GPUpartner

VALIDATION REPORT · TEXT GENERATION

H2o Danube3 500M Chat

on RTX 5070 Ti · 8-bit (Q8_0) · Ollama / LM Studio · Chat

STATUS · NOV 22, 2026

Validated

5 of 5 checks pass

H2o Danube3 500M Chat at 8-bit runs on the RTX 5070 Ti with 8K of context at about 789 tokens a second.

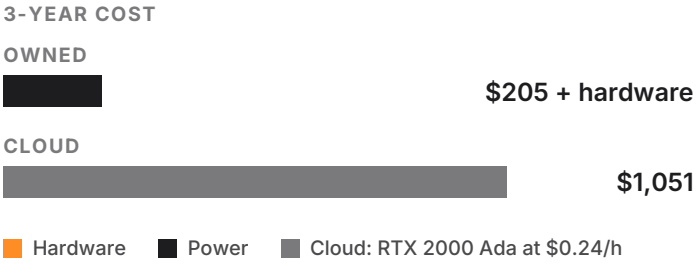
VALIDATION

CHECK	TARGET	RESULT	STATUS
Fits in GPU memory	16.0 GB usable	1.4 GB needed	PASS
Headroom	5% free	14.6 GB free (91%)	PASS
Context for chat	8K or more	8K	PASS
Writing speed	15 tok/s or more	789 tok/s	PASS
First reply	under 3 s, 2K prompt	0.1 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	$68 · 260 W at the wall
CLOUD INSTEAD, PER YEAR	$350
3-YEAR TOTAL, OWNED	Hardware + $205 power
3-YEAR TOTAL, CLOUD	$1,051
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

H2o Danube3 500M Chat

on RTX 5070 Ti · 8-bit (Q8_0) · Ollama / LM Studio · Chat

SETUP

PARAMETERS	514M
PRECISION	8-bit (Q8_0)
CONTEXT	8K, auto
CHATS AT ONCE	1
USE	Chat
RUNS IN	Ollama / LM Studio
HARDWARE	RTX 5070 Ti
GPU CAN USE	16.0 GB of 16.0 GB

SAME MODEL, OTHER MACHINES

RTX 4090	8-bit · 848 tok/s
RTX 5090	8-bit · 1,145 tok/s
RTX PRO 6000 BLACKWELL	8-bit · 1,145 tok/s
M5 MAX 128 GB	8-bit · 425 tok/s
M3 ULTRA 256 GB	8-bit · 453 tok/s
DGX SPARK 128 GB	8-bit · 327 tok/s
RYZEN AI MAX+ 395 128 GB	8-bit · 249 tok/s

MEMORY

WEIGHTS	520 MB
CONTEXT	384 MB
RUNTIME	571 MB
SYSTEM	0.0 GB
FREE	14.6 GB

HOW TO RUN IT

LLAMA.CPP	`llama-server -hf bartowski/h2o-danube3-500m-chat-GGUF`
VLLM	`vllm serve h2oai/h2o-danube3-500m-chat`
MLX (MAC)	`mlx_lm.chat --model mlx-community/h2o-danube3-500m-chat`
MODEL CARD	huggingface.co/h2oai/h2o-danube3-500m-chat

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-1TJLRM3, generated November 22, 2026.