

1.Specifications

Model	MM3080B6-16G V2
GPU Architecture	NVIDIA Ampere
Graphics Processing Unit	NVIDIA GeForce RTX3080 Mobility
Bus Type	MXM3 .0 / up to PCI Express 4.0 x16
Graphics Clock	1110MHz / 1545MHz (Boost)
Memory Size	16G 256bit GDDR6
Memory Clock	1750MHz (14.0 Gbps)
Memory Bandwidth	448.0GB/s
Display Features	DP_A: Display Port1.4++ DP_B: Display Port1.4++ DP_C: HDMI2.1 DP_D: Display Port1.4++
Max Resolution	DP:7680x4320@120Hz HDMI: 7680x4320@60Hz
Number of Output Channel	4
Board Power	135W (Option 110W)
Board Dimensions	MXM Graphics Module Version 3.1 Type B (105x82mm)
Operation System	Windows 11/10 64bit · Linux
VIN Range	DC 12~19V, 3.3V & 5V; +/-5%
Operating Temperature	0~45°C
Storage Temperature	-20~75°C
Operating Humidity	0~95% (non-condensing)
Storage Humidity	10~90%

Render Config	
Shader Processing Units	6144
Tensor Core	192
RT Core	48
TMUs	192
ROPs	96
SM Count	48
L1 Cache	128KB (per SM)
L2 Cache	4MB

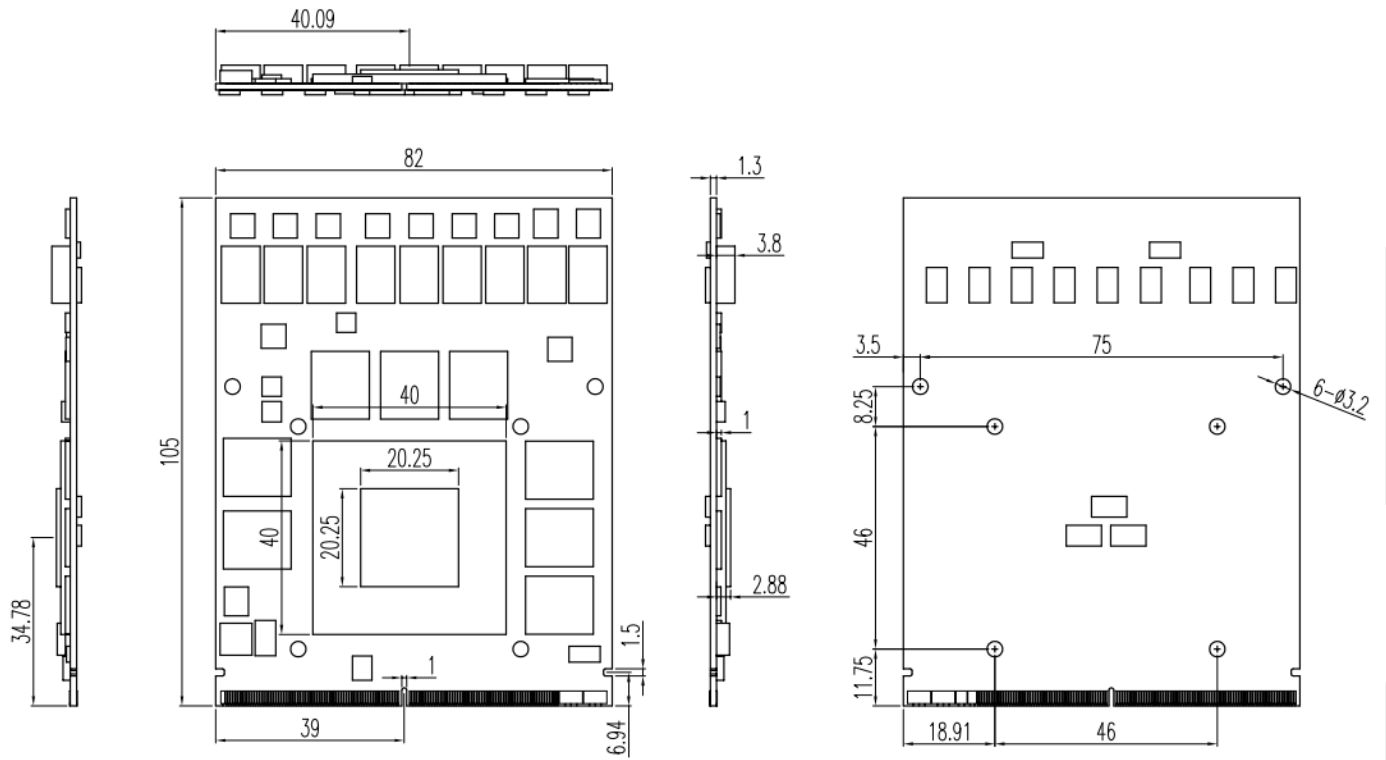
Theoretical Performance	
Pixel Rate	148.3GPixel/s
Texture Rate	296.6GTexel/s
Single Precision FLOPS(AIDA64)	17525GFLOPS
Double Precision FLOPS(AIDA64)	329,9GFLOPS

Graphics Features	
DirectX	12 Ultimate (12_2)
OpenGL	4.6
OpenCL	3.0
Vulkan	1.3
Shader Model	6.7
CUDA	8.6
Video Playback	H.265, VC1, MPEG2 1080P

Surround(Landscape)	Surround(Portrait)
2x1(3840x1080@60Hz)	2x1(2160x1920@60Hz)
1x2(1920x2160@60Hz)	1x2(1080x3840@60Hz)
3x1(5760x1080@60Hz)	3x1(3240x1920@60Hz)
1x3(1920x3240@60Hz)	1x3(1080x5760@60Hz)
4x1(7680x1080@60Hz)	1x4(1080x7680@60Hz)
2x2(3840x2160@60Hz)	2x2(2160x3840@60Hz)

**Total resolution based on every display resolution is 1920*1080@60Hz.*

3. Dimensions



4. Photo

