

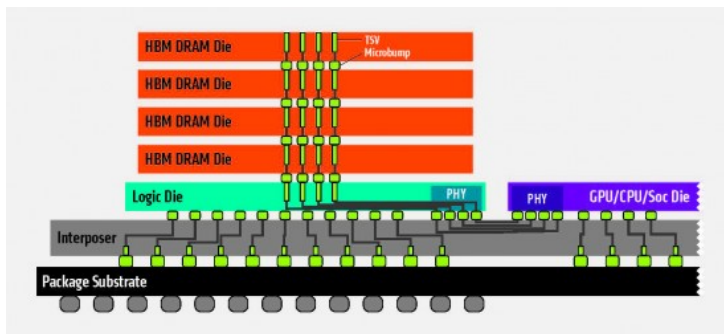
## AMD's infographic on HBM

If one company is bad at bragging, then it's AMD. It's two main competitors are a lot better in that - NVIDIA even bragged about their upcoming GPUs having HBM. So I was surprised that recently I encountered a nice infographic, where AMD was actually bragging. And they deserved to do it!

I wanted to have comparisons with Intel/Micron's HBC, but I leave that for another post as [the good information](#) is often a year old.

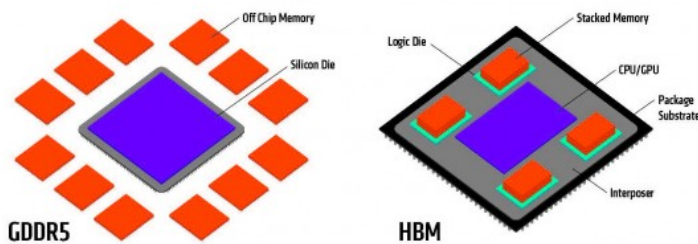
## Very close to the processor

It's using a high-speed bus on the substrate.



And yes, it really matters to be closer to the processor.

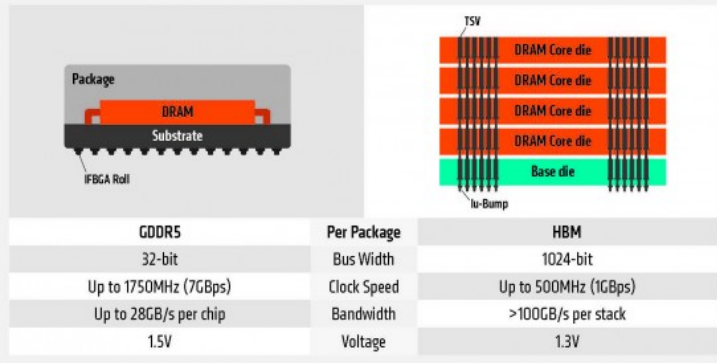
## HBM vs GDDR5: HBM shortens your information commute



## HBM versus GDDR5

- Bus width from 32-bit tot 1024-bit
- Clockspeed down. We need to wait for how it's [calculated](#).]
- Bandwidth up a lot. We can expect 1TB/s for GPUs now
- Required voltage 14% down, which saves a lot of energy

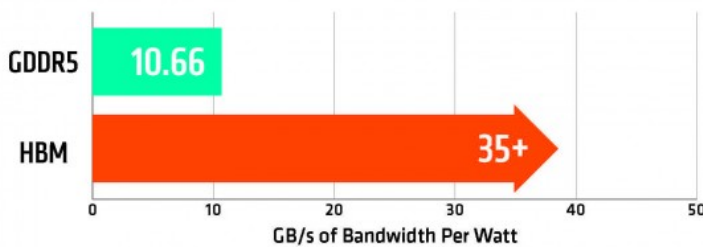
## HBM vs GDDR5: Compare side by side



## Better GB/s per Watt

So for maintaining 320GB/s you would need 30 Watts. Now you need 9 Watts. As the reduction in power for the Radeon NANO is almost 100W, you understand that this tells only part of the power-reductions made possible.

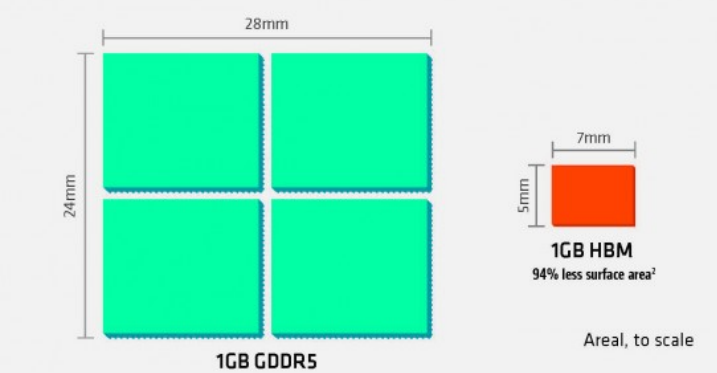
## HBM vs GDDR5: Better bandwidth per watt'



## A lot smaller

Yes, 94% less surface area. Only part of the reason is the stacking.

## HBM vs GDDR5: Massive space savings



# Standards AMD has pioneered

HBM has been engineered and implemented by AMD, made a standard by JEDEC and put into silicon by Hynix.

## HBM: AMD and JEDEC establish a new industry standard



Design and implementation  
**AMD**



Industry standards  
**JEDEC**



ICs/PHY  
**SK hynix**

*AMD's history of pioneering innovations and open technologies sets industry standards and enables the entire industry to push the boundaries of what is possible.*

<b>Mantle</b>	<b>x86-64</b>
<b>GDDR</b>	<b>Integrated Memory Controllers</b>
<b>Wake-on-LAN/Magic Packet</b>	<b>On-die GPUs</b>
<b>DisplayPort™ Adaptive-Sync</b>	<b>Consumer Multicore CPUs</b>

And finally some bragging! AMD has made many standards we use daily, but never knew it was AMD technology.

- Mantle. The predecessor of Vulkan, DirectX 12 and more
- GDDR 1 to 5. Now being replaced by HBM, and not GDDR6
- Wake-on-LAN. You never knew! Intel and IBM made it into a standard, but AMD introduced the Magic Packet in 1995.
- DisplayPort Adaptive-Sync. Previously known as FreeSync.
- X86-64. The reason why you find "amd64" packages in Linux.
- Integrated Memory Controllers.
- On-die GPUs.
- Consumer Multicore CPU, the [Athlon 62 X2](#).]
- HSA. Not in the list, probably because it's a recent advancement.

Want to see the full infographic? [Click here](#).