



Virtual GPU Software R418 for VMware vSphere

Release Notes

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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 VMware vSphere.



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
8.10	418.240	427.71	418.240
8.9	418.226.00	427.60	418.226.00
8.8	418.213	427.48	418.211.00
8.7	418.196	427.33	418.197.02
8.6	418.181	427.11	418.181.07
8.5	418.165.01	426.94	418.165.01
8.4	418.149	426.72	418.149
8.3	418.130	426.52	418.130
8.2	418.109	426.26	418.109
8.1	418.92	426.04	418.92
8.0	418.66	425.31	418.70

For details of which VMware vSphere 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 older NVIDIA vGPU drivers fails to initialize vGPU when booted](#).

Different versions of the vGPU Manager and guest VM driver from within the same main release branch can be used together. For example, you can use the vGPU Manager from release 8.1 with guest VM drivers from release 8.0. However, versions of the vGPU Manager and guest VM driver from different main release branches cannot be used together. For example, you cannot use the vGPU Manager from release 8.1 with guest VM drivers from release 7.2.



Note: This requirement does not apply to the NVIDIA vGPU software license server. All releases in this release family of NVIDIA vGPU software are compatible with **all** releases of the license server.

1.3. Updates in Release 8.10

New Features in Release 8.10

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - February 2022*, 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 8.10

- ▶ Support for Red Hat Enterprise Linux 8.5 as a guest OS
- ▶ Support for VMware Horizon 2111 (8.4)

Feature Support Withdrawn in Release 8.10

- ▶ Red Hat Enterprise Linux 8.1 is no longer supported as a guest OS.
- ▶ Red Hat Enterprise Linux 7.8. and 7.7 are no longer supported as a guest OS.

1.4. Updates in Release 8.9

New Features in Release 8.9

- ▶ Security updates - see *Security Bulletin: NVIDIA GPU Display Driver - October 2021*, which is posted shortly after the release date of this software and is listed on the [NVIDIA Product Security](#) page
- ▶ Miscellaneous bug fixes

1.5. Updates in Release 8.8

New Features in Release 8.8

- ▶ Security updates - see [Security Bulletin: NVIDIA GPU Display Driver - July 2021](#)
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.8

- ▶ Support for Red Hat Enterprise Linux 8.4 as a guest OS
- ▶ Support for VMware Horizon 2106 (8.3)

1.6. Updates in Release 8.7

New Features in Release 8.7

- ▶ Security updates - see [Security Bulletin: NVIDIA GPU Display Driver - April 2021](#)
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.7

- ▶ Support for the following releases of VMware Horizon:
 - ▶ VMware Horizon 2103 (8.2)
 - ▶ VMware Horizon 2012 (8.1)

1.7. Updates in Release 8.6

New Features in Release 8.6

- ▶ Security updates - see [Security Bulletin: NVIDIA GPU Display Driver - January 2021](#)
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.6

- ▶ Support for VMware Horizon 7.13

Feature Support Withdrawn in Release 8.6

- ▶ Red Hat Enterprise Linux 7.6 is no longer supported as a guest OS

1.8. Updates in Release 8.5

New Features in Release 8.5

- ▶ Security updates- see [Security Bulletin: NVIDIA GPU Display Driver - September 2020](#)
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.5

- ▶ Support for VMware Horizon 2006 (8.0)

1.9. Updates in Release 8.4

New Features in Release 8.4

- ▶ Miscellaneous bug fixes
- ▶ Security updates - see [Security Bulletin: NVIDIA GPU Display Driver - June 2020](#)

Hardware and Software Support Introduced in Release 8.4

- ▶ Support for the following guest OS releases
 - ▶ Red Hat Enterprise Linux 8.2 and 7.8
 - ▶ CentOS 7.8
- ▶ Support for VMware Horizon 7.12

Feature Support Withdrawn in Release 8.4

- ▶ The following OS releases are no longer supported as a guest OS:
 - ▶ Red Hat Enterprise Linux 7.5
 - ▶ CentOS 7.5

1.10. Updates in Release 8.3

New Features in Release 8.3

- ▶ Miscellaneous bug fixes
- ▶ Security updates - see [Security Bulletin: NVIDIA GPU Display Driver - February 2020](#)

Hardware and Software Support Introduced in Release 8.3

- ▶ Support for the following guest OS releases
 - ▶ Red Hat Enterprise Linux 8.1
 - ▶ CentOS Linux 8 (1911)
- ▶ Support for VMware Horizon 7.11

Feature Support Withdrawn in Release 8.3

- ▶ VMware vSphere 6.0 is no longer supported
- ▶ The following OS releases are no longer supported as a guest OS:
 - ▶ Windows Server 2008 R2
 - ▶ Red Hat Enterprise Linux 7.0-7.4
 - ▶ CentOS 7.0-7.4

1.11. Updates in Release 8.2

New Features in Release 8.2

- ▶ Miscellaneous bug fixes
- ▶ Security updates - see [Security Updates](#)

Hardware and Software Support Introduced in Release 8.2

- ▶ Support for VMware Horizon 7.10

1.12. Updates in Release 8.1

New Features in Release 8.1

- ▶ Security updates
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.1

- ▶ Support for Red Hat Enterprise Linux 7.7 as a guest OS
- ▶ Support for VMware Horizon 7.9

1.13. Updates in Release 8.0

New Features in Release 8.0

- ▶ New -1B4 virtual GPU types
- ▶ vGPU migration support on the following GPUs:
 - ▶ Tesla V100 SXM2
 - ▶ Tesla V100 SXM2 32GB
 - ▶ Tesla V100 PCIe
 - ▶ Tesla V100 PCIe 32GB
 - ▶ Tesla V100 FHHL
 - ▶ Quadro RTX 6000
 - ▶ Quadro RTX 8000

For the complete list of GPUs that support vGPU migration, see [vGPU Migration Support](#).

- ▶ Security updates
- ▶ Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 8.0

- ▶ Support for the following GPUs:
 - ▶ Quadro RTX 6000
 - ▶ Quadro RTX 8000
- ▶ Support for the following OS releases as a guest OS:
 - ▶ Windows 10 October 2018 Update (1809)
 - ▶ Windows Server 2019

Chapter 2. Validated Platforms

This release family of NVIDIA vGPU software provides support for several NVIDIA GPUs on validated server hardware platforms, VMware vSphere hypervisor software versions, and guest operating systems. It also supports the version of NVIDIA CUDA Toolkit that is compatible with R418 drivers.

2.1. Supported NVIDIA GPUs and Validated Server Platforms

This release of NVIDIA vGPU software provides support for the following NVIDIA GPUs on VMware vSphere, running on validated server hardware platforms:

- ▶ GPUs based on the NVIDIA Maxwell™ graphic architecture:
 - ▶ Tesla M6
 - ▶ Tesla M10
 - ▶ Tesla M60
- ▶ GPUs based on the NVIDIA Pascal™ architecture:
 - ▶ Tesla P4
 - ▶ Tesla P6
 - ▶ Tesla P40
 - ▶ Tesla P100 PCIe 16 GB (vSGA, vMotion with vGPU, and suspend-resume with vGPU are **not** supported.)
 - ▶ Tesla P100 SXM2 16 GB (vSGA, vMotion with vGPU, and suspend-resume with vGPU are **not** supported.)
 - ▶ Tesla P100 PCIe 12GB (vSGA, vMotion with vGPU, and suspend-resume with vGPU are **not** supported.)
- ▶ GPUs based on the NVIDIA Volta architecture:
 - ▶ Tesla V100 SXM2 (vSGA is **not** supported.)
 - ▶ Tesla V100 SXM2 32GB (vSGA is **not** supported.)
 - ▶ Tesla V100 PCIe (vSGA is **not** supported.)

- ▶ Tesla V100 PCIe 32GB (vSGA is **not** supported.)
- ▶ Tesla V100 FHHL (vSGA is **not** supported.)
- ▶ GPUs based on the NVIDIA Turing architecture:
 - ▶ Tesla T4 (vSGA is **not** supported.)
 - ▶ Quadro RTX 6000 in displayless mode (GRID Virtual PC and GRID Virtual Applications are **not** supported. vSGA is **not** supported.)
 - ▶ Quadro RTX 8000 in displayless mode (GRID Virtual PC and GRID Virtual Applications are **not** supported. vSGA is **not** supported.)

In displayless mode, local physical display connectors are disabled.

For a list of validated server platforms, refer to [NVIDIA GRID Certified Servers](#).



Note:

Tesla M60 and M6 GPUs support compute mode and graphics mode. NVIDIA vGPU requires GPUs that support both modes to operate in graphics mode.

Recent Tesla M60 GPUs and M6 GPUs are supplied in graphics mode. However, your GPU might be in compute mode if it is an older Tesla M60 GPU or M6 GPU, or if its mode has previously been changed.

To configure the mode of Tesla M60 and M6 GPUs, use the `gpumodeswitch` tool provided with NVIDIA vGPU software releases.

Requirements for Using vGPU on GPUs Requiring 64 GB of MMIO Space with Large-Memory VMs

Some GPUs require 64 GB of MMIO space. When a vGPU on a GPU that requires 64 GB of MMIO space is assigned to a VM with 32 GB or more of memory on ESXi 6.0 Update 3 and later, or ESXi 6.5 and later updates, the VM's MMIO space must be increased to 64 GB. For more information, see:

- ▶ [VMware Knowledge Base Article: VMware vSphere VMDirectPath I/O: Requirements for Platforms and Devices \(2142307\)](#)
- ▶ [VMs with 32 GB or more of RAM fail to boot with GPUs requiring 64 GB of MMIO space](#)

With ESXi 6.7, no extra configuration is needed.

The following GPUs require 64 GB of MMIO space:

- ▶ Tesla P6
- ▶ Tesla P40
- ▶ Tesla P100 (all variants)
- ▶ Tesla V100 (all variants)

Requirements for Using GPUs Requiring Large MMIO Space in Pass-Through Mode

- ▶ The following GPUs require 32 GB of MMIO space in pass-through mode:
 - ▶ Tesla V100 (all 16GB variants)
 - ▶ Tesla P100 (all variants)
 - ▶ Tesla P6
- ▶ The following GPUs require 64 GB of MMIO space in pass-through mode.
 - ▶ Tesla V100 (all 32GB variants)
 - ▶ Tesla P40
- ▶ Pass through of GPUs with large BAR memory settings has some restrictions on VMware ESXi:
 - ▶ The guest OS must be a 64-bit OS.
 - ▶ 64-bit MMIO must be enabled for the VM.
 - ▶ If the total BAR1 memory exceeds 256 Mbytes, EFI boot must be enabled for the VM.



Note: To determine the total BAR1 memory, run `nvidia-smi -q` on the host.

- ▶ The guest OS must be able to be installed in EFI boot mode.
- ▶ The Tesla V100, Tesla P100, and Tesla P6 require ESXi 6.0 Update 1 and later, or ESXi 6.5 and later.
- ▶ Because it requires 64 GB of MMIO space, the Tesla P40 requires ESXi 6.0 Update 3 and later, or ESXi 6.5 and later.

As a result, the VM's MMIO space must be increased to 64 GB as explained in [VMware Knowledge Base Article: VMware vSphere VMDirectPath I/O: Requirements for Platforms and Devices \(2142307\)](#).

Linux Only: Error Messages for Misconfigured GPUs Requiring Large MMIO Space

In a Linux VM, if the requirements for using GPUs requiring large MMIO space in pass-through mode are not met, the following error messages are written to the VM's `dmesg` log during installation of the NVIDIA vGPU software graphics driver:

```
NVRM: BAR1 is 0M @ 0x0 (PCI:0000:02:02.0)
[ 90.823015] NVRM: The system BIOS may have misconfigured your GPU.
[ 90.823019] nvidia: probe of 0000:02:02.0 failed with error -1
[ 90.823031] NVRM: The NVIDIA probe routine failed for 1 device(s).
```

2.2. Hypervisor Software Releases

Supported VMware vSphere Hypervisor (ESXi) Releases

This release is supported on the VMware vSphere Hypervisor (ESXi) releases listed in the table.



Note:

Support for NVIDIA vGPU software requires the Enterprise Plus Edition of VMware vSphere Hypervisor (ESXi). For details, see [VMware vSphere Edition Comparison \(PDF\)](#).

Updates to a base release of VMware vSphere Hypervisor (ESXi) are compatible with the base release and can also be used with this version of NVIDIA vGPU software unless expressly stated otherwise.

Software	Release Supported	Notes
VMware vSphere Hypervisor (ESXi) 6.7	6.7 and compatible updates	<p>All NVIDIA GPUs that support NVIDIA vGPU software are supported.</p> <p>Starting with release 6.7 U1, vMotion with vGPU and suspend and resume with vGPU are supported on suitable GPUs as listed in Supported NVIDIA GPUs and Validated Server Platforms.</p> <p>Release 6.7 supports only suspend and resume with vGPU. vMotion with vGPU is not supported on release 6.7.</p>
VMware vSphere Hypervisor (ESXi) 6.5	6.5 and compatible updates Requires VMware vSphere Hypervisor (ESXi) 6.5 patch P03 (ESXi650-201811002, build 10884925) or later from VMware	<p>All NVIDIA GPUs that support NVIDIA vGPU software are supported.</p> <p>The following features of NVIDIA vGPU software are not supported.</p> <ul style="list-style-type: none"> ▶ Suspend-resume with vGPU ▶ vMotion with vGPU

Software	Release Supported	Notes
		<ul style="list-style-type: none"> ▶ Live VMware snapshots with vGPU
8.2 only: VMware vSphere Hypervisor (ESXi) 6.0	6.0 and compatible updates Requires VMware vSphere Hypervisor (ESXi) 6.0 patch ESXi600-201909001, build 14513180 or later from VMware	<p>GPUs based on the Pascal and Volta architectures in pass-through mode require 6.0 Update 3 or later.</p> <p>For vGPU, all NVIDIA GPUs that support NVIDIA vGPU software are supported.</p> <p>Suspend-resume with vGPU and vMotion with vGPU are not supported.</p>

Supported Management Software and Virtual Desktop Software Releases

This release supports the management software and virtual desktop software releases listed in the table.



Note: Updates to a base release of VMware Horizon and VMware vCenter Server are compatible with the base release and can also be used with this version of NVIDIA vGPU software unless expressly stated otherwise.

Software	Releases Supported
VMware Horizon	<p>Since 8.10: 2111 (8.4) and compatible updates</p> <p>Since 8.8: 2106 (8.3) and compatible updates</p> <p>Since 8.7: 2103 (8.2) and compatible updates</p> <p>Since 8.7: 2012 (8.1) and compatible updates</p> <p>Since 8.5: 2006 (8.0) and compatible updates</p> <p>Since 8.6: 7.13 and compatible 7.13.x updates</p> <p>Since 8.4: 7.12 and compatible 7.12.x updates</p> <p>Since 8.3: 7.11 and compatible 7.11.x updates</p> <p>Since 8.2: 7.10 and compatible 7.10.x updates</p> <p>7.8 and compatible 7.8.x updates</p> <p>7.7 and compatible 7.7.x updates</p> <p>7.6 and compatible 7.6.x updates</p>

Software	Releases Supported
	7.5 and compatible 7.5.x updates 7.4 and compatible 7.4.x updates 7.3 and compatible 7.3.x updates 7.2 and compatible 7.2.x updates 7.1 and compatible 7.1.x updates 7.0 and compatible 7.0.x updates 6.2 and compatible 6.2.x updates
VMware vCenter Server	6.7 and compatible updates 6.5 and compatible updates 6.0 and compatible updates

2.3. Guest OS Support

NVIDIA vGPU software supports several Windows releases and Linux distributions as a guest OS. The supported guest operating systems depend on the hypervisor software version.



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.

2.3.1. Windows Guest OS Support

NVIDIA vGPU software supports **only** the 64-bit Windows releases listed in the table as a guest OS on VMware vSphere. The releases of VMware vSphere for which a Windows release is supported depend on whether NVIDIA vGPU or pass-through GPU is used.



Note:

If a specific release, even an update release, is not listed, it's **not** supported.

VMware vMotion with vGPU and suspend-resume with vGPU are supported on supported Windows guest OS releases

Guest OS	NVIDIA vGPU - VMware vSphere Releases	Pass-Through GPU - VMware vSphere Releases
Windows Server 2019	6.7, 6.5 update 2, 6.5 update 1	6.7, 6.5 update 2, 6.5 update 1
Windows Server 2016 1709, 1607	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Windows Server 2012 R2	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
8.0-8.2 only: Windows Server 2008 R2	8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Windows 10 October 2018 Update (1809) and all Windows 10 releases supported by Microsoft up to and including this release	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Windows 8.1 Update	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Windows 8.1	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	-
Windows 8	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	-
Windows 7	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5

2.3.2. Linux Guest OS Support

NVIDIA vGPU software supports **only** the Linux distributions listed in the table as a guest OS on VMware vSphere. The releases of VMware vSphere for which a Linux release is supported depend on whether NVIDIA vGPU or pass-through GPU is used.



Note:

If a specific release, even an update release, is not listed, it's **not** supported.

VMware vMotion with vGPU and suspend-resume with vGPU are supported on supported Linux guest OS releases

Guest OS	NVIDIA vGPU - VMware vSphere Releases	Pass-Through GPU - VMware vSphere Releases
Since 8.10: Red Hat Enterprise Linux 8.5	6.7, 6.5	6.7, 6.5
Since 8.8: Red Hat Enterprise Linux 8.4	6.7, 6.5	6.7, 6.5
Since 8.4: Red Hat Enterprise Linux 8.2	6.7, 6.5	6.7, 6.5
8.3-8.9 only: Red Hat Enterprise Linux 8.1	6.7, 6.5	6.7, 6.5
Since 8.3: CentOS Linux 8 (1911)	6.7, 6.5	6.7, 6.5
8.6-8.9 only: Red Hat Enterprise Linux 7.7-7.8 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.4, 8.5 only: Red Hat Enterprise Linux 7.6-7.8 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.3 only: Red Hat Enterprise Linux 7.5-7.7 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.1, 8.2 only: Red Hat Enterprise Linux 7.0-7.7 and later compatible 7.x versions	8.2 only: 6.7, 6.5, 6.0 8.1 only: 6.7, 6.5	8.2 only: 6.7, 6.5, 6.0 8.1 only: 6.7, 6.5
8.0 only: Red Hat Enterprise Linux 7.0-7.6 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
Since 8.6: CentOS 7.7-7.8 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.4, 8.5 only: CentOS 7.6-7.8 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.3 only: CentOS 7.5, 7.6 and later compatible 7.x versions	6.7, 6.5	6.7, 6.5
8.0-8.2 only: CentOS 7.0-7.6 and later compatible 7.x versions	8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Red Hat Enterprise Linux 6.6 and later compatible 6.x versions	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
CentOS 6.6 and later compatible 6.x versions	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Ubuntu 18.04 LTS	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0

Guest OS	NVIDIA vGPU - VMware vSphere Releases	Pass-Through GPU - VMware vSphere Releases
	8.0, 8.1 only: 6.7, 6.5	8.0, 8.1 only: 6.7, 6.5
Ubuntu 16.04 LTS	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
Ubuntu 14.04 LTS	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5
SUSE Linux Enterprise Server 12 SP3	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5	Since 8.3: 6.7, 6.5 8.2 only: 6.7, 6.5, 6.0 8.0, 8.1 only: 6.7, 6.5

2.4. NVIDIA CUDA Toolkit Version Support

The releases in this release family of NVIDIA vGPU software support NVIDIA CUDA Toolkit 10.1.

For more information about NVIDIA CUDA Toolkit, see [CUDA Toolkit 10.1 Documentation](#). This documentation applies to the base NVIDIA CUDA Toolkit 10.1 release and updates to the base release.



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. vGPU Migration Support

vGPU migration, which includes vMotion and suspend-resume, is supported only on a subset of supported GPUs, VMware vSphere Hypervisor (ESXi) releases, and guest operating systems.

Supported GPUs:

- ▶ Tesla M6
- ▶ Tesla M10
- ▶ Tesla M60

- ▶ Tesla P4
- ▶ Tesla P6
- ▶ Tesla P40
- ▶ Tesla V100 SXM2
- ▶ Tesla V100 SXM2 32GB
- ▶ Tesla V100 PCIe
- ▶ Tesla V100 PCIe 32GB
- ▶ Tesla V100 FHHL
- ▶ Tesla T4
- ▶ Quadro RTX 6000
- ▶ Quadro RTX 8000

Supported VMware vSphere Hypervisor (ESXi) releases:

- ▶ Release 6.7 U1 and compatible updates support vMotion with vGPU and suspend-resume with vGPU.
- ▶ Release 6.7 supports only suspend-resume with vGPU.
- ▶ Releases earlier than 6.7 do not support any form of vGPU migration.

Supported guest OS releases: Windows and Linux.

Chapter 3. Known Product Limitations

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

3.1. 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.

3.2. 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.

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

$$\text{max-reserved-fb} = \text{vgpu-profile-size-in-mb} \div 16 + 16$$

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.



Note: In VMs running a Windows guest OS that supports Windows Display Driver Model (WDDM) 1.x, namely, Windows 7, Windows 8.1, Windows Server 2008, and Windows Server 2012, an additional 48 Mbytes of frame buffer are reserved and not available for vGPUs.

3.3. 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.

3.4. 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.

3.5. 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.

3.6. VM failures or crashes on servers with 1 TiB or more of system memory

Description

Support for vGPU and vSGA is limited to servers with less than 1 TiB of system memory. On servers with 1 TiB or more of system memory, VM failures or crashes may occur. For example, when Citrix Virtual Apps and Desktops is used with a Windows 7 guest OS, a blue screen crash may occur. However, support for vDGA is not affected by this limitation.

Depending on the version of NVIDIA vGPU software that you are using, the log file on the VMware vSphere host might also report the following errors:

```
2016-10-27T04:36:21.128Z cpu74:70210)DMA: 1935: Unable to perform element mapping:
  DMA mapping could not be completed
2016-10-27T04:36:21.128Z cpu74:70210)Failed to DMA map address 0x118d296c000
  (0x4000): Can't meet address mask of the device..
2016-10-27T04:36:21.128Z cpu74:70210)NVRM: VM: nv_alloc_contig_pages: failed to
  allocate memory
```

This limitation applies only to systems with supported GPUs based on the Maxwell architecture: Tesla M6, Tesla M10, and Tesla M60.

Resolution

Limit the amount of system memory on the server to 1 TiB minus 16 GiB.

1. Set memmapMaxRAMMB to 1032192, which is equal to 1048576 minus 16384.

For detailed instructions, see [Set Advanced Host Attributes](#) in the VMware vSphere documentation.

2. Reboot the server.

If the problem persists, contact your server vendor for the recommended system memory configuration with NVIDIA GPUs.

3.7. VM running older NVIDIA vGPU drivers fails to initialize vGPU when booted

Description

A VM running a version of the NVIDIA guest VM drivers from a previous main release branch, for example release 4.4, will fail to initialize vGPU when booted on a VMware vSphere platform running the current release of Virtual GPU Manager.

In this scenario, 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)
```

Depending on the versions of drivers in use, the VMware vSphere VM's log file reports one of the following errors:

- ▶ A version mismatch between guest and host drivers:

```
vthread-10| E105: vmiop_log: Guest VGX version(2.0) and Host VGX version(2.1) do not match
```

- ▶ A signature mismatch:

```
vthread-10| E105: vmiop_log: vGPU message signature mismatch.
```

Resolution

Install the current NVIDIA guest VM driver in the VM.

3.8. Virtual GPU fails to start if ECC is enabled

Description

Tesla M60, Tesla M6, and GPUs based on the Pascal GPU architecture, for example Tesla P100 or Tesla P4, support error correcting code (ECC) memory for improved data integrity. Tesla M60 and M6 GPUs in graphics mode are supplied with ECC memory disabled by default, but it may subsequently be enabled using `nvidia-smi`. GPUs based on the Pascal GPU architecture are supplied with ECC memory enabled.

However, NVIDIA vGPU does not support ECC memory. If ECC memory is enabled, NVIDIA vGPU fails to start.

The following error is logged in the VMware vSphere host's log file:

```
vthread10|E105: Initialization: VGX not supported with ECC Enabled.
```

Resolution

Ensure that ECC is disabled on all GPUs.

Before you begin, ensure that NVIDIA Virtual GPU Manager is installed on your hypervisor.

1. Use `nvidia-smi` to list the status of all GPUs, and check for ECC noted as enabled on GPUs.

```
# nvidia-smi -q
=====NVSMI LOG=====
Timestamp                : Tue Dec 19 18:36:45 2017
Driver Version           : 384.99
Attached GPUs            : 1
GPU 0000:02:00.0
[...]
Ecc Mode
  Current                 : Enabled
  Pending                 : Enabled
[...]
```

2. Change the ECC status to off on each GPU for which ECC is enabled.

- ▶ If you want to change the ECC status to off for all GPUs on your host machine, run this command:

```
# nvidia-smi -e 0
```

- ▶ If you want to change the ECC status to off for a specific GPU, run this command:

```
# nvidia-smi -i id -e 0
```

id is the index of the GPU as reported by `nvidia-smi`.

This example disables ECC for the GPU with index `0000:02:00.0`.

```
# nvidia-smi -i 0000:02:00.0 -e 0
```

3. Reboot the host.
4. Confirm that ECC is now disabled for the GPU.

```
# nvidia-smi -q
=====NVSMI LOG=====
Timestamp                : Tue Dec 19 18:37:53 2017
Driver Version           : 384.99
Attached GPUs            : 1
GPU 0000:02:00.0
[...]
Ecc Mode
  Current                 : Disabled
  Pending                 : Disabled
[...]
```

If you later need to enable ECC on your GPUs, run one of the following commands:

- ▶ If you want to change the ECC status to on for all GPUs on your host machine, run this command:

```
# nvidia-smi -e 1
```

- ▶ If you want to change the ECC status to on for a specific GPU, run this command:

```
# nvidia-smi -i id -e 1
```

id is the index of the GPU as reported by `nvidia-smi`.

This example enables ECC for the GPU with index `0000:02:00.0`.

```
# nvidia-smi -i 0000:02:00.0 -e 1
```

After changing the ECC status to on, reboot the host.

3.9. 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

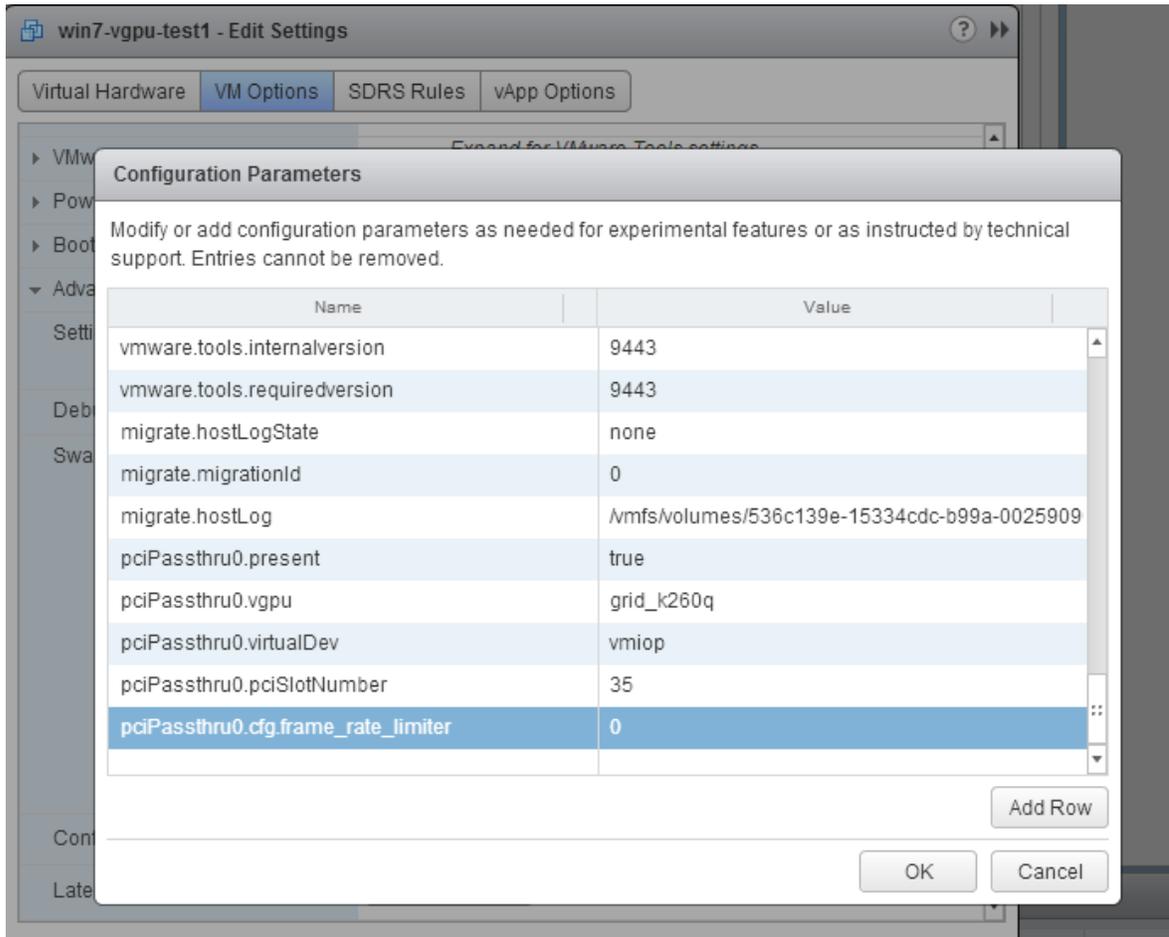
FRL is controlled by an internal vGPU setting. On vGPUs that use the best-effort scheduler, NVIDIA does not validate vGPU with FRL disabled, but for validation of benchmark performance, FRL can be temporarily disabled by adding the configuration parameter `pciPassthru0.cfg.frame_rate_limiter` in the VM's advanced configuration options.



Note: This setting can only be changed when the VM is powered off.

1. Select **Edit Settings**.
2. In **Edit Settings** window, select the **VM Options** tab.
3. From the **Advanced** drop-down list, select **Edit Configuration**.
4. In the **Configuration Parameters** dialog box, click **Add Row**.

- In the **Name** field, type the parameter name `pciPassthru0.cfg.frame_rate_limiter`, in the **Value** field type 0, and click **OK**.



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 by setting `pciPassthru0.cfg.frame_rate_limiter` to 1 or by removing the parameter from the advanced settings.

3.10. VMs configured with large memory fail to initialize vGPU when booted

Description

When starting multiple VMs configured with large amounts of RAM (typically more than 32GB per VM), a VM may fail to initialize vGPU. In this scenario, the VM boots in VMware SVGA mode and doesn't load the NVIDIA driver. The NVIDIA vGPU software 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)
```

The VMware vSphere VM's log file contains these error messages:

```
vthread10|E105: NVOS status 0x29
vthread10|E105: Assertion Failed at 0x7620fd4b:179
vthread10|E105: 8 frames returned by backtrace
...
vthread10|E105: VGPU message 12 failed, result code: 0x29
...
vthread10|E105: NVOS status 0x8
vthread10|E105: Assertion Failed at 0x7620c8df:280
vthread10|E105: 8 frames returned by backtrace
...
vthread10|E105: VGPU message 26 failed, result code: 0x8
```

Resolution

vGPU reserves a portion of the VM's framebuffer for use in GPU mapping of VM system memory. The reservation is sufficient to support up to 32GB of system memory, and may be increased to accommodate up to 64GB by adding the configuration parameter `pciPassthru0.cfg.enable_large_sys_mem` in the VM's advanced configuration options



Note: This setting can only be changed when the VM is powered off.

1. Select **Edit Settings**.
2. In **Edit Settings** window, select the **VM Options** tab.
3. From the **Advanced** drop-down list, select **Edit Configuration**.
4. In the **Configuration Parameters** dialog box, click **Add Row**.
5. In the **Name** field, type the parameter name `pciPassthru0.cfg.enable_large_sys_mem`, in the **Value** field type 1, and click **OK**.

With this setting in place, less GPU framebuffer is available to applications running in the VM. To accommodate system memory larger than 64GB, the reservation can be further increased by adding `pciPassthru0.cfg.extra_fb_reservation` in the VM's advanced configuration options, and setting its value to the desired reservation size in megabytes. The default value of 64M is sufficient to support 64 GB of RAM. We recommend adding 2 M of reservation for each additional 1 GB of system memory. For example, to support 96 GB of RAM, set `pciPassthru0.cfg.extra_fb_reservation` to 128.

The reservation can be reverted back to its default setting by setting `pciPassthru0.cfg.enable_large_sys_mem` to 0, or by removing the parameter from the advanced settings.

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 8.10

No resolved issues are reported in this release for VMware vSphere.

Issues Resolved in Release 8.9

No resolved issues are reported in this release for VMware vSphere.

Issues Resolved in Release 8.8

No resolved issues are reported in this release for VMware vSphere.

Issues Resolved in Release 8.7

Bug ID	Summary and Description
3226853	<p><u>8.0-8.6 Only: NVIDIA vGPU software graphics driver installation fails in Ubuntu guest VMs</u></p> <p>Installation of the NVIDIA vGPU software graphics driver from a <code>.run</code> file fails in Ubuntu guest VMs that are running Linux kernel version 5.8 or later.</p>

Issues Resolved in Release 8.6

Bug ID	Summary and Description
200663459	<p><u>8.0-8.5 Only: Device initialization fails on servers with 1 TiB or more of system memory</u></p> <p>On servers with 1 TiB or more of system memory, device initialization fails because the buffer for flushing system memory cannot be allocated. The device initialization failure might also be accompanied by a purple-screen crash. This issue occurs because a driver regression caused the address of the buffer to</p>

Bug ID	Summary and Description
	be longer than the 40 bits of address space that the GPU hardware unit for flushing system memory can handle.

Issues Resolved in Release 8.5

No resolved issues are reported in this release for VMware vSphere.

Issues Resolved in Release 8.4

Bug ID	Summary and Description
200594274	<p><u>8.0-8.3 Only: When the VMs to which 16 vGPUs on a single GPU are assigned are started simultaneously, one VM fails to boot</u></p> <p>When the VMs to which 16 vGPUs on a single GPU (for example 16 T4-1Q vGPUs on a Tesla T4 GPU) are assigned are started simultaneously, only 15 VMs boot and the remaining VM fails to start. When the other VMs are shut down, the VM that failed to start boots successfully. When this issue occurs, the error message failed to boot up due to the error of plugin /usr/lib64/vmware/plugin/libnvidia-vgx.so initialized is reported by VMware vCenter Server.</p>
2852349	<p><u>8.0-8.3 Only: VM crashes with memory regions error</u></p> <p>Windows or Linux VMs might hang while users are performing multiple resize operations. This issue occurs with VMware Horizon 7.10 or later versions. This issue is caused by a race condition, which leads to deadlock that causes the VM to hang.</p>

Issues Resolved in Release 8.3

Bug ID	Summary and Description
2740072	<p><u>8.0-8.2 Only: Random purple screen crashes with nv_interrupt_handler can occur</u></p> <p>Random purple screen crashes can occur, accompanied by a stack trace that contains nv_interrupt_handler.</p>
2175888	<p><u>8.0-8.2 Only: Even when the scheduling policy is equal share, unequal GPU utilization is reported</u></p> <p>When the scheduling policy is equal share, unequal GPU engine utilization can be reported for the vGPUs on the same physical GPU.</p>

Issues Resolved in Release 8.2

Bug ID	Summary and Description
2644858	<p><u>8.0, 8.1 Only: VMs fail to boot with failed assertions</u></p> <p>In some scenarios with heavy workloads running on multiple VMs configured with NVIDIA vGPUs on a single physical GPU, additional VMs configured with NVIDIA vGPU on the same GPU fail to boot. The failure of the VM to boot is followed by failed assertions. This issue affects GPUs based on the NVIDIA Volta GPU architecture and later architectures.</p>
2678149	<p><u>8.0, 8.1 Only: Sessions freeze randomly with error XID 31</u></p> <p>Users' Citrix Virtual Apps and Desktops sessions can sometimes freeze randomly with error XID 31.</p>

Issues Resolved in Release 8.1

Bug ID	Summary and Description
200534988	<p>Error XID 47 followed by multiple XID 32 errors</p> <p>After disconnecting Citrix Virtual Apps and Desktops and clicking the power button in the VM, error XID 47 occurs followed by multiple XID 32 errors. When these errors occur, the hypervisor host becomes unusable.</p>
200434909	<p><u>8.0 Only: Users' view sessions may become corrupted after migration</u></p> <p>When a VM configured with vGPU under heavy load is migrated to another host, users' view sessions may become corrupted after the migration.</p>
200515868	<p><u>8.0 Only: Random hypervisor host purple screen crashes occur even when the host is idle</u></p> <p>Random hypervisor host purple screen crashes occur with NVIDIA vGPU software release 8.0 on VMware vSphere. A purple screen crash may occur even when the hypervisor is idle with no VMs running on it.</p>
-	<p><u>8.0 Only: Incorrect NVIDIA vGPU software Windows graphics driver version in the installer</u></p> <p>The NVIDIA vGPU software Windows graphics driver version in the installer is incorrect. The driver version incorrectly appears as 325.31 instead of 425.31 in the Extraction path field and the title of the NVIDIA Graphics Driver (325.31) Package Window.</p>

Issues Resolved in Release 8.0

Bug ID	Summary and Description
1971698	<p data-bbox="496 321 1338 390">NVIDIA vGPU encoder and process utilization counters don't work with Windows Performance Counters</p> <p data-bbox="496 417 1370 525">GPU encoder and process utilization counter groups are listed in Windows Performance Counters, but no instances of the counters are available. The counters are disabled by default and must be enabled.</p>

Chapter 5. Security Updates

5.1. Restricting Access to GPU Performance Counters

The NVIDIA graphics driver contains a vulnerability (CVE-2018-6260) that may allow access to application data processed on the GPU through a side channel exposed by the GPU performance counters. To address this vulnerability, update the driver and restrict access to GPU performance counters to allow access only by administrator users and users who need to use CUDA profiling tools.

The GPU performance counters that are affected by this vulnerability are the hardware performance monitors used by the CUDA profiling tools such as CUPTI, Nsight Graphics, and Nsight Compute. These performance counters are exposed on the hypervisor host and in guest VMs only as follows:

- ▶ On the hypervisor host, they are always exposed. However, the Virtual GPU Manager does not access these performance counters and, therefore, is not affected.
- ▶ In Windows and Linux guest VMs, they are exposed **only** in VMs configured for GPU pass through. They are not exposed in VMs configured for NVIDIA vGPU.

5.1.1. Windows: Restricting Access to GPU Performance Counters for One User by Using NVIDIA Control Panel

Perform this task from the guest VM to which the GPU is passed through.

Ensure that you are running **NVIDIA Control Panel** version 8.1.950.

1. Open **NVIDIA Control Panel**:
 - ▶ Right-click on the Windows desktop and select **NVIDIA Control Panel** from the menu.
 - ▶ Open **Windows Control Panel** and double-click the **NVIDIA Control Panel** icon.
2. In **NVIDIA Control Panel**, select the **Manage GPU Performance Counters** task in the **Developer** section of the navigation pane.

3. Complete the task by following the instructions in the **Manage GPU Performance Counters > Developer** topic in the **NVIDIA Control Panel** help.

5.1.2. Windows: Restricting Access to GPU Performance Counters Across an Enterprise by Using a Registry Key

You can use a registry key to restrict access to GPU Performance Counters for all users who log in to a Windows guest VM. By incorporating the registry key information into a script, you can automate the setting of this registry for all Windows guest VMs across your enterprise.

Perform this task from the guest VM to which the GPU is passed through.



CAUTION: Only enterprise administrators should perform this task. Changes to the Windows registry must be made with care and system instability can result if registry keys are incorrectly set.

1. Set the RmProfilingAdminOnly Windows registry key to 1.

```
[HKLM\SYSTEM\CurrentControlSet\Services\nvlddmkm\Global\NVTweak]
Value: "RmProfilingAdminOnly"
Type: DWORD
Data: 00000001
```

The data value 1 restricts access, and the data value 0 allows access, to application data processed on the GPU through a side channel exposed by the GPU performance counters.

2. Restart the VM.

5.1.3. Linux Guest VMs: Restricting Access to GPU Performance Counters

On systems where unprivileged users don't need to use GPU performance counters, restrict access to these counters to system administrators, namely users with the `CAP_SYS_ADMIN` capability set. By default, the GPU performance counters are not restricted to users with the `CAP_SYS_ADMIN` capability.

Perform this task from the guest VM to which the GPU is passed through.

This task requires `sudo` privileges.

1. Log in to the guest VM.
2. Set the kernel module parameter `NVreg_RestrictProfilingToAdminUsers` to 1 by adding this parameter to the `/etc/modprobe.d/nvidia.conf` file.

- ▶ If you are setting only this parameter, add an entry for it to the `/etc/modprobe.d/nvidia.conf` file as follows:

```
options nvidia NVreg_RegistryDwords="NVreg_RestrictProfilingToAdminUsers=1"
```

- ▶ If you are setting multiple parameters, set them in a single entry as in the following example:

```
options nvidia NVreg_RegistryDwords="RmPVMRL=0x0"
"NVreg_RestrictProfilingToAdminUsers=1"
```

If the `/etc/modprobe.d/nvidia.conf` file does not already exist, create it.

3. Restart the VM.

5.1.4. Hypervisor Host: Restricting Access to GPU Performance Counters

On systems where unprivileged users don't need to use GPU performance counters, restrict access to these counters to system administrators. By default, the GPU performance counters are not restricted to system administrators.

Perform this task from your hypervisor host machine.

1. Open a command shell as the root user on your hypervisor host machine.
2. Set the kernel module parameter `NVreg_RestrictProfilingToAdminUsers` to 1 by using the `esxcli set` command.

- ▶ If you are setting only this parameter, set it as follows:

```
# esxcli system module parameters set -m nvidia -p
"NVreg_RestrictProfilingToAdminUsers=1"
```

- ▶ If you are setting multiple parameters, set them in a single command as in the following example:

```
# esxcli system module parameters set -m nvidia -p "NVreg_RegistryDwords=RmPVMRL=0x0
NVreg_RestrictProfilingToAdminUsers=1"
```

3. Reboot your hypervisor host machine.

Chapter 6. Known Issues

6.1. Since 8.9: 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

6.2. When a licensed client deployed by using VMware instant clone technology is destroyed, it does not return the license

Description

When a user logs out of a VM deployed by using VMware Horizon instant clone technology, the VM is deleted and OS is not shut down cleanly. The NVIDIA vGPU software license that was being used by the VM is not returned to the license server, which could cause the license server to run out of licenses.

Workaround

Deploy the instant-clone desktop pool with the following options:

- ▶ **Floating** user assignment
- ▶ **All Machines Up-Front** provisioning

This configuration will allow the MAC address to be reused on the newly cloned VMs.

For more information, refer to the documentation for the version of VMware Horizon that you are using:

- ▶ VMware Horizon 8: [Worksheet for Creating an Instant-Clone Desktop Pool in Horizon Console](#)
- ▶ VMware Horizon 7: [Worksheet for Creating an Instant-Clone Desktop Pool in Horizon Console](#)

Status

Not an NVIDIA bug

Ref.

200744338

6.3. 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

6.4. 8.0-8.6 Only: NVIDIA vGPU software graphics driver installation fails in Ubuntu guest VMs

Description

Installation of the NVIDIA vGPU software graphics driver from a `.run` file fails in Ubuntu guest VMs that are running Linux kernel version 5.8 or later.

Version

Ubuntu 18.04 LTS with Linux kernel version 5.8 or later

Workaround

Revert to a Linux kernel version earlier than 5.8.

Status

Resolved in NVIDIA vGPU software 8.7

Ref.

3226853

6.5. 8.0-8.5 Only: Device initialization fails on servers with 1 TiB or more of system memory

Description

On servers with 1 TiB or more of system memory, device initialization fails because the buffer for flushing system memory cannot be allocated. The device initialization failure might also be accompanied by a purple-screen crash. This issue occurs because a driver regression caused the address of the buffer to be longer than the 40 bits of address space that the GPU hardware unit for flushing system memory can handle.

The log file on the VMware vSphere host might also report errors similar to the following examples:

```
2020-09-09T08:27:24.218Z cpu137:2102521)NVRM: GPU 0000:c8:00.0: RmInitAdapter
failed! (0x25:0x51:1238)
```

```
2020-09-09T08:27:24.218Z cpu137:2102521)NVRM: rm_init_adapter failed for device 0
```

The signature in the message (0x25:0x51:1238 in this example) depends on the NVIDIA vGPU software release.

Workaround

Limit the amount of system memory on the server to 1 TiB minus 16 GiB.

1. Set memmapMaxRAMMB to 1032192, which is equal to 1048576 minus 16384.

For detailed instructions, see [Set Advanced Host Attributes](#) in the VMware vSphere documentation.

2. Reboot the server.

Status

Resolved in NVIDIA vGPU software 8.6

Ref.

200663459

6.6. 8.0-8.3 Only: When the VMs to which 16 vGPUs on a single GPU are assigned are started simultaneously, one VM fails to boot

Description

When the VMs to which 16 vGPUs on a single GPU (for example 16 T4-1Q vGPUs on a Tesla T4 GPU) are assigned are started simultaneously, only 15 VMs boot and the remaining VM fails to start. When the other VMs are shut down, the VM that failed to start boots successfully. When this issue occurs, the error message failed to boot up due to the error of plugin /usr/lib64/vmware/plugin/libnvidia-vgx.so initialized is reported by VMware vCenter Server.

The log file on the hypervisor host contains these error messages:

```
2020-03-04T16:01:13.626Z| vmx| E110: vmiop_log: NVOS status 0x51
2020-03-04T16:01:13.626Z| vmx| E110: vmiop_log: Assertion Failed at 0x5e530d8c:303
...
2020-03-04T16:01:13.626Z| vmx| E110: vmiop_log: (0x0): Failed to alloc guest FB
memory
2020-03-04T16:01:13.626Z| vmx| E110: vmiop_log: (0x0): init_device_instance failed
for inst 0 with error 2 (vmiop-display: error allocating framebuffer)
2020-03-04T16:01:13.626Z| vmx| E110: vmiop_log: (0x0): Initialization:
init_device_instance failed error 2
2020-03-04T16:01:13.629Z| vmx| E110: vmiop_log: display_init failed for inst: 0
```

Status

Resolved in NVIDIA vGPU software 8.4

Ref.

200594274

6.7. 8.0-8.2 Only: Random purple screen crashes with `nv_interrupt_handler` can occur

Description

Random purple screen crashes can occur, accompanied by a stack trace that contains `nv_interrupt_handler`.

When the purple screen crash occurs, the hypervisor host displays a stack trace that contains entries similar to the following examples:

```
_nv010143rm  
_nv005916rm  
_nv017782rm  
_nv21250rm  
_nv021218rm  
nv_interrupt_handler
```

Version

NVIDIA vGPU software 8.2 only

Workaround

Reboot the ESXi hypervisor host.

Status

Resolved in NVIDIA vGPU software 8.3

Ref.

2740072

6.8. 8.0, 8.1 Only: VMs fail to boot with failed assertions

Description

In some scenarios with heavy workloads running on multiple VMs configured with NVIDIA vGPUs on a single physical GPU, additional VMs configured with NVIDIA vGPU on the same GPU fail to boot. The failure of the VM to boot is followed by failed assertions. This issue affects GPUs based on the NVIDIA Volta GPU architecture and later architectures.

When this error occurs, error messages similar to the following examples are logged to the VMware vSphere Hypervisor (ESXi) log file:

```
nvidia-vgpu-mgr[31526]: error: vmiop_log: NVOS status 0x1e
nvidia-vgpu-mgr[31526]: error: vmiop_log: Assertion Failed at 0xb2d3e4d7:96
nvidia-vgpu-mgr[31526]: error: vmiop_log: 12 frames returned by backtrace
nvidia-vgpu-mgr[31526]: error: vmiop_log: /usr/lib64/libnvidia-vgpu.so(_nv003956vgpu
+0x18) [0x7f4bb2cfb338] vmiop_dump_stack
nvidia-vgpu-mgr[31526]: error: vmiop_log: /usr/lib64/libnvidia-vgpu.so(_nv004018vgpu
+0xd4) [0x7f4bb2d09ce4] vmiopd_alloc_pb_channel
nvidia-vgpu-mgr[31526]: error: vmiop_log: /usr/lib64/libnvidia-vgpu.so(_nv002878vgpu
+0x137) [0x7f4bb2d3e4d7] vgpufceInitCopyEngine GK104
nvidia-vgpu-mgr[31526]: error: vmiop_log: /usr/lib64/libnvidia-vgpu.so(+0x80e27)
[0x7f4bb2cd0e27]
nvidia-vgpu-mgr[31526]: error: vmiop_log: /usr/lib64/libnvidia-vgpu.so(+0x816a7)
[0x7f4bb2cd16a7]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x413820]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x413a8d]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x40e11f]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x40bb69]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x40b51c]
nvidia-vgpu-mgr[31526]: error: vmiop_log: /lib64/libc.so.6(__libc_start_main+0x100)
[0x7f4bb2feed20]
nvidia-vgpu-mgr[31526]: error: vmiop_log: vgpu() [0x4033ea]
nvidia-vgpu-mgr[31526]: error: vmiop_log: (0x0): Alloc Channel(Gpfifo) for device
failed error: 0x1e
nvidia-vgpu-mgr[31526]: error: vmiop_log: (0x0): Failed to allocate FCE channel
nvidia-vgpu-mgr[31526]: error: vmiop_log: (0x0): init_device_instance failed for
inst 0 with error 2 (init frame copy engine)
nvidia-vgpu-mgr[31526]: error: vmiop_log: (0x0): Initialization:
init_device_instance failed error 2
nvidia-vgpu-mgr[31526]: error: vmiop_log: display_init failed for inst: 0
nvidia-vgpu-mgr[31526]: error: vmiop_env_log: (0x0): vmiop_process_configuration:
plugin registration error
nvidia-vgpu-mgr[31526]: error: vmiop_env_log: (0x0): vmiop_process_configuration
failed with 0x1a
kernel: [858113.083773] [nvidia-vgpu-vfio] ace3f3bb-17d8-4587-920e-199b8fed532d:
start failed. status: 0x1
```

Status

Resolved in NVIDIA vGPU software 8.2

Ref.

2644858

6.9. 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

Wait at least 30 seconds before trying to launch **NVIDIA Control Panel**.

Status

Open

Ref.

200623179

6.10. 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

6.11. On Linux, a VMware Horizon 7.12 session freezes after a switch to full screen

Description

On a Linux VM configured with a -1Q vGPU, one 4K display, and VMware Horizon 7.12, the VMware Horizon session might become unresponsive after a switch from large screen (windowed) to full screen. When this issue occurs, the VMware vSphere VM's log file contains the error message `Unable to set requested topology`.

Version

This issue affects deployments that use VMware Horizon 7.12.

Workaround

Use VMware Horizon 7.11.

Status

Open

Ref.

200617112

6.12. On Linux, a VMware Horizon 7.12 session with two 4K displays freezes

Description

On a Linux VM configured with a -1Q vGPU, two 4K displays, and VMware Horizon 7.12, the VMware Horizon session might become unresponsive. When this issue occurs, the VMware vSphere VM's log file contains the error message `Failed to setup capture session (error 8). Unable to allocate video memory`.

Version

This issue affects deployments that use VMware Horizon 7.12.

Workaround

Use VMware Horizon 7.11 or a vGPU with more frame buffer.

Status

Open

Ref.

200617081

6.13. 8.0-8.3 Only: VM crashes with memory regions error

Description

Windows or Linux VMs might hang while users are performing multiple resize operations. This issue occurs with VMware Horizon 7.10 or later versions. This issue is caused by a race condition, which leads to deadlock that causes the VM to hang.

Version

This issue affects deployments that use VMware Horizon 7.10 or later versions.

Workaround

Use VMware Horizon 7.9 or an earlier supported version.

Status

Resolved in NVIDIA vGPU software 8.4

Ref.

2852349

6.14. Citrix Virtual Apps and Desktops session freezes when the desktop is unlocked

Description

When a Citrix Virtual Apps and Desktops session that is locked is unlocked by pressing **Ctrl+Alt+Del**, the session freezes. This issue affects only VMs that are running Microsoft Windows 10 1809 as a guest OS.

Version

Microsoft Windows 10 1809 guest OS

Workaround

Restart the VM.

Status

Not an NVIDIA bug

Ref.

2767012

6.15. NVIDIA vGPU software graphics driver fails after Linux kernel upgrade with DKMS enabled

Description

After the Linux kernel is upgraded (for example by running `sudo apt full-upgrade`) with Dynamic Kernel Module Support (DKMS) enabled, the `nvidia-smi` command fails to run. If DKMS is enabled, an upgrade to the Linux kernel triggers a rebuild of the NVIDIA vGPU software graphics driver. The rebuild of the driver fails because the compiler version is incorrect. Any attempt to reinstall the driver fails because the kernel fails to build.

When the failure occurs, the following messages are displayed:

```
-> Installing DKMS kernel module:
```

```

ERROR: Failed to run `/usr/sbin/dkms build -m nvidia -v 418.70 -k 5.3.0-28-
generic`:
Kernel preparation unnecessary for this kernel. Skipping...
Building module:
cleaning build area...
'make' -j8 NV_EXCLUDE_BUILD_MODULES='' KERNEL_UNAME=5.3.0-28-generic
IGNORE_CC_MISMATCH='' modules...(bad exit status: 2)
ERROR (dkms apport): binary package for nvidia: 418.70 not found
Error! Bad return status for module build on kernel: 5.3.0-28-generic
(x86_64)
Consult /var/lib/dkms/nvidia/ 418.70/build/make.log for more information.
-> error.
ERROR: Failed to install the kernel module through DKMS. No kernel module
was installed;
please try installing again without DKMS, or check the DKMS logs for more
information.
ERROR: Installation has failed. Please see the file '/var/log/nvidia-
installer.log' for details.
You may find suggestions on fixing installation problems in the README
available on the Linux driver download page at www.nvidia.com.

```

Workaround

When installing the NVIDIA vGPU software graphics driver with DKMS enabled, use one of the following workarounds:

- ▶ Before running the driver installer, install the `dkms` package, then run the driver installer with the `-dkms` option.
- ▶ Run the driver installer with the `--no-cc-version-check` option.

Status

Not a bug.

Ref.

2836271

6.16. Red Hat Enterprise Linux and CentOS 6 VMs hang during driver installation

Description

During installation of the NVIDIA vGPU software graphics driver in a Red Hat Enterprise Linux or CentOS 6 guest VM, a kernel panic occurs, and the VM hangs and cannot be rebooted. This issue is observed on older Linux kernels when the NVIDIA device is using message-signaled interrupts (MSIs).

Version

This issue affects the following guest OS releases:

- ▶ Red Hat Enterprise Linux 6.6 and later compatible 6.x versions
- ▶ CentOS 6.6 and later compatible 6.x versions

Workaround

1. Disable MSI in the guest VM to fall back to INTx interrupts by adding the following line to the file `/etc/modprobe.d/nvidia.conf`:

```
options nvidia NVreg_EnableMSI=0
```

If the file `/etc/modprobe.d/nvidia.conf` does not exist, create it.

2. Install the NVIDIA vGPU Software graphics driver in the guest VM.

Status

Closed

Ref.

200556896

6.17. 8.0, 8.1 Only: Sessions freeze randomly with error XID 31

Description

Users' Citrix Virtual Apps and Desktops sessions can sometimes freeze randomly with error XID 31.

This issue is accompanied by error messages similar to the following examples (in which line breaks are added for readability):

```
Sep  4 22:55:22 localhost kernel: [14684.571644]
NVRM: Xid (PCI:0000:84:00): 31, Ch 000000f0, engmask 00000111, intr 10000000.
MMU Fault: ENGINE GRAPHICS HUBCLIENT_SKED faulted @ 0x2_1e4a0000.
Fault is of type FAULT_PDE_ACCESS_TYPE_WRITE
```

Status

Resolved in NVIDIA vGPU software 8.2

Ref.

2678149

6.18. Tesla T4 is enumerated as 32 separate GPUs by VMware vSphere ESXi

Description

Some servers, for example, the Dell R740, do not configure SR-IOV capability if the SR-IOV SBIOS setting is disabled on the server. If the SR-IOV SBIOS setting is disabled on such a server that is being used with the Tesla T4 GPU, VMware vSphere ESXi enumerates the Tesla T4 as 32 separate GPUs. In this state, you cannot use the GPU to configure a VM with NVIDIA vGPU or for GPU pass through.

Workaround

Ensure that the SR-IOV SBIOS setting is enabled on the server.

Status

Not an NVIDIA bug

Ref.

2697051

6.19. VMware vCenter shows GPUs with no available GPU memory

Description

VMware vCenter shows some physical GPUs as having 0.0 B of available GPU memory. VMs that have been assigned vGPUs on the affected physical GPUs cannot be booted. The `nvidia-smi` command shows the same physical GPUs as having some GPU memory available.

Workaround

Stop and restart the Xorg service and `nv-hostengine` on the ESXi host.

1. Stop all running VM instances on the host.
2. Stop the Xorg service.

```
[root@esxi:~] /etc/init.d/xorg stop
```
3. Stop `nv-hostengine`.

```
[root@esxi:~] nv-hostengine -t
```

4. Wait for 1 second to allow `nv-hostengine` to stop.

5. Start `nv-hostengine`.

```
[root@esxi:~] nv-hostengine -d
```

6. Start the Xorg service.

```
[root@esxi:~] /etc/init.d/xorg start
```

Status

Not an NVIDIA bug

A fix is available from VMware in VMware vSphere ESXi 6.7 U3. For information about the availability of fixes for other releases of VMware vSphere ESXi, contact VMware.

Ref.

2644794

6.20. 8.0 Only: Users' view sessions may become corrupted after migration

Description

When a VM configured with vGPU under heavy load is migrated to another host, users' view sessions may become corrupted after the migration.

Workaround

Restart the VM.

Status

Resolved in NVIDIA vGPU software release 8.1.

Ref.

200434909

6.21. Users' sessions may freeze during vMotion migration of VMs configured with vGPU

Description

When vMotion is used to migrate a VM configured with vGPU to another host, users' sessions may freeze for up to several seconds during the migration.

These factors may increase the length of time for which a session freezes:

- ▶ Continuous use of the frame buffer by the workload, which typically occurs with workloads such as video streaming
- ▶ A large amount of vGPU frame buffer
- ▶ A large amount of system memory
- ▶ Limited network bandwidth

Workaround

Administrators can mitigate the effects on end users by avoiding migration of VMs configured with vGPU during business hours or warning end users that migration is about to start and that they may experience session freezes.

End users experiencing this issue must wait for their sessions to resume when the migration is complete.

Status

Open

Ref.

2569578

6.22. Migrating a VM configured with NVIDIA vGPU software release 8.1 to a host running release 8.0 fails

Description

This issue occurs only with the following combination of releases of guest VM graphics driver, vGPU manager on the source host, and vGPU manager on the destination host:

Guest VM Graphics Driver	Source vGPU Manager	Destination vGPU Manager
8.1	8.1	8.0

Workaround

1. On the host that is running vGPU Manager 8.1, set the registry key `RMSetVGPUVersionMax` to `0x20001`.
2. Start the VM.
3. Confirm that the vGPU version in the log files is `0x20001`.

```
2019-07-09T10:19:05.420Z | vthread-2142280 | I125: vmiop_log: vGPU version: 0x20001
```

The VM can now be migrated.

Status

Open

Ref.

200533827

6.23. 8.0 Only: Random hypervisor host purple screen crashes occur even when the host is idle

Description

Random hypervisor host purple screen crashes occur with NVIDIA vGPU software release 8.0 on VMware vSphere. A purple screen crash may occur even when the hypervisor is idle with no VMs running on it.

When the purple screen crash occurs, the hypervisor host displays a stack trace similar to the following example.

```
VMware ESXI 6.5.0 [Releasebuild-13004831 x86_64]
#PF Exception 14 in world 66285:vmnic4-pollW IP 0x41802d7fe07d addr 0x10
PTEs:8xff78422023:0xff78423023:0xff78424023:0x0;
cr0=0x0001003d cr2=0x10 cr3=0x53e02000 cr4=0x216c
frame=0x4391d769b3b0 ip=11x41802d7fe07d err=0 rflags=0x10202
rax=0x4388a80a8aa8 rbx=excle0001b rcx=0x0
rdx=0x4308a80a0aa8 rbp=0x4391d769b490 rsi=excle0001b
rdi=0x4388a7368250r8=8x8r9=0x0
r10=0x10a1c4 r11=0x8 r12=0x4388a7368250
r13=8x4391d769b4a8 r14=0x4391d769b5d0 r15=0x2000
"evIPCPU69:66285/vmnic4-pollWorld-0
PCPU SSISUSSSSSSSSSISSSISSUSUIDUIUSSIUSSVSVSSISSUSSSSSVSSISSIIIS
PCPU 64: SSIUISVS
Code start: 0x41802c808000 VMK uptime: 3:12:12:45.143
0x4391d769b470: [0x41802d7fe07d] _nv024719rm@ (nvidia) #<None>+0x91 stack:
 0x4308a80f3134
0x4391d769b4a0: [0x41802d7fe001] _nv024719rm@ (nvidia) #<None>+0x15 stack:
 8x4391d769b4e0
0x4391d769b4d0: [0x41802d25588d] _nv024730rm@ (nvidia) #<None>+0x29 stack:
 0x4391d769b500
0x4391d769b510: [0x41802d7c99af] _nv014647rm@ (nvidia) #<None>+0x8b stack:
 0x4391d769b540
0x4391d769b590: [0x41802d7c9506] _nv014650rm@ (nvidia) #<None>+0x1b6 stock: 0xd769b610
0x4391d769b630: [0x41802d859613] _nv014435rm@ (nvidia) #<None>+0x287 stack:
 0x4391d769b6a8
0x4391d769b6a0: [0x41802d7acole1_nv025853rm8 (nvidia) #<None>+0x102 stack:
 8x4308a7381da8
0x4391d769b6e0: [0x41802d7ac0c3] _nv025914rm@ (nvidia) #<None>+0x67 stack:
 8x430067379358
0x4391d7696710: [0x41802d63e5471_nv018845rm@ (nvidia) #<None>+0x50b stack:
 0x4391d7696770
0x4391d7696780: [0x41802d63d12b1_nv004403rm@ (nvidia) #<None>+0x13b stack:
 0x439100000001
0x4391d7696800: [0x41802d63d669] _nv018852rm@ (nvidia) #<None>+0x79 stack:
 Bx4308a73a3b16
0x4391d7696840: [0x41802d639043] _nv018853rm@ (nvidia) #<None>+0x83 stack:
 0x4391d769b000
0x4391d7696890: [0x41802d8c41ac1_nv001024rm@ (nvidia) #<None>+0x138 stack:
 8x4308a7379358
0x4391d769ba90: [0x41802d92b1d2]nv_interrupt_handler@ (nvidia) #<None>+0x1ce stack:
 0x12f
0x4391d769bad0: [0x41802c8d1b44]IntrCookieBH@vmkernel#nover+0x1e0 stack: 0x0
0x4391d769bb70: [0x41802c8bldb0]BH_DrainAndDisableInterrupts@vmkernel#nover+0x100
stack: 0x4391d769bc50
0x4391d769bc00: [0x41802c8d3952]IntrCookie_VmkernelInterrupt@vmkernel#nover+0xc6
stack: 0x3d
0x4391d769bc30: [0x41802c92f2bd]IDT_IntrHandler@vmkernel#nover+0x9d stack: 0x0
0x4391d769bc50: [0x41802c93d067]gate_entry@vmkernel#nover+0x0 stack: 0x0
0x4391d769bd10: [0x41802c88bc521Power_ArchSetCState@vmkernel#nover+0x18a stack:
 0x7fffffffffffffff
0x4391d769bd40: [0x41802cac6e93]CpuSchedIdleLoopInt@vmkerneI#nover+0x39b stack:
 0x8000
0x4391d769hdb0: [0x41802cac974a]CpuSchedDispatch@vmkernel#nover+0x114a stack:
 0x4100000000001
0x4391d769bee0: [0x41802caca9c2]CpuSchedWait@vmkernel#nover+0x27a stack: 0x
100000200000000
base fs=0x0 gs=0x418051406660 Kgs=0x0
Coredump to disk. Slot 1 of 1 on device eui.00e04c20202000:9.
Finalized dump header (14/14) DiskDump: Successful.
No file configured to dump data.
No port for remote debugger.
```

Version

NVIDIA vGPU software release 8.0 only

Status

Resolved in NVIDIA vGPU software release 8.1

Ref.

200515868

6.24. 8.0 Only: Incorrect NVIDIA vGPU software Windows graphics driver version in the installer

Description

The NVIDIA vGPU software Windows graphics driver version in the installer is incorrect. The driver version incorrectly appears as 325.31 instead of 425.31 in the **Extraction path** field and the title of the **NVIDIA Graphics Driver (325.31) Package Window**.



Version

NVIDIA vGPU software Windows graphics driver version 425.31 in NVIDIA vGPU software release 8.0

Workaround

To simplify future administration of your system, you can correct the driver version in the folder name when the installer prompts you for the extraction path. However, if you do not change the name of the folder in the extraction path, the installation succeeds and the driver functions correctly.

Status

Resolved in NVIDIA vGPU software release 8.1

6.25. Quadro RTX 8000 and Quadro RTX 6000 GPUs can't be used with VMware vSphere ESXi 6.5

Description

Quadro RTX 8000 and Quadro RTX 6000 GPUs can't be used with VMware vSphere ESXi 6.5. If you attempt to use the Quadro RTX 8000 or Quadro RTX 6000 GPU with VMware vSphere ESXi 6.5, a purple-screen crash occurs after you install the NVIDIA Virtual GPU Manager.

Version

VMware vSphere ESXi 6.5

Workaround

Upgrade VMware vSphere ESXi to patch level ESXi 6.5 P04 (ESXi650-201912002, build 15256549) or later.

VMware resolved this issue in this patch for VMware vSphere ESXi.

Status

Not an NVIDIA bug

Ref.

200491080

6.26. Vulkan applications crash in Windows 7 guest VMs configured with NVIDIA vGPU

Description

In Windows 7 guest VMs configured with NVIDIA vGPU, applications developed with Vulkan APIs crash or throw errors when they are launched. Vulkan APIs require sparse texture support, but in Windows 7 guest VMs configured with NVIDIA vGPU, sparse textures are not enabled.

In Windows 10 guest VMs configured with NVIDIA vGPU, sparse textures are enabled and applications developed with Vulkan APIs run correctly in these VMs.

Status

Open

Ref.

200381348

6.27. 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

6.28. H.264 encoder falls back to software encoding on 1Q vGPUs with a 4K display

Description

On 1Q vGPUs with a 4K display, a shortage of frame buffer causes the H.264 encoder to fall back to software encoding.

Workaround

Use a 2Q or larger virtual GPU type to provide more frame buffer for each vGPU.

Status

Open

Ref.

2422580

6.29. H.264 encoder falls back to software encoding on 2Q vGPUs with 3 or more 4K displays

Description

On 2Q vGPUs with three or more 4K displays, a shortage of frame buffer causes the H.264 encoder to fall back to software encoding.

This issue affects only vGPUs assigned to VMs that are running a Linux guest OS.

Workaround

Use a 4Q or larger virtual GPU type to provide more frame buffer for each vGPU.

Status

Open

Ref. #

200457177

6.30. 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

6.31. 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.

6.32. VMware vMotion fails gracefully under heavy load

Description

Migrating a VM configured with vGPU fails gracefully if the VM is running an intensive workload.

The error stack in the task details on the vSphere web client contains the following error message:

```
The migration has exceeded the maximum switchover time of 100 second(s).
ESX has preemptively failed the migration to allow the VM to continue running on the
source.
To avoid this failure, either increase the maximum allowable switchover time or wait
until
the VM is performing a less intensive workload.
```

Workaround

Increase the maximum switchover time by increasing the `vmotion.maxSwitchoverSeconds` option from the default value of 100 seconds.

For more information, see [VMware Knowledge Base Article: vMotion or Storage vMotion of a VM fails with the error: The migration has exceeded the maximum switchover time of 100 second\(s\) \[2141355\]](#).

Status

Not an NVIDIA bug

Ref.

200416700

6.33. Cloned VMs configured with a vGPU type different than the type in the master image fail to start

Description

Cloned VMs configured with a vGPU type different than the type in the master image fail to start.

When a Windows 10 VM is booted, the VM becomes stuck in a loop and alternately displays `Getting devices ready: 50%` and `Preparation in progress`.

Workaround

Create one master image for each vGPU type that you want to use. Do not attempt to configure a cloned VM with a vGPU type different than the type in the master image.

Status

Not an NVIDIA bug

Ref.

2285306

6.34. View session freezes intermittently after a Linux VM acquires a license

Description

In a Linux VM, the view session can sometimes freeze after the VM acquires a license.

Workaround

Resize the view session.

Status

Open

Ref.

200426961

6.35. 8.0-8.2 Only: Even when the scheduling policy is equal share, unequal GPU utilization is reported

Description

When the scheduling policy is equal share, unequal GPU engine utilization can be reported for the vGPUs on the same physical GPU.

For example, GPU engine usage for three P40-8Q vGPUs on a Tesla P40 GPU might be reported as follows:

```
[root@localhost:~] nvidia-smi vgpu
Wed Jun 27 10:33:18 2018
```

NVIDIA-SMI 390.59		Driver Version: 390.59	
GPU	Name	Bus-Id	GPU-Util
vGPU ID	Name	VM ID	vGPU-Util
0	Tesla P40	00000000:81:00.0	52%
	2122661 GRID P40-8Q	2122682 centos7.4-xmpl-211...	19%
	2122663 GRID P40-8Q	2122692 centos7.4-xmpl-211...	0%
	2122659 GRID P40-8Q	2122664 centos7.4-xmpl-211...	25%
1	Tesla P40	00000000:85:00.0	58%
	2122662 GRID P40-8Q	2122689 centos7.4-xmpl-211...	0%
	2122658 GRID P40-8Q	2122667 centos7.4-xmpl-211...	59%
	2122660 GRID P40-8Q	2122670 centos7.4-xmpl-211...	0%

The vGPU utilization of the vGPU 2122658 is reported as 59%. However, the expected vGPU utilization should not exceed 33%.

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

Status

Resolved in NVIDIA vGPU software 8.3

Ref.

2175888

6.36. 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

6.37. `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

6.38. GPU resources not available error during VMware instant clone provisioning

Description

A `GPU resources not available` error might occur during VMware instant clone provisioning. On Windows VMs, a `video TDR failure - NVLDDMKM.sys` error causes a blue screen crash.

This error occurs when options for VMware Virtual Shared Graphics Acceleration (vSGA) are set for a VM that is configured with NVIDIA vGPU. VMware vSGA is a feature of VMware vSphere that enables multiple virtual machines to share the physical GPUs on ESXi hosts and can be used as an alternative to NVIDIA vGPU.

Depending on the combination of options set, one of the following error messages is seen when the VM is powered on:

- ▶ `Module 'MKS' power on failed.`

This message is seen when the following options are set:

- ▶ **Enable 3D support** is selected.
- ▶ **3D Renderer** is set to **Hardware**

- ▶ The graphics type of all GPUs on the ESXi host is Shared Direct.
- ▶ Hardware GPU resources are not available. The virtual machine will use software rendering.

This message is seen when the following options are set:

- ▶ **Enable 3D support** is selected.
- ▶ **3D Renderer** is set to **Automatic**.
- ▶ The graphics type of all GPUs on the ESXi host is Shared Direct.

Resolution

If you want to use NVIDIA vGPU, unset any options for VMware vSGA that are set for the VM.

1. Ensure that the VM is powered off.
2. Open the vCenter Web UI.
3. In the vCenter Web UI, right-click the VM and choose **Edit Settings**.
4. Click the **Virtual Hardware** tab.
5. In the device list, expand the **Video card** node and de-select the **Enable 3D support** option.
6. Start the VM.

Status

Not a bug

Ref.

2369683

6.39. VMs with 32 GB or more of RAM fail to boot with GPUs requiring 64 GB of MMIO space

Description

VMs with 32 GB or more of RAM fail to boot with GPUs that require 64 GB of MMIO space. VMs boot successfully with RAM allocations of less than 32 GB.

The following GPUs require 64 GB of MMIO space:

- ▶ Tesla P6
- ▶ Tesla P40
- ▶ Tesla P100 (all variants)

- ▶ Tesla V100 (all variants)

Version

This issue affects the following versions of VMware vSphere ESXi:

- ▶ 6.0 Update 3 and later updates
- ▶ 6.5 and later updates

Workaround

If you want to use a VM with 32 GB or more of RAM with GPUs that require 64 GB of MMIO space, use this workaround:

1. Create a VM to which less than 32 GB of RAM is allocated.
2. Choose **VM Options > Advanced** and set `pciPassthru.use64bitMMIO="TRUE"`.
3. Allocate the required amount of RAM to the VM.

For more information, see [VMware Knowledge Base Article: VMware vSphere VMDirectPath I/O: Requirements for Platforms and Devices \[2142307\]](#).

Status

Not an NVIDIA bug

Resolved in VMware vSphere ESXi 6.7

Ref.

2043171

6.40. Module load failed during VIB downgrade from R390 to R384

Description

Some registry keys are available only with the R390 Virtual GPU Manager, for example, `NVreg_IgnoreMMIOCheck`. If any keys that are available only with the R390 Virtual GPU Manager are set, the NVIDIA module fails to load after a downgrade from R390 to R384.

When `nvidia-smi` is run without any arguments to verify the installation, the following error message is displayed:

```
NVIDIA-SMI has failed because it couldn't communicate with the NVIDIA driver. Make sure that the latest NVIDIA driver is installed and running.
```

Workaround

Before uninstalling the R390 VIB, clear all parameters of the `nvidia` module to remove any registry keys that are available only for the R390 Virtual GPU Manager.

```
# esxcli system module parameters set -p "" -m nvidia
```

Status

Not an NVIDIA bug

Ref.

200366884

6.41. Resolution is not updated after a VM acquires a license and is restarted

Description

In a Red Enterprise Linux 7.3 guest VM, an increase in resolution from 1024×768 to 2560×1600 is not applied after a license is acquired and the `gridd` service is restarted. This issue occurs if the `multimonitor` parameter is added to the `xorg.conf` file.

Version

Red Enterprise Linux 7.3

Status

Open

Ref.

200275925

6.42. On Tesla P40, P6, and P4 GPUs, the default ECC setting prevents NVIDIA vGPU from starting

Description

On Tesla P40, Tesla P6, and Tesla P4 GPUs, the default error-correcting code (ECC) memory setting prevents NVIDIA vGPU from starting. By default, ECC memory is enabled on these GPUs, but NVIDIA vGPU does not support ECC memory.

Workaround

Before running NVIDIA vGPU, disable ECC memory as explained in [Virtual GPU Software User Guide](#).

Status

Closed.

Ref.

200269717

6.43. Tesla P40 cannot be used in pass-through mode

Description

Pass-through mode on Tesla P40 GPUs and other GPUs based on the Pascal architecture does not work as expected. In some situations, after the VM is powered on, the guest OS crashes or fails to boot.

Workaround

Ensure that your GPUs are configured as described in [Requirements for Using GPUs Requiring Large MMIO Space in Pass-Through Mode](#)

Status

Not a bug

Ref. #

1944539

6.44. On Linux, 3D applications run slowly when windows are dragged

Description

When windows for 3D applications on Linux are dragged, the frame rate drops substantially and the application runs slowly.

This issue does not affect 2D applications.

Status

Open

Ref. #

1949482

6.45. 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

6.46. 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.

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

6.47. 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

6.48. Memory exhaustion can occur with vGPU profiles that have 512 Mbytes or less of frame buffer

Description

Memory exhaustion can occur with vGPU profiles that have 512 Mbytes or less of frame buffer.

This issue typically occurs in the following situations:

- ▶ Full screen 1080p video content is playing in a browser. In this situation, the session hangs and session reconnection fails.

- ▶ Multiple display heads are used with Citrix Virtual Apps and Desktops or VMware Horizon on a Windows 10 guest VM.
- ▶ Higher resolution monitors are used.
- ▶ Applications that are frame-buffer intensive are used.
- ▶ NVENC is in use.

To reduce the possibility of memory exhaustion, NVENC is disabled on profiles that have 512 Mbytes or less of frame buffer.

When memory exhaustion occurs, the NVIDIA host driver reports Xid error 31 and Xid error 43 in the VMware vSphere log file `vmware.log` in the guest VM's storage directory.

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

The root cause is a known issue associated with changes to the way that recent Microsoft operating systems handle and allow access to overprovisioning messages and errors. If your systems are provisioned with enough frame buffer to support your use cases, you should not encounter these issues.

Workaround

- ▶ Use an appropriately sized vGPU to ensure that the frame buffer supplied to a VM through the vGPU is adequate for your workloads.
- ▶ Monitor your frame buffer usage.
- ▶ If you are using Windows 10, consider these workarounds and solutions:
 - ▶ Use a profile that has 1 Gbyte of frame buffer.
 - ▶ Optimize your Windows 10 resource usage.

To obtain information about best practices for improved user experience using Windows 10 in virtual environments, complete the [NVIDIA GRID vGPU Profile Sizing Guide for Windows 10 download request form](#).

Additionally, you can use the [VMware OS Optimization Tool](#) to make and apply optimization recommendations for Windows 10 and other operating systems.

Status

Open

Ref.

- ▶ 200130864
- ▶ 1803861

6.49. vGPU VM fails to boot in ESXi 6.5 if the graphics type is Shared

Description



Note: If vSGA is being used, this issue shouldn't be encountered and changing the default graphics type is not necessary.

On VMware vSphere Hypervisor (ESXi) 6.5, after vGPU is configured, VMs to which a vGPU is assigned may fail to start and the following error message may be displayed:

```
The amount of graphics resource available in the parent resource pool is insufficient for the operation.
```

The vGPU Manager VIB provides vSGA and vGPU functionality in a single VIB. After this VIB is installed, the default graphics type is Shared, which provides vSGA functionality. To enable vGPU support for VMs in VMware vSphere 6.5, you must change the default graphics type to Shared Direct. If you do not change the default graphics type you will encounter this issue.

Version

VMware vSphere Hypervisor (ESXi) 6.5

Workaround

Change the default graphics type to Shared Direct as explained in [Virtual GPU Software User Guide](#).

Status

Open

Ref.

200256224

6.50. ESXi 6.5 web client shows high memory usage even when VMs are idle

Description

On VMware vSphere Hypervisor (ESXi) 6.5, the web client shows a memory usage alarm with critical severity for VMs to which a vGPU is attached even when the VMs are idle. When memory usage is monitored from inside the VM, no memory usage alarm is shown. The web client does not show a memory usage alarm for the same VMs without an attached vGPU.

Version

VMware vSphere Hypervisor (ESXi) 6.5

Workaround

Avoid using the VMware vSphere Hypervisor (ESXi) 6.5 web client to monitor memory usage for VMs to which a vGPU is attached.

Status

Not an NVIDIA bug

Ref.

200191065

6.51. NVIDIA driver installation may fail for VMs on a host in a VMware DRS cluster

Description

For VMware vSphere releases before 6.7 Update 1, the ESXi host on which VMs configured with NVIDIA vGPU reside must not be a member of an automated VMware Distributed Resource Scheduler (DRS) cluster. The installer for the NVIDIA driver for NVIDIA vGPU software cannot locate the NVIDIA vGPU software GPU card on a host in an automated VMware DRS Cluster. Any attempt to install the driver on a VM on a host in an automated DRS cluster fails with the following error:

NVIDIA Installer cannot continue
This graphics driver could not find compatible graphics hardware.



Note: This issue does not occur with VMs running VMware vSphere 6.7 Update 1 or later without load balancing support. For these releases, vSphere DRS supports automatic initial placement of VMs configured with NVIDIA vGPU.

Version

VMware vSphere Hypervisor (ESXi) releases **before** 6.7 Update 1.

Workaround

Ensure that the automation level of the DRS cluster is set to **Manual**.

For more information about this setting, see [Edit Cluster Settings](#) in the VMware documentation.

Status

Open

Ref.

1933449

6.52. 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

6.53. NVIDIA Control Panel fails to start and reports that “you are not currently using a display that is attached to an Nvidia GPU”

Description

When you launch NVIDIA Control Panel on a VM configured with vGPU, it fails to start and reports that you are not using a display attached to an NVIDIA GPU. This happens because Windows is using VMware’s SVGA device instead of NVIDIA vGPU.

Fix

Make NVIDIA vGPU the primary display adapter.

Use Windows screen resolution control panel to make the second display, identified as “2” and corresponding to NVIDIA vGPU, to be the active display and select the Show desktop only on 2 option. Click Apply to accept the configuration.

You may need to click on the Detect button for Windows to recognize the display connected to NVIDIA vGPU.



Note: If the VMware Horizon/View agent is installed in the VM, the NVIDIA GPU is automatically selected in preference to the SVGA device.

Status

Open

Ref. #

6.54. VM configured with more than one vGPU fails to initialize vGPU when booted

Description

Using the current VMware vCenter user interface, it is possible to configure a VM with more than one vGPU device. When booted, the VM boots in VMware SVGA mode and doesn't load the NVIDIA driver. The additional vGPU devices are present in Windows Device Manager but display a warning sign, and the following device status:

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

Workaround

NVIDIA vGPU currently supports a single virtual GPU device per VM. Remove any additional vGPUs from the VM configuration before booting the VM.

Status

Open

Ref. #

6.55. A VM configured with both a vGPU and a passthrough GPU fails to start the passthrough GPU

Description

Using the current VMware vCenter user interface, it is possible to configure a VM with a vGPU device and a passthrough (direct path) GPU device. This is not a currently supported configuration for vGPU. The passthrough GPU appears in Windows Device Manager with a warning sign, and the following device status:

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

Workaround

Do not assign vGPU and passthrough GPUs to a VM simultaneously.

Status

Open

Ref.

1735002

6.56. vGPU allocation policy fails when multiple VMs are started simultaneously

Description

If multiple VMs are started simultaneously, vSphere may not adhere to the placement policy currently in effect. For example, if the default placement policy (breadth-first) is in effect, and 4 physical GPUs are available with no resident vGPUs, then starting 4 VMs simultaneously should result in one vGPU on each GPU. In practice, more than one vGPU may end up resident on a GPU.

Workaround

Start VMs individually.

Status

Not an NVIDIA bug

Ref.

200042690

6.57. Before Horizon agent is installed inside a VM, the Start menu's sleep option is available

Description

When a VM is configured with a vGPU, the **Sleep** option remains available in the **Windows Start** menu. Sleep is not supported on vGPU and attempts to use it will lead to undefined behavior.

Workaround

Do not use Sleep with vGPU.

Installing the VMware Horizon agent will disable the **Sleep** option.

Status

Closed

Ref.

200043405

6.58. vGPU-enabled VMs fail to start, `nvidia-smi` fails when VMs are configured with too high a proportion of the server's memory.

Description

If vGPU-enabled VMs are assigned too high a proportion of the server's total memory, the following errors occur:

- ▶ One or more of the VMs may fail to start with the following error:


```
The available Memory resources in the parent resource pool are insufficient for the operation
```
- ▶ When run in the host shell, the `nvidia-smi` utility returns this error:


```
-sh: can't fork
```

For example, on a server configured with 256G of memory, these errors may occur if vGPU-enabled VMs are assigned more than 243G of memory.

Workaround

Reduce the total amount of system memory assigned to the VMs.

Status

Closed

Ref.

200060499

6.59. On reset or restart VMs fail to start with the error `VMIOP: no graphics device is available for vGPU...`

Description

On a system running a maximal configuration, that is, with the maximum number of vGPU VMs the server can support, some VMs might fail to start post a reset or restart operation.

Fix

Upgrade to ESXi 6.0 Update 1.

Status

Closed

Ref.

200097546

6.60. `nvidia-smi` shows high GPU utilization for vGPU VMs with active Horizon sessions

Description

vGPU VMs with an active Horizon connection utilize a high percentage of the GPU on the ESXi host. The GPU utilization remains high for the duration of the Horizon session even if there are no active applications running on the VM.

Workaround

None

Status

Open

Partially resolved for Horizon 7.0.1:

- For Blast connections, GPU utilization is no longer high.

- ▶ For PCoIP connections, utilization remains high.

Ref. #

1735009

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