GPUpartner

VALIDATION REPORT · TEXT GENERATION

GLM 4.6

on 4× RTX PRO 6000 Blackwell · 8-bit (Q8_0) · Ollama / LM Studio · Chat

STATUS · NOV 22, 2026

Validated

5 of 5 checks pass

GLM 4.6 at 8-bit runs on the 4× RTX PRO 6000 Blackwell with 24K of context at about 29 tokens a second.

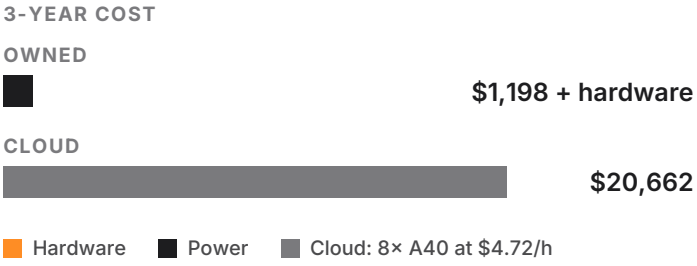
VALIDATION

CHECK	TARGET	RESULT	STATUS
Fits in GPU memory	384 GB usable	**365 GB needed**	PASS
Headroom	5% free	**19.4 GB free (5%)**	PASS
Context for chat	16K or more	**24K**	PASS
Writing speed	15 tok/s or more	**29 tok/s**	PASS
First reply	under 3 s, 2K prompt	**0.6 s**	PASS

Targets: a reply you can read along with, a first reply the use case tolerates, and 5% of memory left free. Calculated from published specs, not benchmarked.

BUDGET

HARDWARE, ONE-TIME	MSRP not entered
POWER, PER YEAR	$399 · 1520 W at the wall
CLOUD INSTEAD, PER YEAR	$6,887
3-YEAR TOTAL, OWNED	Hardware + $1,198 power
3-YEAR TOTAL, CLOUD	$20,662
BREAK-EVEN	Needs the hardware MSRP



Budget basis: 4 h a day, power at $0.18 per kWh, cloud at RunPod on-demand prices as of Nov 22, 2026. Hardware at the MSRP entered in the calculator, not a GPU Partner quote. A 3-year view; resale value, staff time and taxes aren't counted.

GPUpartner

TECHNICAL DETAIL · TEXT GENERATION

GLM 4.6

on 4× RTX PRO 6000 Blackwell · 8-bit (Q8_0) · Ollama / LM Studio · Chat

SETUP

PARAMETERS	357B, 34B active
PRECISION	8-bit (Q8_0)
CONTEXT	24K, auto
CHATS AT ONCE	1
USE	Chat
RUNS IN	Ollama / LM Studio
HARDWARE	4× RTX PRO 6000 Blackwell
GPU CAN USE	384 GB of 384 GB

MEMORY

WEIGHTS	353 GB
CONTEXT	8.6 GB
RUNTIME	2.9 GB
SYSTEM	0.0 GB
FREE	19.4 GB

SUGGESTED CHANGES

8-BIT CACHE	Room for 44K context

SAME MODEL, OTHER MACHINES

RTX 4090	Too big
RTX 5090	Too big
RTX PRO 6000 BLACKWELL	Too big
M5 MAX 128 GB	Too big
M3 ULTRA 256 GB	3-bit · 23 tok/s
DGX SPARK 128 GB	Too big
RYZEN AI MAX+ 395 128 GB	Too big

HOW TO RUN IT

LLAMA.CPP	`llama-server -hf unsloth/GLM-4.6-GGUF`
VLLM	`vllm serve zai-org/GLM-4.6`
MLX (MAC)	`mlx_lm.chat --model mlx-community/GLM-4.6-4bit`
MODEL CARD	huggingface.co/zai-org/GLM-4.6

METHOD AND ASSUMPTIONS

Memory is the weights (parameters times bits per weight, read from each model's config.json), the context cache for every chat, and the runtime, against the memory this GPU can use after the OS and display take theirs. Writing speed is memory bandwidth over the bytes read per token, plus a per-layer latency, calibrated against llama.cpp benchmarks. First reply is the prompt's FLOPs over the chip's dense 16-bit TFLOPS at the runtime's measured efficiency. Running cost is power at the wall at your rate and hours; the cloud figure is the cheapest RunPod on-demand GPU that runs the same job. Accuracy: memory lands within about a gigabyte; speeds and times are rough, about ±25%. Model data and hardware specs checked Nov 2026; cloud prices are RunPod's on-demand list as of Nov 22, 2026. Report VR-1OTVSY3, generated November 22, 2026.