2</sup> Die

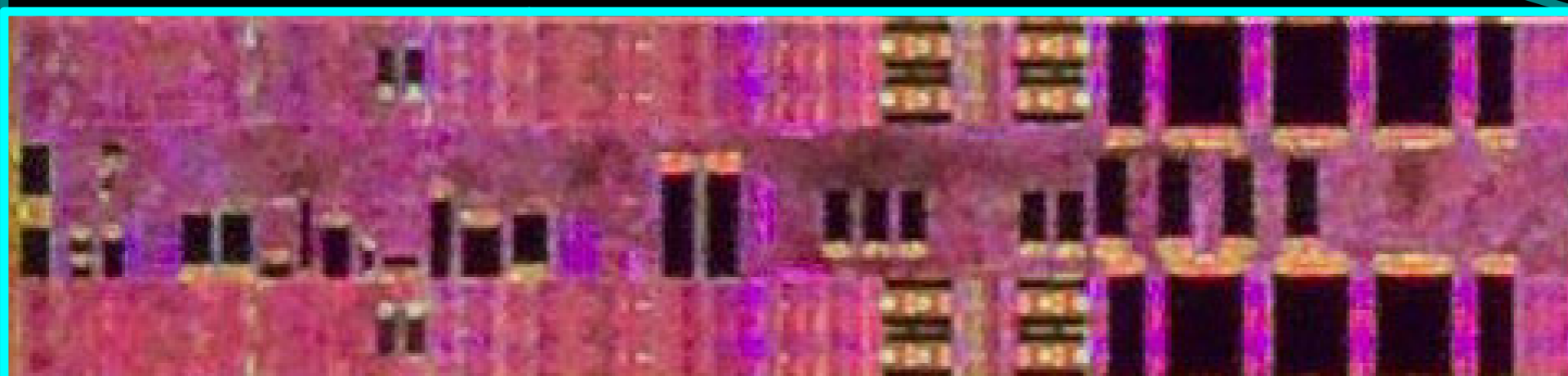
10 TPC (Texture/Processor Cluster)  
30 SM(Streaming Multiprocessor)  
240 SP(Streaming Processor )  
32 ROP (Raster Operation Processor)  
512bits GDDR3 Memory Interface  
PCI Express Gen2 x16

## TPC (Texture/Processor Cluster)



3 SM(Streaming Multiprocessor)  
24 SP(Streaming Processor )  
8 Texture Unit  
Load/Store Unit  
Texture L1 Cache  
Instruction & Constant L2 Cache

## SM(Streaming Multiprocessor)



1 Instruction Unit (multithreaded)  
8 Streaming Processor (SP)  
2 Super Function Unit (SFU)  
1 Double Precision Unit  
64KB (32bits x 16384) Registers  
16KB Shared Memory  
Instruction & Constant L1 Cache