GT200 vs. G80 Architecture

		GT200 (GeForce GTX 280)	G80(GeForce 8800 GTX)
Configuration		240:80:32	128:64:24
TPC	TPC (Texture/Processor Cluster)	10 TPC	8 TPC
SM	SM (Streaming Multiprocessor)	30 SM	16 SM
SP	SP (Streaming Processor)	240 SP	128 SP
DP	DP (Double Precision Unit)	30 DP	0 DP
GFLOPS	GFLOPS (Single Precision)	933 GFLOPS(1.296GHz)	518 GFLOPS(1.35GHz)
RF	Registers	16384 registers/SM	8192 registers/SM
TEX	TEX (Texture Unit)	80 TEX	64 TEX
	Texture Fill	48 GT/sec	37 GT/sec
ROP	ROP (Raster Operation Processor)	36 Render Output	24 Render Output
	ROP Blend	32 pixel/cycle	12 pixel/cycle
MEM	FB Memory Interface	512 bits	384 bits
	FB Memory Bandwidth	142 GB/sec(2.2Gt/sec)	86 GB/sec(1.8Gt/sec)
DRAM	DRAM Granularity (512Mb x32)	1 GB	768 MB
HOST	PCI Express Interface	PCI Express Gen2 x16	PCI Express Gen1 x16
Video	Video Processor	VP2	VP1