

PLACA DE VÍDEO - GPU

POR JOÃO MARCOS, JOSÉ ULISSES E PEDRO HENRIQUE

SURGIMENTO DAS PRIMEIRAS PLACAS

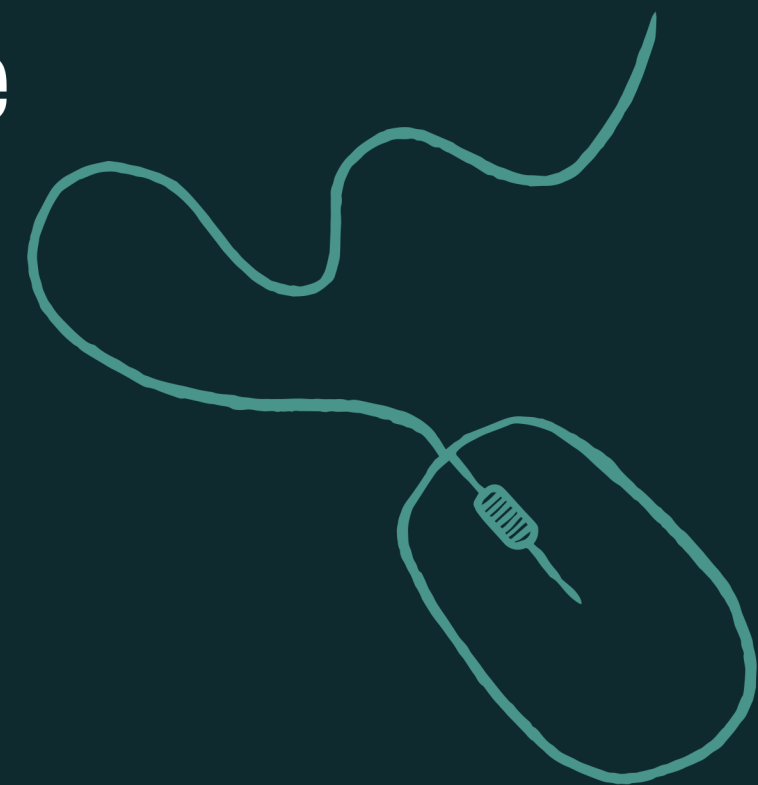


IBM MDA — Monochrome Display Adapter

Trabalhava apenas em modo texto, conseguindo exibir 25 linhas e 80 colunas de caracteres na tela.



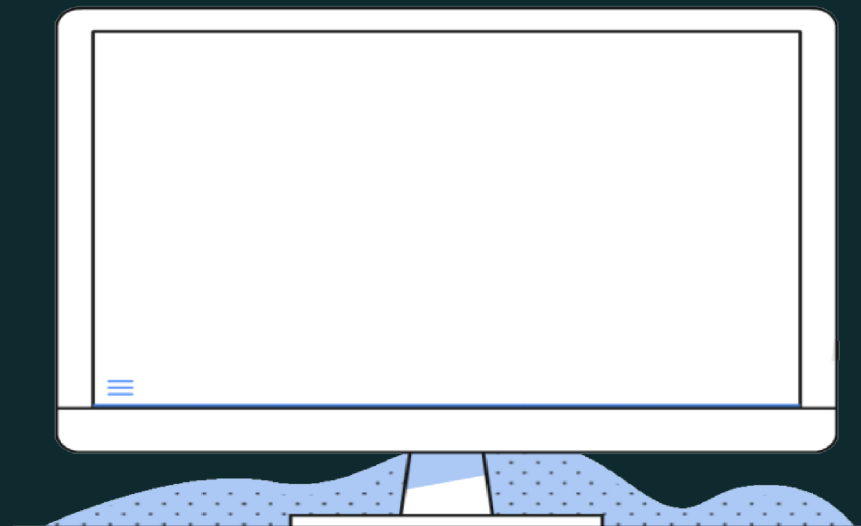
- Processamento de dados x interface
- Popularização dos jogos



PLACA DE VÍDEO INTEGRADA X DEDICADA

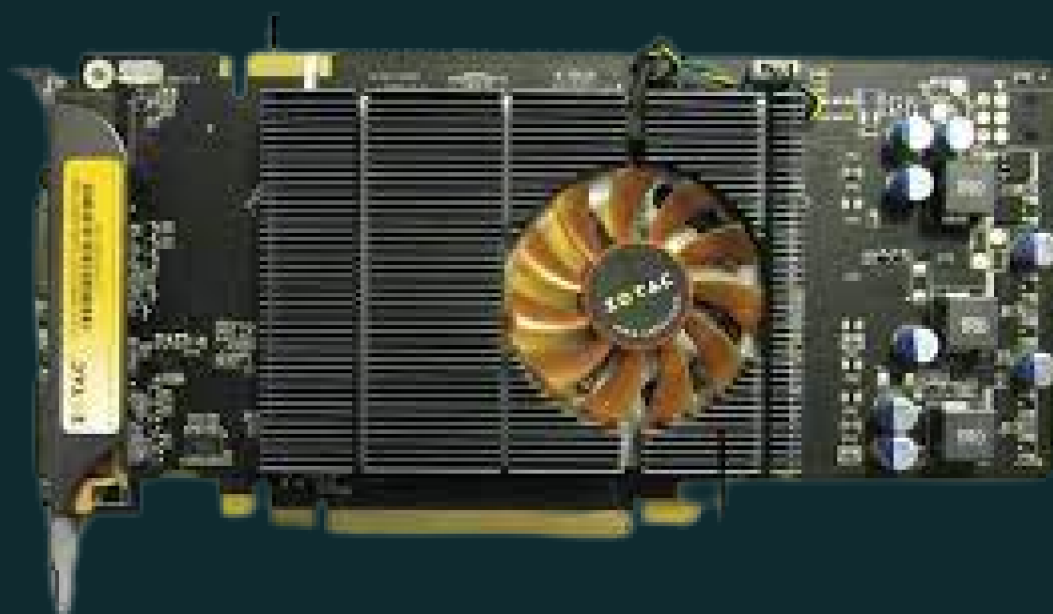
PRÓS X CONTRAS

- Performance
- Portabilidade
- Preço
- Consumo



COMPONENTES DA PLACA DE VIDEO



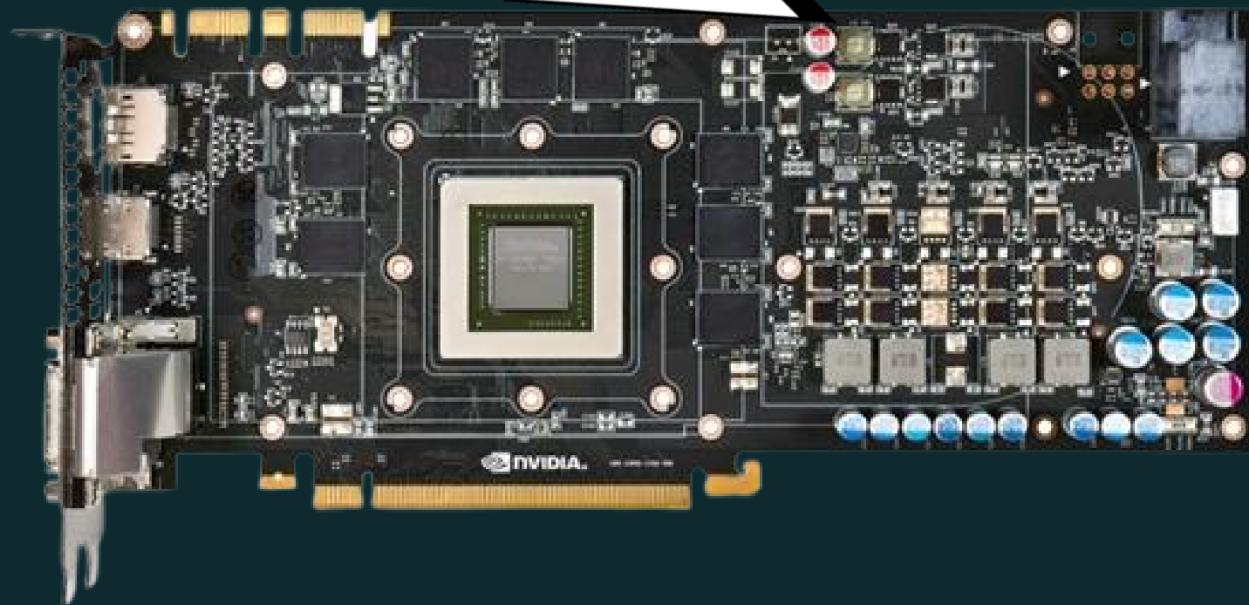


• DISSIPACÃO DE CALOR



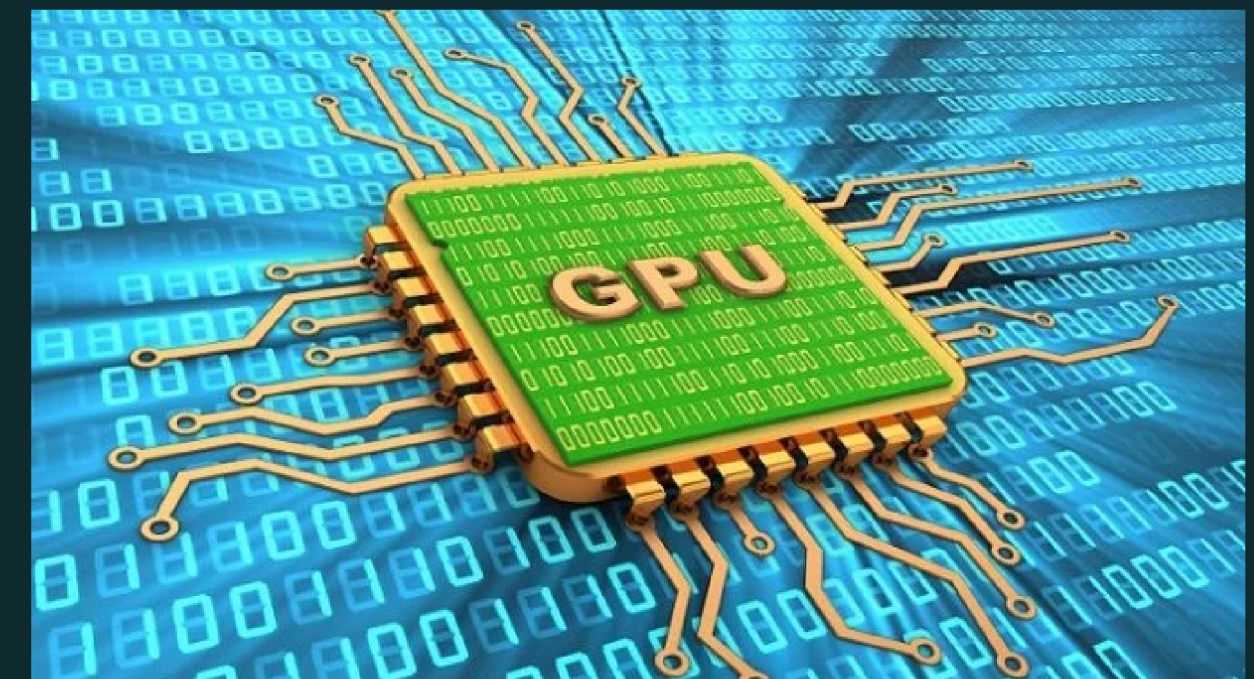
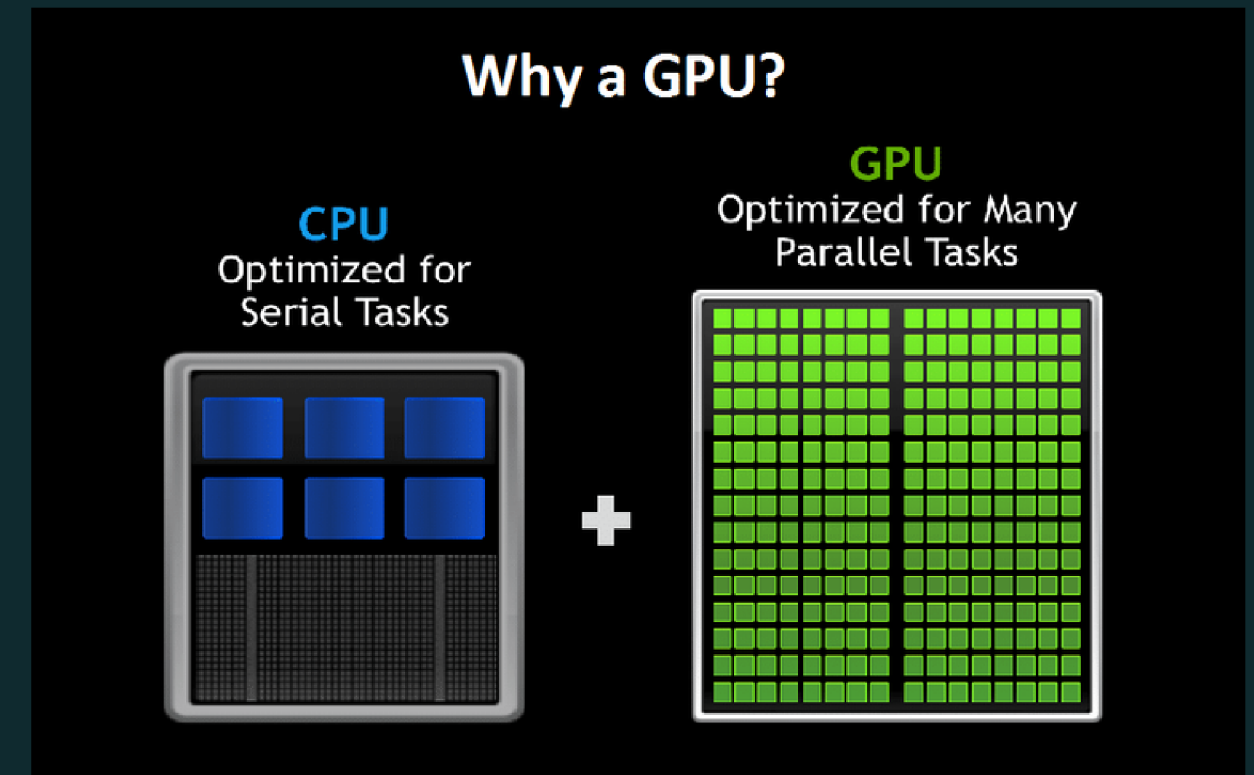
• CONECTORES E PORTAS

- GPU (UNIDADE DE PROCESSAMENTO GRÁFICO)

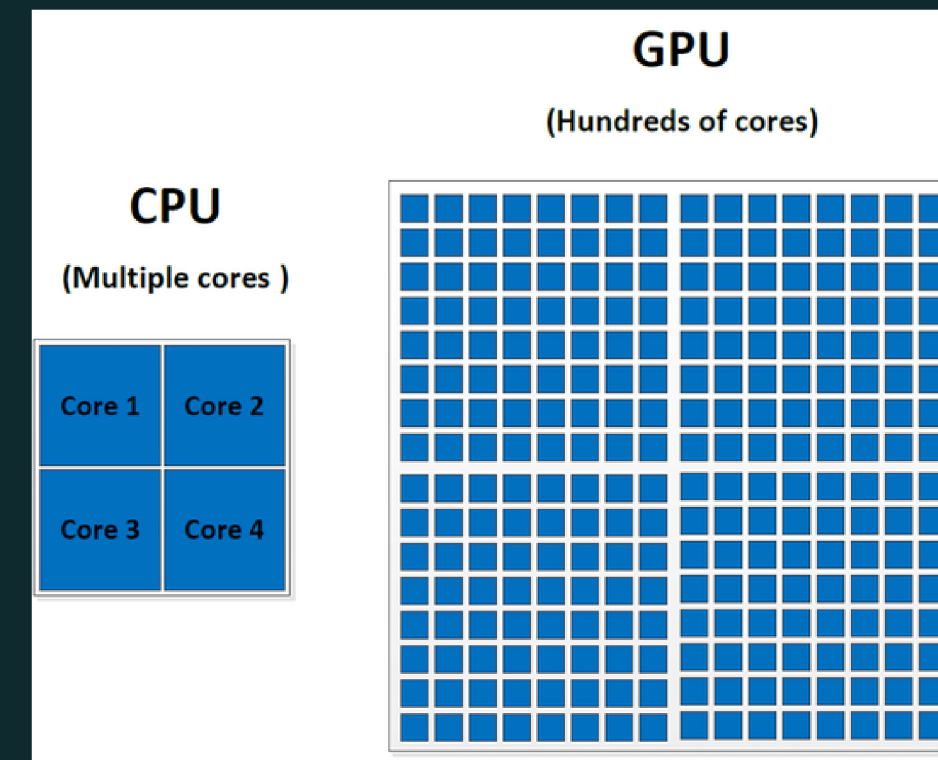


- VRAM (MÉMORIA DE VIDEO)

PROCESSAMENTO DE DADOS NA GPU

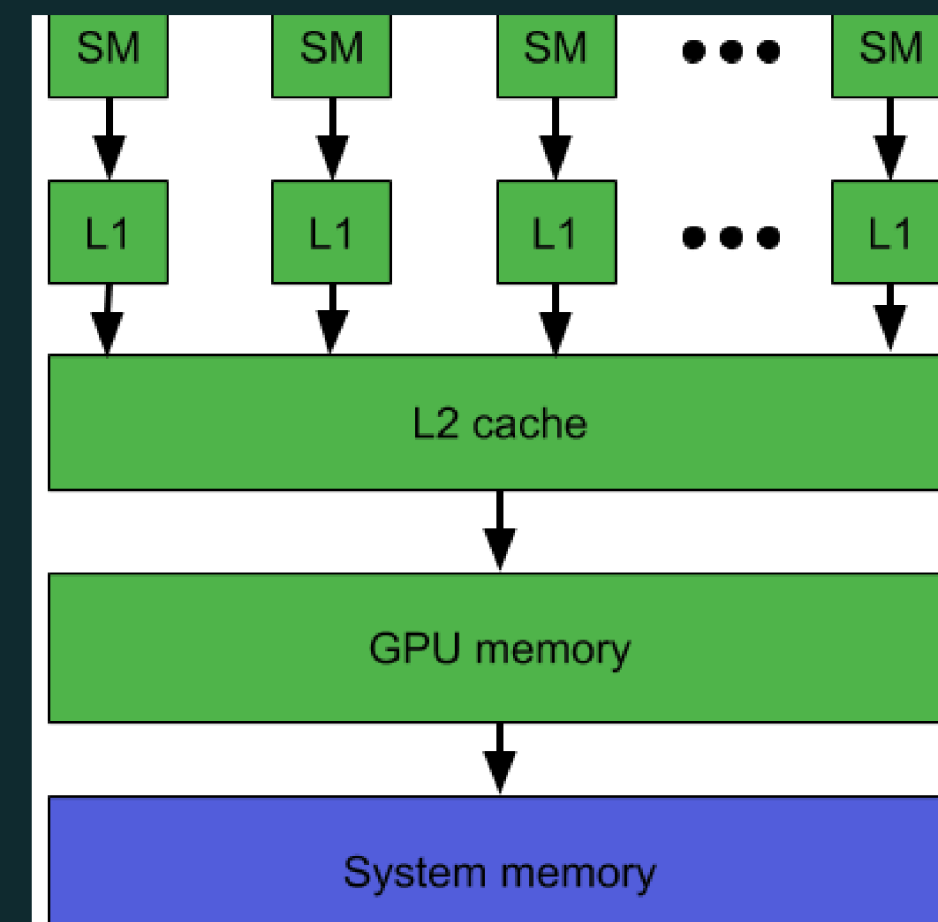


- **ARQUITETURA ALTAMENTE PARALELA:** →



- **INSTRUÇÕES DE PRECISÃO SIMPLES DE PONTO FLUTUANTE:**

- **CACHE DA GPU:** ↪



- **GASTO DE ENERGIA:**



- **OVERCLOCK:**

- **FUNÇÕES PRÓPRIAS:** →

