



## NVIDIA QUADRO RTX 6000 THE POWER OF RTX IN THE DATA CENTER

### QUADRO POWERED SERVERS

Bring the power of RTX to the data center with the NVIDIA Quadro RTX™ 6000, built on the NVIDIA Turing™ architecture and the NVIDIA RTX™ platform for powerful server-based visual computing solutions. Equipped with 4,608 CUDA® cores, 576 Tensor Cores, 72 RT Cores, and 24 gigabytes (GB) of high-performance graphics memory, the NVIDIA Quadro RTX 6000 delivers incredible performance for demanding server-based visual computing tasks. Accelerate multiple data center workloads including rendering, data science, virtual workstation, simulation, and augmented or virtual reality over 5G networks. Professionals can even serve multiple powerful virtual workstations with NVIDIA Quadro Virtual Data Center Workstations (Quadro vDWS) software. Connect two RTX 6000s with NVIDIA® NVLink™<sup>1</sup> to scale up to 48 GB<sup>2</sup> of combined GPU memory and performance for even larger workloads.

The RTX 6000 is optimized for reliability in enterprise data centers and built for 24/7 server environments. It features a passive thermal solution to fit into a variety of servers. Tackle graphics-intensive mixed workloads such as batch rendering, virtualization, data science, simulation, and scientific visualization, all powered by NVIDIA RTX.

To learn more about the NVIDIA Quadro RTX 6000, visit <https://www.nvidia.com/en-us/design-visualization/quadro-data-center/>



#### SPECIFICATIONS

GPU memory	24 GB GDDR6
Memory interface	384-bit
Memory Bandwidth	Up to 624 GB/s
Error-correcting code (ECC)	Yes
NVIDIA CUDA Cores	4,608
NVIDIA Tensor Cores	576
NVIDIA RT Cores	72
Single-Precision Performance	14.9 TFLOPS
Tensor Performance	119.4 TFLOPS
NVIDIA NVLink	Yes
NVIDIA NVLink bandwidth	100 GB/s (bidirectional)
System Interface	PCI Express 3.0 x 16
Power Consumption	250 W
Thermal Solution	Passive
Form Factor	4.4" H x 10.5" L dual slot
Encode/decode engines	1x encode, 1x decode
Display connectors	None <sup>3</sup>
NVIDIA Driver Requirement	R440 U2 and later
Graphics APIs	Shader Model 5.1, OpenGL 4.5, DirectX 12
Compute APIs	CUDA, DirectCompute, OpenCL™, OpenACC®



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For more information visit: [www.pny.eu](http://www.pny.eu)

<sup>1</sup> NVIDIA NVLink sold separately.

<sup>2</sup> Connecting two RTX 6000 cards with NVLink to scale performance and memory capacity to 48 GB is only possible if your application supports NVLink technology. Please contact your application provider to confirm their support for NVLink.

<sup>3</sup> An NVIDIA vGPU license is required for graphics display support, including Windows WDDM.