



# Virtual GPU Software R525 for Linux with KVM

Release Notes

# Table of Contents

<b>Chapter 1. Release Notes.....</b>	<b>1</b>
1.1. NVIDIA vGPU Software Driver Versions.....	1
1.2. Compatibility Requirements for the NVIDIA vGPU Manager and Guest VM Driver.....	2
1.3. Updates in Release 15.2.....	3
1.4. Updates in Release 15.1.....	4
1.5. Updates in Release 15.0.....	4
<b>Chapter 2. Validated Platforms.....</b>	<b>6</b>
2.1. Supported NVIDIA GPUs and Validated Server Platforms.....	6
2.2. Hypervisor Software Releases.....	6
2.3. Guest OS Support.....	7
2.4. NVIDIA CUDA Toolkit Version Support.....	7
2.5. Multiple vGPU Support.....	8
2.5.1. vGPUs that Support Multiple vGPUs Assigned to a VM.....	8
2.5.2. Maximum Number of vGPUs Supported per VM.....	12
2.5.3. Hypervisor Releases that Support Multiple vGPUs Assigned to a VM.....	13
2.6. Peer-to-Peer CUDA Transfers over NVLink Support.....	13
2.6.1. vGPUs that Support Peer-to-Peer CUDA Transfers.....	13
2.6.2. Hypervisor Releases that Support Peer-to-Peer CUDA Transfers.....	15
2.6.3. Guest OS Releases that Support Peer-to-Peer CUDA Transfers.....	16
2.6.4. Limitations on Support for Peer-to-Peer CUDA Transfers.....	16
2.7. GPUDirect Technology Support.....	16
2.8. NVIDIA NVSwitch On-Chip Memory Fabric Support.....	18
2.8.1. Hardware Platforms that Support NVIDIA NVSwitch On-Chip Memory Fabric....	18
2.8.2. vGPUs that Support NVIDIA NVSwitch On-Chip Memory Fabric.....	18
2.8.3. Hypervisor Releases that Support NVIDIA NVSwitch On-Chip Memory Fabric....	18
2.8.4. Guest OS Releases that Support NVIDIA NVSwitch On-Chip Memory Fabric.....	18
2.8.5. Limitations on Support for NVIDIA NVSwitch On-Chip Memory Fabric.....	19
2.9. Unified Memory Support.....	19
2.9.1. vGPUs that Support Unified Memory.....	19
2.9.2. Guest OS Releases that Support Unified Memory.....	21
2.9.3. Limitations on Support for Unified Memory.....	21
2.10. NVIDIA Deep Learning Super Sampling (DLSS) Support.....	21
<b>Chapter 3. Known Product Limitations.....</b>	<b>23</b>
3.1. NVENC does not support resolutions greater than 4096×4096.....	23
3.2. Issues occur when the channels allocated to a vGPU are exhausted.....	24

3.3. Virtual GPU hot plugging is not supported.....	25
3.4. Total frame buffer for vGPUs is less than the total frame buffer on the physical GPU.....	25
3.5. Issues may occur with graphics-intensive OpenCL applications on vGPU types with limited frame buffer.....	28
3.6. In pass through mode, all GPUs connected to each other through NVLink must be assigned to the same VM.....	28
3.7. vGPU profiles with 512 Mbytes or less of frame buffer support only 1 virtual display head on Windows 10.....	29
3.8. NVENC requires at least 1 Gbyte of frame buffer.....	29
3.9. VM running an incompatible NVIDIA vGPU guest driver fails to initialize vGPU when booted.....	30
3.10. Single vGPU benchmark scores are lower than pass-through GPU.....	31
3.11. nvidia-smi fails to operate when all GPUs are assigned to GPU pass-through mode.....	32
<b>Chapter 4. Resolved Issues.....</b>	<b>33</b>
<b>Chapter 5. Known Issues.....</b>	<b>35</b>
5.1. Optical Flow object allocation fails on VMs configured with vGPUs based on the NVIDIA Ampere architecture.....	35
5.2. NVIDIA Control Panel crashes if a user session is disconnected and reconnected....	35
5.3. 15.0-15.2 Only: Remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded.....	36
5.4. VM assigned multiple fractional vGPUs from the same GPU hangs.....	37
5.5. Since 15.2: CUDA profilers cannot gather hardware metrics on NVIDIA vGPU.....	37
5.6. NVIDIA vGPU software graphics driver for Windows sends a remote call to ngx.download.nvidia.com.....	38
5.7. 15.0, 15.1 Only: Windows VMs fail to acquire a license in environments with multiple active desktop sessions.....	39
5.8. 15.0, 15.1 Only: NVIDIA RTX Desktop Manager fails to start with B-series vGPUs on Windows VMs.....	39
5.9. 15.0, 15.1 Only: The NVIDIA vGPU software graphics driver for Windows cannot drive the display.....	40
5.10. 15.0, 15.1 Only: NVIDIA Control Panel is not found notification appears after a user logs in.....	40
5.11. On NVIDIA H100, creation of multiple compute instances after deletion of existing compute instances fails.....	41
5.12. NLS client fails to acquire a license with the error The allowed time to process response has expired.....	42
5.13. NVIDIA vGPU software graphics driver fails to load on KVM-based hypervisors.....	43

5.14. With multiple active sessions, NVIDIA Control Panel incorrectly shows that the system is unlicensed.....	44
5.15. VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019.....	45
5.16. 15.0, 15.1 Only: NVIDIA Control Panel is started only for the RDP user that logs on first.....	45
5.17. nvidia-smi ignores the second NVIDIA vGPU device added to a Microsoft Windows Server 2016 VM.....	46
5.18. After an upgrade of the Linux graphics driver from an RPM package in a licensed VM, licensing fails.....	47
5.19. After an upgrade of the Linux graphics driver from a Debian package, the driver is not loaded into the VM.....	48
5.20. The reported NVENC frame rate is double the actual frame rate.....	49
5.21. NVENC does not work with Teradici Cloud Access Software on Windows.....	49
5.22. A licensed client might fail to acquire a license if a proxy is set.....	50
5.23. Session connection fails with four 4K displays and NVENC enabled on a 2Q, 3Q, or 4Q vGPU.....	51
5.24. NVIDIA A100 HGX 80GB vGPU names shown as Graphics Device by nvidia-smi.....	52
5.25. Idle Teradici Cloud Access Software session disconnects from Linux VM.....	53
5.26. Idle NVIDIA A100, NVIDIA A40, and NVIDIA A10 GPUs show 100% GPU utilization.....	53
5.27. Guest VM frame buffer listed by nvidia-smi for vGPUs on GPUs that support SRIOV is incorrect.....	54
5.28. Driver upgrade in a Linux guest VM with multiple vGPUs might fail.....	55
5.29. NVIDIA Control Panel fails to start if launched too soon from a VM without licensing information.....	56
5.30. On Linux, the frame rate might drop to 1 after several minutes.....	56
5.31. DWM crashes randomly occur in Windows VMs.....	57
5.32. ECC memory settings for a vGPU cannot be changed by using NVIDIA X Server Settings.....	58
5.33. Changes to ECC memory settings for a Linux vGPU VM by nvidia-smi might be ignored.....	58
5.34. Host core CPU utilization is higher than expected for moderate workloads.....	59
5.35. Frame capture while the interactive logon message is displayed returns blank screen.....	60
5.36. RDS sessions do not use the GPU with some Microsoft Windows Server releases.....	60
5.37. When the scheduling policy is fixed share, GPU utilization is reported as higher than expected.....	61
5.38. License is not acquired in Windows VMs.....	62
5.39. nvidia-smi reports that vGPU migration is supported on all hypervisors.....	63

5.40. Hot plugging and unplugging vCPUs causes a blue-screen crash in Windows VMs.....	63
5.41. Luxmark causes a segmentation fault on an unlicensed Linux client.....	64
5.42. A segmentation fault in Dbus code causes nvidia-gridd to exit on Red Hat Enterprise Linux and CentOS.....	64
5.43. No Manage License option available in NVIDIA X Server Settings by default.....	65
5.44. Licenses remain checked out when VMs are forcibly powered off.....	66
5.45. VM bug checks after the guest VM driver for Windows 10 RS2 is installed.....	67
5.46. GNOME Display Manager (GDM) fails to start on Red Hat Enterprise Linux 7.2 and CentOS 7.0.....	68



---

# Chapter 1. Release Notes

These *Release Notes* summarize current status, information on validated platforms, and known issues with NVIDIA vGPU software and associated hardware on Linux with KVM.



**Note:** The most current version of the documentation for this release of NVIDIA vGPU software can be found online at [NVIDIA Virtual GPU Software Documentation](#).

## 1.1. NVIDIA vGPU Software Driver Versions

Each release in this release family of NVIDIA vGPU software includes a specific version of the NVIDIA Virtual GPU Manager, NVIDIA Windows driver, and NVIDIA Linux driver.

NVIDIA vGPU Software Version	NVIDIA Virtual GPU Manager Version	NVIDIA Windows Driver Version	NVIDIA Linux Driver Version
15.3	525.125.03	529.11	525.125.06
15.2	525.105.14	528.89	525.105.17
15.1	525.85.07	528.24	525.85.05
15.0	525.60.12	527.41	525.60.13

For details of which Linux with KVM releases are supported, see [Hypervisor Software Releases](#).

## 1.2. Compatibility Requirements for the NVIDIA vGPU Manager and Guest VM Driver

The releases of the NVIDIA vGPU Manager and guest VM drivers that you install must be compatible. If you install an incompatible guest VM driver release for the release of the vGPU Manager that you are using, the NVIDIA vGPU fails to load.

See [VM running an incompatible NVIDIA vGPU guest driver fails to initialize vGPU when booted](#).



**Note:** You must use [NVIDIA License System](#) with every release in this release family of NVIDIA vGPU software. All releases in this release family of NVIDIA vGPU software are **incompatible** with all releases of the NVIDIA vGPU software license server.

### Compatible NVIDIA vGPU Manager and Guest VM Driver Releases

The following combinations of NVIDIA vGPU Manager and guest VM driver releases are compatible with each other.

- ▶ NVIDIA vGPU Manager with guest VM drivers from the same release
- ▶ NVIDIA vGPU Manager with guest VM drivers from different releases within the same major release branch
- ▶ NVIDIA vGPU Manager from a later major release branch with guest VM drivers from the previous branch



**Note:**

When NVIDIA vGPU Manager is used with guest VM drivers from a different release within the same branch or from the previous branch, the combination supports **only** the features, hardware, and software (including guest OSes) that are supported on both releases.

For example, if vGPU Manager from release 15.3 is used with guest drivers from release 13.1, the combination does **not** support Red Hat Enterprise Linux 8.1 because NVIDIA vGPU software release 15.3 does not support Red Hat Enterprise Linux 8.1.

The following table lists the specific software releases that are compatible with the components in the NVIDIA vGPU software 15 major release branch.

NVIDIA vGPU Software Component	Releases	Compatible Software Releases
NVIDIA vGPU Manager	15.0 through 15.3	<ul style="list-style-type: none"> <li>▶ Guest VM driver releases 15.0 through 15.3</li> <li>▶ All guest VM driver 14.x releases</li> </ul>
Guest VM drivers	15.0 through 15.3	NVIDIA vGPU Manager releases 15.0 through 15.3

### Incompatible NVIDIA vGPU Manager and Guest VM Driver Releases

The following combinations of NVIDIA vGPU Manager and guest VM driver releases are incompatible with each other.

- ▶ NVIDIA vGPU Manager from a later major release branch with guest VM drivers from a production branch two or more major releases before the release of the vGPU Manager
- ▶ NVIDIA vGPU Manager from an earlier major release branch with guest VM drivers from a later branch

The following table lists the specific software releases that are incompatible with the components in the NVIDIA vGPU software 15 major release branch.

NVIDIA vGPU Software Component	Releases	Incompatible Software Releases
NVIDIA vGPU Manager	15.0 through 15.3	All guest VM driver releases 13.x and earlier
Guest VM drivers	15.0 through 15.3	All NVIDIA vGPU Manager releases 14.x and earlier

## 1.3. Updates in Release 15.2

### New Features in Release 15.2

- ▶ Support for authenticated local proxy servers by licensed clients of a Cloud License Service (CLS) instance
- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - March 2023*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

## Hardware and Software Support Introduced in Release 15.2

- ▶ Support for the for the following GPUs:
  - ▶ NVIDIA H800 PCIe 80GB
  - ▶ NVIDIA L4

## 1.4. Updates in Release 15.1

### New Features in Release 15.1

- ▶ Support for GPU System Processor (GSP) in NVIDIA vGPU deployments on GPUs based on the NVIDIA Ada Lovelace architecture
- ▶ Options in the NVML API and the `nvidia-smi` command for getting information about the scheduling behavior of time-sliced vGPUs
- ▶ Support for independent operation of NVIDIA CUDA Toolkit profilers on MIG-backed vGPUs on GPUs based on the NVIDIA Hopper architecture
- ▶ Support for NVIDIA Virtual Applications (vApps) on Linux OSes
- ▶ Miscellaneous bug fixes

### Hardware and Software Support Introduced in Release 15.1

- ▶ Support for the for the following GPUs:
  - ▶ NVIDIA L40
  - ▶ NVIDIA RTX 6000 Ada

## 1.5. Updates in Release 15.0

### New Features in Release 15.0

- ▶ Support for NVIDIA GPUDirect<sup>®</sup> Storage technology on MIG-backed vGPUs
- ▶ Assignment of multiple fractional vGPUs to a single VM
 

A fractional vGPU is allocated only a fraction of the physical GPU's frame buffer.
- ▶ Unified memory support on the following GPUs:
  - ▶ NVIDIA A100 (all variants)
  - ▶ NVIDIA A30
- ▶ Support for non-transparent local proxy servers when NVIDIA vGPU software is served licenses by a Cloud License Service (CLS) instance
- ▶ Miscellaneous bug fixes

## Hardware and Software Support Introduced in Release 15.0

- ▶ Support for the following GPUs:
  - ▶ NVIDIA A100 PCIe 80GB liquid cooled
  - ▶ NVIDIA A800 PCIe 80GB
  - ▶ NVIDIA A800 PCIe 80GB liquid cooled
  - ▶ NVIDIA A800 HGX 80GB
  - ▶ NVIDIA H100 PCIe 80GB

## Feature Support Withdrawn in Release 15.0

- ▶ The legacy NVIDIA vGPU software license server is no longer supported.



**Note:** If you are using the legacy NVIDIA vGPU software license server to serve licenses for an earlier vGPU software release, you **must** migrate your licenses to NVIDIA License System as part of your upgrade to NVIDIA vGPU software 15.0. Otherwise, your guest VMs will **not** be able to acquire a license for NVIDIA vGPU software. For more information, refer to [Migrating Licenses from a Legacy NVIDIA vGPU Software License Server](#) in the NVIDIA License System documentation.

---

# Chapter 2. Validated Platforms

This release family of NVIDIA vGPU software provides support for several NVIDIA GPUs on validated server hardware platforms, Linux with KVM hypervisor software versions, and guest operating systems. It also supports the version of NVIDIA CUDA Toolkit that is compatible with R525 drivers.

## 2.1. Supported NVIDIA GPUs and Validated Server Platforms

For information about supported NVIDIA GPUs and the validated server hardware platforms on which they run, consult the documentation from your hypervisor vendor.

## 2.2. Hypervisor Software Releases

NVIDIA vGPU software is supported on Linux with KVM platforms **only** by specific hypervisor software vendors. For information about which NVIDIA vGPU software releases and hypervisor software releases are supported, consult the documentation from your hypervisor vendor.

Hypervisor Vendor	Platform	Additional Information
H3C	CAS	
Huawei	FusionSphere	
Inspur	InCloud Sphere	
Nutanix	AHV	Obtain the NVIDIA Virtual GPU Manager software directly from Nutanix through the <a href="#">My Nutanix</a> portal (My Nutanix account required).   <b>Note:</b> If the NVIDIA vGPU software release that you need is not available from the My Nutanix portal, contact Nutanix.

Hypervisor Vendor	Platform	Additional Information
		Then follow the instructions on the My Nutanix portal to obtain the correct NVIDIA vGPU software graphics drivers from the NVIDIA Licensing Portal.
Red Hat	OpenStack Platform	<a href="#">Configuring the Compute Service for Instance Creation</a>
Sangfor	aDesk	
SUSE	Linux Enterprise Server	<a href="#">SUSE Partner Software Catalog</a> <a href="#">SUSE Linux Enterprise Server 15 - NVIDIA virtual GPU for KVM guests</a>

## 2.3. Guest OS Support

For information about Windows releases and Linux distributions supported as a guest OS, consult the documentation from your hypervisor vendor.



### Note:

Use only a guest OS release that is listed as supported by NVIDIA vGPU software with your virtualization software. To be listed as supported, a guest OS release must be supported not only by NVIDIA vGPU software, but also by your virtualization software. NVIDIA **cannot** support guest OS releases that your virtualization software does not support.

NVIDIA vGPU software supports **only** 64-bit guest operating systems. No 32-bit guest operating systems are supported.

## 2.4. NVIDIA CUDA Toolkit Version Support

The releases in this release family of NVIDIA vGPU software support NVIDIA CUDA Toolkit 12.0.

To build a CUDA application, the system must have the NVIDIA CUDA Toolkit and the libraries required for linking. For details of the components of NVIDIA CUDA Toolkit, refer to [NVIDIA CUDA Toolkit Release Notes for CUDA 12.0](#).

To run a CUDA application, the system must have a CUDA-enabled GPU and an NVIDIA display driver that is compatible with the NVIDIA CUDA Toolkit release that was used to build the application. If the application relies on dynamic linking for libraries, the system must also have the correct version of these libraries.

For more information about NVIDIA CUDA Toolkit, refer to [CUDA Toolkit 12.0 Documentation](#).



**Note:**

If you are using NVIDIA vGPU software with CUDA on Linux, avoid conflicting installation methods by installing CUDA from a distribution-independent runfile package. Do not install CUDA from a distribution-specific RPM or Deb package.

To ensure that the NVIDIA vGPU software graphics driver is not overwritten when CUDA is installed, deselect the CUDA driver when selecting the CUDA components to install.

For more information, see [NVIDIA CUDA Installation Guide for Linux](#).

## 2.5. Multiple vGPU Support

To support applications and workloads that are compute or graphics intensive, multiple vGPUs can be added to a single VM. The assignment of more than one vGPU to a VM is supported only on a subset of vGPUs and hypervisor software releases.

### 2.5.1. vGPUs that Support Multiple vGPUs Assigned to a VM

The supported vGPUs depend on the architecture of the GPU on which the vGPUs reside:

- ▶ For GPUs based on the NVIDIA Volta architecture and later GPU architectures, **all** Q-series and C-series vGPUs are supported. On GPUs that support the Multi-Instance GPU (MIG) feature, both time-sliced and MIG-backed vGPUs are supported.
- ▶ For GPUs based on the NVIDIA Pascal™ architecture, only Q-series and C-series vGPUs that are allocated all of the physical GPU's frame buffer are supported.
- ▶ For GPUs based on the NVIDIA NVIDIA Maxwell™ graphic architecture, only Q-series vGPUs that are allocated all of the physical GPU's frame buffer are supported.

You can assign multiple vGPUs with differing amounts of frame buffer to a single VM, provided the board type and the series of all the vGPUs is the same. For example, you can assign an A40-48C vGPU and an A40-16C vGPU to the same VM. However, you cannot assign an A30-8C vGPU and an A16-8C vGPU to the same VM.

#### Since 15.1: Multiple vGPU Support on the NVIDIA Ada Lovelace Architecture

Board	vGPU
NVIDIA L40	All Q-series vGPUs
	All C-series vGPUs
<b>Since 15.2:</b> NVIDIA L4	All Q-series vGPUs

Board	vGPU
	All C-series vGPUs
NVIDIA RTX 6000 Ada	All Q-series vGPUs
	All C-series vGPUs

### Multiple vGPU Support on the NVIDIA Hopper GPU Architecture

Board	vGPU
<b>Since 15.2:</b> NVIDIA H800 PCIe 80GB	All C-series vGPUs
	See Note (1).
NVIDIA H100 PCIe 80GB	All C-series vGPUs
	See Note (1).

### Multiple vGPU Support on the NVIDIA Ampere GPU Architecture

Board	vGPU
NVIDIA A800 PCIe 80GB	All C-series vGPUs
NVIDIA A800 PCIe 80GB liquid cooled	See Note (1).
NVIDIA A800 HGX 80GB	All C-series vGPUs
	See Note (1).
NVIDIA A100 PCIe 80GB	All C-series vGPUs
NVIDIA A100 PCIe 80GB liquid cooled	See Note (1).
NVIDIA A100X	
NVIDIA A100 HGX 80GB	All C-series vGPUs
	See Note (1).
NVIDIA A100 PCIe 40GB	All C-series vGPUs
	See Note (1).
NVIDIA A100 HGX 40GB	All C-series vGPUs
	See Note (1).
NVIDIA A40	All Q-series vGPUs

Board	vGPU
	All C-series vGPUs  See Note (1).
NVIDIA A30  NVIDIA A30X	All C-series vGPUs  See Note (1).
NVIDIA A16	All Q-series vGPUs  All C-series vGPUs  See Note (1).
NVIDIA A10	All Q-series vGPUs  All C-series vGPUs  See Note (1).
NVIDIA A2	All Q-series vGPUs  All C-series vGPUs  See Note (1).
NVIDIA RTX A6000	All Q-series vGPUs  All C-series vGPUs  See Note (1).
NVIDIA RTX A5500	All Q-series vGPUs  All C-series vGPUs  See Note (1).
NVIDIA RTX A5000	All Q-series vGPUs  All C-series vGPUs  See Note (1).

## Multiple vGPU Support on the NVIDIA Turing GPU Architecture

Board	vGPU
Tesla T4	All Q-series vGPUs
	All C-series vGPUs
Quadro RTX 6000	All Q-series vGPUs
	All C-series vGPUs
Quadro RTX 6000 passive	All Q-series vGPUs
	All C-series vGPUs
Quadro RTX 8000	All Q-series vGPUs
	All C-series vGPUs
Quadro RTX 8000 passive	All Q-series vGPUs
	All C-series vGPUs

## Multiple vGPU Support on the NVIDIA Volta GPU Architecture

Board	vGPU
Tesla V100 SXM2 32GB	All Q-series vGPUs
	All C-series vGPUs
Tesla V100 PCIe 32GB	All Q-series vGPUs
	All C-series vGPUs
Tesla V100S PCIe 32GB	All Q-series vGPUs
	All C-series vGPUs
Tesla V100 SXM2	All Q-series vGPUs
	All C-series vGPUs
Tesla V100 PCIe	All Q-series vGPUs
	All C-series vGPUs
Tesla V100 FHHL	All Q-series vGPUs
	All C-series vGPUs

## Multiple vGPU Support on the NVIDIA Pascal GPU Architecture

Board	vGPU
Tesla P100 SXM2	P100X-16Q
	P100X-16C
Tesla P100 PCIe 16GB	P100-16Q
	P100-16C
Tesla P100 PCIe 12GB	P100C-12Q
	P100C-12C
Tesla P40	P40-24Q
	P40-24C
Tesla P6	P6-16Q
	P6-16C
Tesla P4	P4-8Q
	P4-8C

## Multiple vGPU Support on the NVIDIA Maxwell GPU Architecture

Board	vGPU
Tesla M60	M60-8Q
Tesla M10	M10-8Q
Tesla M6	M6-8Q



### Note:

1. This type of vGPU cannot be assigned with other types of vGPU to the same VM.

## 2.5.2. Maximum Number of vGPUs Supported per VM

For Linux with KVM, NVIDIA vGPU software supports up to a maximum of 16 vGPUs per VM.

## 2.5.3. Hypervisor Releases that Support Multiple vGPUs Assigned to a VM

For information about which hypervisor software releases support the assignment of more than one vGPU device to a VM, consult the documentation from your hypervisor vendor.

## 2.6. Peer-to-Peer CUDA Transfers over NVLink Support

Peer-to-peer CUDA transfers enable device memory between vGPUs on different GPUs that are assigned to the same VM to be accessed from within the CUDA kernels. NVLink is a high-bandwidth interconnect that enables fast communication between such vGPUs. Peer-to-Peer CUDA transfers over NVLink are supported only on a subset of vGPUs, Linux with KVM releases, and guest OS releases.

### 2.6.1. vGPUs that Support Peer-to-Peer CUDA Transfers

Only Q-series and C-series time-sliced vGPUs that are allocated all of the physical GPU's frame buffer on physical GPUs that support NVLink are supported.

#### Peer-to-Peer CUDA Transfer Support on the NVIDIA Hopper GPU Architecture

Board	vGPU
Since 15.2: NVIDIA H800 PCIe 80GB	H800-80C
NVIDIA H100 PCIe 80GB	H100-80C

#### Peer-to-Peer CUDA Transfer Support on the NVIDIA Ampere GPU Architecture

Board	vGPU
NVIDIA A800 PCIe 80GB	A800D-80C
NVIDIA A800 PCIe 80GB liquid cooled	
NVIDIA A800 HGX 80GB	A800DX-80C
	See Note (1).
NVIDIA A100 PCIe 80GB	A100D-80C

Board	vGPU
NVIDIA A100 PCIe 80GB liquid cooled	
NVIDIA A100X	
NVIDIA A100 HGX 80GB	A100DX-80C  See Note (1).
NVIDIA A100 PCIe 40GB	A100-40C
NVIDIA A100 HGX 40GB	A100X-40C  See Note (1).
NVIDIA A40	A40-48Q  A40-48C
NVIDIA A30	A30-24C
NVIDIA A30X	
NVIDIA A10	A10-24Q  A10-24C
NVIDIA RTX A6000	A6000-48Q  A6000-48C
NVIDIA RTX A5500	A5500-24Q  A5500-24C
NVIDIA RTX A5000	A5000-24Q  A5000-24C

### Peer-to-Peer CUDA Transfer Support on the NVIDIA Turing GPU Architecture

Board	vGPU
Quadro RTX 6000	RTX6000-24Q  RTX6000-24C
Quadro RTX 6000 passive	RTX6000P-24Q

Board	vGPU
	RTX6000P-24C
Quadro RTX 8000	RTX8000-48Q RTX8000-48C
Quadro RTX 8000 passive	RTX8000P-48Q RTX8000P-48C

### Peer-to-Peer CUDA Transfer Support on the NVIDIA Volta GPU Architecture

Board	vGPU
Tesla V100 SXM2 32GB	V100DX-32Q V100DX-32C
Tesla V100 SXM2	V100X-16Q V100X-16C

### Peer-to-Peer CUDA Transfer Support on the NVIDIA Pascal GPU Architecture

Board	vGPU
Tesla P100 SXM2	P100X-16Q P100X-16C



#### Note:

1. Supported only on the following hardware:

- ▶ NVIDIA HGX™ A100 4-GPU baseboard with four fully connected GPUs
- ▶ NVIDIA HGX A100 8-GPU baseboards with eight fully connected GPUs

Fully connected means that each GPU is connected to every other GPU on the baseboard.

## 2.6.2. Hypervisor Releases that Support Peer-to-Peer CUDA Transfers

Peer-to-Peer CUDA transfers over NVLink are supported on all hypervisor releases that support the assignment of more than one vGPU to a VM. For details, see [Multiple vGPU Support](#).

### 2.6.3. Guest OS Releases that Support Peer-to-Peer CUDA Transfers

Linux only. Peer-to-Peer CUDA transfers over NVLink are **not** supported on Windows.

### 2.6.4. Limitations on Support for Peer-to-Peer CUDA Transfers

- ▶ NVIDIA NVSwitch is supported only on the hardware platforms, vGPUs, and hypervisor software releases listed in [NVIDIA NVSwitch On-Chip Memory Fabric Support](#). Otherwise, only direct connections are supported.
- ▶ Only time-sliced vGPUs are supported. MIG-backed vGPUs are **not** supported.
- ▶ PCIe is not supported.
- ▶ SLI is not supported.

## 2.7. GPUDirect Technology Support

NVIDIA GPUDirect<sup>®</sup> Remote Direct Memory Access (RDMA) technology enables network devices to directly access vGPU frame buffer, bypassing CPU host memory altogether. GPUDirect Storage technology enables a direct data path for direct memory access (DMA) transfers between GPU memory and storage. GPUDirect technology is supported only on a subset of vGPUs and guest OS releases.

### Supported vGPUs

GPUDirect RDMA and GPUDirect Storage technology are supported on all time-sliced and MIG-backed C-series vGPUs on physical GPUs that support single root I/O virtualization (SR-IOV).

- ▶ **Since 15.1:** GPUs based on the NVIDIA Ada Lovelace GPU architecture:
  - ▶ NVIDIA L40
  - ▶ **Since 15.2:** NVIDIA L4
  - ▶ NVIDIA RTX 6000 Ada
- ▶ GPUs based on the NVIDIA Hopper GPU architecture:
  - ▶ **Since 15.2:** NVIDIA H800 PCIe 80GB
  - ▶ NVIDIA H100 PCIe 80GB
- ▶ GPUs based on the NVIDIA Ampere GPU architecture:
  - ▶ NVIDIA A800 PCIe 80GB
  - ▶ NVIDIA A800 PCIe 80GB liquid cooled

- ▶ NVIDIA A800 HGX 80GB
- ▶ NVIDIA A100 PCIe 80GB
- ▶ NVIDIA A100 PCIe 80GB liquid cooled
- ▶ NVIDIA A100 HGX 80GB
- ▶ NVIDIA A100 PCIe 40GB
- ▶ NVIDIA A100 HGX 40GB
- ▶ NVIDIA A100X
- ▶ NVIDIA A30
- ▶ NVIDIA A30X
- ▶ NVIDIA A40
- ▶ NVIDIA A16
- ▶ NVIDIA A10
- ▶ NVIDIA A2
- ▶ NVIDIA RTX A6000
- ▶ NVIDIA RTX A5500
- ▶ NVIDIA RTX A5000

### Supported Guest OS Releases

Linux only. GPUDirect technology is **not** supported on Windows.

### Supported Network Interface Cards

GPUDirect technology is supported on the following network interface cards:

- ▶ NVIDIA® ConnectX®-7 SmartNIC
- ▶ Mellanox Connect-X 6 SmartNIC
- ▶ Mellanox Connect-X 5 Ethernet adapter card

### Limitations

GPUDirect Storage technology is supported only on the following guest OS releases:

- ▶ Red Hat Enterprise Linux 8.4
- ▶ Ubuntu 20.04 LTS
- ▶ Ubuntu 18.04 LTS

## 2.8. NVIDIA NVSwitch On-Chip Memory Fabric Support

NVIDIA® NVSwitch™ on-chip memory fabric enables peer-to-peer vGPU communication within a single node over the NVLink fabric. NVSwitch on-chip memory fabric is supported only on a subset of hardware platforms, vGPUs, hypervisor software releases, and guest OS releases.

For information about how to use the NVSwitch on-chip memory fabric, see [Fabric Manager for NVIDIA NVSwitch Systems User Guide \(PDF\)](#).

### 2.8.1. Hardware Platforms that Support NVIDIA NVSwitch On-Chip Memory Fabric

- ▶ NVIDIA HGX A100 8-GPU baseboard

### 2.8.2. vGPUs that Support NVIDIA NVSwitch On-Chip Memory Fabric

Only C-series time-sliced vGPUs that are allocated all of the physical GPU's frame buffer on NVIDIA A800 and NVIDIA A100 HGX physical GPUs are supported.

#### NVIDIA NVSwitch On-Chip Memory Fabric Support on the NVIDIA Ampere GPU Architecture

Board	vGPU
NVIDIA A800 HGX 80GB	A800DX-80C
NVIDIA A100 HGX 80GB	A100DX-80C
NVIDIA A100 HGX 40GB	A100X-40C

### 2.8.3. Hypervisor Releases that Support NVIDIA NVSwitch On-Chip Memory Fabric

For information about which hypervisor software releases support NVIDIA NVSwitch on-chip memory fabric, consult the documentation from your hypervisor vendor.

### 2.8.4. Guest OS Releases that Support NVIDIA NVSwitch On-Chip Memory Fabric

Linux only. NVIDIA NVSwitch on-chip memory fabric is **not** supported on Windows.

## 2.8.5. Limitations on Support for NVIDIA NVSwitch On-Chip Memory Fabric

- ▶ Only time-sliced vGPUs are supported. MIG-backed vGPUs are **not** supported.
- ▶ PCIe is not supported.
- ▶ SLI is not supported.
- ▶ All vGPUs that are communicating peer-to-peer must be assigned to the same VM.

## 2.9. Unified Memory Support

Unified memory is a single memory address space that is accessible from any CPU or GPU in a system. It creates a pool of managed memory that is shared between the CPU and GPU to provide a simple way to allocate and access data that can be used by code running on any CPU or GPU in the system. Unified memory is supported only on a subset of vGPUs and guest OS releases.



**Note:** Unified memory is disabled by default. If used, you must enable unified memory individually for each vGPU that requires it by setting a vGPU plugin parameter. NVIDIA CUDA Toolkit profilers are supported and can be enabled on a VM for which unified memory is enabled.

### 2.9.1. vGPUs that Support Unified Memory

On GPUs that support the Multi-Instance GPU (MIG) feature, **all** MIG-backed vGPUs are supported. Only time-sliced Q-series and C-series vGPUs that are allocated all of the physical GPU's frame buffer on physical GPUs that support unified memory are supported.

#### Since 15.1: Unified Memory Support on the NVIDIA Ada Lovelace GPU Architecture

Board	vGPU
NVIDIA L40	L40-48Q
	L40-48C
Since 15.2: NVIDIA L4	L4-24Q
	L4-24C
NVIDIA RTX 6000 Ada	RTX 6000 Ada-48Q
	RTX 6000 Ada-48C

## Unified Memory Support on the NVIDIA Hopper GPU Architecture

Board	vGPU
NVIDIA H800 PCIe 80GB	H800-80C  <b>All</b> MIG-backed vGPUs
NVIDIA H100 PCIe 80GB	H100-80C  <b>All</b> MIG-backed vGPUs

## Unified Memory Support on the NVIDIA Ampere GPU Architecture

Board	vGPU
NVIDIA A800 PCIe 80GB	A800D-80C
NVIDIA A800 PCIe 80GB liquid cooled	<b>All</b> MIG-backed vGPUs
NVIDIA A800 HGX 80GB	A800DX-80C  <b>All</b> MIG-backed vGPUs
NVIDIA A100 PCIe 80GB	A100D-80C
NVIDIA A100 PCIe 80GB liquid cooled	<b>All</b> MIG-backed vGPUs
NVIDIA A100X	
NVIDIA A100 HGX 80GB	A100DX-80C  <b>All</b> MIG-backed vGPUs
NVIDIA A100 PCIe 40GB	A100-40C  <b>All</b> MIG-backed vGPUs
NVIDIA A100 HGX 40GB	A100X-40C  <b>All</b> MIG-backed vGPUs
NVIDIA A40	A40-48Q  A40-48C
NVIDIA A30	A30-24C  <b>All</b> MIG-backed vGPUs
NVIDIA A16	A16-16Q

Board	vGPU
	A16-16C
NVIDIA A10	A10-24Q A10-24C
NVIDIA A2	A2-16Q A2-16C
NVIDIA RTX A6000	A6000-48Q A6000-48C
NVIDIA RTX A5500	A5500-24Q A5500-24C
NVIDIA RTX A5000	A5000-24Q A5000-24C

## 2.9.2. Guest OS Releases that Support Unified Memory

Linux only. Unified memory is **not** supported on Windows.

## 2.9.3. Limitations on Support for Unified Memory

- ▶ Only time-sliced Q-series and C-series vGPUs that are allocated all of the physical GPU's frame buffer on physical GPUs that support unified memory are supported. Fractional time-sliced vGPUs are **not** supported.

## 2.10. NVIDIA Deep Learning Super Sampling (DLSS) Support

NVIDIA vGPU software supports NVIDIA DLSS on NVIDIA RTX Virtual Workstation.

**Supported DLSS versions:** 2.0. Version 1.0 is **not** supported.

### Supported GPUs:

- ▶ **Since 15.1:** NVIDIA L40
- ▶ **Since 15.2:** NVIDIA L4
- ▶ **Since 15.1:** NVIDIA RTX 6000 Ada

- ▶ NVIDIA A40
- ▶ NVIDIA A16
- ▶ NVIDIA A2
- ▶ NVIDIA A10
- ▶ NVIDIA RTX A6000
- ▶ NVIDIA RTX A5500
- ▶ NVIDIA RTX A5000
- ▶ Tesla T4
- ▶ Quadro RTX 8000
- ▶ Quadro RTX 8000 passive
- ▶ Quadro RTX 6000
- ▶ Quadro RTX 6000 passive



**Note:** NVIDIA graphics driver components that DLSS requires are installed only if a supported GPU is detected during installation of the driver. Therefore, if the creation of VM templates includes driver installation, the template should be created from a VM that is configured with a supported GPU while the driver is being installed.

**Supported applications:** only applications that use `nvngx_d1ss.dll` version 2.0.18 or newer

---

# Chapter 3. Known Product Limitations

Known product limitations for this release of NVIDIA vGPU software are described in the following sections.

## 3.1. NVENC does not support resolutions greater than 4096×4096

### Description

The NVIDIA hardware-based H.264 video encoder (NVENC) does not support resolutions greater than 4096×4096. This restriction applies to all NVIDIA GPU architectures and is imposed by the GPU encoder hardware itself, not by NVIDIA vGPU software. The maximum supported resolution for each encoding scheme is listed in the documentation for [NVIDIA Video Codec SDK](#). This limitation affects any remoting tool where H.264 encoding is used with a resolution greater than 4096×4096. Most supported remoting tools fall back to software encoding in such scenarios.

### Workaround

If your GPU is based on a GPU architecture later than the NVIDIA Maxwell<sup>®</sup> architecture, use H.265 encoding. H.265 is more efficient than H.264 encoding and has a maximum resolution of 8192×8192. On GPUs based on the NVIDIA Maxwell architecture, H.265 has the same maximum resolution as H.264, namely 4096×4096.



**Note:** Resolutions greater than 4096×4096 are supported only by the H.265 decoder that 64-bit client applications use. The H.265 decoder that 32-bit applications use supports a maximum resolution of 4096×4096.

## 3.2. Issues occur when the channels allocated to a vGPU are exhausted

### Description

Issues occur when the channels allocated to a vGPU are exhausted and the guest VM to which the vGPU is assigned fails to allocate a channel to the vGPU. A physical GPU has a fixed number of channels and the number of channels allocated to each vGPU is inversely proportional to the maximum number of vGPUs allowed on the physical GPU.

When the channels allocated to a vGPU are exhausted and the guest VM fails to allocate a channel, the following errors are reported on the hypervisor host or in an NVIDIA bug report:

```
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0): Guest attempted to
allocate channel above its max channel limit 0xfb
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0): VGPU message 6
failed, result code: 0x1a
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0):
0xc1d004a1, 0xff0e0000, 0xff0400fb, 0xc36f,
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0):          0x1,
0xff1fe314, 0xff1fe038, 0x100b6f000, 0x1000,
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0):
0x80000000, 0xff0e0200, 0x0, 0x0, (Not logged),
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0):          0x1, 0x0
Jun 26 08:01:25 srvxen06f vgpu-3[14276]: error: vmiop_log: (0x0): , 0x0
```

### Workaround

Use a vGPU type with more frame buffer, thereby reducing the maximum number of vGPUs allowed on the physical GPU. As a result, the number of channels allocated to each vGPU is increased.

### 3.3. Virtual GPU hot plugging is not supported

NVIDIA vGPU software does not support the addition of virtual function I/O (VFIO) mediated device (`mdev`) devices after the VM has been started by QEMU. All `mdev` devices must be added before the VM is started.

### 3.4. Total frame buffer for vGPUs is less than the total frame buffer on the physical GPU

Some of the physical GPU's frame buffer is used by the hypervisor on behalf of the VM for allocations that the guest OS would otherwise have made in its own frame buffer. The frame buffer used by the hypervisor is not available for vGPUs on the physical GPU. In NVIDIA vGPU deployments, frame buffer for the guest OS is reserved in advance, whereas in bare-metal deployments, frame buffer for the guest OS is reserved on the basis of the runtime needs of applications.

If error-correcting code (ECC) memory is enabled on a physical GPU that does not have HBM2 memory, the amount of frame buffer that is usable by vGPUs is further reduced. All types of vGPU are affected, not just vGPUs that support ECC memory.

On all GPUs that support ECC memory and, therefore, dynamic page retirement, additional frame buffer is allocated for dynamic page retirement. The amount that is allocated is inversely proportional to the maximum number of vGPUs per physical GPU. All GPUs that support ECC memory are affected, even GPUs that have HBM2 memory or for which ECC memory is disabled.

The approximate amount of frame buffer that NVIDIA vGPU software reserves can be calculated from the following formula:

$$\text{max-reserved-fb} = \text{vgpu-profile-size-in-mb} \div 16 + 16 + \text{ecc-adjustments} + \text{page-retirement-allocation} + \text{compression-adjustment}$$

**max-reserved-fb**

The maximum total amount of reserved frame buffer in Mbytes that is not available for vGPUs.

**vgpu-profile-size-in-mb**

The amount of frame buffer in Mbytes allocated to a single vGPU. This amount depends on the vGPU type. For example, for the T4-16Q vGPU type, `vgpu-profile-size-in-mb` is 16384.

**ecc-adjustments**

The amount of frame buffer in Mbytes that is not usable by vGPUs when ECC is enabled on a physical GPU that does not have HBM2 memory.

- ▶ If ECC is enabled on a physical GPU that does not have HBM2 memory *ecc-adjustments* is  $fb-without-ecc/16$ , which is equivalent to 64 Mbytes for every Gbyte of frame buffer assigned to the vGPU. *fb-without-ecc* is total amount of frame buffer with ECC disabled.
- ▶ If ECC is disabled or the GPU has HBM2 memory, *ecc-adjustments* is 0.

### **page-retirement-allocation**

The amount of frame buffer in Mbytes that is reserved for dynamic page retirement.

- ▶ On GPUs based on the NVIDIA Maxwell GPU architecture, *page-retirement-allocation* =  $4 \div max-vgpus-per-gpu$ .
- ▶ On GPUs based on NVIDIA GPU architectures **after** the Maxwell architecture, *page-retirement-allocation* =  $128 \div max-vgpus-per-gpu$

### **max-vgpus-per-gpu**

The maximum number of vGPUs that can be created simultaneously on a physical GPU. This number varies according to the vGPU type. For example, for the T4-16Q vGPU type, *max-vgpus-per-gpu* is 1.

### **compression-adjustment**

The amount of frame buffer in Mbytes that is reserved for the higher compression overhead in vGPU types with 12 Gbytes or more of frame buffer on GPUs based on the Turing architecture.

*compression-adjustment* depends on the vGPU type as shown in the following table.

vGPU Type	Compression Adjustment (MB)
T4-16Q T4-16C T4-16A	28
RTX6000-12Q RTX6000-12C RTX6000-12A	32
RTX6000-24Q RTX6000-24C RTX6000-24A	104
RTX6000P-12Q RTX6000P-12C RTX6000P-12A	32
RTX6000P-24Q RTX6000P-24C RTX6000P-24A	104
RTX8000-12Q	32

vGPU Type	Compression Adjustment (MB)
RTX8000-12C RTX8000-12A	
RTX8000-16Q RTX8000-16C RTX8000-16A	64
RTX8000-24Q RTX8000-24C RTX8000-24A	96
RTX8000-48Q RTX8000-48C RTX8000-48A	238
RTX8000P-12Q RTX8000P-12C RTX8000P-12A	32
RTX8000P-16Q RTX8000P-16C RTX8000P-16A	64
RTX8000P-24Q RTX8000P-24C RTX8000P-24A	96
RTX8000P-48Q RTX8000P-48C RTX8000P-48A	238

For all other vGPU types, *compression-adjustment* is 0.

 **Note:** In VMs running Windows Server 2012 R2, which supports Windows Display Driver Model (WDDM) 1.x, an additional 48 Mbytes of frame buffer are reserved and not available for vGPUs.

## 3.5. Issues may occur with graphics-intensive OpenCL applications on vGPU types with limited frame buffer

### Description

Issues may occur when graphics-intensive OpenCL applications are used with vGPU types that have limited frame buffer. These issues occur when the applications demand more frame buffer than is allocated to the vGPU.

For example, these issues may occur with the Adobe Photoshop and LuxMark OpenCL Benchmark applications:

- ▶ When the image resolution and size are changed in Adobe Photoshop, a program error may occur or Photoshop may display a message about a problem with the graphics hardware and a suggestion to disable OpenCL.
- ▶ When the LuxMark OpenCL Benchmark application is run, XID error 31 may occur.

### Workaround

For graphics-intensive OpenCL applications, use a vGPU type with more frame buffer.

## 3.6. In pass through mode, all GPUs connected to each other through NVLink must be assigned to the same VM

### Description

In pass through mode, all GPUs connected to each other through NVLink must be assigned to the same VM. If a subset of GPUs connected to each other through NVLink is passed through to a VM, unrecoverable error XID 74 occurs when the VM is booted. This error corrupts the NVLink state on the physical GPUs and, as a result, the NVLink bridge between the GPUs is unusable.

## Workaround

Restore the NVLink state on the physical GPUs by resetting the GPUs or rebooting the hypervisor host.

## 3.7. vGPU profiles with 512 Mbytes or less of frame buffer support only 1 virtual display head on Windows 10

### Description

To reduce the possibility of memory exhaustion, vGPU profiles with 512 Mbytes or less of frame buffer support only 1 virtual display head on a Windows 10 guest OS.

The following vGPU profiles have 512 Mbytes or less of frame buffer:

- ▶ Tesla M6-0B, M6-0Q
- ▶ Tesla M10-0B, M10-0Q
- ▶ Tesla M60-0B, M60-0Q

## Workaround

Use a profile that supports more than 1 virtual display head and has at least 1 Gbyte of frame buffer.

## 3.8. NVENC requires at least 1 Gbyte of frame buffer

### Description

Using the frame buffer for the NVIDIA hardware-based H.264/HEVC video encoder (NVENC) may cause memory exhaustion with vGPU profiles that have 512 Mbytes or less of frame buffer. To reduce the possibility of memory exhaustion, NVENC is disabled on profiles that have 512 Mbytes or less of frame buffer. Application GPU acceleration remains fully supported and available for all profiles, including profiles with 512 Mbytes or less of frame buffer. NVENC support from both Citrix and VMware is a recent feature and, if you are using an older version, you should experience no change in functionality.

The following vGPU profiles have 512 Mbytes or less of frame buffer:

- ▶ Tesla M6-0B, M6-0Q

- ▶ Tesla M10-0B, M10-0Q
- ▶ Tesla M60-0B, M60-0Q

## Workaround

If you require NVENC to be enabled, use a profile that has at least 1 Gbyte of frame buffer.

# 3.9. VM running an incompatible NVIDIA vGPU guest driver fails to initialize vGPU when booted

## Description

A VM running a version of the NVIDIA guest VM driver that is incompatible with the current release of Virtual GPU Manager will fail to initialize vGPU when booted on a Linux with KVM platform running that release of Virtual GPU Manager.

A guest VM driver is incompatible with the current release of Virtual GPU Manager in either of the following situations:

- ▶ The guest driver is from a release in a branch two or more major releases before the current release, for example release 9.4.

In this situation, the Linux with KVM VM's `/var/log/messages` log file reports the following error:

```
vmiop_log: (0x0): Incompatible Guest/Host drivers: Guest VGX version is older than the minimum version supported by the Host. Disabling vGPU.
```

- ▶ The guest driver is from a later release than the Virtual GPU Manager.

In this situation, the Linux with KVM VM's `/var/log/messages` log file reports the following error:

```
vmiop_log: (0x0): Incompatible Guest/Host drivers: Guest VGX version is newer than the maximum version supported by the Host. Disabling vGPU.
```

In either situation, the VM boots in standard VGA mode with reduced resolution and color depth. The NVIDIA virtual GPU is present in **Windows Device Manager** but displays a warning sign, and the following device status:

```
Windows has stopped this device because it has reported problems. (Code 43)
```

## Resolution

Install a release of the NVIDIA guest VM driver that is compatible with current release of Virtual GPU Manager.

## 3.10. Single vGPU benchmark scores are lower than pass-through GPU

### Description

A single vGPU configured on a physical GPU produces lower benchmark scores than the physical GPU run in pass-through mode.

Aside from performance differences that may be attributed to a vGPU's smaller frame buffer size, vGPU incorporates a performance balancing feature known as Frame Rate Limiter (FRL). On vGPUs that use the best-effort scheduler, FRL is enabled. On vGPUs that use the fixed share or equal share scheduler, FRL is disabled.

FRL is used to ensure balanced performance across multiple vGPUs that are resident on the same physical GPU. The FRL setting is designed to give good interactive remote graphics experience but may reduce scores in benchmarks that depend on measuring frame rendering rates, as compared to the same benchmarks running on a pass-through GPU.

### Resolution

FRL is controlled by an internal vGPU setting. On vGPUs that use the best-effort scheduler, NVIDIA does not validate vGPU with FRL disabled, but for validation of benchmark performance, FRL can be temporarily disabled by setting `frame_rate_limiter=0` in the vGPU configuration file.

```
# echo "frame_rate_limiter=0" > /sys/bus/mdev/devices/vgpu-id/nvidia/vgpu_params
```

For example:

```
# echo "frame_rate_limiter=0" > /sys/bus/mdev/devices/aa618089-8b16-4d01-a136-25a0f3c73123/nvidia/vgpu_params
```

The setting takes effect the next time any VM using the given vGPU type is started.

With this setting in place, the VM's vGPU will run without any frame rate limit.

The FRL can be reverted back to its default setting as follows:

1. Clear all parameter settings in the vGPU configuration file.

```
# echo " " > /sys/bus/mdev/devices/vgpu-id/nvidia/vgpu_params
```



**Note:** You cannot clear specific parameter settings. If your vGPU configuration file contains other parameter settings that you want to keep, you must reinstate them in the next step.

2. Set `frame_rate_limiter=1` in the vGPU configuration file.

```
# echo "frame_rate_limiter=1" > /sys/bus/mdev/devices/vgpu-id/nvidia/vgpu_params
```

If you need to reinstate other parameter settings, include them in the command to set `frame_rate_limiter=1`. For example:

```
# echo "frame_rate_limiter=1 disable_vnc=1" > /sys/bus/mdev/devices/aa618089-8b16-4d01-a136-25a0f3c73123/nvidia/vgpu_params
```

## 3.11. `nvidia-smi` fails to operate when all GPUs are assigned to GPU pass-through mode

### Description

If all GPUs in the platform are assigned to VMs in pass-through mode, `nvidia-smi` will return an error:

```
[root@vgx-test ~]# nvidia-smi
Failed to initialize NVML: Unknown Error
```

This is because GPUs operating in pass-through mode are not visible to `nvidia-smi` and the NVIDIA kernel driver operating in the Linux with KVM host.

To confirm that all GPUs are operating in pass-through mode, confirm that the `vfio-pci` kernel driver is handling each device.

```
# lspci -s 05:00.0 -k
05:00.0 VGA compatible controller: NVIDIA Corporation GM204GL [Tesla M60] (rev a1)
    Subsystem: NVIDIA Corporation Device 113a
    Kernel driver in use: vfio-pci
```

### Resolution

N/A

---

# Chapter 4. Resolved Issues

Only resolved issues that have been previously noted as known issues or had a noticeable user impact are listed. The summary and description for each resolved issue indicate the effect of the issue on NVIDIA vGPU software **before the issue was resolved**.

## Issues Resolved in Release 15.3

Bug ID	Summary and Description
3596327	<p><b><u>15.0-15.2 Only: Remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded</u></b></p> <p>The remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded after an attempt to access a VM over RDP and VMware Horizon agent direct connect. After an attempt to log in again, a black screen is displayed.</p>

## Issues Resolved in Release 15.2

Bug ID	Summary and Description
3334310	<p><b><u>15.0, 15.1 Only: NVIDIA Control Panel is started only for the RDP user that logs on first</u></b></p> <p>On all supported Windows Server guest OS releases, <b>NVIDIA Control Panel</b> is started only for the RDP user that logs on first. Other users cannot start <b>NVIDIA Control Panel</b>. If more than one RDP user is logged on when <b>NVIDIA Control Panel</b> is started, it always opens in the session of the RDP user that logged on first, irrespective of which user started <b>NVIDIA Control Panel</b>. Furthermore, on Windows Server 2016, <b>NVIDIA Control Panel</b> crashes if a user session is disconnected and then reconnected while <b>NVIDIA Control Panel</b> is open.</p>
3835855	<p><b><u>15.0, 15.1 Only: Windows VMs fail to acquire a license in environments with multiple active desktop sessions</u></b></p> <p>A race condition in the NVIDIA vGPU software graphics driver for Windows can cause Windows VMs to fail to acquire a license. This issue occurs in environments where multiple active desktop sessions are trying to</p>

Bug ID	Summary and Description
	<p>acquire a license simultaneously. When this issue occurs, the following error message is written to licensing event log on the client:</p> <pre>Mismatch between client and server with respect to licenses held. Returning the licenses</pre>
3941622	<p><b><u>15.0, 15.1 Only: NVIDIA Control Panel is not found notification appears after a user logs in</u></b></p> <p>After a user logs in to a remote desktop session, the NVIDIA Control Panel is not found notification pop-up window appears.</p>
3956112	<p><b><u>15.0, 15.1 Only: The NVIDIA vGPU software graphics driver for Windows cannot drive the display</u></b></p> <p>After a remoting session has been reconnected to several times or the screen has been resized several times, the NVIDIA vGPU software graphics driver can be randomly left in a state where it cannot drive the display. This issue affects only Windows guest VMs. Linux guest VMs are <b>not</b> affected.</p>
3985036	<p><b><u>15.0, 15.1 Only: NVIDIA RTX Desktop Manager fails to start with B-series vGPUs on Windows VMs</u></b></p> <p><b>NVIDIA RTX Desktop Manager</b> fails to start with B-series vGPUs on Windows VMs. This issue occurs with Citrix and VMware remoting tools. It does not occur over Remote Desktop Protocol (RDP) connections.</p>

### Issues Resolved in Release 15.1

No resolved issues are reported in this release for Linux with KVM.

### Issues Resolved in Release 15.0

No resolved issues are reported in this release for Linux with KVM.

---

## Chapter 5. Known Issues

### 5.1. Optical Flow object allocation fails on VMs configured with vGPUs based on the NVIDIA Ampere architecture

#### Description

Optical Flow object allocation fails on VMs configured with vGPUs that reside on GPUs based on the NVIDIA Ampere GPU architecture. This issue has been observed as the failure of the Omniverse Kit container on a VM configured with NVIDIA vGPU.

#### Status

Open

#### Ref. #

4096848

### 5.2. NVIDIA Control Panel crashes if a user session is disconnected and reconnected

#### Description

On all supported Windows Server guest OS releases, **NVIDIA Control Panel** crashes if a user session is disconnected and then reconnected while **NVIDIA Control Panel** is open.

## Version

This issue affects all supported Windows Server guest OS releases.

## Status

Open

## Ref. #

4086605

# 5.3. 15.0-15.2 Only: Remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded

## Description

The remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded after an attempt to access a VM over RDP and VMware Horizon agent direct connect. After an attempt to log in again, a black screen is displayed.

When this issue occurs, the following errors are written to the log files on the guest VM:

- ▶ A timeout detection and recovery (TDR) error:

```
vmiop_log: (0x0): Timeout occurred, reset initiated.
vmiop_log: (0x0): TDR_DUMP:0x52445456 0x006907d0 0x000001cc 0x00000001
```

- ▶ XID error 43:

```
vmiop_log: (0x0): XID 43 detected on physical_chid
```

- ▶ vGPU error 22:

```
vmiop_log: (0x0): vGPU message 22 failed
```

- ▶ Guest driver unloaded error:

```
vmiop_log: (0x0): Guest driver unloaded!
```

## Workaround

To recover from this issue, reboot the VM.

**Since 15. 2:** To prevent this issue from occurring, disable translation lookaside buffer (TLB) invalidation by setting the vGPU plugin parameter `tlb_invalidate_enabled` to 0.

### Status

Resolved in NVIDIA vGPU software 15.3

### Ref. #

3596327

## 5.4. VM assigned multiple fractional vGPUs from the same GPU hangs

### Description

A VM that has been assigned multiple fractional vGPUs from the same physical GPU hangs or becomes inaccessible during installation of the NVIDIA vGPU software graphics driver in the VM. This issue affects only GPUs based on the NVIDIA Turing and NVIDIA Volta GPU architectures. This issue does not occur if the VM has been assigned multiple fractional vGPUs from different physical GPUs.

### Version

This issue affects only GPUs based on the NVIDIA Turing and NVIDIA Volta GPU architectures.

### Status

Open

### Ref. #

4020171

## 5.5. Since 15.2: CUDA profilers cannot gather hardware metrics on NVIDIA vGPU

### Description

NVIDIA CUDA Toolkit profilers cannot gather hardware metrics on NVIDIA vGPU. This issue affects only traces that gather hardware metrics. Other traces are not affected by this issue and work normally.

## Version

This issue affects NVIDIA vGPU software releases starting with 15.2.

## Status

Open

## Ref. #

4041169

# 5.6. NVIDIA vGPU software graphics driver for Windows sends a remote call to `ngx.download.nvidia.com`

## Description

After the NVIDIA vGPU software graphics for windows has been installed in the guest VM, the driver sends a remote call to `ngx.download.nvidia.com` to download and install additional components. Such a remote call might be a security issue.

## Workaround

Before running the NVIDIA vGPU software graphics driver installer, disable the remote call to `ngx.download.nvidia.com` by setting the following Windows registry key:

```
[HKEY_LOCAL_MACHINE\SOFTWARE\NVIDIA Corporation\Global\NGXCore]
"EnableOTA"=dword:00000000
```



**Note:** If this Windows registry key is set to 1 or deleted, the remote call to `ngx.download.nvidia.com` is enabled again.

## Status

Open

## Ref. #

4031840

## 5.7. 15.0, 15.1 Only: Windows VMs fail to acquire a license in environments with multiple active desktop sessions

### Description

A race condition in the NVIDIA vGPU software graphics driver for Windows can cause Windows VMs to fail to acquire a license. This issue occurs in environments where multiple active desktop sessions are trying to acquire a license simultaneously. When this issue occurs, the following error message is written to licensing event log on the client:

```
Mismatch between client and server with respect to licenses held. Returning the licenses
```

### Version

This issue affects only Windows guest VMs.

### Status

Resolved in NVIDIA vGPU software 15.2

### Ref. #

3835855

## 5.8. 15.0, 15.1 Only: NVIDIA RTX Desktop Manager fails to start with B-series vGPUs on Windows VMs

### Description

**NVIDIA RTX Desktop Manager** fails to start with B-series vGPUs on Windows VMs.

This issue occurs with Citrix and VMware remoting tools. It does not occur over Remote Desktop Protocol (RDP) connections.

## Status

Resolved in NVIDIA vGPU software 15.2

## Ref. #

3985036

# 5.9. 15.0, 15.1 Only: The NVIDIA vGPU software graphics driver for Windows cannot drive the display

## Description

After a remoting session has been reconnected to several times or the screen has been resized several times, the NVIDIA vGPU software graphics driver can be randomly left in a state where it cannot drive the display. This issue affects only Windows guest VMs. Linux guest VMs are **not** affected.

Because the NVIDIA vGPU software graphics driver is not driving the display, this issue can cause visible performance degradation.

## Status

Resolved in NVIDIA vGPU software 15.2

## Ref. #

3956112

# 5.10. 15.0, 15.1 Only: NVIDIA Control Panel is not found notification appears after a user logs in

## Description

After a user logs in to a remote desktop session, the NVIDIA Control Panel is not found notification pop-up window appears.

In some situations, the notification pop-up window appears erroneously: It appears even if **NVIDIA Control Panel** is installed and available to the user. However, in other situations,

the notification pop-up window correctly warns the user that **NVIDIA Control Panel** is not installed.

## Workaround



**Note:** This workaround only prevents the notification pop-up window from appearing. It does **not** address the failure of **NVIDIA Control Panel** to be installed. Furthermore, if you apply this workaround, the notification pop-up window does **not** appear even if **NVIDIA Control Panel** is not installed.

In the Windows registry key `HKEY_LOCAL_MACHINE\SYSTEM\CurrentControlSet\Services\nvlddmkm\Global\NVTweak`, set the `DisableStoreNvCplNotifications` DWord (REG\_DWORD) registry value to 1.

## Status

Resolved in NVIDIA vGPU software 15.2

## Ref. #

3941622

# 5.11. On NVIDIA H100, creation of multiple compute instances after deletion of existing compute instances fails

## Description

After compute instances are created and deleted on an NVIDIA H100 GPU, creation of multiple instances in a single `nvidia-smi` command fails. For example, the command `nvidia-smi mig -cci 0,1,2` fails with the following error message:

```
Unable to create a compute instance on GPU 0 GPU instance ID 0 using profile 0:  
Invalid Argument  
Failed to create compute instances: Invalid Argument
```

## Workaround

Create each compute instance in a separate `nvidia-smi` command, for example:

```
$ nvidia-smi mig -cci 0  
$ nvidia-smi mig -cci 1  
$ nvidia-smi mig cci 2
```

## Status

Open

## Ref. #

3829786

# 5.12. NLS client fails to acquire a license with the error `The allowed time to process response has expired`

## Description

A licensed client of NVIDIA License System (NLS) fails to acquire a license with the error `The allowed time to process response has expired`. This error can affect clients of a Cloud License Service (CLS) instance or a Delegated License Service (DLS) instance.

This error occurs when the time difference between the system clocks on the client and the server that hosts the CLS or DLS instance is greater than 10 minutes. A common cause of this error is the failure of either the client or the server to adjust its system clock when daylight savings time begins or ends. The failure to acquire a license is expected to prevent clock windback from causing licensing errors.

## Workaround

Ensure that system clock time of the client and any server that hosts a DLS instance match the current time in the time zone where they are located.

To prevent this error from occurring when daylight savings time begins or ends, enable the option to automatically adjust the system clock for daylight savings time:

- ▶ **Windows:** Set the **Adjust for daylight saving time automatically** option.
- ▶ **Linux:** Use the `hwclock` command.

## Status

Not a bug

## Ref. #

3859889

## 5.13. NVIDIA vGPU software graphics driver fails to load on KVM-based hypervisors

### Description

The NVIDIA vGPU software graphics driver fails to load on hypervisors based on Linux with KVM. This issue affects UEFI VMs configured with a vGPU or pass-through GPU that requires a large BAR address space. This issue does not affect VMs that are booted in legacy BIOS mode. The issue occurs because BAR resources are not mapped into the VM.

On a Windows VM, error code 12 is reported in **Device Manager** for the vGPU or pass-through GPU.

### Workaround

1. In `virsh`, open for editing the XML document of the VM to which the vGPU or GPU is assigned.

```
# virsh edit vm-name
vm-name
```

The name of the VM to which the vGPU or GPU is assigned.

2. Declare the custom `libvirt` XML namespace that supports command-line pass through of QEMU arguments.

Declare this namespace by modifying the start tag of the top-level `domain` element in the first line of the XML document.

```
<domain type='kvm' xmlns:qemu='http://libvirt.org/schemas/domain/qemu/1.0'>
```

3. At the end of the XML document, between the `</devices>` end tag and the `</domain>` end tag, add the highlighted `qemu` elements.

These elements pass the QEMU arguments for mapping the required BAR resources into the VM.

```
</devices>
  <qemu:commandline>
    <qemu:arg value='-fw_cfg' />
    <qemu:arg value='opt/ovmf/X-PciMmio64Mb,string=262144' />
  </qemu:commandline>
</domain>
```

4. Start the VM to which the vGPU or GPU is assigned.

```
# virsh start vm-name
vm-name
```

The name of the VM to which the vGPU or GPU is assigned.

## Status

Not an NVIDIA bug

## Ref. #

200719557

# 5.14. With multiple active sessions, NVIDIA Control Panel incorrectly shows that the system is unlicensed

## Description

In an environment with multiple active desktop sessions, the **Manage License** page of **NVIDIA Control Panel** shows that a licensed system is unlicensed. However, the `nvidia-smi` command and the management interface of the NVIDIA vGPU software license server correctly show that the system is licensed. When an active session is disconnected and reconnected, the **NVIDIA Display Container** service crashes.

The **Manage License** page incorrectly shows that the system is unlicensed because of stale data in **NVIDIA Control Panel** in an environment with multiple sessions. The data is stale because **NVIDIA Control Panel** fails to get and update the settings for remote sessions when multiple sessions or no sessions are active in the VM. The **NVIDIA Display Container** service crashes when a session is reconnected because the session is not active at the moment of reconnection.

## Status

Open

## Ref. #

3761243

## 5.15. VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019

### Description

VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019 and later supported releases. This issue occurs because starting with Windows Server 2019, the required codecs are not included with the OS and are not available through the **Microsoft Store** app. As a result, hardware decoding is not available for viewing YouTube videos or using collaboration tools such as Google Meet in a web browser.

### Version

This issue affects Microsoft Windows Server releases starting with Windows Server 2019.

### Status

Not an NVIDIA bug

### Ref. #

200756564

## 5.16. 15.0, 15.1 Only: NVIDIA Control Panel is started only for the RDP user that logs on first

### Description

On all supported Windows Server guest OS releases, **NVIDIA Control Panel** is started only for the RDP user that logs on first. Other users cannot start **NVIDIA Control Panel**. If more than one RDP user is logged on when **NVIDIA Control Panel** is started, it always opens in the session of the RDP user that logged on first, irrespective of which user started **NVIDIA Control Panel**. Furthermore, on Windows Server 2016, **NVIDIA Control Panel** crashes if a user session is disconnected and then reconnected while **NVIDIA Control Panel** is open.

## Version

This issue affects all supported Windows Server guest OS releases.

## Status

Resolved in NVIDIA vGPU software 15.2

## Ref. #

3334310

# 5.17. `nvidia-smi` ignores the second NVIDIA vGPU device added to a Microsoft Windows Server 2016 VM

## Description

After a second NVIDIA vGPU device is added to a Microsoft Windows Server 2016 VM, the device does not appear in the output from the `nvidia-smi` command. This issue occurs only if the VM is already running NVIDIA vGPU software for the existing NVIDIA vGPU device when the second device is added to the VM.

The `nvidia-smi` command cannot retrieve the guest driver version, license status, and accounting mode of the second NVIDIA vGPU device.

```
nvidia-smi vgpu --query
GPU 00000000:37:00.0
  Active vGPUs           : 1
  vGPU ID                : 3251695793
  VM ID                  : 3575923
  VM Name                 : SVR-Reg-W(P)-KuIn
  vGPU Name              : GRID V100D-32Q
  vGPU Type              : 185
  vGPU UUID              : 29097249-2359-11b2-8a5b-8e896866496b
  Guest Driver Version : 528.24
  License Status     : Licensed
  Accounting Mode    : Disabled
...
GPU 00000000:86:00.0
  Active vGPUs           : 1
  vGPU ID                : 3251695797
  VM ID                  : 3575923
  VM Name                 : SVR-Reg-W(P)-KuIn
  vGPU Name              : GRID V100D-32Q
  vGPU Type              : 185
  vGPU UUID              : 2926dd83-2359-11b2-8b13-5f22f0f74801
  Guest Driver Version : Not Available
  License Status     : N/A
  Accounting Mode    : N/A
```

## Version

This issue affects only VMs that are running Microsoft Windows Server 2016 as a guest OS.

## Workaround

To avoid this issue, configure the guest VM with both NVIDIA vGPU devices **before** installing the NVIDIA vGPU software graphics driver.

If you encounter this issue after the VM is configured, use one of the following workarounds:

- ▶ Reinstall the NVIDIA vGPU software graphics driver.
- ▶ Forcibly uninstall the Microsoft Basic Display Adapter and reboot the VM.
- ▶ Upgrade the guest OS on the VM to Microsoft Windows Server 2019.

## Status

Not an NVIDIA bug

## Ref. #

3562801

# 5.18. After an upgrade of the Linux graphics driver from an RPM package in a licensed VM, licensing fails

## Description

After the NVIDIA vGPU software graphics driver for Linux is upgraded from an RPM package in a licensed VM, licensing fails. The `nvidia-smi vgpu -q` command shows the driver version and license status as N/A. Restarting the `nvidia-gridd` service fails with a `Unit not found error`.

## Workaround

Perform a clean installation of the NVIDIA vGPU software graphics driver for Linux from an RPM package.

1. Remove the currently installed driver.

2. Install the new version of the driver.

```
$ rpm -iv nvidia-linux-grid-525_525.125.06_amd64.rpm
```

## Status

Open

## Ref. #

3512766

# 5.19. After an upgrade of the Linux graphics driver from a Debian package, the driver is not loaded into the VM

## Description

After the NVIDIA vGPU software graphics driver for Linux is upgraded from a Debian package, the driver is not loaded into the VM.

## Workaround

Use one of the following workarounds to load the driver into the VM:

- ▶ Reboot the VM.
- ▶ Remove the `nvidia` module from the Linux kernel and reinsert it into the kernel.
  1. Remove the `nvidia` module from the Linux kernel.

```
$ sudo rmmmod nvidia
```

2. Reinsert the `nvidia` module into the Linux kernel.

```
$ sudo modprobe nvidia
```

## Status

Not a bug

## Ref. #

200748806

## 5.20. The reported NVENC frame rate is double the actual frame rate

### Description

The frame rate in frames per second (FPS) for the NVIDIA hardware-based H.264/HEVC video encoder (NVENC) reported by the `nvidia-smi encodersessions` command and NVWMI is double the actual frame rate. Only the reported frame rate is incorrect. The actual encoding of frames is **not** affected.

This issue affects only Windows VMs that are configured with NVIDIA vGPU.

### Status

Open

### Ref. #

2997564

## 5.21. NVENC does not work with Teradici Cloud Access Software on Windows

### Description

The NVIDIA hardware-based H.264/HEVC video encoder (NVENC) does not work with Teradici Cloud Access Software on Windows. This issue affects NVIDIA vGPU and GPU pass through deployments.

This issue occurs because the check that Teradici Cloud Access Software performs on the DLL signer name is case sensitive and NVIDIA recently changed the case of the company name in the signature certificate.

### Status

Not an NVIDIA bug

This issue is resolved in the latest 21.07 and 21.03 Teradici Cloud Access Software releases.

### Ref. #

200749065

## 5.22. A licensed client might fail to acquire a license if a proxy is set

### Description

If a proxy is set with a system environment variable such as `HTTP_PROXY` or `HTTPS_PROXY`, a licensed client might fail to acquire a license.

### Workaround

Perform this workaround on each affected licensed client.

1. Add the address of the NVIDIA vGPU software license server to the system environment variable `NO_PROXY`.

The address must be specified exactly as it is specified in the client's license server settings either as a fully-qualified domain name or an IP address. If the `NO_PROXY` environment variable contains multiple entries, separate the entries with a comma (,).

If high availability is configured for the license server, add the addresses of the primary license server and the secondary license server to the system environment variable `NO_PROXY`.

2. Restart the NVIDIA driver service that runs the core NVIDIA vGPU software logic.
  - ▶ On Windows, restart the **NVIDIA Display Container** service.
  - ▶ On Linux, restart the `nvidia-gridd` service.

### Status

Closed

### Ref. #

200704733

## 5.23. Session connection fails with four 4K displays and NVENC enabled on a 2Q, 3Q, or 4Q vGPU

### Description

Desktop session connections fail for a 2Q, 3Q, or 4Q vGPU that is configured with four 4K displays and for which the NVIDIA hardware-based H.264/HEVC video encoder (NVENC) is enabled. This issue affects only Teradici Cloud Access Software sessions on Linux guest VMs.

This issue is accompanied by the following error message:

```
This Desktop has no resources available or it has timed out
```

This issue is caused by insufficient frame buffer.

### Workaround

Ensure that sufficient frame buffer is available for all the virtual displays that are connected to a vGPU by changing the configuration in one of the following ways:

- ▶ Reducing the number of virtual displays. The number of 4K displays supported with NVENC enabled depends on the vGPU.

vGPU	4K Displays Supported with NVENC Enabled
2Q	1
3Q	2
4Q	3

- ▶ Disabling NVENC. The number of 4K displays supported with NVENC disabled depends on the vGPU.

vGPU	4K Displays Supported with NVENC Disabled
2Q	2
3Q	2
4Q	4

- ▶ Using a vGPU type with more frame buffer. Four 4K displays with NVENC enabled on any Q-series vGPU with at least 6144 MB of frame buffer are supported.

### Status

Not an NVIDIA bug

Ref. #

200701959

## 5.24. NVIDIA A100 HGX 80GB vGPU names shown as Graphics Device by nvidia-smi

### Description

The names of vGPUs that reside on the NVIDIA A100 80GB GPU are incorrectly shown as Graphics Device by the nvidia-smi command. The correct names indicate the vGPU type, for example, A100DX-40C.

```

$ nvidia-smi
Mon Jan 25 02:52:57 2021
+-----+
| NVIDIA-SMI 460.32.04      Driver Version: 460.32.04      CUDA Version: 11.2      |
+-----+-----+
| GPU  Name                Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf    Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
|                                           MIG M.         |
+-----+-----+
|  0  Graphics Device      On          | 00000000:07:00.0 Off |             0         |
| N/A   N/A   P0     N/A /  N/A | 6053MiB / 81915MiB |           0%      Default |
|                                           |                     Disabled |
+-----+-----+
|  1  Graphics Device      On          | 00000000:08:00.0 Off |             0         |
| N/A   N/A   P0     N/A /  N/A | 6053MiB / 81915MiB |           0%      Default |
|                                           |                     Disabled |
+-----+-----+

+-----+
| Processes:
| GPU  GI  CI           PID  Type   Process name                      GPU Memory
|   ID  ID                                     Usage
+-----+
| No running processes found
+-----+

```

### Status

Open

Ref. #

200691204



```

=====
| No running processes found |
=====

```

## Workaround

Run the `sriov-manage` script to enable the virtual function for the GPU in the `sysfs` file system as explained in [Virtual GPU Software User Guide](#).

After this workaround has been completed, the `nvidia-smi` command shows 0% GPU utilization for affected GPUs when they are idle.

```

root@host ~]# nvidia-smi
Fri Jul 14 11:47:38 2023
=====
| NVIDIA-SMI 525.125.03   Driver Version: 525.125.03   CUDA Version:  12.0   |
=====
| GPU   Name                Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf    Pwr:Usage/Cap|      Memory-Usage | GPU-Util  Compute M. |
|=====+=====+=====+=====+=====+=====+=====+=====|
|    0  A100-PCIE-40GB      On          | 00000000:5E:00:0 Off  |            0         |
| N/A   50C    P0     97W / 250W | 0MiB / 40537MiB |    0%    Default  |
|                                     |                  | Disabled  |
|=====+=====+=====+=====+=====+=====+=====+=====|
|
| Processes:
| GPU   GI    CI          PID    Type    Process name          GPU Memory
|      ID    ID                                   |             Usage
|=====+=====+=====+=====+=====+=====+=====+=====|
| No running processes found |
=====

```

## Status

Open

## Ref. #

200605527

# 5.27. Guest VM frame buffer listed by `nvidia-smi` for vGPUs on GPUs that support SRIOV is incorrect

## Description

The amount of frame buffer listed in a guest VM by the `nvidia-smi` command for vGPUs on GPUs that support Single Root I/O Virtualization (SR-IOV) is incorrect. Specifically, the amount of frame buffer listed is the amount of frame buffer allocated for the vGPU type minus the size of the VMMU segment (`vmmu_page_size`). Examples of GPUs that support

SRIOV are GPUs based on the NVIDIA Ampere architecture, such as NVIDIA A100 PCIe 40GB or NVIDIA A100 HGX 40GB.

For example, frame buffer for -4C and -20C vGPU types is listed as follows:

- ▶ For -4C vGPU types, frame buffer is listed as 3963 MB instead of 4096 MB.
- ▶ For -20C vGPU types, frame buffer is listed as 20347 MB instead of 20480 MB.

### Status

Open

### Ref. #

200524749

## 5.28. Driver upgrade in a Linux guest VM with multiple vGPUs might fail

### Description

Upgrading the NVIDIA vGPU software graphics driver in a Linux guest VM with multiple vGPUs might fail. This issue occurs if the driver is upgraded by overinstalling the new release of the driver on the current release of the driver while the `nvidia-gridd` service is running in the VM.

### Workaround

1. Stop the `nvidia-gridd` service.
2. Try again to upgrade the driver.

### Status

Open

### Ref. #

200633548

## 5.29. NVIDIA Control Panel fails to start if launched too soon from a VM without licensing information

### Description

If NVIDIA licensing information is not configured on the system, any attempt to start **NVIDIA Control Panel** by right-clicking on the desktop within 30 seconds of the VM being started fails.

### Workaround

Restart the VM and wait at least 30 seconds before trying to launch **NVIDIA Control Panel**.

### Status

Open

### Ref. #

200623179

## 5.30. On Linux, the frame rate might drop to 1 after several minutes

### Description

On Linux, the frame rate might drop to 1 frame per second (FPS) after NVIDIA vGPU software has been running for several minutes. Only some applications are affected, for example, `glxgears`. Other applications, such as Unigine Heaven, are not affected. This behavior occurs because Display Power Management Signaling (DPMS) for the Xorg server is enabled by default and the display is detected to be inactive even when the application is running. When DPMS is enabled, it enables power saving behavior of the display after several minutes of inactivity by setting the frame rate to 1 FPS.

### Workaround

1. If necessary, stop the Xorg server.

```
# /etc/init.d/xorg stop
```

2. In a plain text editor, edit the `/etc/X11/xorg.conf` file to set the options to disable DPMS and disable the screen saver.

a). In the `Monitor` section, set the `DPMS` option to `false`.

```
Option "DPMS" "false"
```

b). At the end of the file, add a `ServerFlags` section that contains option to disable the screen saver.

```
Section "ServerFlags"
    Option "BlankTime" "0"
EndSection
```

c). Save your changes to `/etc/X11/xorg.conf` file and quit the editor.

3. Start the Xorg server.

```
# etc/init.d/xorg start
```

## Status

Open

## Ref. #

200605900

# 5.31. DWM crashes randomly occur in Windows VMs

## Description

Desktop Windows Manager (DWM) crashes randomly occur in Windows VMs, causing a blue-screen crash and the bug check `CRITICAL_PROCESS_DIED`. Computer Management shows problems with the primary display device.

## Version

This issue affects Windows 10 1809, 1903 and 1909 VMs.

## Status

Not an NVIDIA bug

## Ref. #

2730037

## 5.32. ECC memory settings for a vGPU cannot be changed by using NVIDIA X Server Settings

### Description

The ECC memory settings for a vGPU cannot be changed from a Linux guest VM by using **NVIDIA X Server Settings**. After the ECC memory state has been changed on the **ECC Settings** page and the VM has been rebooted, the ECC memory state remains unchanged.

### Workaround

Use the `nvidia-smi` command in the guest VM to enable or disable ECC memory for the vGPU as explained in [Virtual GPU Software User Guide](#).

If the ECC memory state remains unchanged even after you use the `nvidia-smi` command to change it, use the workaround in [Changes to ECC memory settings for a Linux vGPU VM by `nvidia-smi` might be ignored](#).

### Status

Open

### Ref. #

200523086

## 5.33. Changes to ECC memory settings for a Linux vGPU VM by `nvidia-smi` might be ignored

### Description

After the ECC memory state for a Linux vGPU VM has been changed by using the `nvidia-smi` command and the VM has been rebooted, the ECC memory state might remain unchanged.

This issue occurs when multiple NVIDIA configuration files in the system cause the kernel module option for setting the ECC memory state `RMGuestECCState` in `/etc/modprobe.d/nvidia.conf` to be ignored.

When the `nvidia-smi` command is used to enable ECC memory, the file `/etc/modprobe.d/nvidia.conf` is created or updated to set the kernel module option `RMGuestECCState`. Another configuration file in `/etc/modprobe.d/` that contains the keyword `NVreg_RegistryDwordsPerDevice` might cause the kernel module option `RMGuestECCState` to be ignored.

### Workaround

This workaround requires administrator privileges.

1. Move the entry containing the keyword `NVreg_RegistryDwordsPerDevice` from the other configuration file to `/etc/modprobe.d/nvidia.conf`.
2. Reboot the VM.

### Status

Open

### Ref. #

200505777

## 5.34. Host core CPU utilization is higher than expected for moderate workloads

### Description

When GPU performance is being monitored, host core CPU utilization is higher than expected for moderate workloads. For example, host CPU utilization when only a small number of VMs are running is as high as when several times as many VMs are running.

### Workaround

Disable monitoring of the following GPU performance statistics:

- ▶ vGPU engine usage by applications across multiple vGPUs
- ▶ Encoder session statistics
- ▶ Frame buffer capture (FBC) session statistics
- ▶ Statistics gathered by performance counters in guest VMs

### Status

Open

## Ref. #

2414897

# 5.35. Frame capture while the interactive logon message is displayed returns blank screen

## Description

Because of a known limitation with NvFBC, a frame capture while the interactive logon message is displayed returns a blank screen.

An NvFBC session can capture screen updates that occur after the session is created. Before the logon message appears, there is no screen update after the message is shown and, therefore, a black screen is returned instead. If the NvFBC session is created after this update has occurred, NvFBC cannot get a frame to capture.

## Workaround

Press **Enter** or wait for the screen to update for NvFBC to capture the frame.

## Status

Not a bug

## Ref. #

2115733

# 5.36. RDS sessions do not use the GPU with some Microsoft Windows Server releases

## Description

When some releases of Windows Server are used as a guest OS, Remote Desktop Services (RDS) sessions do not use the GPU. With these releases, the RDS sessions by default use the Microsoft Basic Render Driver instead of the GPU. This default setting enables 2D DirectX applications such as Microsoft Office to use software rendering,

which can be more efficient than using the GPU for rendering. However, as a result, 3D applications that use DirectX are prevented from using the GPU.

## Version

- ▶ Windows Server 2019
- ▶ Windows Server 2016
- ▶ Windows Server 2012

## Solution

Change the local computer policy to use the hardware graphics adapter for all RDS sessions.

1. Choose **Local Computer Policy > Computer Configuration > Administrative Templates > Windows Components > Remote Desktop Services > Remote Desktop Session Host > Remote Session Environment**.
2. Set the **Use the hardware default graphics adapter for all Remote Desktop Services sessions** option.

## 5.37. When the scheduling policy is fixed share, GPU utilization is reported as higher than expected

### Description

When the scheduling policy is fixed share, GPU engine utilization can be reported as higher than expected for a vGPU.

For example, GPU engine usage for six P40-4Q vGPUs on a Tesla P40 GPU might be reported as follows:

```
[root@localhost:~] nvidia-smi vgpu
Mon Aug 20 10:33:18 2018
+-----+
| NVIDIA-SMI 390.42                Driver Version: 390.42          |
+-----+-----+
| GPU   Name                               | Bus-Id              | GPU-Util  |
| vGPU ID   Name                           | VM ID   VM Name       | vGPU-Util |
+-----+-----+-----+-----+-----+
| 0   Tesla P40                            | 00000000:81:00.0   | 99%       |
|      85109   GRID P40-4Q                 | 85110   win7-xmpl-146048-1 | 32%       |
|      87195   GRID P40-4Q                 | 87196   win7-xmpl-146048-2 | 39%       |
|      88095   GRID P40-4Q                 | 88096   win7-xmpl-146048-3 | 26%       |
|      89170   GRID P40-4Q                 | 89171   win7-xmpl-146048-4 | 0%        |
|      90475   GRID P40-4Q                 | 90476   win7-xmpl-146048-5 | 0%        |
|      93363   GRID P40-4Q                 | 93364   win7-xmpl-146048-6 | 0%        |
+-----+-----+-----+-----+-----+
| 1   Tesla P40                            | 00000000:85:00.0   | 0%        |
+-----+-----+-----+-----+-----+
```

The vGPU utilization of vGPU 85109 is reported as 32%. For vGPU 87195, vGPU utilization is reported as 39%. And for 88095, it is reported as 26%. However, the expected vGPU utilization of any vGPU should not exceed approximately 16.7%.

This behavior is a result of the mechanism that is used to measure GPU engine utilization.

## Status

Open

## Ref. #

2227591

# 5.38. License is not acquired in Windows VMs

## Description

When a windows VM configured with a licensed vGPU is started, the VM fails to acquire a license.

Error messages in the following format are written to the NVIDIA service logs:

```
[000000020.860152600 sec] - [Logging.lib] ERROR: [nvGridLicensing.FlexUtility]
353@FlexUtility::LogFneError : Error: Failed to add trusted storage. Server
URL : license-server-url -
[1,7E2,2,1[7000003F,0,9B00A7]]
```

```
System machine type does not match expected machine type..
```

## Workaround

This workaround requires administrator privileges.

1. Stop the **NVIDIA Display Container LS** service.
2. Delete the contents of the folder %SystemDrive%\Program Files\NVIDIA Corporation\Grid Licensing.
3. Start the **NVIDIA Display Container LS** service.

## Status

Closed

## Ref. #

200407287

## 5.39. `nvidia-smi` reports that vGPU migration is supported on all hypervisors

### Description

The command `nvidia-smi vgpu -m` shows that vGPU migration is supported on all hypervisors, even hypervisors or hypervisor versions that do not support vGPU migration.

### Status

Closed

### Ref. #

200407230

## 5.40. Hot plugging and unplugging vCPUs causes a blue-screen crash in Windows VMs

### Description

Hot plugging or unplugging vCPUs causes a blue-screen crash in Windows VMs that are running NVIDIA vGPU software graphics drivers.

When the blue-screen crash occurs, one of the following error messages may also be seen:

- ▶ `SYSTEM_SERVICE_EXCEPTION (nvlddmkm.sys)`
- ▶ `DRIVER_IRQL_NOT_LESS_OR_EQUAL (nvlddmkm.sys)`

NVIDIA vGPU software graphics drivers do not support hot plugging and unplugging of vCPUs.

### Status

Closed

### Ref. #

2101499

## 5.41. Luxmark causes a segmentation fault on an unlicensed Linux client

### Description

If the Luxmark application is run on a Linux guest VM configured with NVIDIA vGPU that is booted without acquiring a license, a segmentation fault occurs and the application core dumps. The fault occurs when the application cannot allocate a CUDA object on NVIDIA vGPUs where CUDA is disabled. On NVIDIA vGPUs that can support CUDA, CUDA is disabled in unlicensed mode.

### Status

Not an NVIDIA bug.

### Ref. #

200330956

## 5.42. A segmentation fault in DBus code causes `nvidia-gridd` to exit on Red Hat Enterprise Linux and CentOS

### Description

On Red Hat Enterprise Linux 6.8 and 6.9, and CentOS 6.8 and 6.9, a segmentation fault in DBus code causes the `nvidia-gridd` service to exit.

The `nvidia-gridd` service uses DBus for communication with **NVIDIA X Server Settings** to display licensing information through the **Manage License** page. Disabling the GUI for licensing resolves this issue.

To prevent this issue, the GUI for licensing is disabled by default. You might encounter this issue if you have enabled the GUI for licensing and are using Red Hat Enterprise Linux 6.8 or 6.9, or CentOS 6.8 and 6.9.

## Version

Red Hat Enterprise Linux 6.8 and 6.9

CentOS 6.8 and 6.9

## Status

Open

## Ref. #

- ▶ 200358191
- ▶ 200319854
- ▶ 1895945

# 5.43. No Manage License option available in NVIDIA X Server Settings by default

## Description

By default, the **Manage License** option is not available in **NVIDIA X Server Settings**. This option is missing because the GUI for licensing on Linux is disabled by default to work around the issue that is described in [A segmentation fault in DBus code causes nvidia-gridd to exit on Red Hat Enterprise Linux and CentOS](#).

## Workaround

This workaround requires `sudo` privileges.



**Note:** Do **not** use this workaround with Red Hat Enterprise Linux 6.8 and 6.9 or CentOS 6.8 and 6.9. To prevent a segmentation fault in DBus code from causing the `nvidia-gridd` service from exiting, the GUI for licensing must be disabled with these OS versions.

If you are licensing a physical GPU for vCS, you **must** use the configuration file `/etc/nvidia/gridd.conf`.

1. If **NVIDIA X Server Settings** is running, shut it down.
2. If the `/etc/nvidia/gridd.conf` file does not already exist, create it by copying the supplied template file `/etc/nvidia/gridd.conf.template`.
3. As root, edit the `/etc/nvidia/gridd.conf` file to set the `EnableUI` option to `TRUE`.

4. Start the `nvidia-gridd` service.

```
# sudo service nvidia-gridd start
```

When **NVIDIA X Server Settings** is restarted, the **Manage License** option is now available.

## Status

Open

# 5.44. Licenses remain checked out when VMs are forcibly powered off

## Description

NVIDIA vGPU software licenses remain checked out on the license server when non-persistent VMs are forcibly powered off.

The NVIDIA service running in a VM returns checked out licenses when the VM is shut down. In environments where non-persistent licensed VMs are not cleanly shut down, licenses on the license server can become exhausted. For example, this issue can occur in automated test environments where VMs are frequently changing and are not guaranteed to be cleanly shut down. The licenses from such VMs remain checked out against their MAC address for seven days before they time out and become available to other VMs.

## Resolution

If VMs are routinely being powered off without clean shutdown in your environment, you can avoid this issue by shortening the license borrow period. To shorten the license borrow period, set the `LicenseInterval` configuration setting in your VM image. For details, refer to [Virtual GPU Client Licensing User Guide](#).

## Status

Closed

## Ref. #

1694975

## 5.45. VM bug checks after the guest VM driver for Windows 10 RS2 is installed

### Description

When the VM is rebooted after the guest VM driver for Windows 10 RS2 is installed, the VM bug checks. When Windows boots, it selects one of the standard supported video modes. If Windows is booted directly with a display that is driven by an NVIDIA driver, for example a vGPU on Citrix Hypervisor, a blue screen crash occurs.

This issue occurs when the screen resolution is switched from VGA mode to a resolution that is higher than 1920×1200.

### Fix

Download and install [Microsoft Windows Update KB4020102](#) from the Microsoft Update Catalog.

### Workaround

If you have applied the fix, ignore this workaround.

Otherwise, you can work around this issue until you are able to apply the fix by not using resolutions higher than 1920×1200.

1. Choose a GPU profile in Citrix XenCenter that does not allow resolutions higher than 1920×1200.
2. Before rebooting the VM, set the display resolution to 1920×1200 or lower.

### Status

Not an NVIDIA bug

### Ref. #

200310861

## 5.46. GNOME Display Manager (GDM) fails to start on Red Hat Enterprise Linux 7.2 and CentOS 7.0

### Description

GDM fails to start on Red Hat Enterprise Linux 7.2 and CentOS 7.0 with the following error:

```
Oh no! Something has gone wrong!
```

### Workaround

Permanently enable permissive mode for Security Enhanced Linux (SELinux).

1. As root, edit the `/etc/selinux/config` file to set SELINUX to permissive.

```
SELINUX=permissive
```

2. Reboot the system.

```
~]# reboot
```

For more information, see [Permissive Mode](#) in *Red Hat Enterprise Linux 7 SELinux User's and Administrator's Guide*.

### Status

Not an NVIDIA bug

### Ref. #

200167868

## Notice

This document is provided for information purposes only and shall not be regarded as a warranty of a certain functionality, condition, or quality of a product. NVIDIA Corporation ("NVIDIA") makes no representations or warranties, expressed or implied, as to the accuracy or completeness of the information contained in this document and assumes no responsibility for any errors contained herein. NVIDIA shall have no liability for the consequences or use of such information or for any infringement of patents or other rights of third parties that may result from its use. This document is not a commitment to develop, release, or deliver any Material (defined below), code, or functionality.

NVIDIA reserves the right to make corrections, modifications, enhancements, improvements, and any other changes to this document, at any time without notice.

Customer should obtain the latest relevant information before placing orders and should verify that such information is current and complete.

NVIDIA products are sold subject to the NVIDIA standard terms and conditions of sale supplied at the time of order acknowledgement, unless otherwise agreed in an individual sales agreement signed by authorized representatives of NVIDIA and customer ("Terms of Sale"). NVIDIA hereby expressly objects to applying any customer general terms and conditions with regards to the purchase of the NVIDIA product referenced in this document. No contractual obligations are formed either directly or indirectly by this document.

NVIDIA products are not designed, authorized, or warranted to be suitable for use in medical, military, aircraft, space, or life support equipment, nor in applications where failure or malfunction of the NVIDIA product can reasonably be expected to result in personal injury, death, or property or environmental damage. NVIDIA accepts no liability for inclusion and/or use of NVIDIA products in such equipment or applications and therefore such inclusion and/or use is at customer's own risk.

NVIDIA makes no representation or warranty that products based on this document will be suitable for any specified use. Testing of all parameters of each product is not necessarily performed by NVIDIA. It is customer's sole responsibility to evaluate and determine the applicability of any information contained in this document, ensure the product is suitable and fit for the application planned by customer, and perform the necessary testing for the application in order to avoid a default of the application or the product. Weaknesses in customer's product designs may affect the quality and reliability of the NVIDIA product and may result in additional or different conditions and/or requirements beyond those contained in this document. NVIDIA accepts no liability related to any default, damage, costs, or problem which may be based on or attributable to: (i) the use of the NVIDIA product in any manner that is contrary to this document or (ii) customer product designs.

No license, either expressed or implied, is granted under any NVIDIA patent right, copyright, or other NVIDIA intellectual property right under this document. Information published by NVIDIA regarding third-party products or services does not constitute a license from NVIDIA to use such products or services or a warranty or endorsement thereof. Use of such information may require a license from a third party under the patents or other intellectual property rights of the third party, or a license from NVIDIA under the patents or other intellectual property rights of NVIDIA.

Reproduction of information in this document is permissible only if approved in advance by NVIDIA in writing, reproduced without alteration and in full compliance with all applicable export laws and regulations, and accompanied by all associated conditions, limitations, and notices.

THIS DOCUMENT AND ALL NVIDIA DESIGN SPECIFICATIONS, REFERENCE BOARDS, FILES, DRAWINGS, DIAGNOSTICS, LISTS, AND OTHER DOCUMENTS (TOGETHER AND SEPARATELY, "MATERIALS") ARE BEING PROVIDED "AS IS." NVIDIA MAKES NO WARRANTIES, EXPRESSED, IMPLIED, STATUTORY, OR OTHERWISE WITH RESPECT TO THE MATERIALS, AND EXPRESSLY DISCLAIMS ALL IMPLIED WARRANTIES OF NON-INFRINGEMENT, MERCHANTABILITY, AND FITNESS FOR A PARTICULAR PURPOSE. TO THE EXTENT NOT PROHIBITED BY LAW, IN NO EVENT WILL NVIDIA BE LIABLE FOR ANY DAMAGES, INCLUDING WITHOUT LIMITATION ANY DIRECT, INDIRECT, SPECIAL, INCIDENTAL, PUNITIVE, OR CONSEQUENTIAL DAMAGES, HOWEVER CAUSED AND REGARDLESS OF THE THEORY OF LIABILITY, ARISING OUT OF ANY USE OF THIS DOCUMENT, EVEN IF NVIDIA HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. Notwithstanding any damages that customer might incur for any reason whatsoever, NVIDIA's aggregate and cumulative liability towards customer for the products described herein shall be limited in accordance with the Terms of Sale for the product.

## VESA DisplayPort

DisplayPort and DisplayPort Compliance Logo, DisplayPort Compliance Logo for Dual-mode Sources, and DisplayPort Compliance Logo for Active Cables are trademarks owned by the Video Electronics Standards Association in the United States and other countries.

## HDMI

HDMI, the HDMI logo, and High-Definition Multimedia Interface are trademarks or registered trademarks of HDMI Licensing LLC.

## OpenCL

OpenCL is a trademark of Apple Inc. used under license to the Khronos Group Inc.

## Trademarks

NVIDIA, the NVIDIA logo, NVIDIA GRID, NVIDIA GRID vGPU, NVIDIA Maxwell, NVIDIA Pascal, NVIDIA Turing, NVIDIA Volta, GPUDirect, Quadro, and Tesla are trademarks or registered trademarks of NVIDIA Corporation in the U.S. and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

## Copyright

© 2013-2023 NVIDIA Corporation & affiliates. All rights reserved.

