



## RTX BLADE SERVER CLOUD GAMING

As applications get larger and updates for product enhancements and security grow more frequent, it's become difficult to keep millions of devices up to date. Users are getting frustrated with the time that it takes to download, install, manage and update their apps before they can use them; they're also hesitant to try new apps that consume valuable storage space they would rather reserve for family photos and videos.

There's a better way: render applications in cloud data centers and stream them to users. While this may have been unthinkable even just a few years ago, recent advances in network technology, bandwidth and latency make this possible today, and increasingly so as we look to the future. Docsis cable modems and fiber-to-the-home connections can now stream Gbps bandwidth to our broadband homes, and 5G technology will soon deliver similar bandwidth to mobile devices.

With cloud-rendered applications, you can take advantage of all this bandwidth and deliver your apps instantly to users on their connected devices - and completely eliminate download, installation and update hassles. This will also provide users with the added benefit of more local storage on their devices.

This paradigm shift in how applications are delivered and updated is beginning with cloud gaming, expanding to include AR and VR and could become the way that most apps are delivered one day.

To support this transition from client- to cloud-rendered applications, you will need a scalable server platform that can render and stream applications to millions of users concurrently. The NVIDIA RTX™ Server for Cloud Gaming is designed precisely to handle this Mobile Edge Computing use case.

### NVIDIA RTX BLADE SERVER - CLOUD GAMING

The NVIDIA RTX Server for cloud gaming is a high-density GPU server consisting of 10 twin blades, 20 CPU nodes and 40 NVIDIA Turing™ GPUs in an 8U form factor with GRID vGaming software to enable up to 160 PC games to be run concurrently. The blade enclosure system provides all the power, cooling and I/O infrastructure needed to support a modular server design for graphical edge cloud applications like gaming and AR/VR. Power and 10Gb Ethernet is delivered through a common backplane that connects the nodes to a 40Gb network module. The enclosure supports 10 PSUs with 2200W platinum ratings for N+N redundancy. It can be configured into data center Pods of 30 RTX servers or more to deliver services to 1,000's of concurrent users. Multiple Pods can be deployed in Edge Data Center locations to support millions of users with low-latency, interactive application streaming, such as cloud gaming.

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#### NVIDIA RTX BLADE SERVER FOR CLOUD GAMING

Blades/Systems	<b>10 Twin Node</b>
Form Factor	<b>8U</b> <b>17.6" (Width) x 31.3"</b> <b>(Depth) x 13.82" (Height)</b> <b>447mm (Width) x 795 mm</b> <b>(Depth) x 351mm (Height)</b>

Weight	<b>300 lbs</b>
Max System Power	<b>6.5 KW</b>
Average Cloud Gaming Power	<b>5 KW</b>
Network	<b>Dual 10 GbE/Node</b> <b>4x40GbE</b>

#### NODE SPECIFICATION

CPU	<b>1 x Intel Core i9 8C/16T @</b> <b>3.5GHz</b>
System Memory	<b>64GB</b>
Storage	<b>1 TB M.2 NVME SSD</b>
Graphics Processing Unit	<b>2 x NVIDIA Turing GPUs</b>
Node Power	<b>450W</b>

#### GPU SPECIFICATION

GPU	<b>NVIDIA RTX GPU</b>
vGPU Software	<b>GRID vGaming</b>
NVIDIA CUDA® Cores	<b>3,584</b>
Memory Config	<b>16 GB GDDR6</b>
TDP	<b>150 Watts</b>

To learn more about the NVIDIA RTX Blade Server for Cloud Gaming visit [nvidia.com/rtx-server-gaming](https://www.nvidia.com/rtx-server-gaming)