

Overview

Models

NVIDIA Quadro K2100M 2GB Graphics

E5Z75AA

Introduction

The NVIDIA Quadro® K2100M graphics board is a graphics processing unit (GPU) module designed using the MXM™ version 3.1 Type A specification. This graphics module is the main workhorse graphics for many midrange level professional product design/development applications and workflows.

Performance and Features

The NVIDIA Quadro K2100M offers:

- Fast 2 GB GDDR5 memory
 - Latest NVIDIA Kepler GPU architecture
 - 576 CUDA cores
 - Extensive ISV application certifications
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Compatibility

Supported on HP Z1 G2 workstation.

Service and Support

The NVIDIA Quadro K2100M has a one-year limited warranty or the remainder of the warranty of the HP product in which it is installed. Technical support is available seven days a week, 24 hours a day by phone, as well as online support forums. Parts and labor are available on-site within the next business day. Telephone support is available for parts diagnosis and installation. Certain restrictions and exclusions apply.

Technical Specifications

Form Factor	MXM v3.1 Type A (82mm x 70mm)
Graphics Controller	N15P-Q3, 665MHz core clock 576 CUDA cores
Bus Type	PCI Express Gen 3 x16 (part of MXM v3.1 connector)
Memory	2GB GDDR5 128 bit wide interface 3000MHz, 48 GB/s
Connectors	One MXM v3.1 connector (285-pin)
Maximum Resolution	2 x 3840x2160 @ 60Hz digital displays In Z1 G2 application: - Internal Display: 2560x1440 - External Display via DP connector: 2560x1600 - External Display via optional Thunderbolt module: Two 3840x2160
RAMDAC	Not Applicable
Image Quality Features	Each color component can be processed at up to 32-bit floating point precision and displayed at up to 12-bit precision. Advanced FXAA and TXAA antialiasing. 16K Texture and Render Processing. MPEG-2 HD and WMV HD video playback (1920x1080p). H.264 hardware decode acceleration. Nvidia Scalable Geometry Engine. AES-128 CTR/CBC/ECB decryption modes supported. Nvidia 3D Vision Pro
Shading Architecture	Shader Model 5.0 support
Supported Graphics APIs	Full IEEE 764-2008 32-bit DirectX 11.1 Shader Model 5.0 OpenGL 4.3 Compute API support for NVIDIA CUDA C, CUDA C++, DirectCompute 5.0, OpenCL, Java, Python and Fortran
Available Graphics Drivers	Windows 7 64-bit Windows 8.1 64-bit SUSE Linux Enterprise Desktop 11 64-bit Red Hat Enterprise Linux 6 Workstation 64-bit

See www.hp.com/go/support for HP supported NVIDIA graphics drivers

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