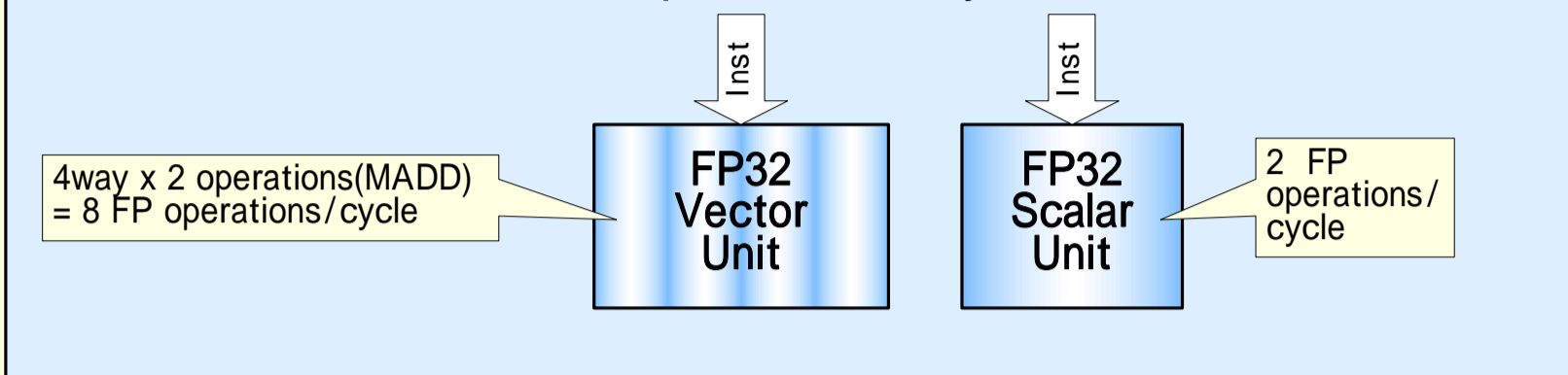


G70 Shader FP Performance

Vertex Shader 10 FP operations/cycle

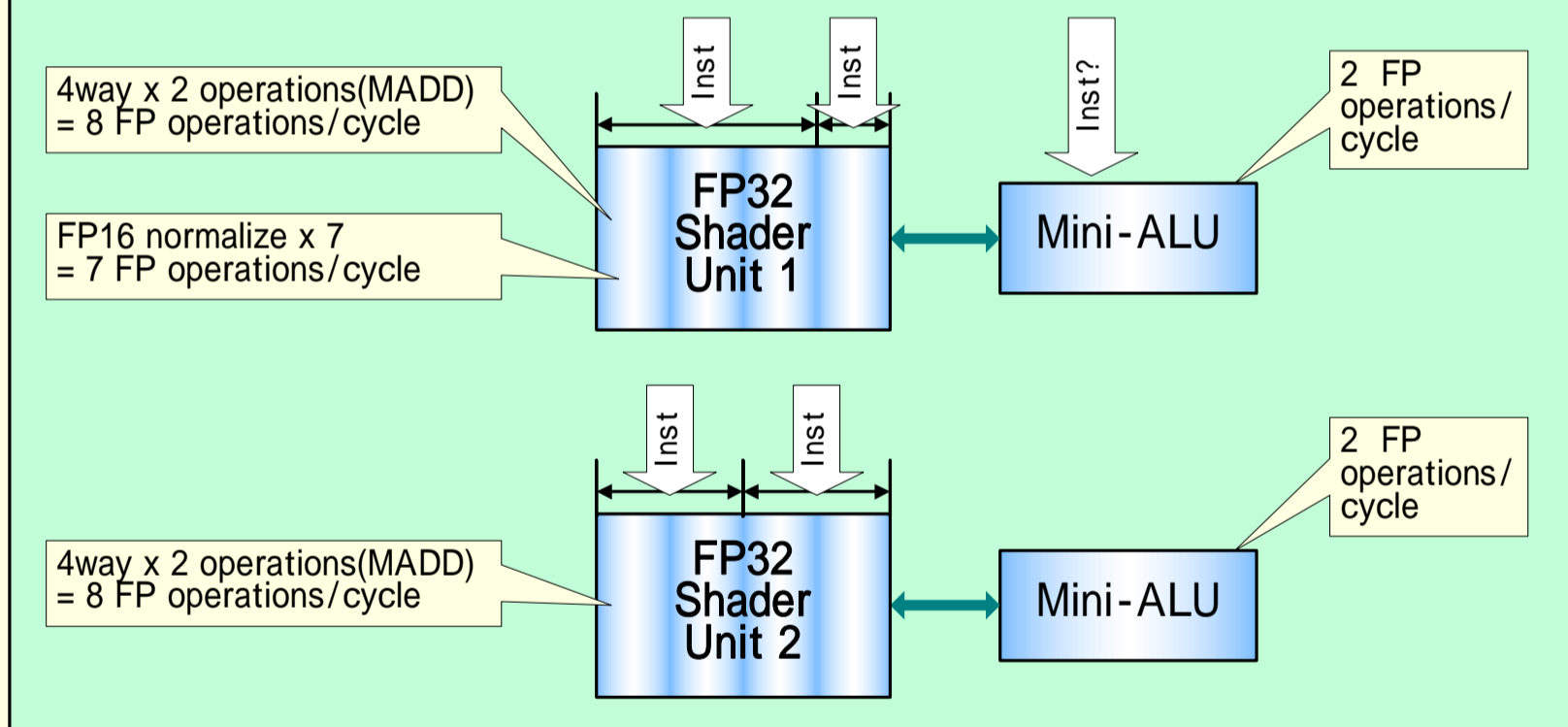


× 8 shaders = 80 FP operations/cycle

× 430MHz = 34.4 GFLOPS

+

Pixel Shader 27 FP operations/cycle



× 24 shaders = 648 FP operations/cycle

× 430MHz = 278.6 GFLOPS

||

Total 313 GFLOPS