NVIDIA RTX A2000

COMPACT DESIGN.
UNMATCHED PERFORMANCE.

Accelerate Your Workflow

The NVIDIA RTX™ A2000 brings the power of NVIDIA RTX technology, real-time ray tracing, AI-accelerated compute, and high-performance graphics to more professionals. Built on the NVIDIA Ampere architecture, the VR ready RTX A2000 combines 26 second-generation RT Cores, 104 third-generation Tensor Cores, and 3,328 next-generation CUDA® cores and 6GB of GDDR6 graphics memory with error correction code (ECC) support for error free computing. The RTX A2000 features a power-efficient low profile, dual-slot PCIe form factor that fits into a wide range of small form factor workstations. Design bigger, render faster, and work smarter than ever before with the RTX A2000.

NVIDIA RTX professional graphics cards are certified with a broad range of professional applications, tested by leading independent software vendors (ISVs) and workstation manufacturers, and backed by a global team of support specialists. Get the peace of mind needed to focus on what matters with the premier visual computing solution for mission-critical business.

Features

> PCI Express Gen 4

> Four Mini DisplayPort 1.4a connectors with latching mechanism

> AV1 decode support

> DisplayPort with audio

> NVIDIA RTX Experience™

> NVIDIA RTX Desktop Manager software

> HDCP 2.2 support

> NVIDIA Mosaic[1] technology

SPECIFICATIONS

GPU memory	**6 GB GDDR6**
Memory interface	**192-bit**
Memory bandwidth	**288 GB/s**
Error-correcting code (ECC)	**Yes**
NVIDIA Ampere architecture-based CUDA Cores	**3,328**
NVIDIA third-generation Tensor Cores	**104**
NVIDIA second-generation RT Cores	**26**
Single-precision performance	**8.0 TFLOPS[2]**
RT Core performance	**15.6 TFLOPS[2]**
Tensor performance	**63.9 TFLOPS[3]**
System interface	**PCI Express 4.0 x16**
Power consumption	**Total board power: 70 W**
Thermal solution	**Active**
Form factor	**2.7" H x 6.6" L, dual slot**
Display connectors	**4x mDP 1.4a with latching mechanism**
Max simultaneous displays	**4x 4096 x 2160 @ 120 Hz, 4x 5120 x 2880 @ 60 Hz 2x 7680 x 4320 @ 60 Hz**
Encode/decode engines	**1x encode, 1x decode (+AV1 decode)**
VR ready	**Yes**
Graphics APIs	**DirectX 12.07[4], Shader Model 5.17[4], OpenGL 4.68[5], Vulkan 1.2[5]**
Compute APIs	**CUDA, DirectCompute, OpenCL™**