

Graphics Processor	
GPU Name:	TU117
GPU Variant:	MX550
Architecture:	Turing
Foundry:	TSMC
Process Size:	12 nm
Transistors:	4,700 million
Die Size:	200 mm²

Memory	
Memory Size:	2 GB
Memory Type:	GDDR6
Memory Bus:	64 bit
Bandwidth:	96.00 GB/s

Graphics Features	
DirectX:	12 (12_1)
OpenGL:	4.6
OpenCL:	3.0
Vulkan:	1.3
CUDA:	7.5
Shader Model:	6.6

Mobile Graphics	
Release Date:	2022
Generation:	GeForce MX (5xx)
Production:	Active
Bus Interface:	PCIe 4.0 x8

Clock Speeds	
Base Clock:	1065 MHz
Boost Clock:	1320 MHz
Memory Clock:	1500 MHz 12 Gbps effective

Board Design	
Slot Width:	IGP
TDP:	25 W
Outputs:	No outputs
Power Connectors:	None

Relative Performance	
Radeon HD 7870 GHz...	67% ▲
Radeon R9 270X	69%
GeForce GTX 660 Ti	70%
GeForce GTX 580	70%
GeForce GTX 1050	71%
Radeon HD 7950	71%
GeForce GTX 1630	72%
Radeon HD 5970	72%
GeForce GTX 760	74%
GeForce GTX 670	80%
GeForce MX550	100% ▼
Based on TPU review data: "Performance Summary" at 1920x1080, 4K for 2080 Ti and faster. Performance estimated based on architecture, shader count and clocks.	

Render Config	
Shading Units:	1024
TMUs:	32
ROPs:	16
SM Count:	8
L1 Cache:	128 KB (per SM)
L2 Cache:	2 MB

Theoretical Performance	
Pixel Rate:	21.12 GPixel/s
Texture Rate:	42.24 GTexel/s
FP16 (half) performance:	2.703 TFLOPS (1:1)
FP32 (float) performance:	2.703 TFLOPS
FP64 (double) performance:	42.24 GFLOPS (1:64)