

NVIDIA cuDNN

Support Matrix | NVIDIA Docs

Table of Contents

Chapter 1. Hardware Requirements	1
Chapter 2. Software Requirements	. 2
2.1. Linux	2
2.2 Windows	

Chapter 1. Hardware Requirements

The following sections highlight the compatibility of NVIDIA® cuDNN versions with the various supported NVIDIA CUDA®, CUDA driver, and NVIDIA hardware versions.

For the requirements of previously released versions of cuDNN documentation, refer to the NVIDIA cuDNN Archives.

Table 1. Supported NVIDIA hardware, CUDA, and CUDA driver

Supported NVIDIA Hardware	CUDA Version	CUDA Compute Capability	CUDA Driver Version
NVIDIA Ampere	<u>11.5</u> ¹	SM 3.5 and later	R495
Architecture	11.4		r470
NVIDIA Turing [™]	11.3		r465
► NVIDIA Volta [™]	11.2		r460, r455, r450
NVIDIA Pascal™	<u>11.1</u>		r450, r455
► NVIDIA Maxwell®	11.0		r450
NVIDIA Kepler [™]			
 NVIDIA Turing 	10.2	SM 3.0 and later	r440
NVIDIA Volta			
Xavier [™]			
NVIDIA Pascal			
► NVIDIA Maxwell			
► NVIDIA Kepler			

NVIDIA cuDNN TRM-06762-001 v8.3.1 | 1

¹ The cuDNN build with CUDA 11.5 is compatible with CUDA 11.0 - 11.4. There is no separate build for CUDA 11.0 - 11.4 drivers.

Chapter 2. Software Requirements

The following tables highlight the compatibility of cuDNN versions with the various supported OS versions.

For the requirements of previously released versions of cuDNN documentation, refer to the NVIDIA cuDNN Archives.

2.1. Linux

Refer to the following table to view the list of supported Linux versions for cuDNN.

Table 2. Linux versions for cuDNN

		Distro Information			
Architecture	OS Name	OS Version	Kernel	GCC	Glibc
x86_64	4 RHEL	7.8	3.10.0	4.8.5 ²	2.19
		8.2	4.18	8.3.1	2.28
	Ubuntu	20.04	5.4.0	9.3.0	2.31
		18.04.5 LTS	4.15.0	8.2.0	2.27
ppc64le	RHEL	8.2	4.18	8.3.1	2.28
AArch64	RHEL	8.2	4.18	8.3.1	2.28
incorporates ARM® based CPU cores for Server Base System Architecture (SBSA)	Ubuntu	20.04	5.4.0	9.3.0	2.27
AArch64	Ubuntu	18.04	4.15	7.3.1	2.31

NVIDIA cuDNN TRM-06762-001 v8.3.1 | 2

² For platforms that ship a compiler version older than GCC 6 by default, linking to static cuDNN using the default compiler is not supported.

2.2. Windows

Windows 10 and Windows Server 2019 and 2016 are supported. Refer to the following table to view the list of supported Visual Studio versions for cuDNN.

Table 3. Visual Studio versions for based on your version of CUDA

	CUDA 11.x	CUDA 10.2
Visual Studio	2015	2012

NVIDIA cuDNN TRM-06762-001_v8.3.1 | 3

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 NONINFRINGEMENT, 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.

ARM

ARM, AMBA and ARM Powered are registered trademarks of ARM Limited. Cortex, MPCore and Mali are trademarks of ARM Limited. "ARM" is used to represent ARM Holdings plc; its operating company ARM Limited; and the regional subsidiaries ARM Inc.; ARM KK; ARM Korea Limited.; ARM Taiwan Limited; ARM France SAS; ARM Consulting (Shanghai) Co. Ltd.; ARM Germany GmbH; ARM Embedded Technologies Pvt. Ltd.; ARM Norway, AS and ARM Sweden AB.



Trademarks

NVIDIA, the NVIDIA logo, and CUDA, DRIVE, JetPack, Kepler, Maxwell, Pascal, Turing, Volta and Xavier are trademarks and/or registered trademarks of NVIDIA Corporation in the United States and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

 $^{\hbox{\scriptsize @}}$ 2016-2021 NVIDIA Corporation & affiliates. All rights reserved.

