

NVIDIA Texture Filtering Speed (Per Texture Unit)

	GF110	GF104	GF100
32bit (INT8)	4 Texels/Clock	4 Texels/Clock	4 Texels/Clock
64bit (FP16)	4 Texels/Clock	4 Texels/Clock	2 Texels/Clock
128bit (FP32)	1 Texel/Clock	1 Texel/Clock	1 Texel/Clock