

SKY-QUAD-A4000H16B

NVIDIA RTX A4000H



Features

- NVIDIA® Ampere GPU architecture
- NVIDIA Long-life SKU, Product Life Extended Until 2029
- RTX A4000H without Media Acceleration Encoding, Decoding, and VR support
- 6,144 NVIDIA® CUDA® Cores
- 192 NVIDIA® Tensor Cores
- 48 NVIDIA® RT Cores
- 16GB GDDR6 memory with ECC
- Up to 448GB/s memory bandwidth
- Max. power consumption: 140W
- Graphics bus: PCI-E 4.0 x16
- Thermal solution: active
- Display connectors: DP 1.4a

Introduction

The SKY-QUAD-A4000H16B(NVIDIA RTX A4000H) is the most powerful single-slot GPU for professionals, delivering real-time ray tracing, AI-accelerated computation, and high performance graphics to your desktop. Built on the NVIDIA Ampere architecture, the RTX A4000H combines sufficient and cutting-edge second-generation RT cores, third-generation Tensor cores, and CUDA® cores with graphics memory and error correction code (ECC), so you can innovate with uncompromised computing accuracy and reliability. Featuring a power-efficient, single-slot PCIe form factor, the RTX A4000H can fit into a broad range of workstation chassis, so you can do outstanding work without limits. Certified with a wide range of specialist applications, examined by dominant independent software vendors (ISVs) and workstation manufacturers, and supported by a global specialist team, NVIDIA RTX professional graphics cards bring you a premier visual computing solution for mission-critical business.

Specifications

Product Name	NVIDIA RTX A4000H
Part Number	SKY-QUAD-A4000H16B
GPU Memory	16 GB GDDR6
Memory Interface	256-bit
Memory Bandwidth	448 GB/s
NVIDIA CUDA Cores	6,144
Single-Precision Performance	19.2 TFLOPs
Media Acceleration	Not supported
Virtual Reality	Not supported
System Interface	PCI Express 4.0 x16
Max Power Consumption	140 W
Thermal Solution	Active
Form Factor	4.4 inches H x 9.5 inches L, single slot
Display Connectors	4 x DisplayPort 1.4a
Max Simultaneous Displays	4 x 4096 x 2160 @ 120 Hz 4 x 5120 x 2880 @ 60 Hz 2 x 7680 x 4320 @ 60 Hz
Graphics APIs	DirectX 12.07 Shader Model 5.17 OpenGL 4.68 Vulkan 1.2
Compute APIs	CUDA, DirectCompute, OpenCL™