In DirectX Diagnostic Tool, in the Display part, the Approximate Total Memory field mentions a lower RAM size than my on-board RAM.

This field mentions the on-board RAM available for storing textures.
The rest of the RAM on-board is used to store buffers as the front-buffer, the back-buffer, the W-buffer and the buffer for Windows Graphic Display Interface functions, and to store parameters on the repartition of polygons within the tiles.