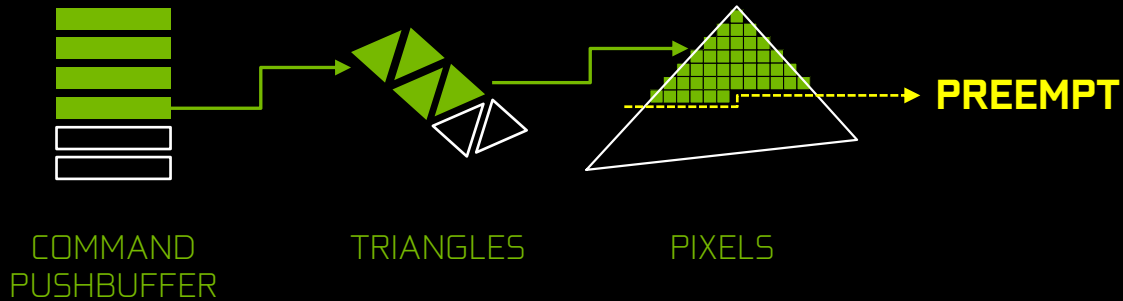


PASCAL PREEMPTION

ENABLES REAL-TIME WORKLOADS

Graphics Preemption – Pixel Level



- ❖ First ever pixel-level graphics preemption
- ❖ Pixel level graphics + thread-level compute preemption → sub-100us preemption for gaming

Compute Preemption – Thread Level

