

	GT200	GF100	Benefits
L1 Texture Cache (per quad)	12KB	12 KB	Fast texture filtering
Dedicated L1 LD/ST Cache	None	16 or 48 KB	Efficient physics and ray tracing
Total Shared Memory	16 KB	16 or 48 KB	More data reuse among threads
L2 Cache	256 KB (Texture read only)	768 KB (all clients read/write)	Greater texture coverage, robust compute performance