

## PG160-B02

8GB GDDR6, 256b, X16

Tall DVI-D + USB/DP + DP + HDMI/DP + DP

## TABLE OF CONTENTS

Page Description

1	Table of Contents
2	Block Diagram
3	PCI Express
4	PCIe RC TERM
5	MEMORY: GPU FB_AB
6	MEMORY: FBA[31:0]
7	MEMORY: FBA[63:32]
8	MEMORY: FBB[31:0]
9	MEMORY: FBB[63:32]
10	MEMORY: GPU FB_CD
11	MEMORY: FBC[31:0]
12	MEMORY: FBC[63:32]
13	MEMORY: FBD[31:0]
14	MEMORY: FBD[63:32]
15	GPU PWR & GND
16	GPU Decoupling
17	GPU Decoupling2
18	IO: IFPAB DVI-D-DL
19	IO: IFPE DP
20	IO: IFPF USBC
21	IO: IFPC HDMI/DP
22	IO: IFPD DP
23	IO: NVHS Interface and Frame Lock
24	MISC1: Thermal, JTAG, GPIO, STEREO
25	MISC2: ROM, XTAL, STRAPS

Page Description

26	PS: 1V8_PLL, 1V8_AON
27	PS: 5V
28	PS: PEXVDD
29	PS: FBVDDQ
30	PS: FBVDDQ PH2
31	PS: NVVDD Controller
32	PS: NVVDD Controller OVR3i
33	PS: NVVDD Phase 1,2
34	PS: NVVDD Phase 3,4
35	PS: NVVDD Phase 5,6
36	PS: Input Power Balancing Switcher
37	PS: Input, Filtering, and Monitoring
38	PS: STEERING, UPB & HOT-UNPLUG
39	PS: Type-C BuckBoost
40	PD PPC
41	PS: 12V & 3V3_A SWITCHER
42	SEQ: 5V, 1V8, NV3V3 ENABLE
43	SEQ: NV, PEX, FB ENABLE
44	SEQ: VOLTAGE MONITOR
45	SEQ: DISCHARGE
46	SEQ: MISC
47	LOGO LED
48	LED DRIVER & BOOST
49	DUAL FAN
50	PS: Pre-filter

Page Description

51	MECH
52	PTC



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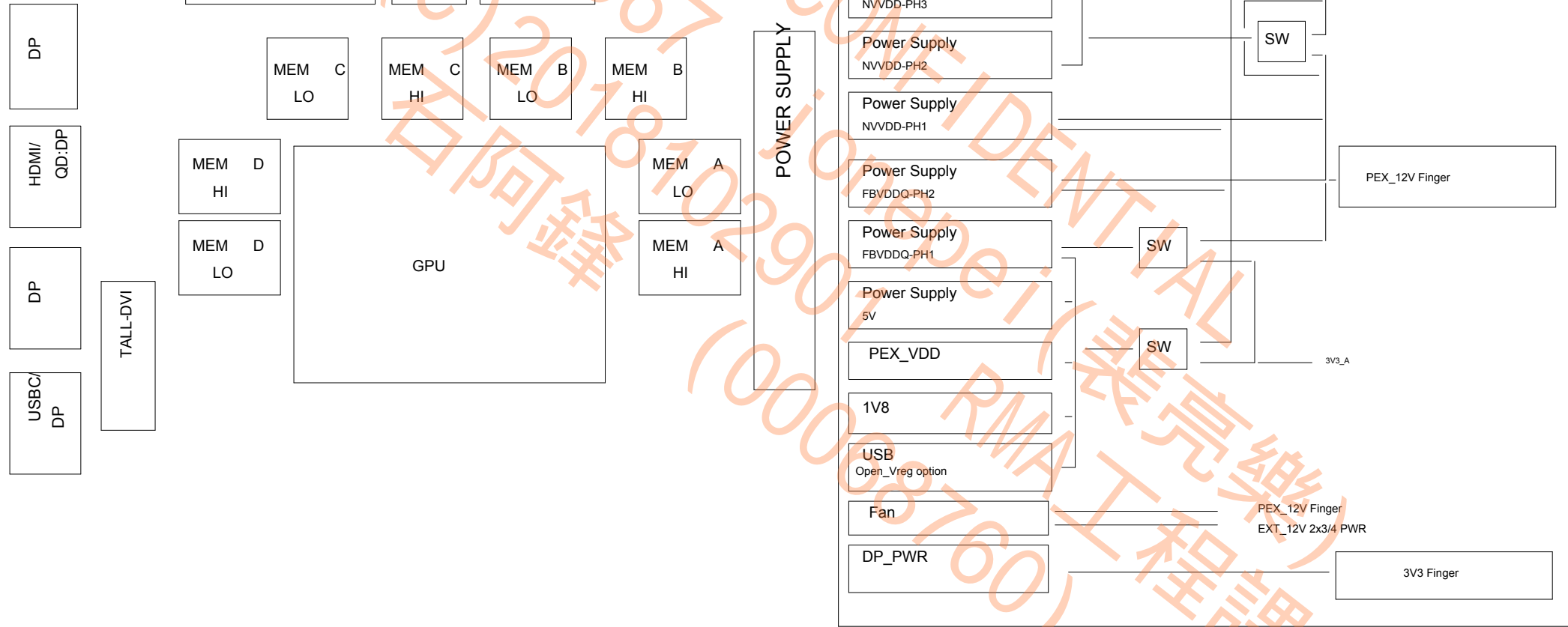
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Date: Thursday, August 30, 2018		Sheet 1 of 53

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NV_P/N	600-1G160-BASE-300		
PCB REV	PG160-B02	PAGE	1 OF 52
BCM REV	A	DATE	21-JUN-2018

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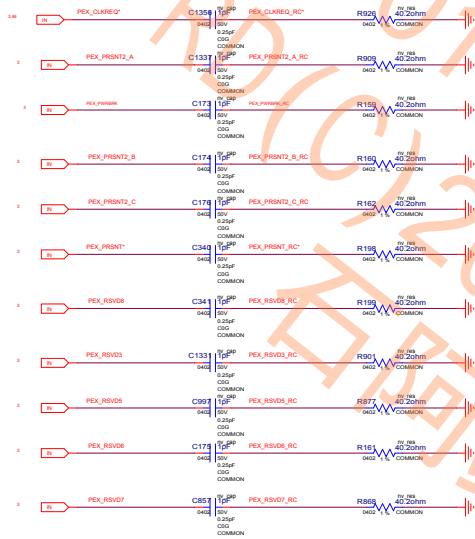
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Date:	Thursday, August 30, 2018	Sheet	2 of 53

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NV_PN	600-1G160-BASE-300		
PCB REV	PG160-B02	PAGE	2 OF 52
BCM REV	A	DATE	21-JUN-2018






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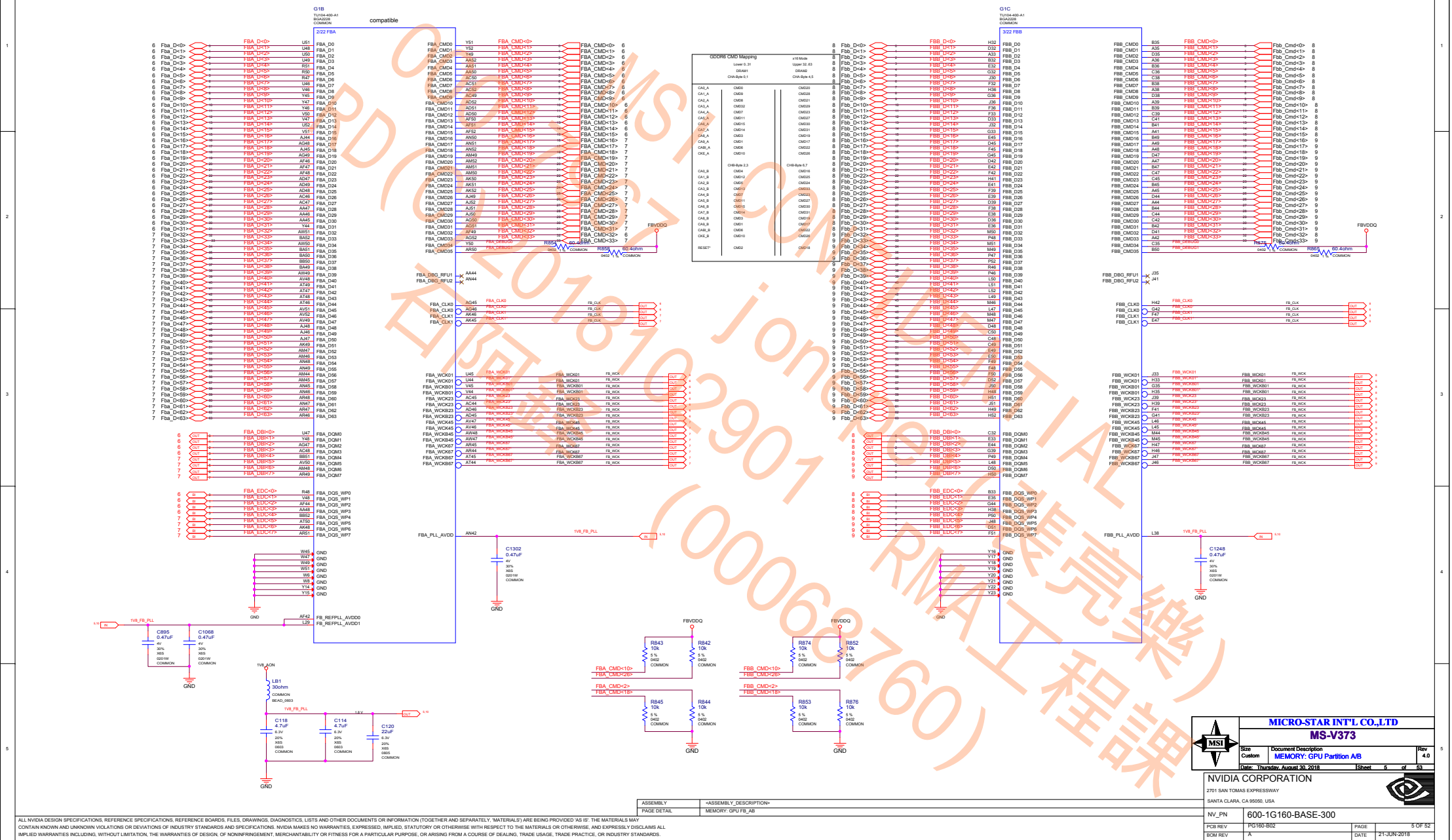


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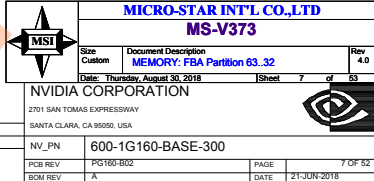


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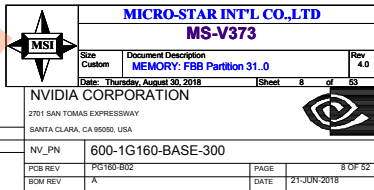
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PCB REV	PG100-B02	PAGE	4 OF 52
ROM REV	A	DATE	21-JUN-2018



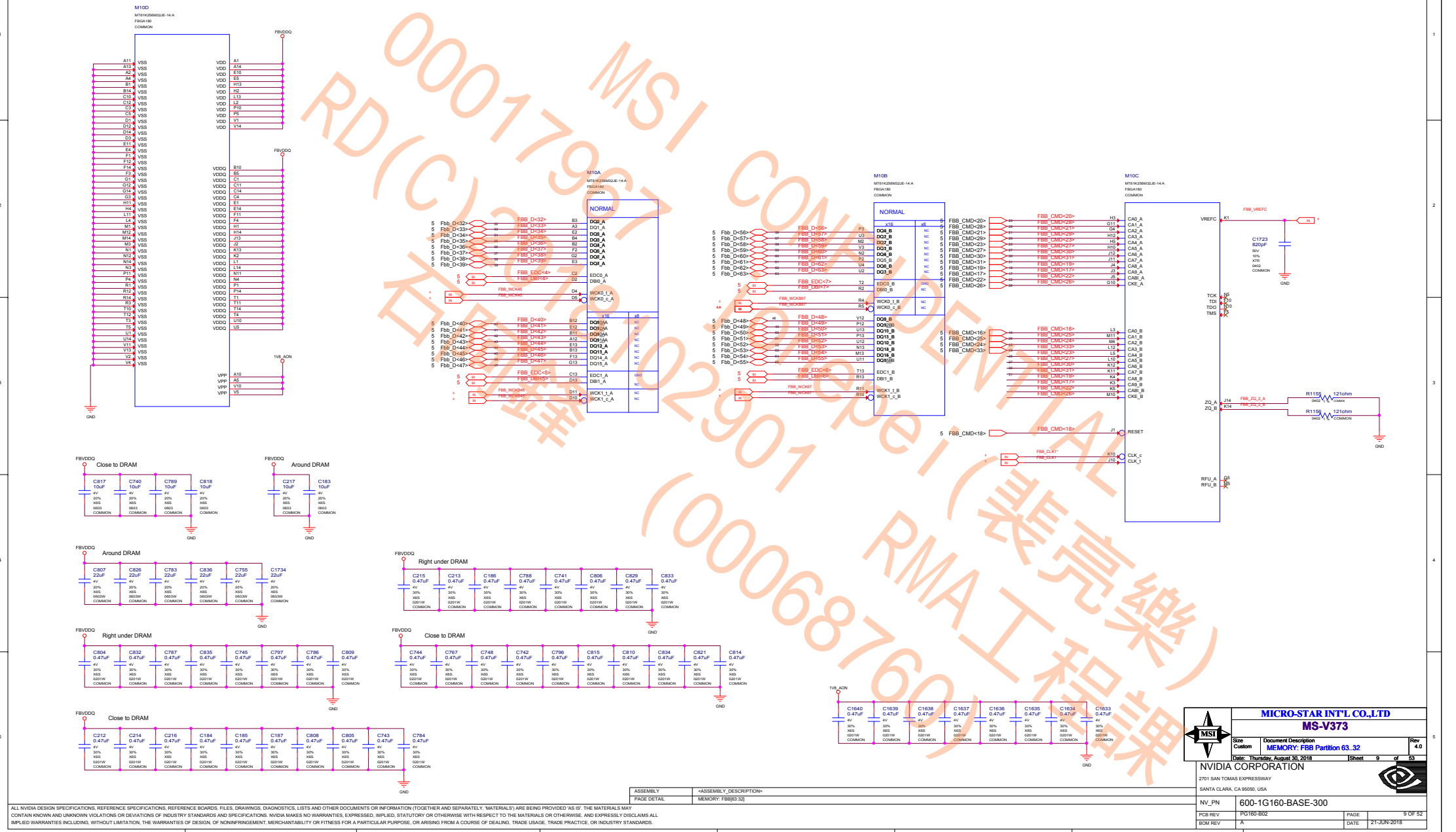


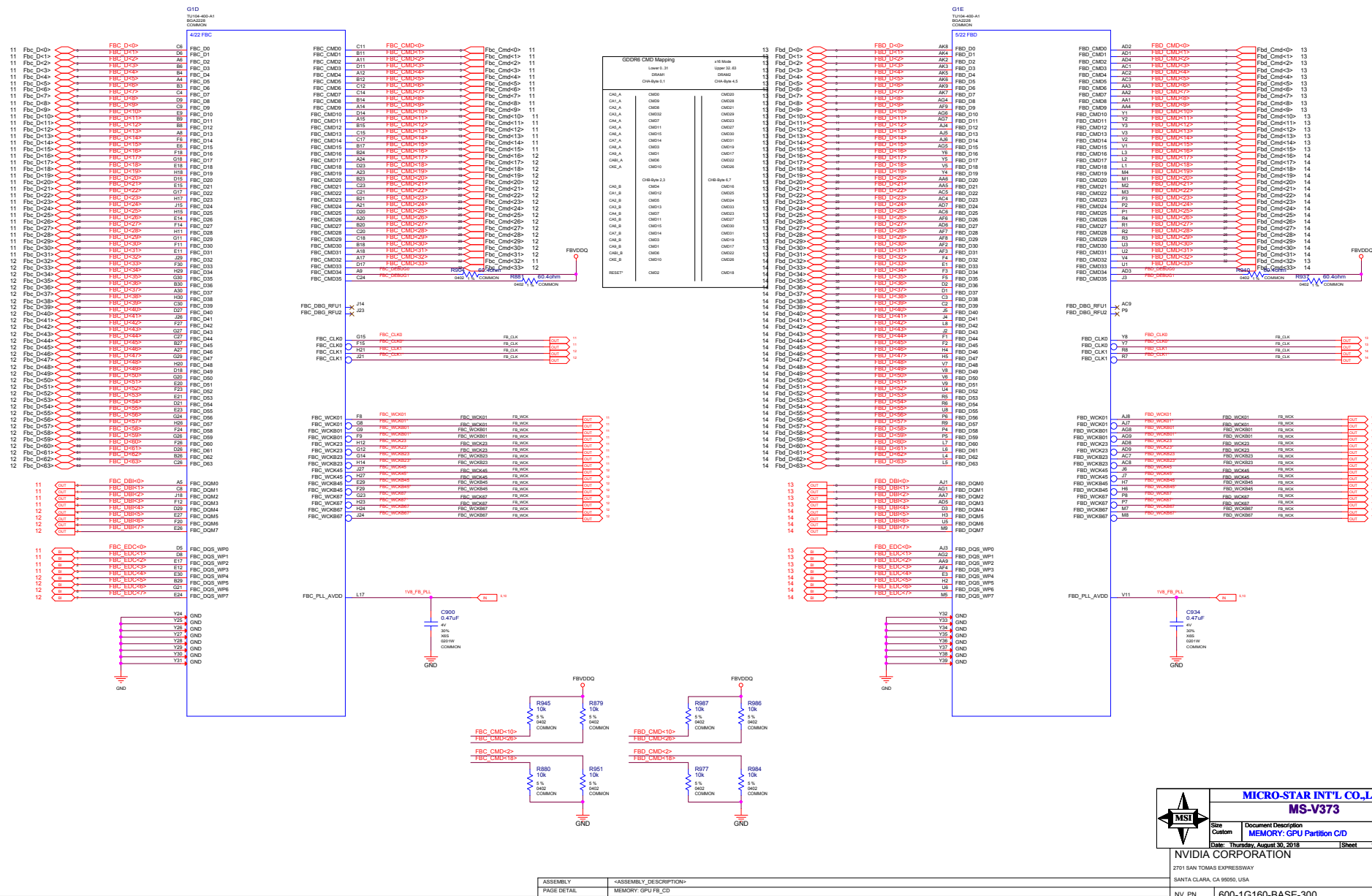


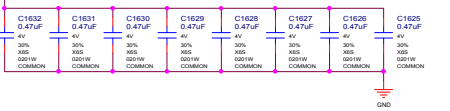
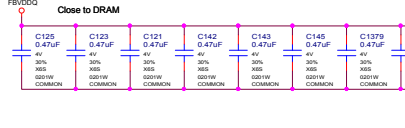
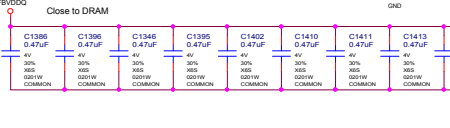
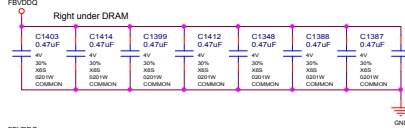
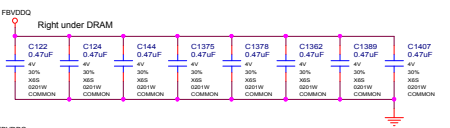
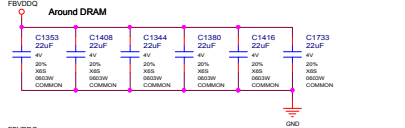
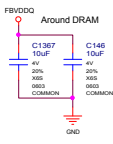
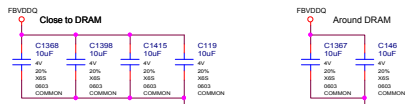
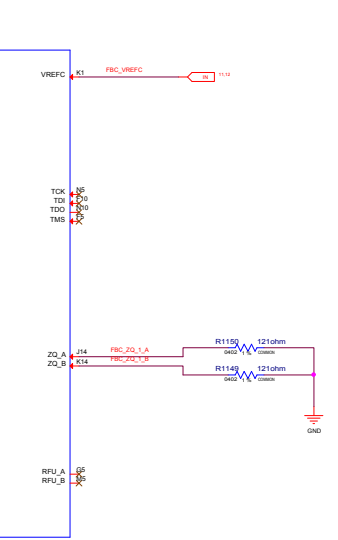
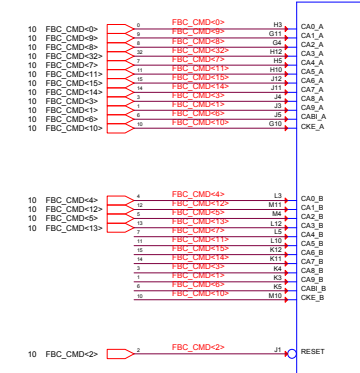
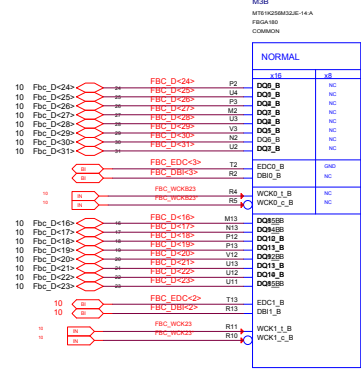
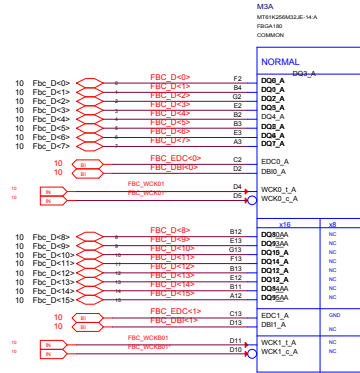




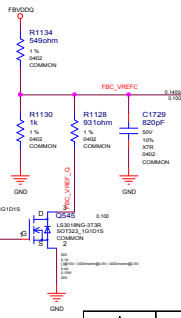








VREFC IS NOT USED IN  
x16 CONFIGURATION  
1K OHM PULL-DOWN IS  
IN PLACE OF THE 1.33K  
FOR R75



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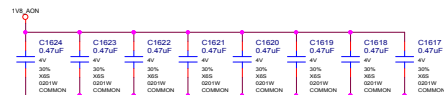
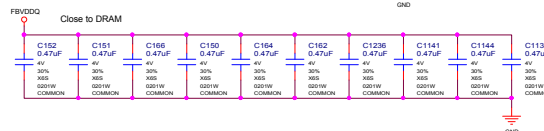
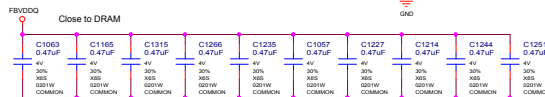
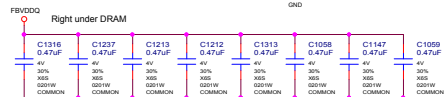
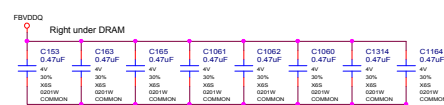
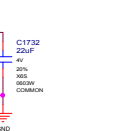
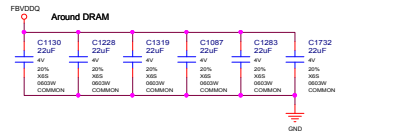
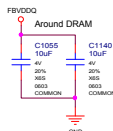
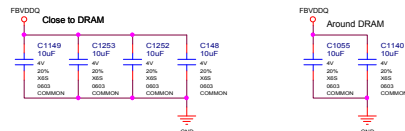
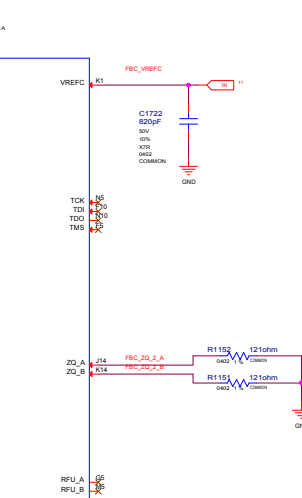
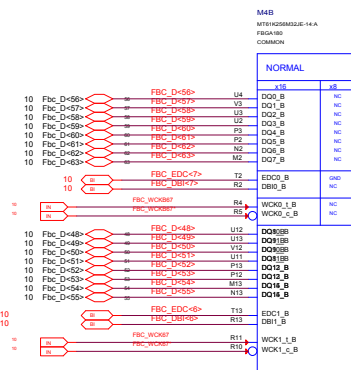
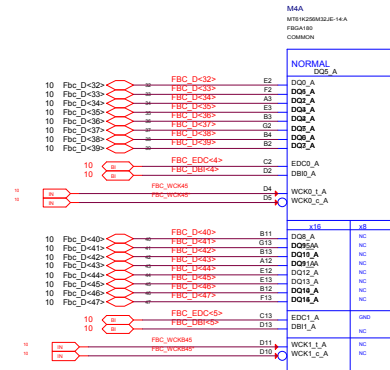
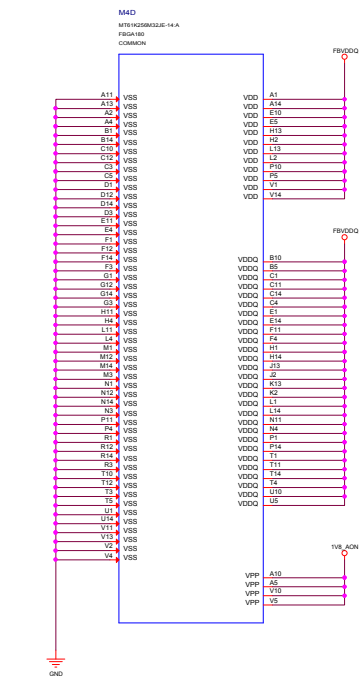
11 of 53



11 OF 52

21-JUN-2018

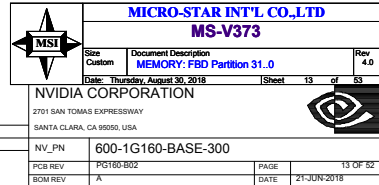
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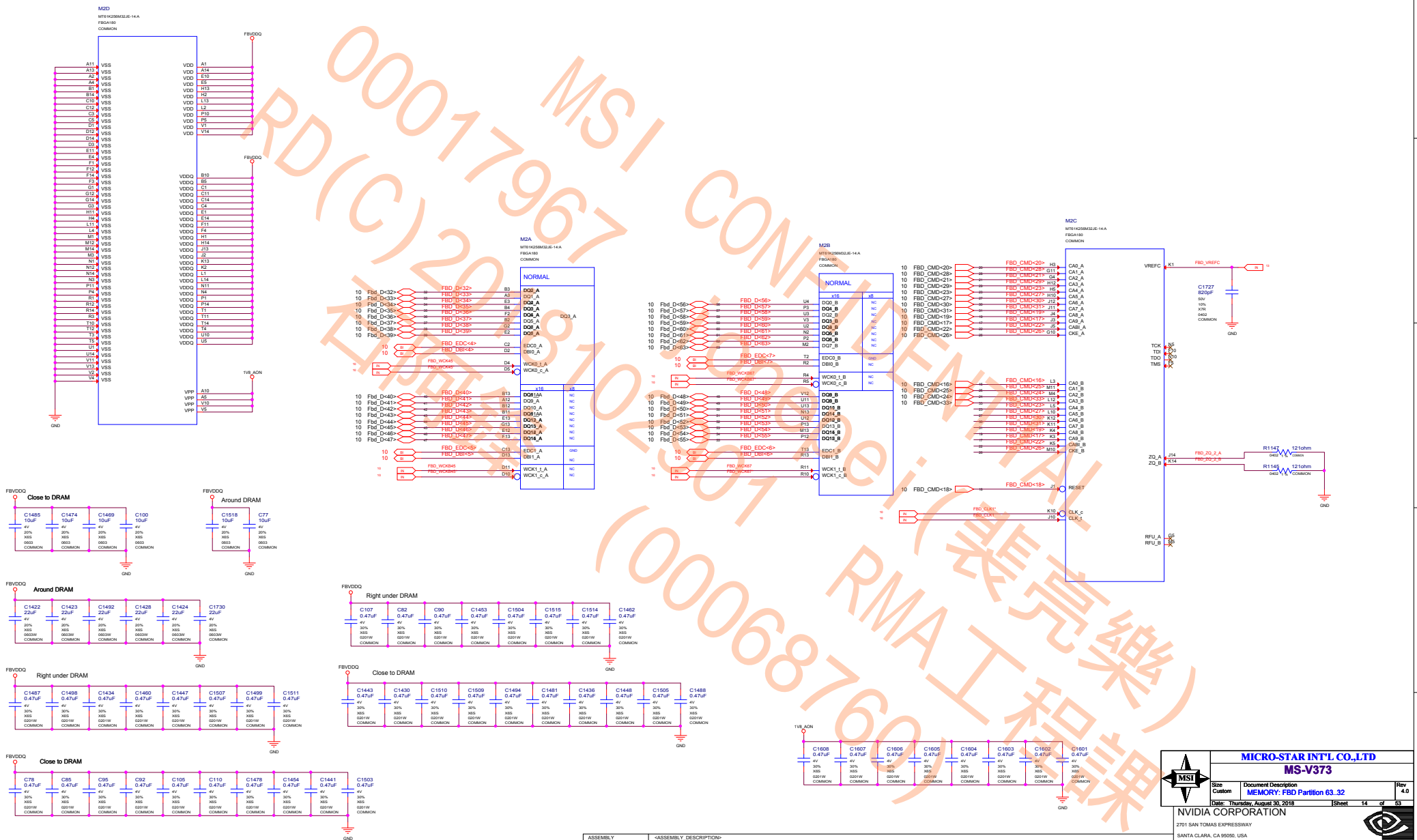
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Date: <b>Thursday, August 30, 2018</b>	Sheet <b>12</b> of <b>53</b>			
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<b>NV_PN</b>	<b>600-1G160-BASE-300</b>			
PCB REV <b>P0160-B02</b>	PAGE	12 OF 52		
BOM REV <b>A</b>	DATE	21-JUN-2018		

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Date

Thursday, August 30, 2018

Sheet

14 of 53

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PG160-B02

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PAGE

14 OF 52

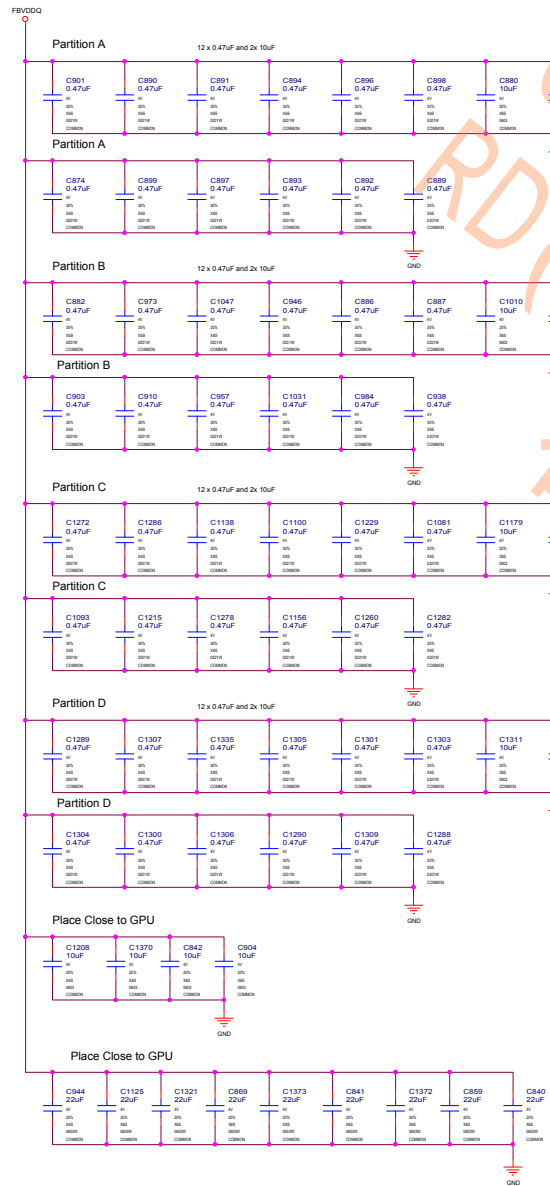
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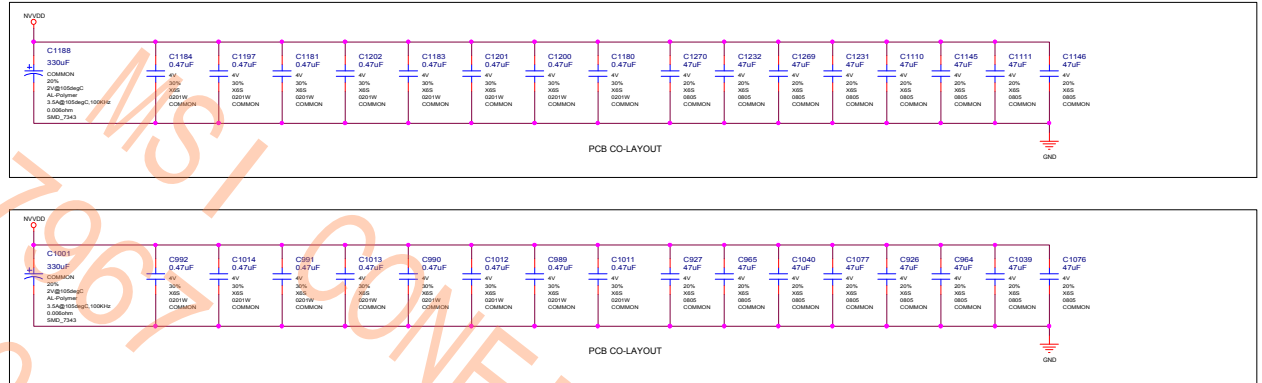




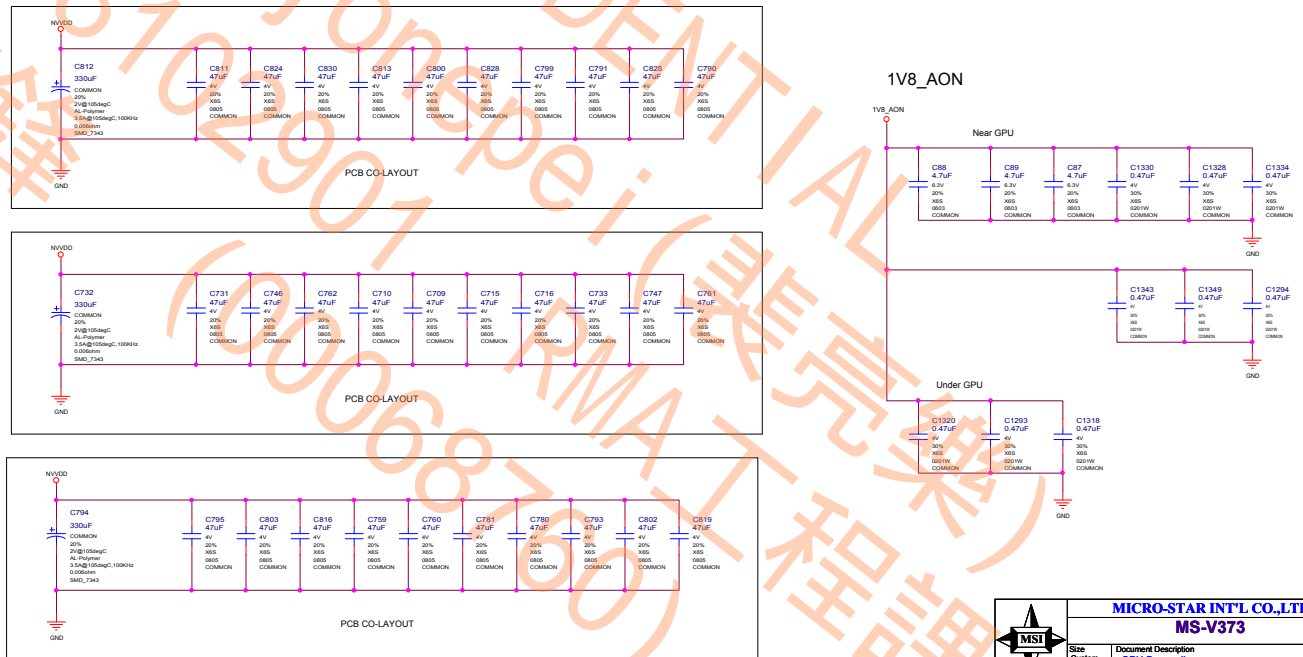
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## Under GPU





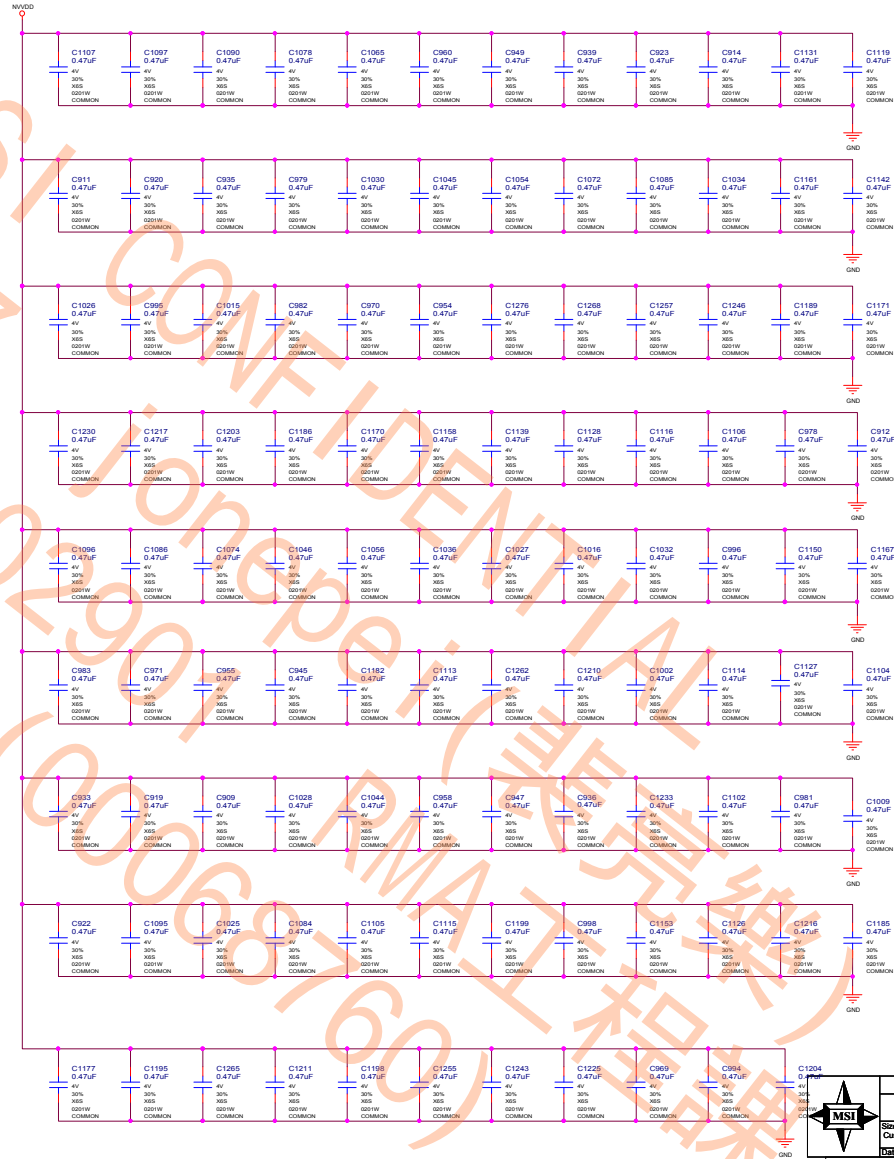
## Near GPU



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<b>MS-V373</b>			
Size	Document Description	Rev	
Custom	CPU Decoupling	4.0	
Date: Thursday, August 30, 2018	Sheet	18	of 53
<b>NVIDIA CORPORATION</b>			
2701 SAN TOMAS EXPRESSWAY			
SANTA CLARA, CA 95050, USA			
			
NV_PN	600-1G160-BASE-300		
PCB REV	PG160-B02	PAGE	16 OF 52
BCM REV	A	DATE	21-JUN-2018



Size Custom	Document Description <b>GPU Decoupling</b>	Rev 4.0
Date: Thursday, August 30, 2018		Sheet 17 of 53

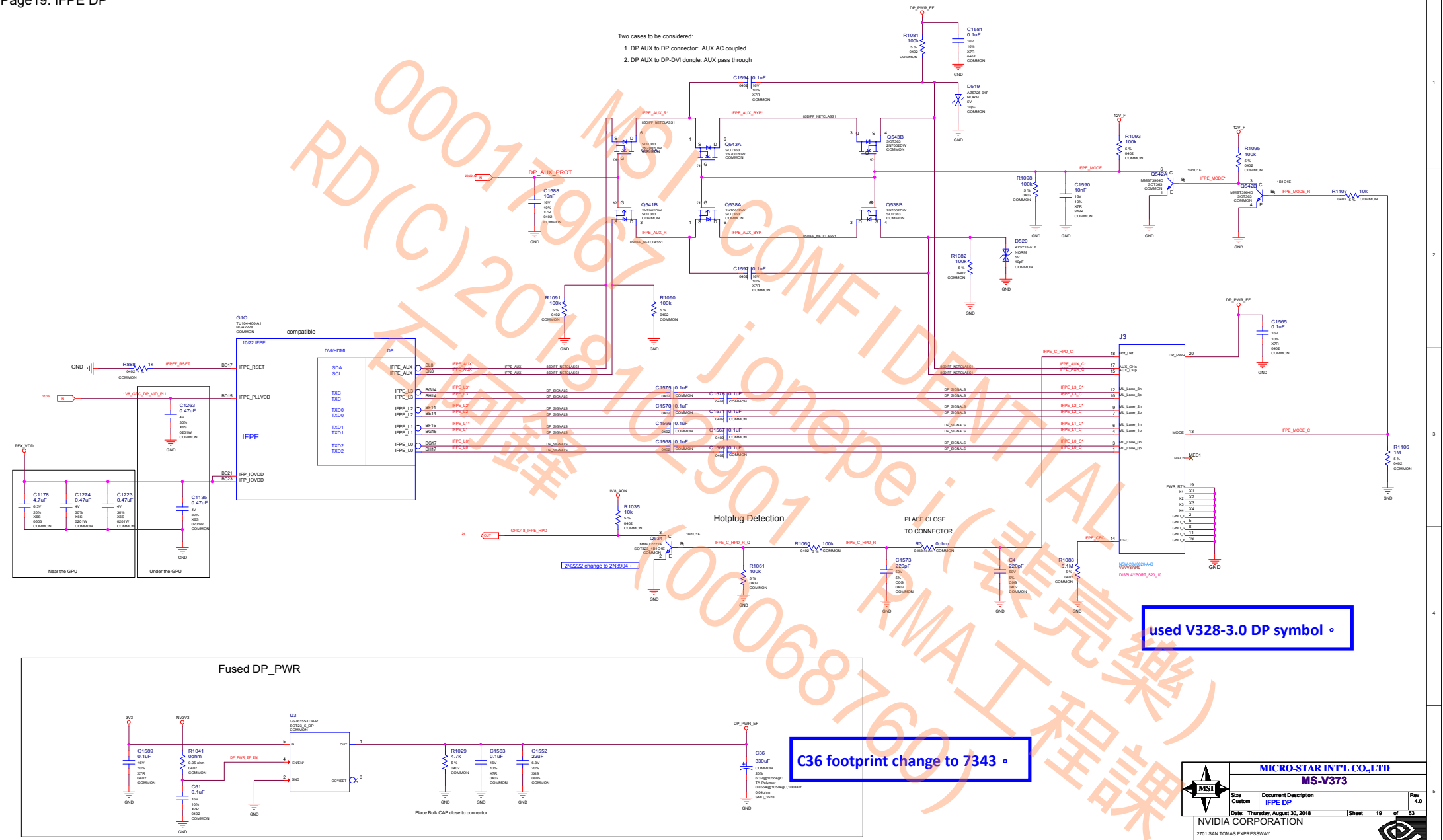
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PAGE DETAIL	GPU Decoupling2



If an IFP link is unused, in general it should be left unconnected. This includes Main and Aux links. IFPxy\_RSET and IFPxy\_PLLVDD (xy=AB,CD,EF) can be left unconnected if neither of IFPx/IFPy is in use. For example, If neither link of the IFPA/IFPB macro is to be used, then IFPAB\_PLLVDD and IFPAB\_RSET should be left disconnected, and all signals and references associated with Link A and Link B should also be left unconnected.

IFP\_IOVDD rail can be unconnected if no IFP link is used. If any IFP is used, all IFP\_IOVDD balls must be connected to power rail.



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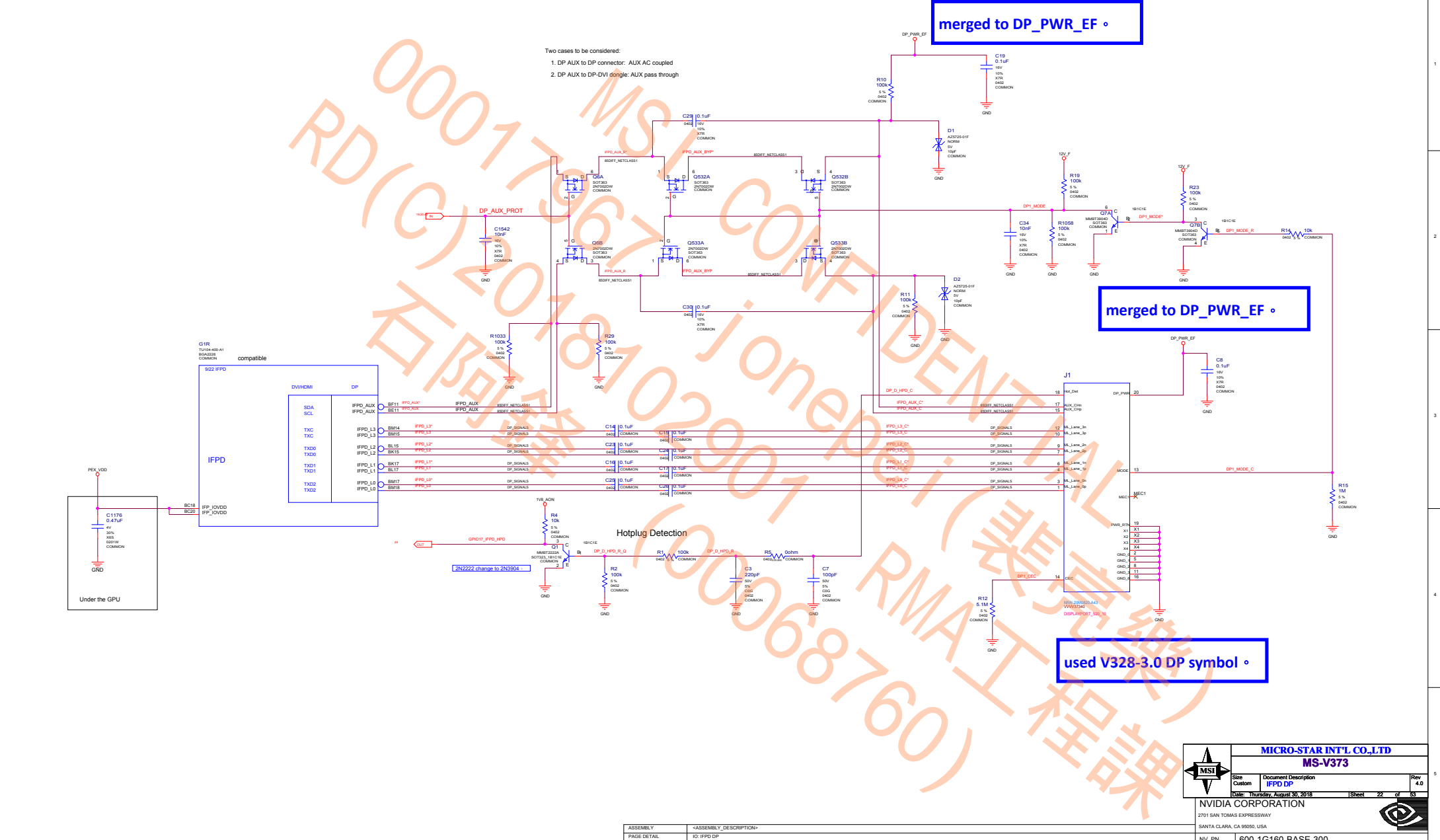
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Date: Thursday, August 30, 2018		Sheet	18 of 53
NVIDIA CORPORATION			
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SANTA CLARA, CA 95050, USA			
NV_PN 600-1G160-BASE-300			
PCB REV	PG180-B02	PAGE	18 OF 52
BCM REV	A	DATE	21-JUN-2018












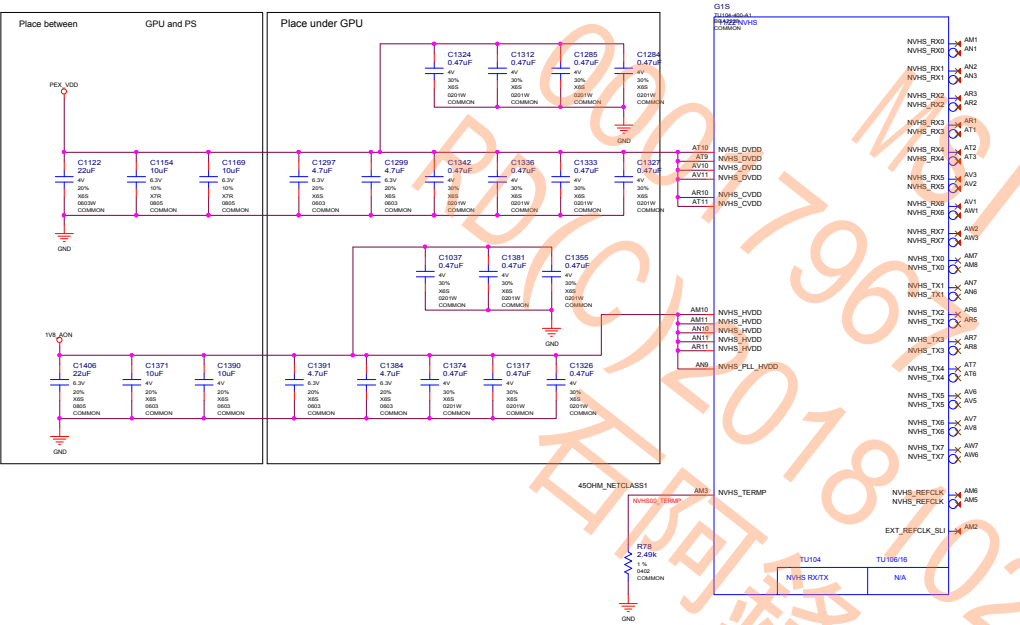
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Rev	4.0
Doc Description	IFPD DP
Date	Thursday, August 30, 2018
Sheet	22 of 53

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NV_PN	600-1G160-BASE-300
PCB REV	PG100-B02
ICOM REV	A
PAGE	22 OF 52
DATE	21-JUN-2018



delete Frame Lock

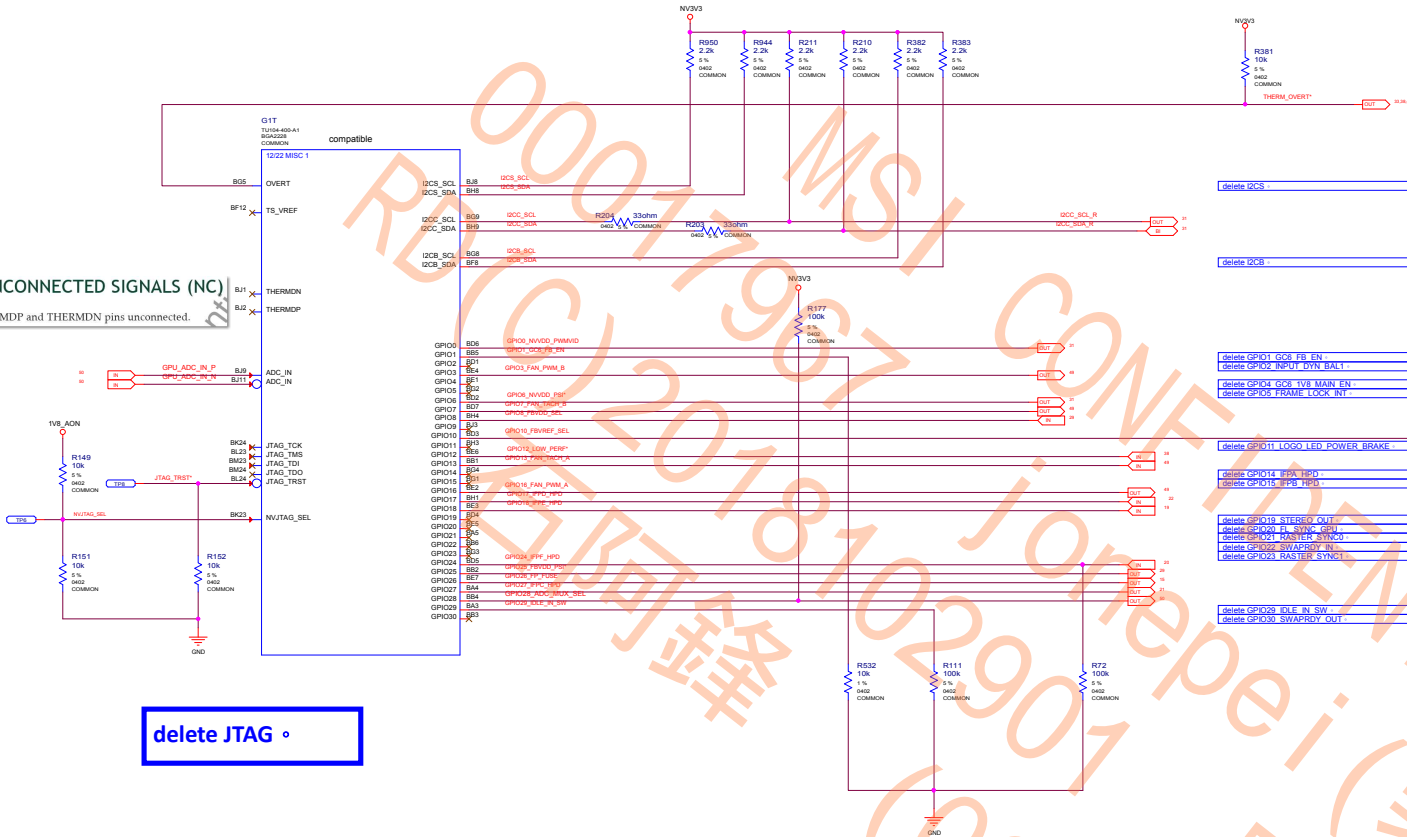
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Size Custom Document Description NVHS Interface Rev 4.0  
Date: Thursday, August 30, 2018 Sheet 23 of 53

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NV\_PN 600-1G160-BASE-300  
PCB REV PG160-B02 PAGE 23 OF 52  
BCM REV A DATE 21-JUN-2018

14.5 UNCONNECTED SIGNALS (NC)

Leave the THERMDP and THERMDN pins unconnected.



delete JTAG

Unused delete GPIO11\_LOGO\_LED\_POWER\_BRAKE

16.3.3.1.1 Unconnected I2C Pins  
Do not route unused I2C signals on the PCB in order to protect the GPU from outside ESD risk. For unused I2C lines, pull up both the I2C\_SCL and I2C\_SDA lines to 1.8V or 3.3V using a 2.2 kΩ resistor. Any unused I2C lines can be soft-grounded (that is, grounded using a resistor). NVIDIA's diagnostic program expects them to be pulled up and will flag an error. So it is strongly recommended that unused I2C lines be pulled up.

15.2.1 Unconnected Signals  
Unused GPIOs may be left floating (NC) on the board design.

Unused delete STEREO

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ASSEMBLY	<ASSEMBLY_DESCRIPTION>
PAGE DETAIL	MISC1: Thermal, JTAG, GPIO, STEREO

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Size	Custom	Document Description	MISC: Fan, Thermal, JTAG, GPIO, STEREO	Rev	4.0
Date:	Thursday, August 30, 2018	Sheet	24	of	53

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NV_PN	600-1G160-BASE-300		
PCB REV	PG100-B02	PAGE	24 OF 52
ICOM REV	A	DATE	21-JUN-2018

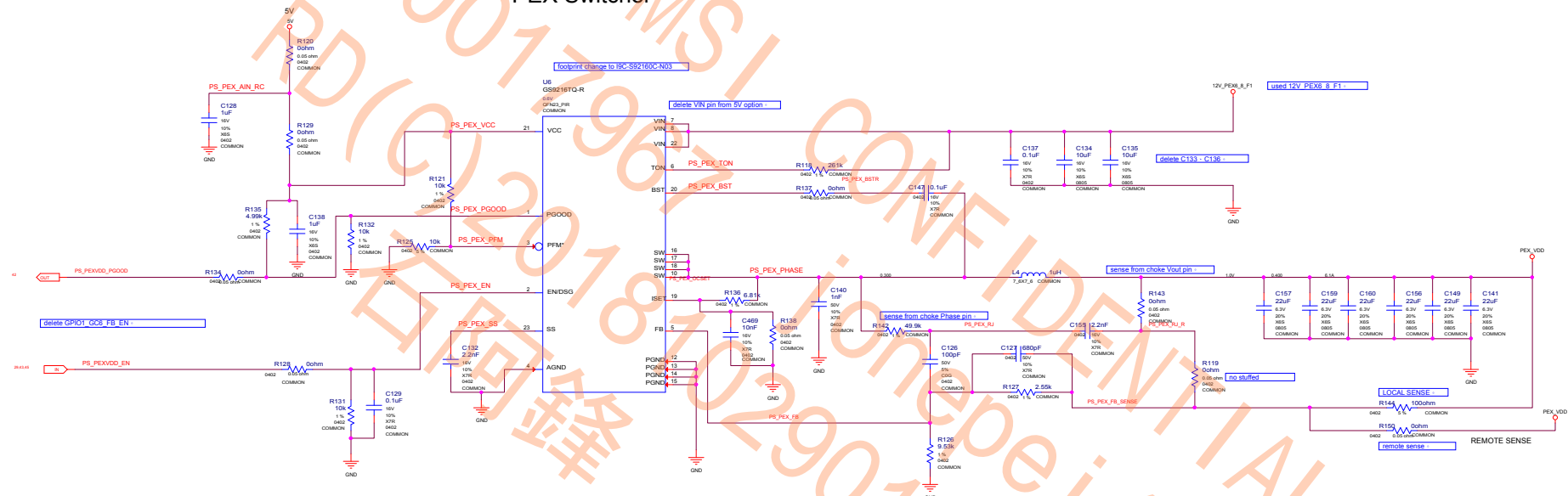










## PEX Switcher

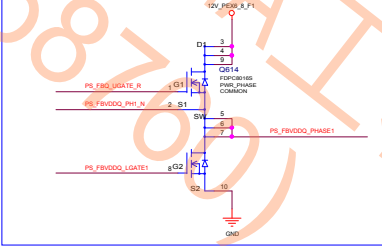




- 1、L4 PN : L04-01074K0-L65 / footprint : CHK\_S2\_7\_3X6\_6\_1  
2、delete co-layout PWM ouput choke。

ASSEMBLY	<ASSEMBLY_DESCRIPTION
PAGE DETAIL	PS: PEXVDD

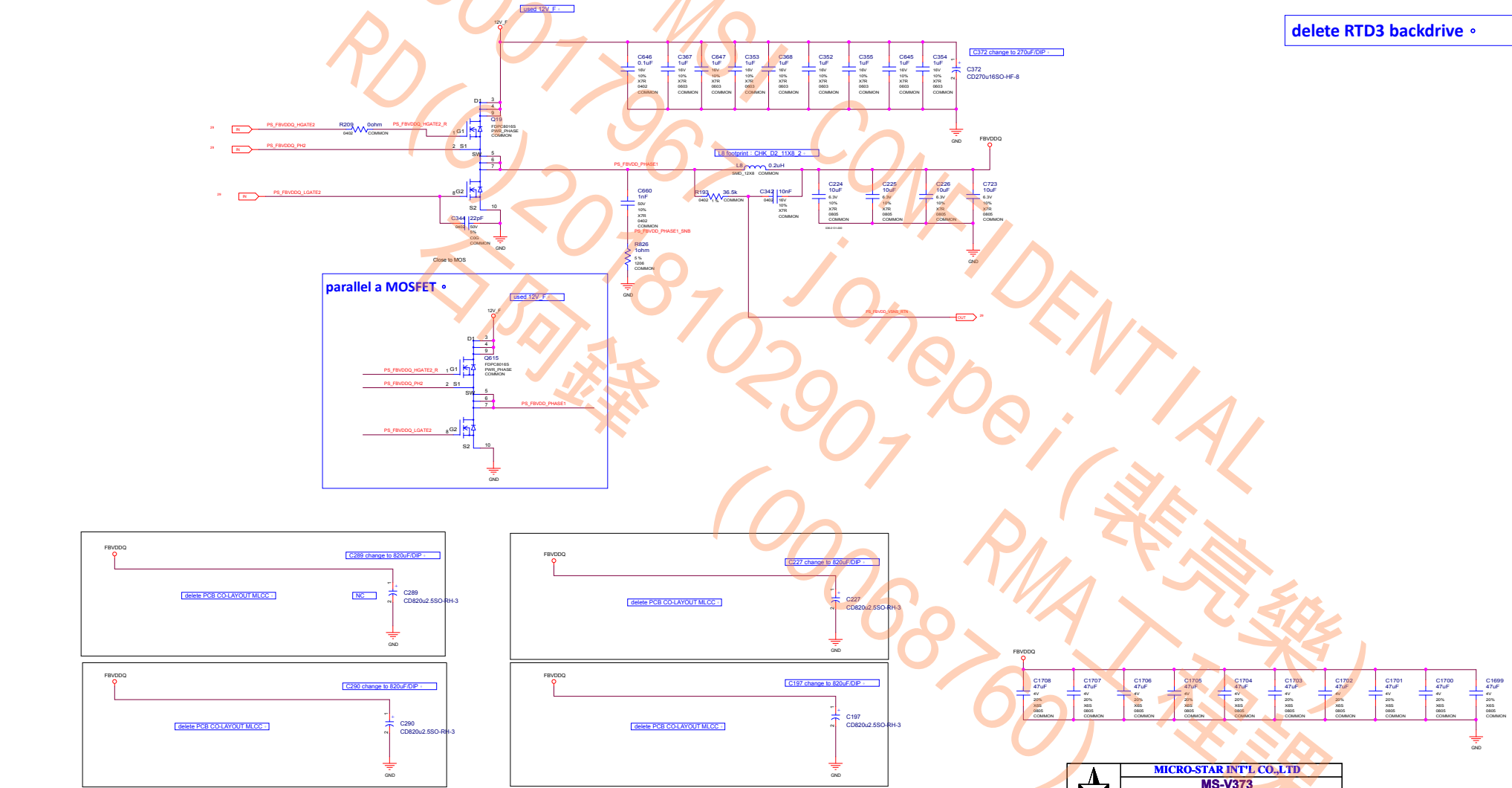
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	Date: <b>Thursday, August 30, 2018</b>		Sheet <b>28</b> of <b>53</b>
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NV_PN 600-1G160-BASE-300			
PCB REV A	PC160M B02	PAGE DATE	28 OF 52 21-JUN-2018

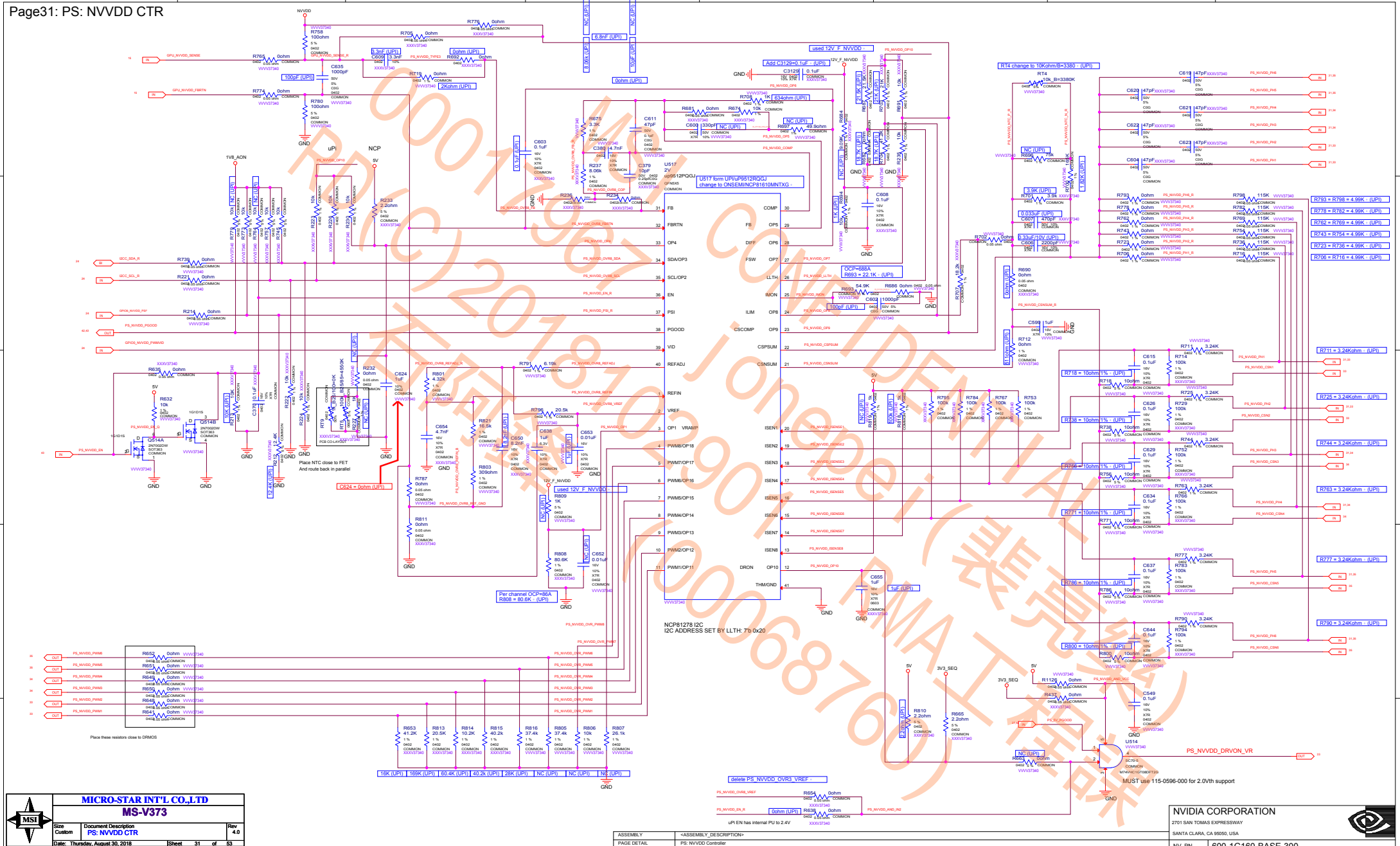
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	<b>Size</b> Custom	<b>Document Description</b> FS PBVD00	<b>Rev</b> 4.0	
<b>Date</b> Thursday, August 30, 2018		<b>Sheet</b> 29	<b>of</b> 52	
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<b>NV_PFN</b>	<b>600-G160-BASE-300</b>			
<b>PCB REV</b>	<b>PG160-B02</b>			<b>29 of 52</b>
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ASSEMBLY	<ASSEMBLY_DESCRIPTION>
PAGE DETAIL	PS: NVVDD Controller OVR3i



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MS-V373

Size	Custom	Document Description	PS: NVVDD CTR OVR3i	Rev	4.0
Date:	Thursday, August 30, 2018	Sheet	32	of	53

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NV_PN	600-1G160-BASE-300				
PCB REV	PG100-B02	PAGE	32 OF 52		
BOM REV	A	DATE	21-JUN-2018		









- removed U511 for fixed NVVDD 12V input :
- 1 、merged 3V3\_AON to 3V3\_F 。

2 、unused and delete 3V3\_AUX 。

3 、unused and delete 3V3\_AUX\_CON 。


4 、NVVDD\_DYN\_VIN merged to 12V\_PEX6\_8\_F1 。

delete GP02\_RDP4\_DYN\_BALL 。

delete INPUT\_PEX6\_D11\_STEER 。

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ASSEMBLY	<ASSEMBLY_DESCRIPTION>
PAGE DETAIL	PS: Input Power Balancing Switcher



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MS-V373

Size	Document Description	Rev
Custom	Input Power Balancing Switcher	4.0
Date: Thursday, August 30, 2018	Sheet 36 of 53	

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NV_PN	600-1G160-BASE-300		
PCB REV	PGY100-B02	PAGE	36 OF 52
BOM REV	A	DATE	21-JUN-2018





delete regulator for USBC\_VBUS ◦

Unused USB\_I2C\* leaving Pull high resistor to 1.8V ◦

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CLAIMS ALL STANDARDS.		NV_PN			
		PCB REV		PG160-B02	PAGE
		BOM REV		A	DATE
				39 OF 62	
				21-JUN-2018	

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MS-V373		
Size	Document Description	Rev
Custom	BUCKBOOST1	4.0
Date: Thursday, August 30, 2018		Sheet 39 of 63





delete PPC °


Unused USB\_I2C\* leaving Pull high resistor to 1.8V °

Unused IFPB\_I2C\* leaving Pull high resistor to 1.8V °

delete GPI024 IFPB HPD °

delete DEX\_RSY\_BMP °

delete GPI001\_GPIO\_FAB\_EN °



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MS-V373

Rev 4.0

Size Custom

Document Description PPC


Date: Thursday, August 30, 2018

Sheet 40 of 53

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NV\_PN 600-1G160-BASE-300

PCB REV PG100-B02

ROM REV A

PAGE 40 OF 52

DATE 21-JUN-2018

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PAGE DETAIL	PD PPC

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Delete GP2003\_E01E\_N\_SW

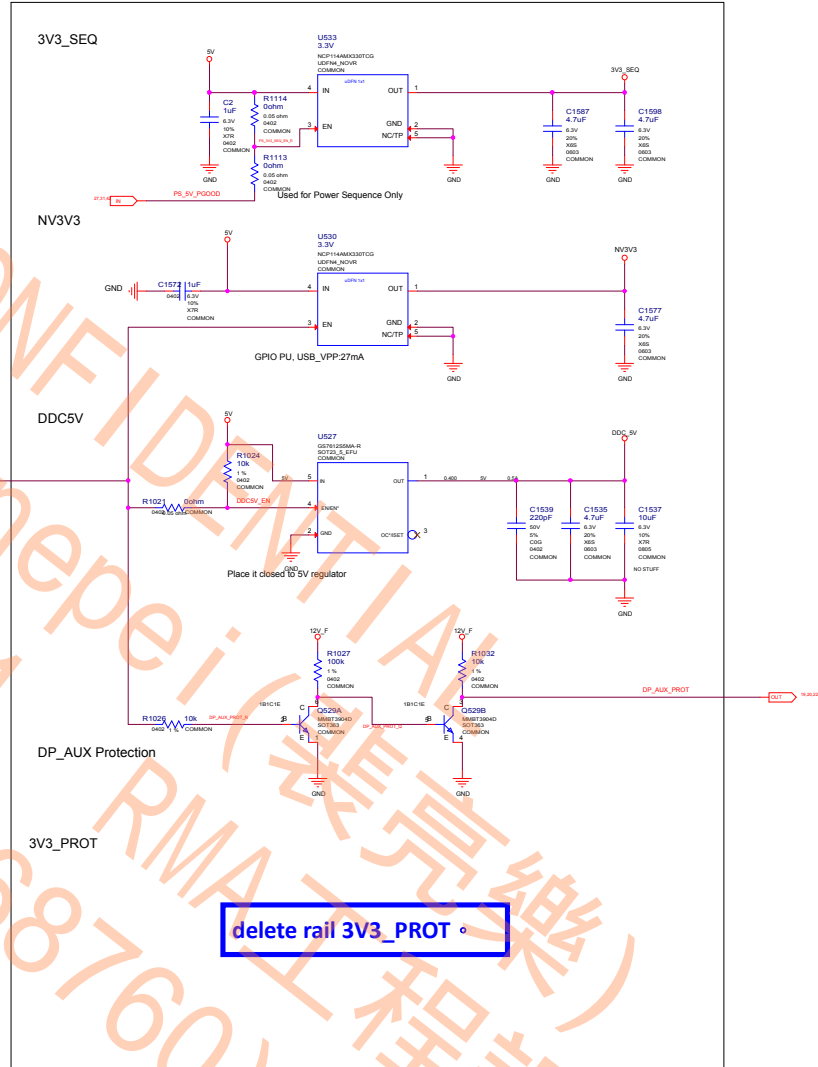
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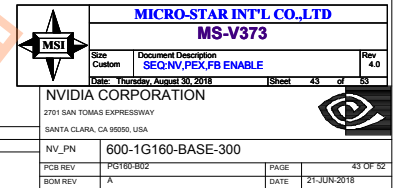
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	Size	Document Description	Rev
	Custom	12V & 3V3_A SWITCHER	4.0
Date: Thursday, August 30, 2018		Sheet	41 of 53
NVIDIA CORPORATION			
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NV_PN		600-1G160-BASE-300	
PCB REV	PG100-B02	PAGE	41 OF 52
BCM REV	A	DATE	21-JUN-2018



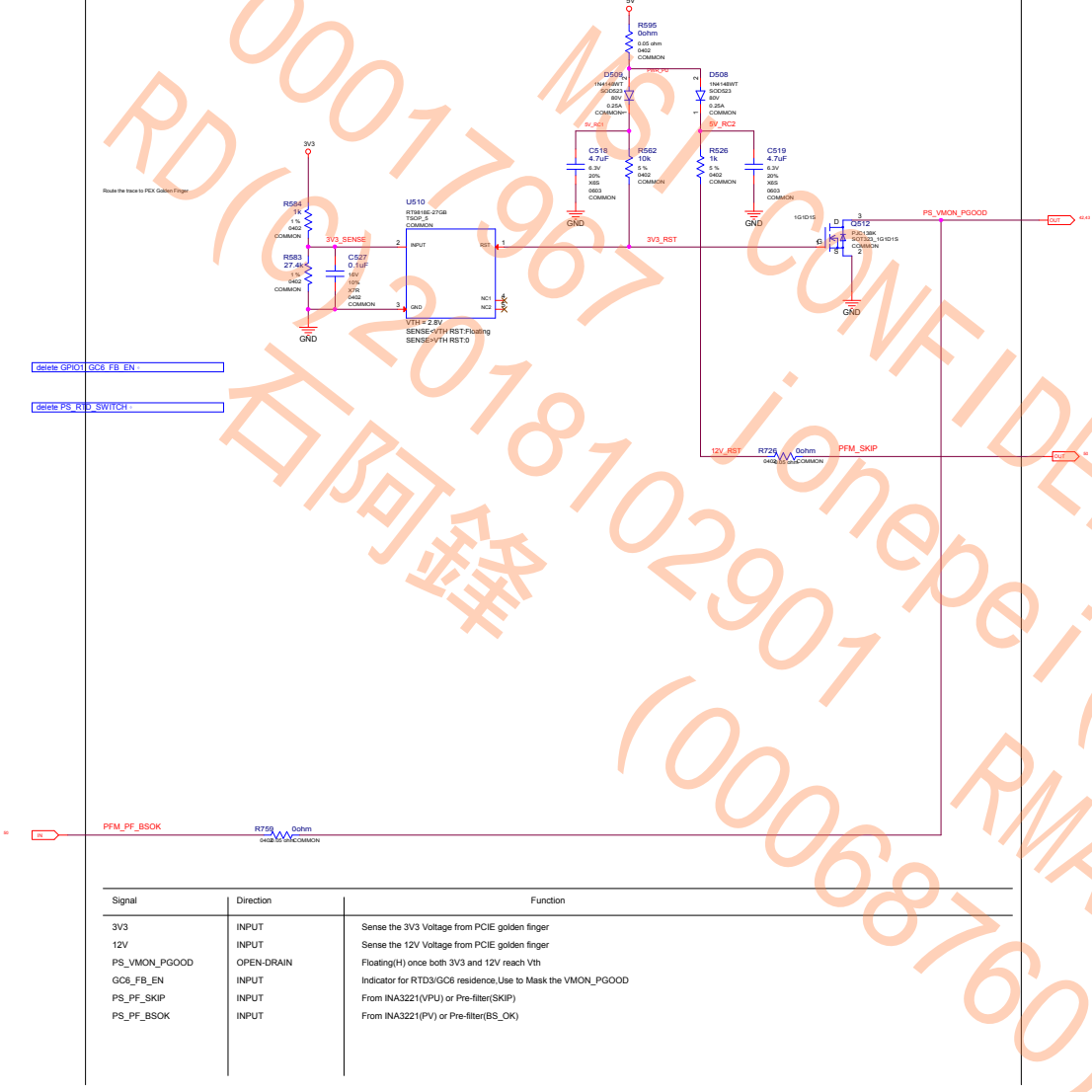
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Thursday, August 30, 2018	Sheet 42

PCB REV	PG160-B02	PAGE	42 OF 52
BOM REV	A	DATE	21-JUN-2018



delete unused parts ◦

Voltage Monitor



BOM Configuration

OPTIONS	PEX3V3_SENSE	PEX12V_SENSE	OTHER_12V_SENSE
Use Pre-Filter	Pre-Filter	Pre-Filter	Pre-Filter
Use INA3221	Voltage_Monitor	INA3221	INA3221
NO INA3221	Voltage_Monitor	Voltage_Monitor	N/A
NO Pre-Filter			

Signal	Direction	Function
3V3	INPUT	Sense the 3V3 Voltage from PCIe golden finger
12V	INPUT	Sense the 12V Voltage from PCIe golden finger
PS_VMON_PGOOD	OPEN-DRAIN	Floating(H) once both 3V3 and 12V reach Vth
GO6_FB_EN	INPUT	Indicator for RTD3/GO6 residue, Use to Mask the VMON_PGOOD
PS_PF_SKIP	INPUT	From INA3221(VPU) or Pre-filter(SKIP)
PS_PF_BSK	INPUT	From INA3221(PV) or Pre-filter(BS_OK)

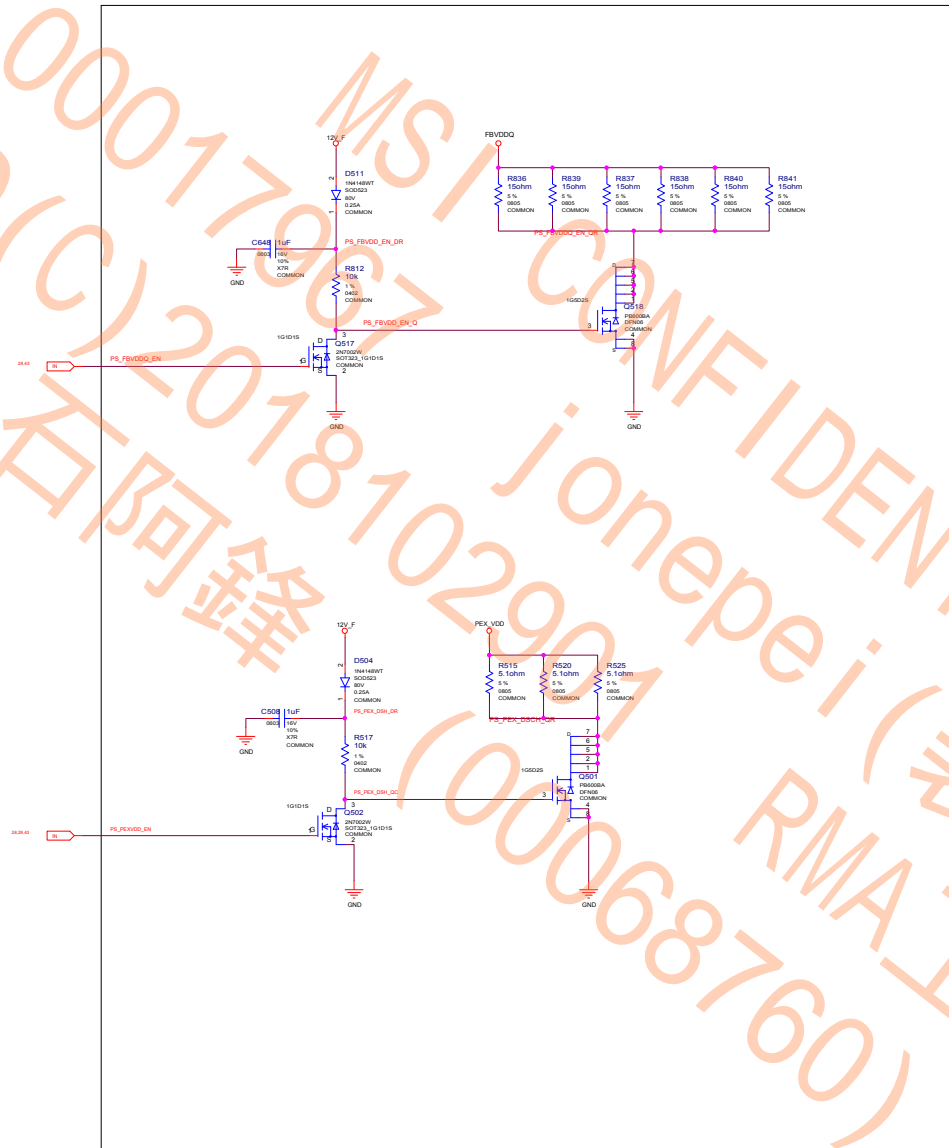
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Date: Thursday, August 30, 2018	Sheet 44 of 53	

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NV_PN	600-1G160-BASE-300
PCB REV	PG100-B02
BOM REV	A
PAGE	44 OF 52
DATE	21-JUN-2018

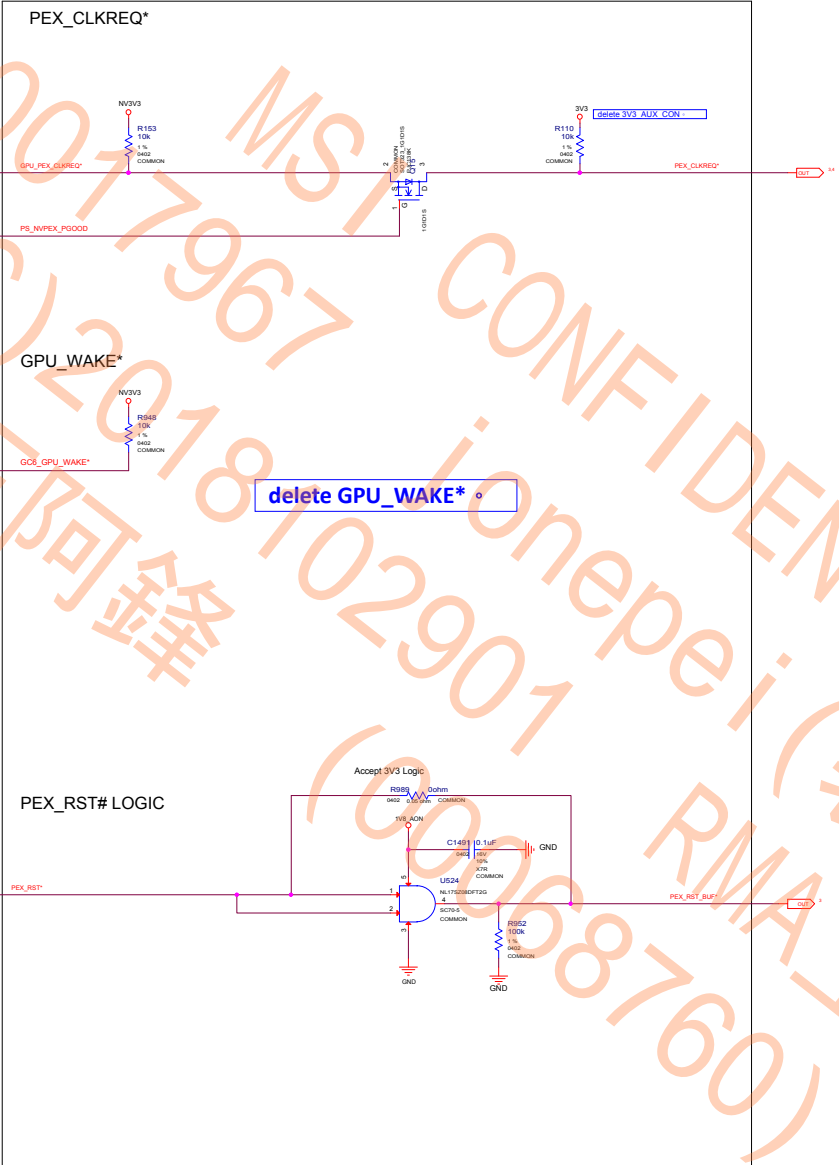
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		See Custom Document Description SEQUENCE:Discharge Date: Thursday, August 30, 2018 Sheet 45 of 53	Rev 4.0
<b>NVIDIA CORPORATION</b> 2701 SAN TOMAS EXPRESSWAY SANTA CLARA, CA 95050, USA			
NV_PN		600-1G160-BASE-300	
PCB REV	PGY100-B02	PAGE	45 OF 52
BOM REV	A	DATE	21-JUN-2018

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See Custom	Document Description SEQUENCE:MISC	Rev 4.0
Date: Thursday, August 30, 2018	Sheet 46 of 53	

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NV_PN	600-1G160-BASE-300		
PCB REV	PG100-B02	PAGE	46 OF 52
ROM REV	A	DATE	21-JUN-2018




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ASSEMBLY	<ASSEMBLY_DESCRIPTION>
PAGE DETAIL	LOGO LED

	MICRO-STAR INT'L CO.,LTD			
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	Size Custom	Document Description LOGO LED	Rev 4.0	
	Date: Thursday, August 30, 2018	Sheet 47 of 53		
NVIDIA CORPORATION				
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NV_PN		600-1G160-BASE-300		
PCB REV	PG100-802	PAGE	47 OF 52	
BCM REV	A	DATE	21-JUN-2018	




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NV_PN		600-1G160-BASE-300			
PCB REV		PG100-B02		PAGE	48 OF 52
BOM REV		A		DATE	21-JUN-2018
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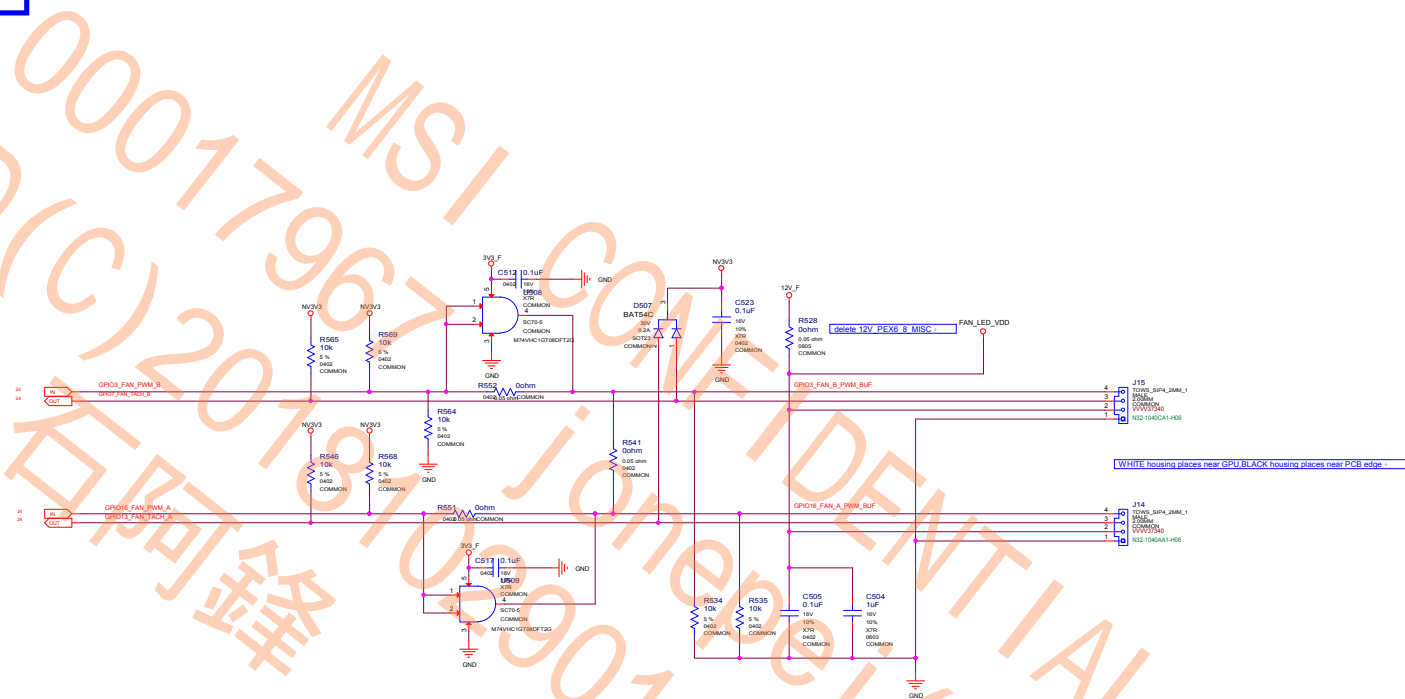
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Custom	LED DRIVER & Boost	4.0
Date: Thursday, August 30, 2018	Sheet 48 of 53	



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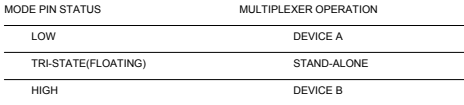
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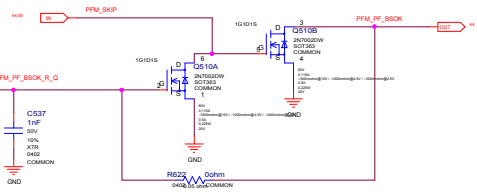


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Date: Thursday, August 30, 2018		Sheet	49	of 63
<b>NVIDIA CORPORATION</b> 2701 SAN TOMAS EXPRESSWAY SANTA CLARA, CA 95050, USA				
<b>NV_PN:</b> <b>600-1G160-BASE-300</b>				
PCB REV	PG160-B02	PAGE	49 OF 52	
MRB REV	A	DATE	21-JUN-2018	

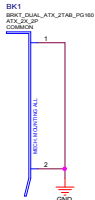
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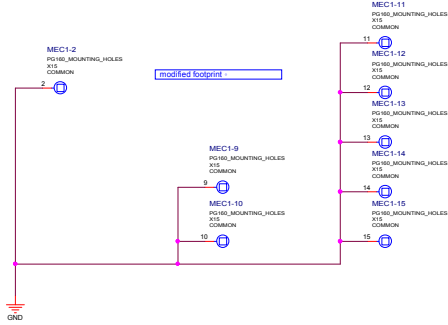
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TRI-STATE(FLOATING)	LIMITED FUNCTION
HIGH	STANDBY



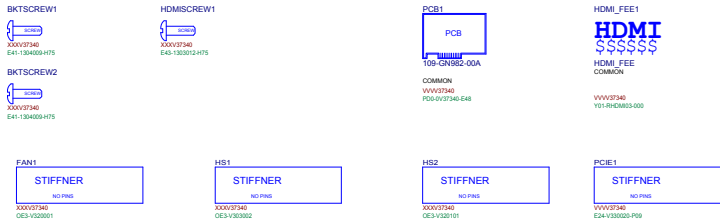
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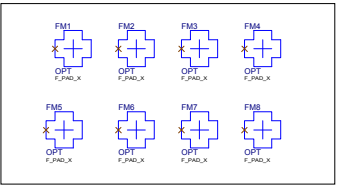
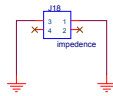
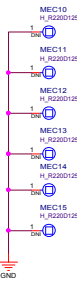
MOUNTING HOLES FOR HS:



Bracket Screw



Mechanical Holes Symbol



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Size	Custom	Document Description	Rev
MECH			4.0
Date	Thursday, August 30, 2018	Sheet	81 of 83

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NV_PN	600-1G160-BASE-300
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PAGE	51 OF 82
DATE	21-JUN-2018

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Size	Document Description	Rev
Custom	PTC	4.0
Date: Thursday, August 30, 2018		Sheet 52 of 53

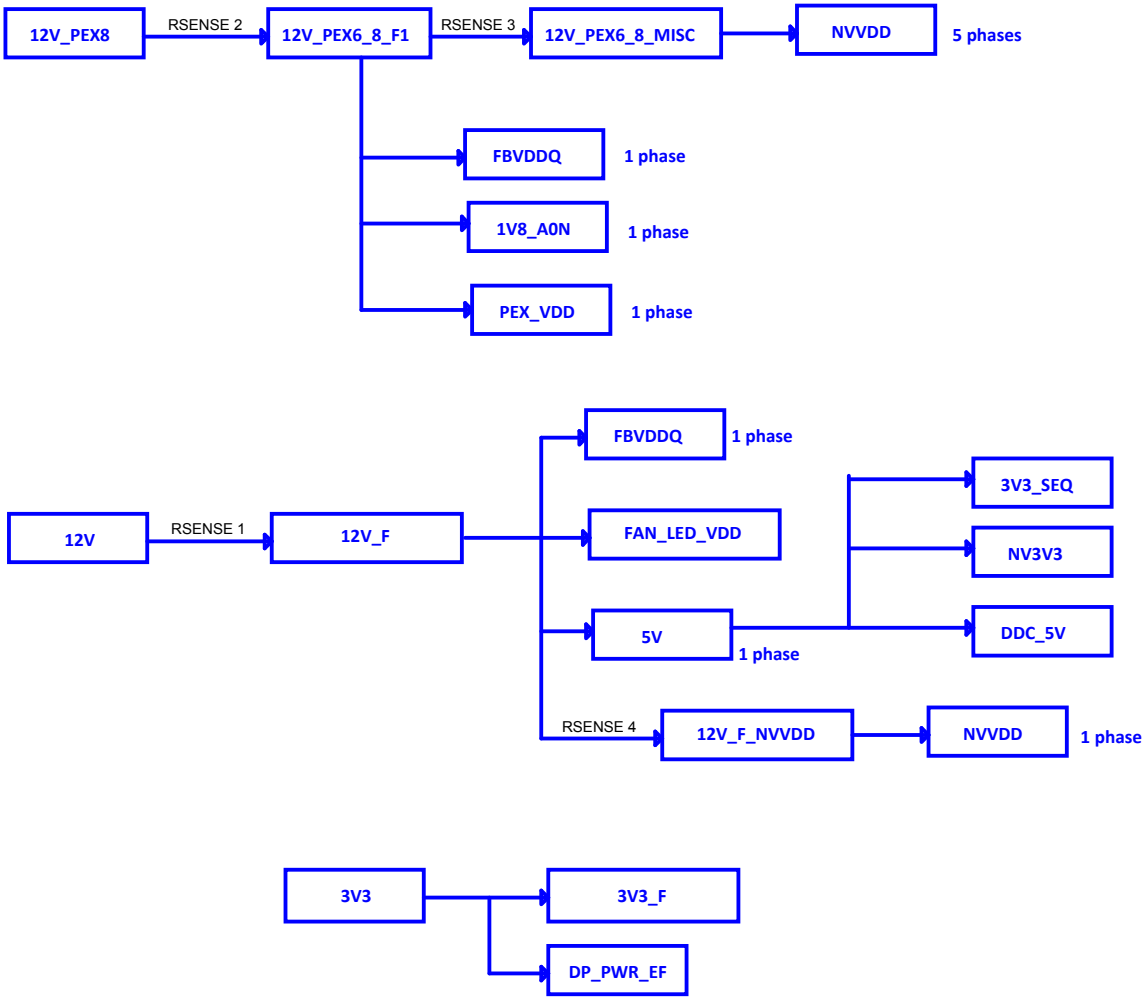
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NV_PN	600-1G160-BASE-300		
PCB REV	PG160-B02	PAGE	52 OF 52
BOM REV	A	DATE	21-JUN-2018



Power on Sequence

