



QUADRO AND NVS DISPLAY RESOLUTION SUPPORT

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Application Note



DOCUMENT CHANGE HISTORY

DA-07089-001_v08

Version	Date	Authors	Description of Change
01	November 1, 2013	AP, SM	Initial Release
02	October 28, 2014	AP, SM	<ul style="list-style-type: none"> • Updated with the following products: Quadro K5200, Quadro K4200, Quadro K2200, Quadro K620, and Quadro K420 • Added “HDMI 2.0” section • Added “VGA Via DisplayPort to VGA Adaptor” section • Added “Display Color Depth” section
03	June 13, 2016	JK, AP, PV, SM	<ul style="list-style-type: none"> • Added Quadro K1200, Quadro M2000, Quadro M4000, Quadro M5000, Quadro M6000 and NVS 810 • Updated the display resolution tables • Added NVIDIA Maxwell generation support
04	September 23, 2016	JK, SM	<ul style="list-style-type: none"> • Added Quadro P5000 and Quadro P6000 • Added “DP 1.4” section • Updated the display resolution tables
05	September 29, 2016	JK, SM	Updated display connectors table (Table 4)
06	April 28, 2017	JK, SM	Added Pascal generation support for Quadro
07	March 13, 2019	EL, SM	<ul style="list-style-type: none"> • Added NVIDIA Turing generation support for Quadro • Added Quadro RTX boards in “Display Connectors” table (Table 5) • Added a note in Table 7 that says, “NVIDIA Turing supports Display Stream Compression (DSC) to drive an 8K DSC panel over a single connector.” • Updated the “DisplayPort” section • Updated “UltraHD (3840 x 2160) and Cinema 4K (4096 x 2160) Option Support” table (Table 8)
08	May 15, 2019	EL, SM	Added “High Dynamic Range” section

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OVERVIEW

This application note lists the display resolutions capabilities of the NVIDIA Turing™, NVIDIA® Pascal™, NVIDIA Maxwell™, and NVIDIA® Kepler™ generations of NVIDIA® Quadro® and/or NVIDIA® NVS™ Professional Graphics Solutions. The following product naming conventions help identify which generation of graphics processing units (GPUs) is represented for Quadro boards.

- ▶ The “RTX” represents the NVIDIA Turing generation (example: Quadro RTX™ 6000)
- ▶ The “P” represents the Pascal generation (example: Quadro P6000)
- ▶ The “M” represents the NVIDIA Maxwell generation (example: Quadro M6000)
- ▶ The “K” represents the Kepler generation (example: Quadro K6000)

The NVS boards do not have a family identifier in their name. The NVS 510 and NVS 315 boards are part of the Kepler family, and the NVS 810 board is part of the NVIDIA Maxwell family.

Table 1 through Table 4 list the Quadro products for each of the generation of GPUs.

Table 1. NVIDIA Turing Generation GPUs

Quadro Boards
Quadro RTX 8000
Quadro RTX 6000
Quadro RTX 5000
Quadro RTX 4000

Table 2. NVIDIA Pascal Generation GPUs

Quadro Boards	Quadro Mobile or MXM Boards ¹
Quadro GP100	Quadro P5000
Quadro P6000	Quadro P4000
Quadro P5000	Quadro P3000
Quadro P4000	Quadro M2200
Quadro P2000	Quadro M1200
Quadro P1000	Quadro M620
Quadro P600	Quadro M520
Quadro P400	

Note:

¹Since the Mobile and MXM boards do not ship from NVIDIA with display connectors attached, you will need to verify display connector specifics with the system vendor.

Table 3. NVIDIA Maxwell Generation GPUs

Quadro 1 st Gen Boards	Quadro 2 nd Gen Boards	Quadro 1 st Gen Mobile or MXM Boards ¹	Quadro 2 nd Gen Mobile or MXM Boards ¹	NVS Boards
Quadro K2200	Quadro M6000 24GB	Quadro M2000M	Quadro M5500	NVS 810
Quadro K1200	Quadro M6000	Quadro M1000M	Quadro M5000M	
Quadro K620	Quadro M5000	Quadro M600M	Quadro M4000M	
	Quadro M4000	Quadro M500M	Quadro M3000M	
	Quadro M2000			

Note:

¹Since the Mobile and MXM boards do not ship from NVIDIA with display connectors attached, you will need to verify display connector specifics with the system vendor.

Table 4. NVIDIA Kepler Generation GPUs

Quadro Boards	Quadro Mobile or MXM Boards ¹	NVS Boards
Quadro K6000	Quadro K5100M	NVS 510
Quadro K5000	Quadro K4100M	
Quadro K4000	Quadro K3100M	
Quadro K2000	Quadro K2100M	
Quadro K2000D	Quadro K610M	
Quadro K600	Quadro K510M	
Quadro 410	Quadro K5000M	
Quadro K5200	Quadro K4000M	
Quadro K4200	Quadro K3000M	
Quadro K2200	Quadro K2000M	
Quadro K620	Quadro K1000M	
Quadro K420	Quadro K500M	

Note:
¹Since the Mobile and MXM boards do not ship from NVIDIA with display connectors attached, you will need to verify display connector specifics with the system vendor.

DISPLAY CONNECTORS

The NVIDIA Turing, Pascal, NVIDIA Maxwell, and Kepler of the Quadro and NVS boards have a combination of dual-link DVI (DL) and/or VESA® DisplayPort™ 1.2 or 1.4 (output) connectors on the board. Most have the ability to drive a single VGA display through a DVI-VGA adaptor. Other display connections, like HDMI™, can be achieved through the use of DisplayPort or DVI adaptor cables.

Table 5. Display Connectors

Board	Connector Type	DisplayPort 1.4	USB-C	Dual/Single-Link DVI	VGA	HDMI
Quadro RTX 8000 Quadro RTX 6000 Quadro RTX 5000	1. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	2. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	3. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	4. USB-C	USB-C -> DP	✓	X	X	USB-C -> HDMI
	5. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI

Quadro RTX 4000	1. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	2. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	3. DP	✓	X	DP->DVI	DP->VGA	DP->HDMI
	4. USB-C	USB-C -> DP	✓	X	X	USB-C -> HDMI

Board	Connector Type	DisplayPort 1.4	Single-Link DVI	Dual-Link DVI	VGA	HDMI
Quadro GP100 Quadro P6000 Quadro P5000	5. DVI-D	X	✓	✓	X	DVI->HDMI
	4. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

Quadro P4000 Quadro P2000 Quadro P1000 Quadro P600	4. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

Quadro P400	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

Board	Connector Type	DisplayPort 1.2	Single-Link DVI	Dual-Link DVI	VGA	HDMI
Quadro M6000 24GB Quadro M6000 Quadro M5000	5. DVI-I	X	✓	✓	DVI->VGA	DVI->HDMI
	4. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

Quadro M4000 Quadro M2000	4. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

Quadro K6000 Quadro K5000 Quadro K5200	4. DVI-D	X	✓	✓	X	DVI->HDMI
	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DVI-I	X	✓	✓	DVI->VGA	DVI->HDMI

Quadro K4000 Quadro K2000 Quadro K4200 Quadro K2200	3. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DVI-I	X	✓	✓	DVI->VGA	DVI->HDMI
Board	Connector Type	DisplayPort 1.2	Single-Link DVI	Dual-Link DVI	VGA	HDMI
Quadro K2000D	3. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. DVI-D	X	✓	✓	X	DVI->HDMI
	1. DVI-I	X	✓	✓	DVI->VGA	DVI->HDMI
Quadro K1200	4. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
Quadro K600 Quadro 410 Quadro K620 Quadro K420	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DVI-I	X	✓	✓	DVI->VGA	DVI->HDMI
NVS 810	8. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	7. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	6. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	5. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	4. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
NVS 510	4. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	3. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	2. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. mDP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
NVS 315	DMS59	DMS->DP	DMS->DVI	X	DMS->VGA	X
NVS 310	2. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI
	1. DP	✓	DP->DVI-SL	DP->DVI-DL	DP->VGA	DP->HDMI

COMMON SUPPORTED RESOLUTIONS

Table 6 and Table 7 list the most common supported resolutions for the NVIDIA Turing, Pascal, NVIDIA Maxwell, and Kepler generation boards.

Table 6. Common Supported Resolutions

Resolution at 60 Hz	Single-Link DVI	VGA ¹	Dual-Link DVI	DisplayPort
640 × 480	✓	✓	✓	✓
720 × 480	✓	✓	✓	✓
720 × 576	✓	✓	✓	✓
800 × 600	✓	✓	✓	✓
1024 × 768	✓	✓	✓	✓
1152 × 864	✓	✓	✓	✓
1280 × 720	✓	✓	✓	✓
1280 × 768	✓	✓	✓	✓
1280 × 800	✓	✓	✓	✓
1280 × 960	✓	✓	✓	✓
1280 × 1024	✓	✓	✓	✓
1360 × 768	✓	✓	✓	✓
1600 × 900	✓	✓	✓	✓
1600 × 1024	✓	✓	✓	✓
1600 × 1200	✓	✓	✓	✓
1680 × 1050	✓	✓	✓	✓
1920 × 1080	✓	✓	✓	✓
1920 × 1200	✓	✓	✓	✓
1920 × 1440		✓	✓	✓
2048 × 1152	✓	✓	✓	✓
2048 × 1536		✓	✓	✓

Resolution at 60 Hz	Single-Link DVI	VGA ¹	Dual-Link DVI	DisplayPort
2560 × 1440			✓	✓
2560 × 1600			✓	✓

Note:

¹Native connection or through DVI-VGA adaptor.

Table 7. Common Supported Resolutions 4K and Over

Resolution at 60 Hz		DisplayPort 1.2	DisplayPort 1.4	HDMI 2.0
3840 × 2160	Ultra HD	✓	✓	✓
4096 × 2160	Cinema 4K	✓	✓	✓
5120 × 2880	5K	2 connectors	✓	
7680 × 4320 (8K)	8K	4 connectors	2 connectors ¹	

Note:

¹NVIDIA Turing supports Display Stream Compression (DSC). This allows it to drive an 8K DSC panel over a single connector.



Note: For more information on 4K displays refer to the “Single Connector 4K” section of this application note.

MAXIMUM SUPPORTED RESOLUTIONS

There is no single maximum resolution for a given connector type. The maximum resolution is defined by a couple of constraints which are different for each connector type:

- ▶ **The maximum number of pixels per second that can be carried across the link:** It doesn't matter to the graphics processing unit (GPU) if those pixels are allocated onto a single large desktop refreshing slowly or a small desktop refreshing quickly. The maximum desktop size allowed by the GPU is 16 k × 16 k pixels – the different operating systems may have different limitations.
- ▶ **The maximum bandwidth available on the link:** This is most important to DisplayPort connections.

The rest of this application note covers the physical connector types (DVI and DisplayPort) and the common connections that can be reached with adaptors (VGA and HDMI).

DISPLAY PIXEL CLOCK AND BANDWIDTH

All the display connection technologies have a maximum bandwidth. In general, any resolution and refresh rate that fits within this bandwidth will work.

The display bandwidth is defined by the pixel clock and how many bits per pixel are requested. The easiest way to compute the pixel clock is with the NVIDIA Control Panel's custom resolution calculator.

You can access the calculator at:

Display / Change Resolution / Customize / Create Custom Resolution

Enter the desired horizontal and vertical pixels and refresh rate. Then select the timing standard. On the bottom right, you will see the pixel clock needed. As long as the requested pixel clock is within the capabilities of the connection the timing is valid.

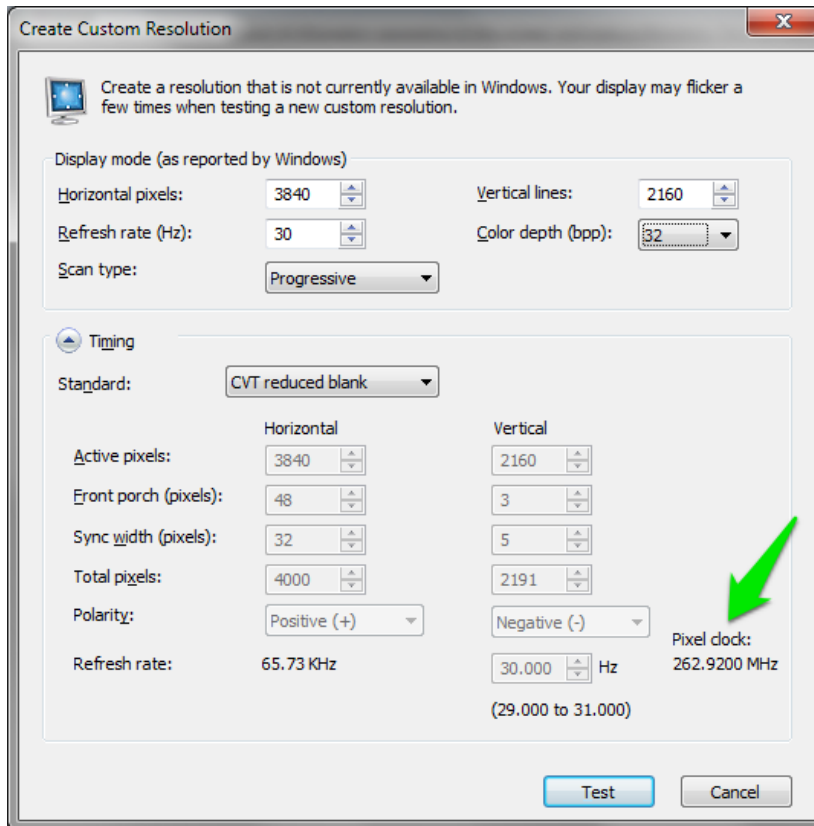


Figure 1. Create Custom Resolution Calculator

Display Bandwidth mainly applies to the DisplayPort connection. For the purpose of this application note it is the pixel clock multiplied by the number of color bits per pixel. As an example:

200 MHz pixel clock \times 30 bits per pixel = 6,000 M bits per second (or 6 G bits per second Gbps)

DISPLAY COLOR DEPTH

Along with the frame-rate and resolution displays and connectors can also vary the bit depth of the color information for each pixel. Standards like DVI define that each pixel must be made of a Red, Green and Blue component 8 bits each or 24 bits per pixel.

HDMI and DisplayPort offer 8, 10 or 12-bit per component as well. The display device defines the bit depth that it wants to receive, and the GPU will honor it if it can.

On supported displays, the **Change Resolution** section of the control panel offers a choice to select the Output Color Depth. On connections like DisplayPort reducing the color depth may enable higher resolutions or frame rates.

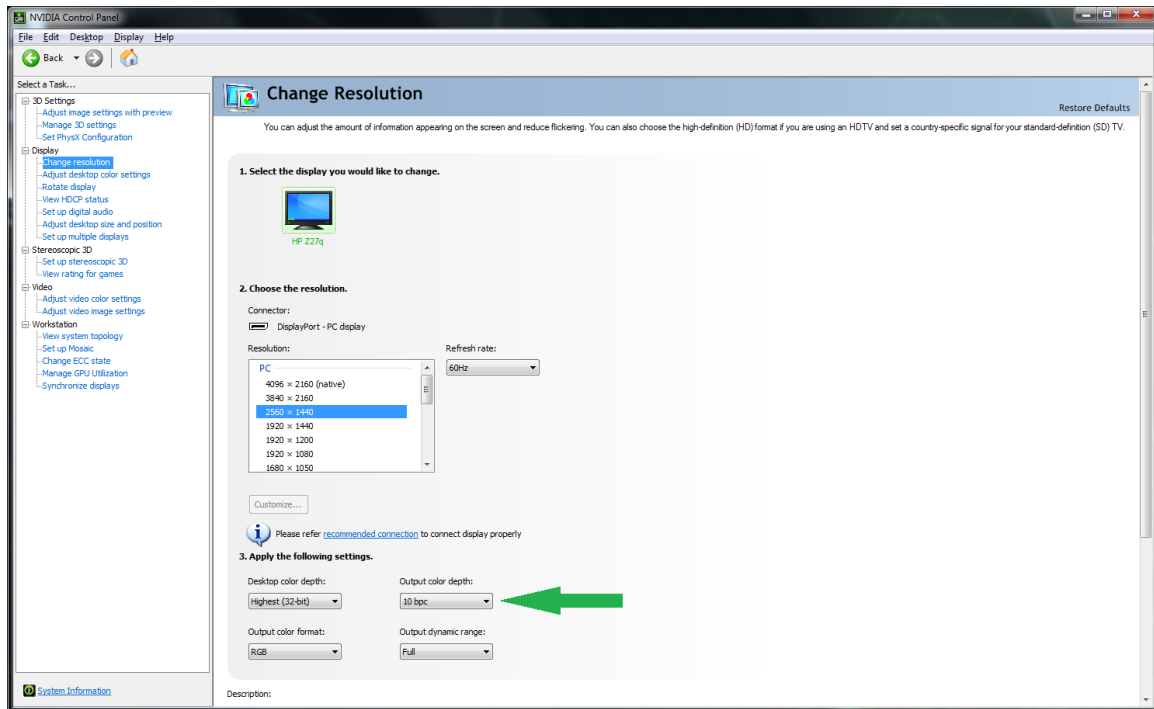


Figure 2. Color Depth Setting

In this application note the following terms are used in relation to color:

- ▶ **BPC:** Bits Per Component. How many bits represent each component in the pixel: 8, 10 or 12
- ▶ **BPP:** Bits Per Pixel: The number of bits for color in each pixel: 24, 30, 36
- ▶ **RGB:** The colors in a pixel are made up of a Red, Green and Blue components.
- ▶ **YCbCr:** The colors in a pixels are made up of a Luminance (Y) and two color/chroma channels (Cb and Cr)
- ▶ **YCbCr 4:2:0:** In a YCbCr image it possible to sample the chroma or color information at different rates from the Luminance information. 4:2:0 means all the Luminance information is sent, but only 1/4 of the color information. This compression means each frame of a 4:2:0 compressed stream uses half the data of an uncompressed (or 4:4:4) frame.

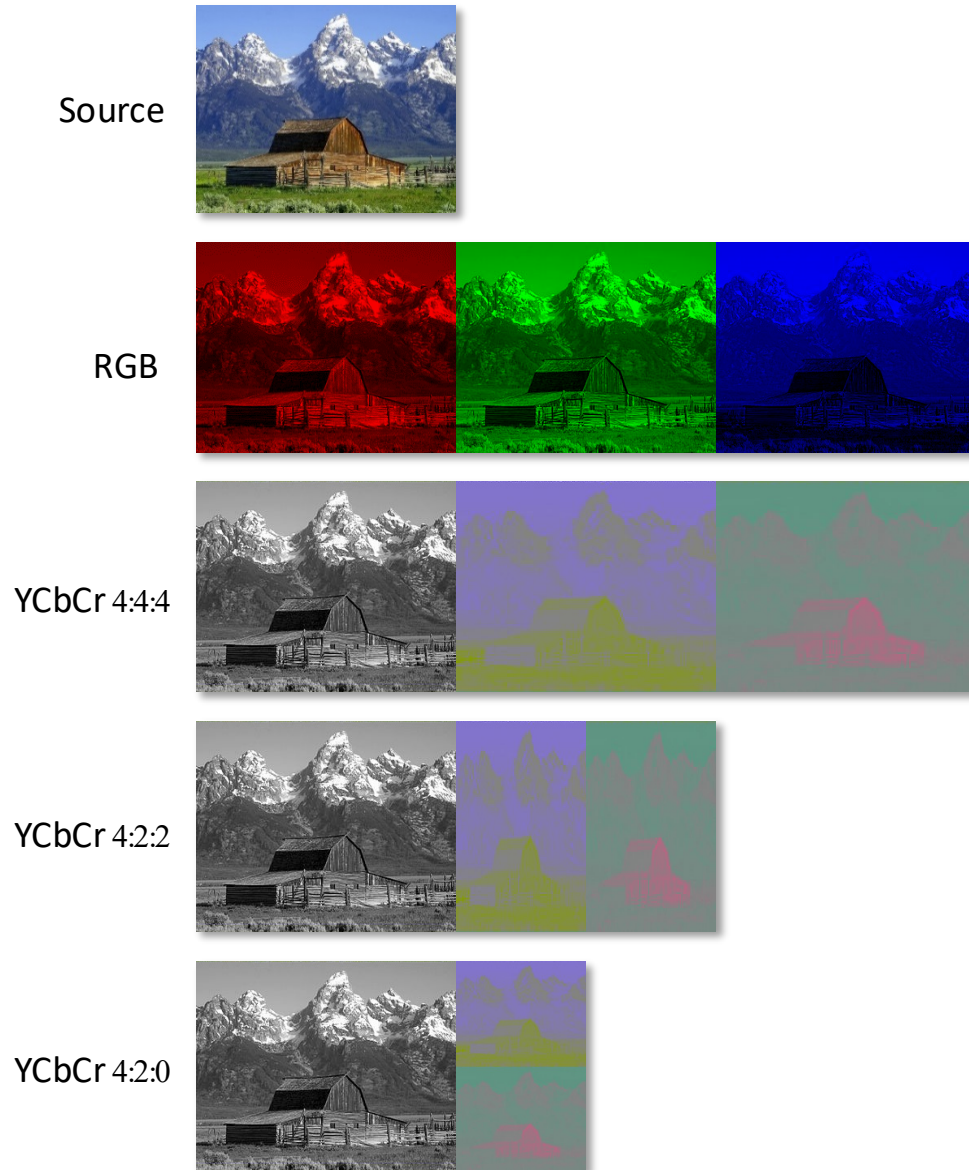


Figure 3. Color Term Examples

HIGH DYNAMIC RANGE

A new generation of High Dynamic Range (HDR) displays is allowing manufacturers to produce brighter, greater contrast displays with the ability to reproduce more realistic images. A Nit is the most commonly used measure of brightness and is defined as one candela per square meter. The observable world has such a large range of luminance yet up until the last few years, few displays produce more than 200-300 nits of brightness.

In August of 2015, the Consumer Technology Association (CTA) announced an industry definition for HDR Compatible Displays which included the definition of the HDR10 Media Profile. While other HDR formats exist, HDR10 has been the most widely adopted in the display industry. Pascal and NVIDIA Turing GPUs support HDR10 by sending an infoframe indicating support for SMPTE ST 2084, the electro-optical transfer function defined for luminance values up to 10,000 nits – also known as Perceptual Quantizer (PQ) - when connected to an HDR10 capable sink device.

Reproducing more of the colors the human eye can see is also important to making high-quality HDR displays. For the last couple of decades, the most commonly used color space for the PC industry had been sRGB. It uses the same three-color primaries as the Rec. 709 color space defined for HDTVs. This format was defined in the era of CRT displays and was extremely useful for representing the most achievable range of colors.

BT. 2020 is now the target color gamut for HDR displays. HDR10 also supports a much wider range of colors, much closer to the limits of human color vision. Several HDR formats use it as a container for content as it is assumed to be future proof – including HDR10 with support for 10-bit encoded BT. 2020. Pascal and NVIDIA Turing GPUs can support the BT. 2020 colorimetry by sending a video stream configuration data packet over DisplayPort to displays that are capable of supporting this color gamut.

Windows 10 (starting with Build 1809) provides a control panel switch to enable HDR10 output:

1. Select the **Start** button, then select **Settings > System > Display**.
2. Select **Windows HD Color settings**.
3. Under **Display capabilities**, check to make sure it says **Yes** next to **Play HDR games and apps**.
4. Turn on **Play HDR games and apps**.

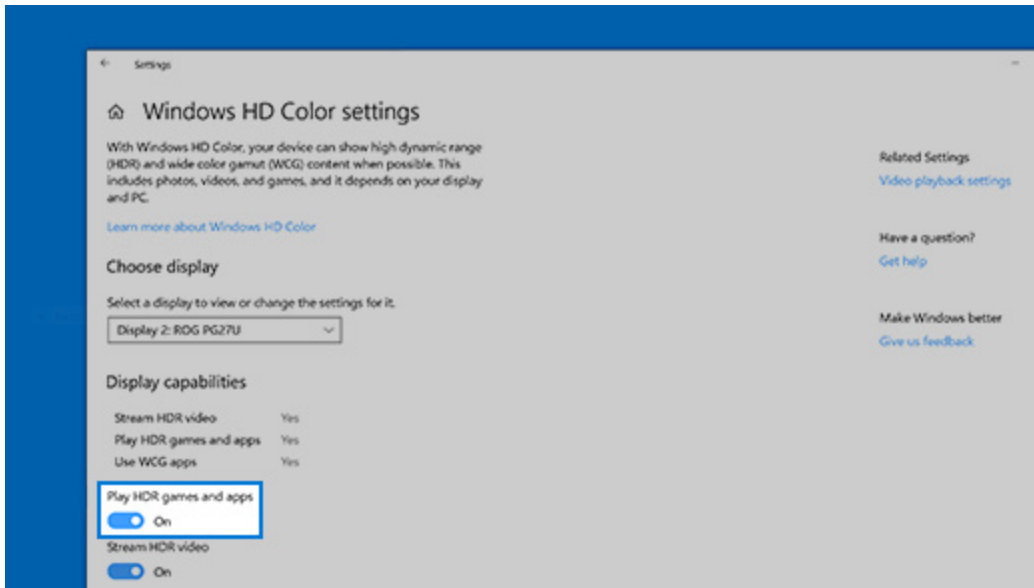


Figure 4. Windows HD Color Settings

DVI

This sub-section lists out the resolutions for the different types of DVI connectors.

Dual-Link DVI (DVI-DL)

- ▶ **Maximum Pixel Clock:** 330 MHz
- ▶ **Maximum Bandwidth:** N/A - DVI is always 24 bits per pixel
- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 1920 × 1200 at 120 Hz
 - 1920 × 2160 at 60 Hz
 - 2560 × 1600 at 60 Hz
 - 2048 × 2160 at 60 Hz
 - 4096 × 2160 at 30 Hz



Note: There are two types of DisplayPort to dual-link DVI adaptors. For the full 330 MHz of dual-link DVI make sure to select the stereo capable adaptors.

Single-Link DVI (DVI-SL)

- ▶ **Maximum Pixel Clock:** 167 MHz
- ▶ **Maximum Bandwidth:** N/A - DVI is always 24 bits per pixel
- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 1920 × 1200 at 60 Hz
 - 1280 × 720 at 120 Hz

VGA

This sub-section lists out the resolutions for the different types of VGA connections.

VGA via DVI-I to VGA Adaptor

- ▶ **Maximum Bandwidth:** 400 MHz DAC
- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 2048 × 1536 at 85 Hz

VGA via DisplayPort to VGA Adaptor

- ▶ **Maximum Bandwidth:** Adaptor specific
- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 1920 × 1200 at 60 Hz

HDMI

This sub-section lists out the resolutions for the different types of HDMI connectors.

HDMI 1.4

- ▶ **Maximum Pixel Clock:** 340 MHz (for 24 bpp content)
- ▶ **Maximum Bandwidth:** N/A
- ▶ **Common Supported Maximum Resolutions (from CEA timing specifications):**
 - 3840 × 2160 at 30 Hz 24 bpp
 - 1920 × 1080 at 60 Hz 36 bpp
 - 4096 × 2160 at 24 Hz 24 bpp
 - 1920 × 1080 at 120 Hz 24 bpp – HDMI stereo



Note: Quadro boards do not have native HDMI connectors, so an adaptor must be used. High quality DVI-to-HDMI cables or Type II DisplayPort-to-HDMI adaptors are required for full performance.

HDMI 2.0

HDMI 2.0 is supported on Windows 7 and newer with the R340 and newer display driver.

Quadro boards do not have native HDMI connectors, so an adaptor must be used. High quality DVI-to-HDMI cables or active DisplayPort-to-HDMI protocol converter are required for full performance.

Kepler and NVIDIA Maxwell 1st Gen GPUs

- ▶ **Maximum Pixel Clock:** 340 MHz
- ▶ **Maximum Bandwidth:** N/A
- ▶ **Common Supported Maximum Resolutions (from CEA timing specifications):**
 - 3840 × 2160 at 60 Hz in 4:2:0 YCbCr 8 bpc

NVIDIA Maxwell 2nd Gen, Pascal, and NVIDIA Turing GPUs

- ▶ **Maximum Pixel Clock:** 594 MHz
- ▶ **Maximum Bandwidth:** N/A
- ▶ **Common Supported Maximum Resolutions (from CEA timing specifications):**
 - 3840 × 2160 at 60 Hz in YCbCr 4:2:0 8 bpc (actually only requires HDMI 1.4 PHY)
 - 3840 × 2160 at 60 Hz in RGB 8 bpc
 - 3840 × 2160 at 60 Hz in YCbCr 4:2:2 and YCbCr 4:2:0 12 bpc

DISPLAYPORT

This sub-section lists out the resolutions for the different types of DisplayPort connectors.

DisplayPort 1.2

- ▶ **Maximum Pixel Clock:**
 - NVIDIA Turing, Pascal, and NVIDIA Maxwell GPUs
 - 1080 MHz
 - Kepler GPUs
 - 540 MHz
- ▶ **Maximum Boards Bandwidth:** 17.2 Gbps usable
- ▶ **Common Supported Maximum Resolutions (at CVT Reduced Blank Timings):**
 - NVIDIA Turing, Pascal, and NVIDIA Maxwell GPUs
 - 4096 × 2160 at 60 Hz 30 bpp
 - 2560 × 1600 at 120 Hz 30 bpp
 - Kepler GPUs
 - 2560 × 1600 at 120 Hz 30 bpp
 - All displays
 - 4096 × 2160 at 48 Hz 36 bpp
 - 2560 × 1440 at 120 Hz 30 bpp
 - 3840 × 2160 at 60 Hz 30 bpp

DisplayPort 1.2 Multi-Streaming

- ▶ **Maximum Pixel Clock for Each Display:**
 - NVIDIA Turing, Pascal, and NVIDIA Maxwell GPUs
 - 1080 MHz
 - Kepler GPUs
 - 592 MHz
 - All other boards display
 - 540 MHz
- ▶ **Total Bandwidth for All Displays:** 17.2 Gbps usable

When using DisplayPort 1.2 multi-streaming, multiple displays are combined on the same DisplayPort link. Each display can have the full pixel clock available in the GPU, but all heads share the bandwidth of the link. For example:

- ▶ 4 heads of 1920 × 1200, 24 bpp at 60 Hz
 - $4 \times 154.128 \text{ MHz Pixel Clock} \times 24 \text{ bpp} = 14.8 \text{ Gbps}$ – which works
- ▶ 4 heads of 1920 × 1200, 30 bpp at 60 Hz
 - $4 \times 154.128 \text{ MHz Pixel Clock} \times 30 \text{ bpp} = 18.5 \text{ Gbps}$ – which does not work
- ▶ 3 heads of 1920 × 1200, 30 bpp at 60 Hz
 - $3 \times 154.128 \text{ MHz Pixel Clock} \times 30 \text{ bpp} = 13.4 \text{ Gbps}$ – which works



CAUTION: Since DisplayPort 1.2 MST relies upon an external device to receive and re-broadcast the data the hub used may reduce usable bandwidth.

There are a few other restrictions with multi-streaming so if designing a system that pushes the boundaries of the pixel clock on the heads, contact your NVIDIA field engineering resources for assistance.

- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 4 × 1920 × 1200 at 60 Hz 24 bpp
 - 2 × 2560 × 1600 at 60 Hz 24 bpp

DisplayPort 1.4

- ▶ **Maximum Pixel Clock:**
 - NVIDIA Turing GPUs
 - 2660 MHz (The maximum pixel clock is only achievable when using DSC)
 - NVIDIA Pascal GPUs
 - 1325 MHz

- ▶ **Maximum Boards Bandwidth:** 25.9 Gbps usable
- ▶ **Common Supported Maximum Resolutions (at CVT Reduced Blank Timings):**
 - NVIDIA Turing GPUs
 - 7680 × 4320 at 60 Hz 36 bpp
 - NVIDIA Pascal GPUs
 - 5120 × 2880 at 60 Hz 24 bpp
 - 4096 × 2160 at 60 Hz 36 bpp
 - 2560 × 1600 at 120 Hz 36 bpp

DisplayPort 1.4 Multi-Streaming

- ▶ **Maximum Pixel Clock for Each Display:**
 - NVIDIA Turing GPUs
 - 2660 MHz
 - NVIDIA Pascal GPUs
 - 1325 MHz
- ▶ **Total Bandwidth for All Displays:** 25.9 Gbps usable

When using DisplayPort 1.4 multi-streaming, multiple displays are combined on the same DisplayPort link. Each display can have the full pixel clock available in the GPU, but all heads share the bandwidth of the link. For example:

- ▶ 2 heads of 3840 × 2160, 30 bpp at 60 Hz
 - $2 \times 522.092 \text{ MHz Pixel Clock} \times 30 \text{ bpp} = 31.3 \text{ Gbps}$ – which does not work



CAUTION: Since DisplayPort 1.2 MST relies upon an external device to receive and re-broadcast the data the hub used may reduce usable bandwidth.

There are a few other restrictions with multi-streaming so if designing a system that pushes the boundaries of the pixel clock on the heads, contact your NVIDIA field engineering resources for assistance.

- ▶ **Common Supported Maximum Resolutions (at CVT-RB timing):**
 - 4 × 1920 × 1200 at 60 Hz 24 bpp
 - 3 × 2560 × 1600 at 60 Hz 30 bpp

SINGLE CONNECTOR 4K

There are two main display definitions for 4K: UltraHD (3,840 × 2,160) and what is commonly called Cinema 4K (4096 × 2160). Depending on the frame-rate, connector, and bit depth, different GPUs support different options as covered in Table 8.

Table 8. UltraHD (3840 x 2160) and Cinema 4K (4096 x 2160) Option Support

Bit Depth		HDMI 1.4	HDMI 2.0	DisplayPort 1.2 MST	DisplayPort 1.2 Single	DisplayPort 1.4 MST	DisplayPort 1.4 Single
24 Hz	24 bpp	✓	✓	✓	✓	✓	✓
	30 bpp			✓	✓	✓	✓
	36 bpp	✓	✓	✓	✓	✓	✓
30 Hz	24 bpp	✓	✓	✓	✓	✓	✓
	30 bpp			✓	✓	✓	✓
	36bpp		✓	✓	✓	✓	✓
48 Hz	24 bpp		✓	✓	✓	✓	✓
	30 bpp			✓	✓	✓	✓
	36 bpp		✓4:2:0 YCbCr 4:2:2 YCbCr	✓	✓	✓	✓
60 Hz	24 bpp		✓	✓	✓	✓	✓
	30 bpp			✓	✓	✓	✓
	36 bpp		✓4:2:0 YCbCr 4:2:2 YCbCr			✓	✓

Notes:

Pascal generation and generations after, the GPUs have DisplayPort 1.4 support.

NVIDIAMaxwell 2nd generation and generations after, the GPUs have HDMI 2.0 support.

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