The head of NVIDIA Jensen Juang confirmed that the company began work on the new Rubin architecture, which will become the basis of the next generation of processors and graphic chips. The production of the first samples was entrusted to TSMC, where they are already preparing for trial launches.

According to Juang, within the framework of Rubin, six different solutions were created at once, including CPU, GPU, NVLINK switch and a silicon photonic processor. Such a set suggests that the company plans to update the entire technological platform, and not just individual components.

Rubin is expected to become a fundamental step forward for computing systems. Unlike previous generations, the architecture will use the new HBM4 and 3-nm TSMC N3P process. All this should provide a noticeable increase in performance compared to current solutions based on Blackwell.