

### 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
- 

### 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

<b>Form Factor</b>	MXM v3.1 Type A (82mm x 70mm)
<b>Graphics Controller</b>	N15P-Q3, 665MHz core clock 576 CUDA cores
<b>Bus Type</b>	PCI Express Gen 3 x16 (part of MXM v3.1 connector)
<b>Memory</b>	2GB GDDR5 128 bit wide interface 3000MHz, 48 GB/s
<b>Connectors</b>	One MXM v3.1 connector (285-pin)
<b>Maximum Resolution</b>	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
<b>RAMDAC</b>	Not Applicable
<b>Image Quality Features</b>	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
<b>Shading Architecture</b>	Shader Model 5.0 support
<b>Supported Graphics APIs</b>	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
<b>Available Graphics Drivers</b>	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](http://www.hp.com/go/support) for HP supported NVIDIA graphics drivers

© Copyright 2014 Hewlett-Packard Development Company, L.P.

The only warranties for HP products and services are set forth in the express warranty statements accompanying such products and services. Nothing herein should be construed as constituting an additional warranty. HP shall not be liable for technical or editorial errors or omissions contained herein. The information contained herein is subject to change without notice.