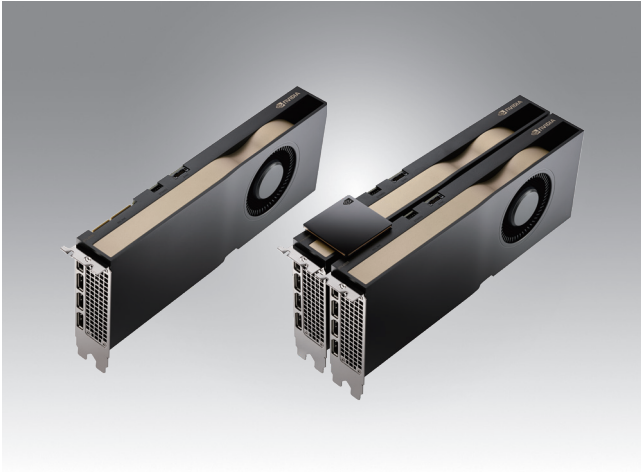


# SKY-QUAD-RTXA5000B

## NVIDIA RTX A5000



### Features

- Ampere GPU architecture
- 8,192 NVIDIA® CUDA® Cores
- 256 NVIDIA® Tensor Cores
- 64 NVIDIA® RT Cores
- 24GB GDDR6 memory with ECC
- Up to 768GB/s memory bandwidth
- Max. power consumption: 230W
- Graphics bus: PCI-E 4.0 x16
- Thermal solution: active
- Display connectors: DP 1.4 (4)

### Introduction

The SKY-QUAD-RTXA5000B (NVIDIA RTX A5000) is built on the NVIDIA Ampere architecture, it combines sufficient and cutting-edge second-generation RT Cores, third-generation Tensor Cores, and CUDA® cores with graphics memory and error correction code (ECC), providing the power, performance, capabilities, and reliability professionals need to supercharge rendering, AI, graphics, and compute tasks. Connect two RTX A5000s with NVIDIA NVLink to scale memory and performance with multi-GPU configurations, allowing professionals to work with memory-intensive tasks such as large models, ultra-high resolution rendering, and complex compute workloads. Support for NVIDIA virtual GPU software increases the versatility for enterprise deployments. 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 A5000
Part Number	SKY-QUAD-RTXA5000B
GPU Memory	24 GB GDDR6
Memory Interface	384-bit
Memory Bandwidth	768 GB/s
NVIDIA CUDA Cores	8,192
Single-Precision Performance	27.8 TFLOPS
System Interface	PCI Express 4.0 x16
Max Power Consumption	230 W
Thermal Solution	Active
Form Factor	4.4 inches H x 10.5 inches L, dual slot, full height
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™