GPUpartner

VALIDATION REPORT · IMAGE GENERATION

# MOSS Image Base

on RTX 3070 · 16-bit (BF16)

STATUS · NOV 22, 2026

**Not validated**

0 of 2 checks pass

**MOSS Image Base at 16-bit needs 10.5 GB; the RTX 3070 can use 8.0 GB. The smallest machine we checked that runs it is the RTX PRO 2000 Blackwell.**

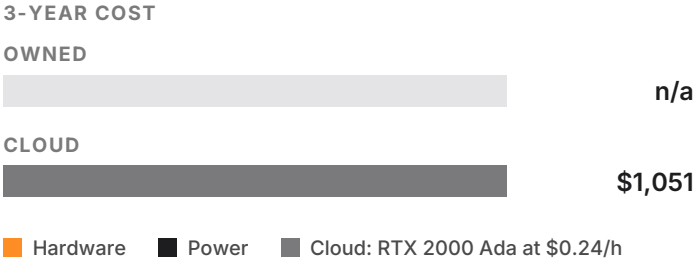
## VALIDATION

| CHECK | TARGET | RESULT | STATUS |
|---|---|---|---|
| Fits in GPU memory | 8.0 GB usable | 10.5 GB needed | FAIL |
| Headroom | 5% free | none | FAIL |
| Time per image | under 30 s | – | NOT TESTED |

Targets: an image in under 30 s, and 5% of memory left free. Calculated from published specs, not benchmarked.

## BUDGET

| | |
|---|---|
| HARDWARE, ONE-TIME | MSRP not entered |
| POWER, PER YEAR | Doesn't run on this machine |
| CLOUD INSTEAD, PER YEAR | $350 |
| 3-YEAR TOTAL, OWNED | n/a |
| 3-YEAR TOTAL, CLOUD | $1,051 |
| BREAK-EVEN | n/a |




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.

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TECHNICAL DETAIL · IMAGE GENERATION

# MOSS Image Base

on RTX 3070 · 16-bit (BF16)

## SETUP

| | |
|---|---|
| PARAMETERS | 5.1B |
| PRECISION | 16-bit (BF16) |
| HARDWARE | RTX 3070 |
| GPU CAN USE | 8.0 GB of 8.0 GB |

## MEMORY

| | |
|---|---|
| WEIGHTS | 9.5 GB |
| WORKING | 216 MB |
| RUNTIME | 819 MB |
| SYSTEM | 0.0 GB |
| OVER BY | 2.5 GB |

## SUGGESTED CHANGES

| | |
|---|---|
| SPILL TO RAM | Runs, slower, 4.1 min an image |
| RTX PRO 2000 BLACKWELL | Runs it, 2.4 min an image |
| M5 MAX · 36 GB | Runs it, 3.0 min an image |
| RYZEN AI MAX+ 395 · 32 GB | Runs it, 4.6 min an image |

## SAME MODEL, OTHER MACHINES

| | |
|---|---|
| RTX 4090 | 16-bit · 59 s |
| RTX 5090 | 16-bit · 47 s |
| RTX PRO 6000 BLACKWELL | 16-bit · 20 s |
| M5 MAX 128 GB | 16-bit · 3.0 min |
| M3 ULTRA 256 GB | 16-bit · 5.9 min |
| DGX SPARK 128 GB | 16-bit · 2.6 min |
| RYZEN AI MAX+ 395 128 GB | 16-bit · 4.6 min |

## WHERE TO GET IT

| | |
|---|---|
| OFFICIAL | huggingface.co/OpenMOSS-Team/MOSS-Image-Base |

## METHOD AND ASSUMPTIONS

Memory is the denoiser's weights at the chosen precision plus the bigger of one transformer block's working set and the VAE decode, plus the runtime; the text encoders run first and then wait in system RAM. Time is the denoising FLOPs per step times the steps, against the chip's dense 16-bit TFLOPS, scaled to published GeForce runs of this model. 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-19I70OL, generated November 22, 2026.