Virtual GPU Software R535 for Ubuntu

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 Ubuntu.

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.

<table>
<thead>
<tr>
<th>NVIDIA vGPU Software Version</th>
<th>NVIDIA Virtual GPU Manager Version</th>
<th>NVIDIA Windows Driver Version</th>
<th>NVIDIA Linux Driver Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>16.2</td>
<td>535.129.03</td>
<td>537.70</td>
<td>535.129.03</td>
</tr>
<tr>
<td>16.1</td>
<td>535.104.06</td>
<td>537.13</td>
<td>535.104.05</td>
</tr>
<tr>
<td>16.0</td>
<td>535.54.06</td>
<td>536.25</td>
<td>535.54.03</td>
</tr>
</tbody>
</table>

For details of which Ubuntu releases are supported, see Hypervisor Software Releases.
1.2. Compatibility Requirements for the NVIDIA vGPU Manager and Guest VM Driver

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

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

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

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

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

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

**Note:**

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

For example, if vGPU Manager from release 16.2 is used with guest drivers from release 13.1, the combination does not support Red Hat Enterprise Linux 8.1 because NVIDIA vGPU software release 16.2 does not support Red Hat Enterprise Linux 8.1.

The following table lists the specific software releases that are compatible with the components in the NVIDIA vGPU software 16 major release branch.
### NVIDIA vGPU Software Component Releases

<table>
<thead>
<tr>
<th>NVIDIA vGPU Software Component</th>
<th>Releases</th>
<th>Compatible Software Releases</th>
</tr>
</thead>
</table>
| NVIDIA vGPU Manager           | 16.0 through 16.2 | ▶ Guest VM driver releases 16.0 through 16.2  
|                               |                | ▶ All guest VM driver 15.x releases  
|                               |                | ▶ All guest VM driver 13.x releases |
| Guest VM drivers               | 16.0 through 16.2 | NVIDIA vGPU Manager releases 16.0 through 16.2 |

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

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

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

The following table lists the specific software releases that are incompatible with the components in the NVIDIA vGPU software 16 major release branch.

<table>
<thead>
<tr>
<th>NVIDIA vGPU Software Component</th>
<th>Releases</th>
<th>Incompatible Software Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA vGPU Manager</td>
<td>16.0 through 16.2</td>
<td>All guest VM driver releases 14.x and earlier, <strong>except</strong> 13.x releases</td>
</tr>
<tr>
<td>Guest VM drivers</td>
<td>16.0 through 16.2</td>
<td>All NVIDIA vGPU Manager releases 15.x and earlier</td>
</tr>
</tbody>
</table>

### 1.3. Updates in Release 16.2

#### New Features in Release 16.2

- Security updates - see Security Bulletin: NVIDIA GPU Display Driver - October 2023, which is posted shortly after the release date of this software and is listed on the NVIDIA Product Security page
- Miscellaneous bug fixes
1.4. Updates in Release 16.1

New Features in Release 16.1

- New options in the NVML API and the `nvidia-smi` command for getting the scheduling behavior of time-sliced vGPUs
- Miscellaneous bug fixes

Hardware and Software Support Introduced in Release 16.1

- Support for the following GPUs:
  - NVIDIA L40S
  - NVIDIA RTX 5000 Ada

1.5. Updates in Release 16.0

New Features in Release 16.0

- Support for 4K displays with an aspect ratio of 16:10
- Options in the NVML API and the `nvidia-smi` command for controlling the scheduling behavior of time-sliced vGPUs
- Security updates - see Security Bulletin: NVIDIA GPU Display Driver - June 2023, which is posted shortly after the release date of this software and is listed on the NVIDIA Product Security page
- Miscellaneous bug fixes

Feature Support Withdrawn in Release 16.0

- Product functionality no longer supported:
  - NVIDIA Virtual Compute Server (vCS)

  **Note:** As a result of this change, C-series vGPU types are no longer available.
  Instead, vCS is supported with NVIDIA AI Enterprise.

- Graphics cards no longer supported:
  - Graphics cards that support only C-series vGPUs, namely:
    - NVIDIA H800 PCIe 80GB
    - NVIDIA H100 PCIe 80GB
\\bullet\ \text{NVIDIA A800 PCIe 80GB}
\\bullet\ \text{NVIDIA A800 PCIe 80GB liquid cooled}
\\bullet\ \text{NVIDIA A800 HGX 80GB}
\\bullet\ \text{NVIDIA A100 PCIe 80GB}
\\bullet\ \text{NVIDIA A100 PCIe 80GB liquid cooled}
\\bullet\ \text{NVIDIA A100X}
\\bullet\ \text{NVIDIA A100 HGX 80GB}
\\bullet\ \text{NVIDIA A100 PCIe 40GB}
\\bullet\ \text{NVIDIA A100 HGX 40GB}
\\bullet\ \text{NVIDIA A30}
\\bullet\ \text{NVIDIA A30X}

Instead, these graphics cards are supported with NVIDIA AI Enterprise.

\\bullet\ \text{Hypervisor software no longer supported:}
  
  \\\ullet\ \text{Ubuntu 18.04}

\\bullet\ \text{Guest OSes no longer supported:}
  
  \\\ullet\ \text{Ubuntu 18.04}
Chapter 2. Validated Platforms

This release family of NVIDIA vGPU software provides support for several NVIDIA GPUs on validated server hardware platforms, Ubuntu hypervisor software versions, and guest operating systems. It also supports the version of NVIDIA CUDA Toolkit that is compatible with R535 drivers.

2.1. Supported NVIDIA GPUs and Validated Server Platforms

This release of NVIDIA vGPU software on Ubuntu provides support for several NVIDIA GPUs running on validated server hardware platforms.

For a list of validated server platforms, refer to NVIDIA GRID Certified Servers.

The supported products for each type of NVIDIA vGPU software deployment depend on the GPU.

GPUs Based on the NVIDIA Ada Lovelace Architecture

<table>
<thead>
<tr>
<th>GPU</th>
<th>Supported NVIDIA vGPU Software Products</th>
<th>GPU Pass Through</th>
</tr>
</thead>
</table>
| **Since 16.1: NVIDIA L40S** | - vWS  
|                     |   - vPC  
|                     |   - vApps | - vWS  
|                     |          |   - vApps |
| NVIDIA L40          | - vWS  
|                     |   - vPC  
|                     |   - vApps | - vWS  
|                     |          |   - vApps |
| NVIDIA L4           | - vWS  
|                     |   - vPC  
|                     |   - vApps | - vWS  
|                     |          |   - vApps |
## Validated Platforms

#### NVIDIA vGPU Software Products

<table>
<thead>
<tr>
<th>GPU</th>
<th>Supported NVIDIA vGPU Software Products</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA RTX 6000 Ada</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
</tbody>
</table>

### GPUs Based on the NVIDIA Ampere Architecture

<table>
<thead>
<tr>
<th>GPU</th>
<th>Supported NVIDIA vGPU Software Products</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA A404</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>NVIDIA A16</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>NVIDIA A10</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>NVIDIA A2</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>NVIDIA RTX A60004</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>NVIDIA RTX A55004</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
</tbody>
</table>
### Validated Platforms

| GPU | Supported NVIDIA vGPU Software Products
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>NVIDIA vGPU</td>
</tr>
<tr>
<td>NVIDIA RTX A5000 4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
</tbody>
</table>

### GPUs Based on the NVIDIA Turing Architecture

| GPU | Supported NVIDIA vGPU Software Products
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>NVIDIA vGPU</td>
</tr>
<tr>
<td>Tesla T4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
<tr>
<td>Quadro RTX 6000 4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
<tr>
<td>Quadro RTX 6000 passive4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
<tr>
<td>Quadro RTX 8000 4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
<tr>
<td>Quadro RTX 8000 passive4</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
<tr>
<td></td>
<td>vApps</td>
</tr>
</tbody>
</table>

### GPUs Based on the NVIDIA Volta Architecture

| GPU | Supported NVIDIA vGPU Software Products
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>NVIDIA vGPU</td>
</tr>
<tr>
<td>Tesla V100 SXM2</td>
<td>vWS</td>
</tr>
<tr>
<td></td>
<td>vPC</td>
</tr>
</tbody>
</table>
### Validated Platforms

#### Supported NVIDIA vGPU Software Products

<table>
<thead>
<tr>
<th>GPU</th>
<th>NVIDIA vGPU</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla V100 SXM2 32GB</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla V100 PCIe</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla V100 PCIe 32GB</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla V100S PCIe 32GB</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla V100 FHHL</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
</tbody>
</table>

#### GPUs Based on the NVIDIA Pascal™ Architecture

<table>
<thead>
<tr>
<th>GPU</th>
<th>NVIDIA vGPU</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla P4</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla P6</td>
<td>vWS vPC vApps</td>
<td>vWS vApps</td>
</tr>
<tr>
<td>Tesla P40</td>
<td>vWS vPC</td>
<td>vWS vApps</td>
</tr>
</tbody>
</table>

1. Virtual GPU Software R535 for Ubuntu

2. RN-10660-001 _v16.0 through 16.2_
### Validated Platforms

**Supported NVIDIA vGPU Software Products**

<table>
<thead>
<tr>
<th>GPU</th>
<th>NVIDIA vGPU</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>vApps</td>
<td></td>
</tr>
<tr>
<td>Tesla P100 PCIe 16 GB</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>Tesla P100 SXM2 16 GB</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>Tesla P100 PCIe 12GB</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
</tbody>
</table>

**GPUs Based on the NVIDIA Maxwell Graphic Architecture**

<table>
<thead>
<tr>
<th>GPU</th>
<th>NVIDIA vGPU</th>
<th>GPU Pass Through</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>vApps</td>
<td></td>
</tr>
<tr>
<td>Tesla M6</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>Tesla M10</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
<tr>
<td>Tesla M60</td>
<td>vWS, vPC, vApps</td>
<td>vWS, vApps</td>
</tr>
</tbody>
</table>

1 The supported products are as follows:
- vWS: NVIDIA RTX Virtual Workstation
- vPC: NVIDIA Virtual PC
- vApps: NVIDIA Virtual Applications

2 N/A indicates that the deployment is not supported.

3 vApps is supported only on Windows operating systems.
2.1.1. Support for a Mixture of Time-Sliced vGPU Types on the Same GPU

Ubuntu does not support different time-sliced vGPU types on the same GPU. For example, A40-2B and A40-2Q are not supported on the same GPU. All vGPUs on a single GPU must be of the same type. This restriction doesn't extend across physical GPUs on the same card. Different physical GPUs on the same card may host different types of virtual GPUs at the same time, provided that the vGPUs on any one physical GPU are all of the same type.

2.1.2. Switching the Mode of a GPU that Supports Multiple Display Modes

Some GPUs support display-off and display-enabled modes but must be used in NVIDIA vGPU software deployments in display-off mode.

The GPUs listed in the following table support multiple display modes. As shown in the table, some GPUs are supplied from the factory in display-off mode, but other GPUs are supplied in a display-enabled mode.

<table>
<thead>
<tr>
<th>GPU</th>
<th>Mode as Supplied from the Factory</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA A40</td>
<td>Display-off</td>
</tr>
<tr>
<td>NVIDIA L40</td>
<td>Display-off</td>
</tr>
<tr>
<td><strong>Since 16.1:</strong> NVIDIA L40S</td>
<td>Display-off</td>
</tr>
<tr>
<td><strong>Since 16.1:</strong> NVIDIA RTX 5000 Ada</td>
<td>Display enabled</td>
</tr>
<tr>
<td>NVIDIA RTX 6000 Ada</td>
<td>Display enabled</td>
</tr>
<tr>
<td>NVIDIA RTX A5000</td>
<td>Display enabled</td>
</tr>
<tr>
<td>NVIDIA RTX A5500</td>
<td>Display enabled</td>
</tr>
<tr>
<td>NVIDIA RTX A6000</td>
<td>Display enabled</td>
</tr>
</tbody>
</table>

A GPU that is supplied from the factory in display-off mode, such as the NVIDIA A40 GPU, might be in a display-enabled mode if its mode has previously been changed.

To change the mode of a GPU that supports multiple display modes, use the `displaymodeselector` tool, which you can request from the NVIDIA Display Mode Selector Tool page on the NVIDIA Developer website.

**Note:** Only the GPUs listed in the table support the `displaymodeselector` tool. Other GPUs that support NVIDIA vGPU software do not support the `displaymodeselector` tool and, unless otherwise stated, do not require display mode switching.

---

4 This GPU is supported only in displayless mode. In displayless mode, local physical display connectors are disabled.
2.1.3. Switching the Mode of a Tesla M60 or M6 GPU

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. If you are unsure which mode your GPU is in, use the `gpumodeswitch` tool to find out the mode.

**Note:**
Only Tesla M60 and M6 GPUs support the `gpumodeswitch` tool. Other GPUs that support NVIDIA vGPU do not support the `gpumodeswitch` tool and, except as stated in Switching the Mode of a GPU that Supports Multiple Display Modes, do not require mode switching.

Even in compute mode, Tesla M60 and M6 GPUs do not support NVIDIA Virtual Compute Server vGPU types.

For more information, refer to the `gpumodeswitch User Guide`.

2.2. Hypervisor Software Releases

This release supports only the hypervisor software releases listed in the table.

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

<table>
<thead>
<tr>
<th>Software</th>
<th>Releases Supported</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubuntu</td>
<td>22.04 LTS</td>
<td>All NVIDIA GPUs that NVIDIA vGPU software supports are supported with vGPU and in pass-through mode, except on systems that are based on NVIDIA® NVSwitch™ on-chip memory fabric.</td>
</tr>
<tr>
<td>Ubuntu</td>
<td>20.04 LTS</td>
<td>All NVIDIA GPUs that NVIDIA vGPU software supports are supported with vGPU and in pass-through mode, except on systems that are based on NVIDIA® NVSwitch™ on-chip memory fabric.</td>
</tr>
<tr>
<td>Ubuntu</td>
<td>18.04 LTS</td>
<td>Support is limited to HWE kernels 5.4.0-77 and later.</td>
</tr>
</tbody>
</table>
Virtual GPU Software R535 for Ubuntu

Validated Platforms

### 2.3. Guest OS Support

NVIDIA vGPU software supports several 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 as a guest OS on Ubuntu. The releases of Ubuntu 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.

#### 2.3.1.1. Windows Guest OS Support in Release 16.2

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows 11 22H2 and all Windows 11 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Windows 10 2022 Update (22H2) and all Windows 10 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
</tbody>
</table>

#### Note:

See Note (1)
1. The hardware-accelerated GPU scheduling feature introduced in Windows 10 May 2020 Update (2004) is not supported on GPUs based on the Maxwell architecture and is supported only in pass-through mode on GPUs based on later architectures.

### 2.3.1.2. Windows Guest OS Support in Release 16.1

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows 11 22H2 and all Windows 11 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Windows 10 2022 Update (22H2) and all Windows 10 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>See Note (1)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:**

1. The hardware-accelerated GPU scheduling feature introduced in Windows 10 May 2020 Update (2004) is not supported on GPUs based on the Maxwell architecture and is supported only in pass-through mode on GPUs based on later architectures.

### 2.3.1.3. Windows Guest OS Support in Release 16.0

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Windows 11 22H2 and all Windows 11 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Windows 10 2022 Update (22H2) and all Windows 10 releases supported by Microsoft up to and including this release</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>See Note (1)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Note:**

1. The hardware-accelerated GPU scheduling feature introduced in Windows 10 May 2020 Update (2004) is not supported on GPUs based on the Maxwell architecture and is supported only in pass-through mode on GPUs based on later architectures.
2.3.2. Linux Guest OS Support

NVIDIA vGPU software supports **only** the 64-bit Linux distributions listed as a guest OS on Ubuntu. The releases of Ubuntu 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.

### 2.3.2.1. Linux Guest OS Support in Release 16.2

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubuntu 22.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Ubuntu 20.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
</tbody>
</table>

### 2.3.2.2. Linux Guest OS Support in Release 16.1

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubuntu 22.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Ubuntu 20.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
</tbody>
</table>

### 2.3.2.3. Linux Guest OS Support in Release 16.0

<table>
<thead>
<tr>
<th>Guest OS</th>
<th>NVIDIA vGPU - Ubuntu Releases</th>
<th>Pass-Through GPU - Ubuntu Releases</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ubuntu 22.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
<tr>
<td>Ubuntu 20.04 LTS</td>
<td>22.04, 20.04</td>
<td>22.04, 20.04</td>
</tr>
</tbody>
</table>

### 2.4. NVIDIA CUDA Toolkit Version Support

The releases in this release family of NVIDIA vGPU software support NVIDIA CUDA Toolkit 12.1.

To build a CUDA application, the system must have the NVIDIA CUDA Toolkit and the libraries required for linking. For details of the components of NVIDIA CUDA Toolkit, refer to [NVIDIA CUDA Toolkit Release Notes for CUDA 12.1.0](#).
To run a CUDA application, the system must have a CUDA-enabled GPU and an NVIDIA display driver that is compatible with the NVIDIA CUDA Toolkit release that was used to build the application. If the application relies on dynamic linking for libraries, the system must also have the correct version of these libraries.

For more information about NVIDIA CUDA Toolkit, refer to CUDA Toolkit 12.1 Documentation.

Note:
If you are using NVIDIA vGPU software with CUDA on Linux, avoid conflicting installation methods by installing CUDA from a distribution-independent runfile package. Do not install CUDA from a distribution-specific RPM or Deb package.
To ensure that the NVIDIA vGPU software graphics driver is not overwritten when CUDA is installed, deselect the CUDA driver when selecting the CUDA components to install.
For more information, see NVIDIA CUDA Installation Guide for Linux.

2.5. Multiple vGPU Support

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

2.5.1. vGPUs that Support Multiple vGPUs Assigned to a VM

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

- For GPUs based on the NVIDIA Volta architecture and later GPU architectures, all Q-series vGPUs are supported.
- For GPUs based on the NVIDIA Pascal™ architecture, only Q-series vGPUs that are allocated all of the physical GPU’s frame buffer are supported.
- For GPUs based on the NVIDIA NVIDIA Maxwell™ graphic architecture, only Q-series vGPUs that are allocated all of the physical GPU’s frame buffer are supported.

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

Multiple vGPU Support on the NVIDIA Ada Lovelace Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Since 16.1: NVIDIA L40S</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>NVIDIA L40</td>
<td>All Q-series vGPUs</td>
</tr>
</tbody>
</table>
## Validated Platforms

### Virtual GPU Software R535 for Ubuntu

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA L4</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>NVIDIA RTX 6000 Ada</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td><strong>Since 16.1:</strong> NVIDIA RTX 5000 Ada</td>
<td>All Q-series vGPUs</td>
</tr>
</tbody>
</table>

## Multiple vGPU Support on the NVIDIA Ampere GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA A40</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA A16</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA A10</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA A2</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA RTX A6000</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA RTX A5500</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
<tr>
<td>NVIDIA RTX A5000</td>
<td>All Q-series vGPUs See Note (1)</td>
</tr>
</tbody>
</table>

## Multiple vGPU Support on the NVIDIA Turing GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla T4</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Quadro RTX 6000</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Quadro RTX 6000 passive</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Quadro RTX 8000</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Quadro RTX 8000 passive</td>
<td>All Q-series vGPUs</td>
</tr>
</tbody>
</table>

## Multiple vGPU Support on the NVIDIA Volta GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla V100 SXM2 32GB</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Tesla V100 PCIe 32GB</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Tesla V100S PCIe 32GB</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Tesla V100 SXM2</td>
<td>All Q-series vGPUs</td>
</tr>
<tr>
<td>Tesla V100 PCIe</td>
<td>All Q-series vGPUs</td>
</tr>
</tbody>
</table>
Multiple vGPU Support on the NVIDIA Pascal GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla V100 FHHL</td>
<td>All Q-series vGPUs</td>
</tr>
</tbody>
</table>

Multiple vGPU Support on the NVIDIA Maxwell GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla M60</td>
<td>M60-8Q</td>
</tr>
<tr>
<td>Tesla M10</td>
<td>M10-8Q</td>
</tr>
<tr>
<td>Tesla M6</td>
<td>M6-8Q</td>
</tr>
</tbody>
</table>

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

2.5.2. Maximum Number of vGPUs Supported per VM

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

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

All hypervisor releases that support NVIDIA vGPU software are supported.

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

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

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

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

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

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA A800 PCIe 40GB active cooled</td>
<td>A800-40C</td>
</tr>
<tr>
<td>NVIDIA A40</td>
<td>A40-48Q</td>
</tr>
<tr>
<td>NVIDIA A10</td>
<td>A10-24Q</td>
</tr>
<tr>
<td>NVIDIA RTX A6000</td>
<td>A6000-48Q</td>
</tr>
<tr>
<td>NVIDIA RTX A5500</td>
<td>A5500-24Q</td>
</tr>
<tr>
<td>NVIDIA RTX A5000</td>
<td>A5000-24Q</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quadro RTX 6000</td>
<td>RTX6000-24Q</td>
</tr>
<tr>
<td>Quadro RTX 6000 passive</td>
<td>RTX6000P-24Q</td>
</tr>
<tr>
<td>Quadro RTX 8000</td>
<td>RTX8000-48Q</td>
</tr>
<tr>
<td>Quadro RTX 8000 passive</td>
<td>RTX8000P-48Q</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla V100 SXM2 32GB</td>
<td>V100DX-32Q</td>
</tr>
<tr>
<td>Tesla V100 SXM2</td>
<td>V100X-16Q</td>
</tr>
</tbody>
</table>
Peer-to-Peer CUDA Transfer Support on the NVIDIA Pascal GPU Architecture

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tesla P100 SXM2</td>
<td>P100X-16Q</td>
</tr>
</tbody>
</table>

Note:
1. Supported only on the following hardware:
   - NVIDIA HGX™ A100 4-GPU baseboard with four fully connected GPUs
   - Fully connected means that each GPU is connected to every other GPU on the baseboard.

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

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

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

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

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

- NVSwitch is not supported. Only direct connections are supported.
- Only time-sliced vGPUs are supported. MIG-backed vGPUs are not supported.
- PCIe is not supported.
- SLI is not supported.

2.7. Unified Memory Support

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

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

2.7.1. vGPUs that Support Unified Memory

Only Q-series vGPUs that are allocated all of the physical GPU’s frame buffer on physical GPUs that support unified memory are supported.

**Unified Memory Support on the NVIDIA Ada Lovelace GPU Architecture**

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA L40</td>
<td>L40-48Q</td>
</tr>
<tr>
<td><strong>Since 16.1:</strong> NVIDIA L40S</td>
<td>L40S-48Q</td>
</tr>
<tr>
<td>NVIDIA L4</td>
<td>L4-24Q</td>
</tr>
<tr>
<td>NVIDIA RTX 6000 Ada</td>
<td>RTX 6000 Ada-48Q</td>
</tr>
<tr>
<td><strong>Since 16.1:</strong> NVIDIA RTX 5000 Ada</td>
<td>RTX 5000 Ada-32Q</td>
</tr>
</tbody>
</table>

**Unified Memory Support on the NVIDIA Ampere GPU Architecture**

<table>
<thead>
<tr>
<th>Board</th>
<th>vGPU</th>
</tr>
</thead>
<tbody>
<tr>
<td>NVIDIA A800 PCIe 40GB active cooled</td>
<td>A800-40C</td>
</tr>
<tr>
<td>All MIG-backed vGPUs</td>
<td></td>
</tr>
<tr>
<td>NVIDIA A40</td>
<td>A40-48Q</td>
</tr>
<tr>
<td>NVIDIA A16</td>
<td>A16-16Q</td>
</tr>
<tr>
<td>NVIDIA A10</td>
<td>A10-24Q</td>
</tr>
<tr>
<td>NVIDIA A2</td>
<td>A2-16Q</td>
</tr>
<tr>
<td>NVIDIA RTX A6000</td>
<td>A6000-48Q</td>
</tr>
<tr>
<td>NVIDIA RTX A5500</td>
<td>A5500-24Q</td>
</tr>
<tr>
<td>NVIDIA RTX A5000</td>
<td>A5000-24Q</td>
</tr>
</tbody>
</table>

2.7.2. Guest OS Releases that Support Unified Memory

Linux only. Unified memory is **not** supported on Windows.
2.7.3. Limitations on Support for Unified Memory

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

2.8. NVIDIA Deep Learning Super Sampling (DLSS) Support

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

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

Supported GPUs:

- NVIDIA L40
- Since 16.1: NVIDIA L40S
- NVIDIA L4
- NVIDIA RTX 6000 Ada
- Since 16.1: NVIDIA RTX 5000 Ada
- NVIDIA A40
- NVIDIA A16
- NVIDIA A2
- NVIDIA A10
- NVIDIA RTX A6000
- NVIDIA RTX A5500
- NVIDIA RTX A5000
- Tesla T4
- Quadro RTX 8000
- Quadro RTX 8000 passive
- Quadro RTX 6000
- Quadro RTX 6000 passive

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

Supported applications: only applications that use nvngx_dlss.dll version 2.0.18 or newer
Chapter 3. Known Product Limitations

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

3.1. vGPUs of different types on the same GPU are not supported

Ubuntu does not support different time-sliced vGPU types on the same GPU. For example, A40-2B and A40-2Q are not supported on the same GPU. All vGPUs on a single GPU must be of the same type. This restriction doesn’t extend across physical GPUs on the same card. Different physical GPUs on the same card may host different types of virtual GPUs at the same time, provided that the vGPUs on any one physical GPU are all of the same type.

3.2. NVENC does not support resolutions greater than 4096×4096

Description

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

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

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

3.3. vCS is not supported on Ubuntu

NVIDIA Virtual Compute Server (vCS) is not supported on Ubuntu. C-series vGPU types are not available.

3.4. Nested Virtualization Is Not Supported by NVIDIA vGPU

NVIDIA vGPU deployments do not support nested virtualization, that is, running a hypervisor in a guest VM. For example, enabling the Hyper-V role in a guest VM running the Windows Server OS is not supported because it entails enabling nested virtualization. Similarly, enabling Windows Hypervisor Platform is not supported because it requires the Hyper-V role to be enabled.

3.5. 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
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.

3.6. Virtual GPU hot plugging is not supported

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

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

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

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

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

The approximate amount of frame buffer that NVIDIA vGPU software reserves can be calculated from the following formula:
max-reserved-fb = vgpu-profile-size-in-mb/16 + 16 + ecc-adjustments + page-retirement-allocation + compression-adjustment

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

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

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

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

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

- On GPUs based on the NVIDIA Maxwell GPU architecture, page-retirement-allocation = 4×max-vgpus-per-gpu.
- On GPUs based on NVIDIA GPU architectures after the Maxwell architecture, page-retirement-allocation = 128÷max-vgpus-per-gpu

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

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

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

<table>
<thead>
<tr>
<th>vGPU Type</th>
<th>Compression Adjustment (MB)</th>
</tr>
</thead>
<tbody>
<tr>
<td>T4-16Q</td>
<td>28</td>
</tr>
<tr>
<td>T4-16C</td>
<td>28</td>
</tr>
<tr>
<td>T4-16A</td>
<td>28</td>
</tr>
<tr>
<td>RTX6000-12Q</td>
<td>32</td>
</tr>
<tr>
<td>RTX6000-12C</td>
<td>32</td>
</tr>
<tr>
<td>RTX6000-12A</td>
<td>104</td>
</tr>
<tr>
<td>RTX6000-24Q</td>
<td>104</td>
</tr>
<tr>
<td>RTX6000-24C</td>
<td>104</td>
</tr>
<tr>
<td>vGPU Type</td>
<td>Compression Adjustment (MB)</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>RTX6000-24A</td>
<td></td>
</tr>
<tr>
<td>RTX6000P-12Q</td>
<td>32</td>
</tr>
<tr>
<td>RTX6000P-12C</td>
<td></td>
</tr>
<tr>
<td>RTX6000P-12A</td>
<td></td>
</tr>
<tr>
<td>RTX6000P-24Q</td>
<td>104</td>
</tr>
<tr>
<td>RTX6000P-24C</td>
<td></td>
</tr>
<tr>
<td>RTX6000P-24A</td>
<td></td>
</tr>
<tr>
<td>RTX8000-12Q</td>
<td>32</td>
</tr>
<tr>
<td>RTX8000-12C</td>
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<tr>
<td>RTX8000-12A</td>
<td></td>
</tr>
<tr>
<td>RTX8000-16Q</td>
<td>64</td>
</tr>
<tr>
<td>RTX8000-16C</td>
<td></td>
</tr>
<tr>
<td>RTX8000-16A</td>
<td></td>
</tr>
<tr>
<td>RTX8000-24Q</td>
<td>96</td>
</tr>
<tr>
<td>RTX8000-24C</td>
<td></td>
</tr>
<tr>
<td>RTX8000-24A</td>
<td></td>
</tr>
<tr>
<td>RTX8000-48Q</td>
<td>238</td>
</tr>
<tr>
<td>RTX8000-48C</td>
<td></td>
</tr>
<tr>
<td>RTX8000-48A</td>
<td></td>
</tr>
<tr>
<td>RTX8000P-12Q</td>
<td>32</td>
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<td>RTX8000P-48C</td>
<td></td>
</tr>
<tr>
<td>RTX8000P-48A</td>
<td></td>
</tr>
</tbody>
</table>
For all other vGPU types, \textit{compression-adjustment} is 0.

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

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

\textbf{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:

\begin{itemize}
  \item 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.
  \item When the LuxMark OpenCL Benchmark application is run, XID error 31 may occur.
\end{itemize}

\textbf{Workaround}

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

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

\textbf{Description}

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

**Workaround**

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

### 3.10. 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.

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

**Description**

A VM running a version of the NVIDIA guest VM driver that is incompatible with the current release of Virtual GPU Manager will fail to initialize vGPU when booted on a Ubuntu platform running that release of Virtual GPU Manager.
A guest VM driver is incompatible with the current release of Virtual GPU Manager in either of the following situations:

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

In this situation, the Ubuntu VM’s /var/log/messages log file reports the following error:

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

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

In this situation, the Ubuntu VM’s /var/log/messages log file reports the following error:

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

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

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

**Resolution**

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

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

**Description**

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

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

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

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

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

For example:

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

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

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

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

1. Clear all parameter settings in the vGPU configuration file.
   ```bash
   # echo " " > /sys/bus/mdev/devices/vgpu-id/nvidia/vgpu_params
   ```

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

2. Set `frame_rate_limiter=1` in the vGPU configuration file.
   ```bash
   # echo "frame_rate_limiter=1" > /sys/bus/mdev/devices/vgpu-id/nvidia/vgpu_params
   ```

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

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

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

Description

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

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

This is because GPUs operating in pass-through mode are not visible to `nvidia-smi` and the NVIDIA kernel driver operating in the Ubuntu host.
To confirm that all GPUs are operating in pass-through mode, confirm that the `vfio-pci` kernel driver is handling each device.

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

**Resolution**

N/A
Chapter 4. Resolved Issues

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

4.1. Issues Resolved in Release 16.2

<table>
<thead>
<tr>
<th>Bug ID</th>
<th>Summary and Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4309888</td>
<td><strong>16.0, 16.1 Only: NVWMI functions for faking EDID have no effect</strong></td>
</tr>
<tr>
<td></td>
<td>The NVIDIA Enterprise Management Toolkit (NVWMI) functions for faking Extended Display Identification Data (EDID), namely, fakeEDID, fakeEDIDAll, and fakeEDIDOnPort have no effect. This issue affects only Windows guest VMs and can prevent a VM from being enabled with multiple displays. When this issue occurs, unable to fake EDID events can be seen in Event Viewer.</td>
</tr>
</tbody>
</table>

4.2. Issues Resolved in Release 16.1

<table>
<thead>
<tr>
<th>Bug ID</th>
<th>Summary and Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4142288</td>
<td><strong>16.0 Only: The NVIDIA L40 GPU brand is incorrectly identified if GSP firmware is disabled</strong></td>
</tr>
<tr>
<td></td>
<td>If GPU System Processor (GSP) firmware is disabled, the NVIDIA Virtual GPU Manager incorrectly identifies the brand of the NVIDIA L40 GPU. This incorrect identification of the GPU brand might cause performance degradation with some applications that are optimised for features of the NVIDIA L40 that are not available in the incorrect brand. However, the output from the nvidia-smi command is not affected.</td>
</tr>
<tr>
<td>4052185</td>
<td><strong>16.0 Only: Benign No such file or directory message during capture of configuration data for a bug report</strong></td>
</tr>
</tbody>
</table>
Resolved Issues

<table>
<thead>
<tr>
<th>Bug ID</th>
<th>Summary and Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3641947</td>
<td>16.0 Only: Graphics applications are corrupted on some Windows vGPU VMs</td>
</tr>
<tr>
<td></td>
<td>Graphics applications are corrupted on Windows VMs that are configured with one or more vGPUs that are based on the NVIDIA Ampere or NVIDIA Ada Lovelace GPU architecture.</td>
</tr>
</tbody>
</table>

4.3. Issues Resolved in Release 16.0

<table>
<thead>
<tr>
<th>Bug ID</th>
<th>Summary and Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>4096848</td>
<td>Optical Flow object allocation fails on VMs configured with vGPUs based on the NVIDIA Ampere architecture</td>
</tr>
<tr>
<td></td>
<td>Optical Flow object allocation fails on VMs configured with vGPUs that reside on GPUs based on the NVIDIA Ampere GPU architecture. This issue has been observed as the failure of the Omniverse Kit container on a VM configured with NVIDIA vGPU.</td>
</tr>
<tr>
<td>3936030</td>
<td>CUDA applications fail on any VM configured with multiple vGPUs when unified memory is enabled</td>
</tr>
<tr>
<td></td>
<td>CUDA applications fail on any VM configured with multiple vGPUs based on the NVIDIA Ada Lovelace GPU architecture when unified memory is enabled for the VM. Whenever a CUDA application fails, the following message is observed on the hypervisor host:</td>
</tr>
<tr>
<td></td>
<td>VGPU message 2 failed, result code: 0xff100004</td>
</tr>
<tr>
<td>3334310</td>
<td>NVIDIA Control Panel is started only for the RDP user that logs on first</td>
</tr>
<tr>
<td></td>
<td>On all supported Windows Server guest OS releases, NVIDIA Control Panel is started only for the RDP user that logs on first. Other users cannot start NVIDIA Control Panel. If more than one RDP user is logged on when NVIDIA Control Panel is started, it always opens in the session of the RDP user that logged on first, irrespective of which user started NVIDIA Control Panel. Furthermore, on Windows Server 2016, NVIDIA Control Panel crashes if a user session is disconnected and then reconnected while NVIDIA Control Panel is open.</td>
</tr>
</tbody>
</table>
Chapter 5. Known Issues

5.1. Pixelation occurs on a Windows VM configured with a Tesla T4 vGPU

Description
Users might experience poor graphics quality on a Windows VM that is configured with a vGPU on a Tesla T4 GPU. This issue can cause random pixelation on the entire screen, or only on some patches of the screen. No errors are reported or written to the log files when this issue occurs.

Workaround
Contact NVIDIA Enterprise Support for assistance with a workaround for this issue.

Status
Open

Ref. #
3973158

5.2. NVIDIA Control Panel is not available in multiuser environments

Description
After the NVIDIA vGPU software graphics driver for Windows is installed, the NVIDIA Control Panel app might be missing from the system. This issue typically occurs when multiple users connect to virtual machines by using remote desktop applications such as Microsoft RDP, VMware Horizon, and Citrix Virtual Apps and Desktops.
This issue occurs because the **NVIDIA Control Panel** app is now distributed through the **Microsoft Store**. The **NVIDIA Control Panel** app might fail to be installed when the NVIDIA vGPU software graphics driver for Windows is installed if the **Microsoft Store** app is disabled, the system is not connected to the Internet, or installation of apps from the **Microsoft Store** is blocked by your system settings.

To determine whether the **NVIDIA Control Panel** app is installed on your system, use the **Windows Settings** app or the `Get-AppxPackage Windows PowerShell` command.

- **To use the Windows Settings app:**
  1. From the Windows Start menu, choose **Settings > Apps > Apps & features**.
  2. In the Apps & features window, type `nvidia control panel` in the search box and confirm that the **NVIDIA Control Panel** app is found.

- **To use the `Get-AppxPackage Windows PowerShell` command:**
  1. Run **Windows PowerShell** as Administrator.
  2. Determine whether the **NVIDIA Control Panel** app is installed for the current user.

```
PS C:\> Get-AppxPackage -Name NVIDIACorp.NVIDIAControlPanel
```

  3. Determine whether the **NVIDIA Control Panel** app is installed for all users.

```
PS C:\> Get-AppxPackage -AllUsers -Name NVIDIACorp.NVIDIAControlPanel
```

This example shows that the **NVIDIA Control Panel** app is installed for the users **Administrator**, **pliny**, and **trajan**.

```
Name                : NVIDIACorp.NVIDIAControlPanel
Publisher           : CN=D6816951-877F-493B-B4EE-41AB9419C326
Architecture        : X64
ResourceId          :
Version             : 8.1.964.0
PackageFullName     :
InstallLocation      : C:\Program Files\WindowsApps\NVIDIACorp.NVIDIAControlPanel_8.1.964.0_x64__56jybvy8sckqj
IsFramework         : False
PackageFamilyName   : NVIDIACorp.NVIDIAControlPanel_56jybvy8sckqj
PublisherId         : 56jybvy8sckqj
PackageUserInformation :
  {S-1-12-1-530092550-1307989247-1105462437-500 [Administrator]: Installed,
   S-1-12-1-530092550-1307989247-1105462437-1002 [pliny]: Installed,
   S-1-12-1-530092550-1307989247-1105462437-1003 [trajan]: Installed}
IsResourcePackage   : False
IsBundle            : False
IsDevelopmentMode   : False
NonRemovable        : False
IsPartiallyStaged   : False
SignatureKind       : Store
Status              : Ok
```

**Preventing this Issue**

To prevent this issue from occurring, ensure that:
Workaround

If the **NVIDIA Control Panel** app is missing from a system that is running Windows 11 or a modern version of Windows 10, you can install the **NVIDIA Control Panel** app by using the `winget` command-line tool of **Windows Package Manager**.

**Note:** The `winget` command-line tool is not available on the Windows Server OS.

Before using the `winget` command-line tool to install the **NVIDIA Control Panel** app, ensure that the following prerequisites are met:

- Your system is connected to the Internet.
- The Microsoft Store app is enabled.
- Packages on which `winget` depends, such as `Microsoft.UI.Xaml` and `Microsoft.VCLibs.x64`, are installed.

To use the `winget` command-line tool to install the **NVIDIA Control Panel** app, run the following command:

```
PS C:\> winget install "NVIDIA Control Panel" --id 9NF8H0H7WMLT -s msstore
       --accept-package-agreements --accept-source-agreements
```

For information about how to download and use the latest `winget` version, refer to Use the `winget` tool to install and manage applications on the Microsoft documentation site.

If the issue persists, contact NVIDIA Enterprise Support for further assistance.

5.3. 16.0, 16.1 Only: NVWMI functions for faking EDID have no effect

**Description**

The NVIDIA Enterprise Management Toolkit (NVWMI) functions for faking Extended Display Identification Data (EDID), namely, `fakeEDID`, `fakeEDIDAll`, and `fakeEDIDOnPort`. 

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have no effect. This issue affects only Windows guest VMs and can prevent a VM from being enabled with multiple displays. When this issue occurs, unable to fake EDID events can be seen in Event Viewer.

**Status**

Resolved in NVIDIA vGPU software 16.2

**Ref. #**

4309888

5.4. 16.0 Only: Benign No such file or directory message during capture of configuration data for a bug report

**Description**

While the nvidia-bug-report.sh script on is running on the hypervisor host to capture configuration data for a bug report, the following error message is displayed:

```
sysctl: cannot stat /proc/sys/vm/compaction_proactiveness: No such file or directory
```

**Workaround**

Ignore this message as it is benign. The bug report is generated correctly.

**Status**

Resolved in NVIDIA vGPU software 16.1

**Ref. #**

4052185
5.5. **16.0 Only: The NVIDIA L40 GPU brand is incorrectly identified if GSP firmware is disabled**

**Description**

If GPU System Processor (GSP) firmware is disabled, the NVIDIA Virtual GPU Manager incorrectly identifies the brand of the NVIDIA L40 GPU. This incorrect identification of the GPU brand might cause performance degradation with some applications that are optimised for features of the NVIDIA L40 that are not available in the incorrect brand. However, the output from the `nvidia-smi` command is not affected.

This issue occurs only if GPU System Processor (GSP) firmware is disabled. It does not occur if GSP firmware is enabled.

**Status**

Resolved in NVIDIA vGPU software 16.1

**Ref. #**

4142288

5.6. **NVIDIA Control Panel crashes if a user session is disconnected and reconnected**

**Description**

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

**Version**

This issue affects all supported Windows Server guest OS releases.

**Status**

Open
5.7. Remote desktop connection is lost and the NVIDIA vGPU software graphics driver is unloaded

Description

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

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

- A timeout detection and recovery (TDR) error:
  
  vmiop_log: (0x0): Timeout occurred, reset initiated.
  vmiop_log: (0x0): TDR_DUMP:0x52445456 0x006907d0 0x000001cc 0x00000001

- XID error 43:
  
  vmiop_log: (0x0): XID 43 detected on physical_chid

- vGPU error 22:
  
  vmiop_log: (0x0): VGPU message 22 failed

- Guest driver unloaded error:
  
  vmiop_log: (0x0): Guest driver unloaded!

Workaround

To recover from this issue, reboot the VM.

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

Status

Open

Ref. #

3596327
5.8. 16.0 Only: Graphics applications are corrupted on some Windows vGPU VMs

Description
Graphics applications are corrupted on Windows VMs that are configured with one or more vGPUs that are based on the NVIDIA Ampere or NVIDIA Ada Lovelace GPU architecture.

Status
Resolved in NVIDIA vGPU software 16.1

Ref. #
3641947

5.9. VM assigned multiple fractional vGPUs from the same GPU hangs

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

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

Status
Open

Ref. #
4020171
5.10. **CUDA profilers cannot gather hardware metrics on NVIDIA vGPU**

**Description**

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

**Version**

This issue affects NVIDIA vGPU software releases starting with 15.2.

**Status**

Open

**Ref. #**

4041169

5.11. **NVIDIA vGPU software graphics driver for Windows sends a remote call to ngx.download.nvidia.com**

**Description**

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

**Workaround**

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

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

**Note:** If this Windows registry key is set to 1 or deleted, the remote call to ngx.download.nvidia.com is enabled again.
5.12. On NVIDIA H100, creation of multiple compute instances after deletion of existing compute instances fails

Description

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

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

Workaround

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

```
$ nvidia-smi mig -cci 0
$ nvidia-smi mig -cci 1
$ nvidia-smi mig cci 2
```
5.13. **NLS client fails to acquire a license with the error** *The allowed time to process response has expired*

**Description**

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

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

**Workaround**

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

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

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

**Status**

Not a bug

**Ref. #**

3859889
5.14. NVIDIA vGPU software graphics driver fails to load on KVM-based hypervisors

Description

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

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

Workaround

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

   ```bash
   # virsh edit vm-name
   vm-name
   ```
   The name of the VM to which the vGPU or GPU is assigned.

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

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

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

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

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

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

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

   ```bash
   # virsh start vm-name
   vm-name
   ```
   The name of the VM to which the vGPU or GPU is assigned.
Status
Not an NVIDIA bug

Ref. #
200719557

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

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

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

Status
Open

Ref. #
3761243
5.16. **VP9 and AV1 decoding with web browsers are not supported on Microsoft Windows Server 2019**

**Description**

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

**Version**

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

**Status**

Not an NVIDIA bug

**Ref. #**

200756564

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

**Description**

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

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

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

Workaround

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

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

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

Status

Not an NVIDIA bug

Ref. #

3562801
5.18. After an upgrade of the Linux graphics driver from a Debian package, the driver is not loaded into the VM

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

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

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

1. Remove the `nvidia` module from the Linux kernel.
   
   ```bash
   sudo rmmod nvidia
   ```

2. Reinsert the `nvidia` module into the Linux kernel.
   
   ```bash
   sudo modprobe nvidia
   ```

Status
Not a bug

Ref. #
200748806

5.19. The reported NVENC frame rate is double the actual frame rate

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

This issue affects only Windows VMs that are configured with NVIDIA vGPU.
5.20. **NVENC does not work with Teradici Cloud Access Software on Windows**

**Description**

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

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

**Status**

Not an NVIDIA bug

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

**Ref. #**

200749065

5.21. **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 \texttt{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 \texttt{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 \texttt{NO\_PROXY}.

2. Restart the NVIDIA driver service that runs the core NVIDIA vGPU software logic.

   - On Windows, restart the \texttt{NVIDIA Display Container} service.
   - On Linux, restart the \texttt{nvidia-gridd} service.

Status

Closed

Ref. #

200704733

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

Description

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

This issue is accompanied by the following error message:

\texttt{This Desktop has no resources available or it has timed out}

This issue is caused by insufficient frame buffer.

Workaround

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

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

<table>
<thead>
<tr>
<th>vGPU</th>
<th>4K Displays Supported with NVENC Enabled</th>
</tr>
</thead>
<tbody>
<tr>
<td>2Q</td>
<td>1</td>
</tr>
<tr>
<td>3Q</td>
<td>2</td>
</tr>
<tr>
<td>4Q</td>
<td>3</td>
</tr>
</tbody>
</table>

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

Status
Not an NVIDIA bug

Ref. #
200701959

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

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

```
$ nvidia-smi
Mon Jan 25 02:52:57 2021
+-----------------------------------------------------------------------------+
| NVIDIA-SMI 460.32.04    Driver Version: 460.32.04    CUDA Version: 11.2     |
|-------------------------------+----------------------+----------------------+
| GPU  Name        Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf  Pwr:Usage/Cap|         Memory-Usage | GPU-Util  Compute M. |
|                               |                      |               MIG M.  |
|===============================+======================+======================|
|   0  Graphics Device          On| 000000000:07:00.0 Off| 0          0         |
| N/A   N/A   P0    N/A / N/A | 6053MiB / 81915MiB | 0%        Default   |
+-------------------------------+----------------------+----------------------+
```

Known Issues
<table>
<thead>
<tr>
<th></th>
<th>Graphics Device</th>
<th>On</th>
<th>00000000:08:00.0 Off</th>
<th>0%</th>
<th>Default Disabled</th>
</tr>
</thead>
<tbody>
<tr>
<td>N/A</td>
<td>N/A</td>
<td>P0</td>
<td>N/A / N/A</td>
<td>6053MiB / 81915MiB</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Processes:</th>
<th>GPU</th>
<th>GI</th>
<th>CI</th>
<th>PID</th>
<th>Type</th>
<th>Process name</th>
<th>GPU Memory Usage</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>No running processes found</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Status**

Open

**Ref. #**

200691204

### 5.24. Idle Teradici Cloud Access Software session disconnects from Linux VM

**Description**

After a Teradici Cloud Access Software session has been idle for a short period of time, the session disconnects from the VM. When this issue occurs, the error messages `NVOS status 0x19` and `vGPU Message 21 failed` are written to the log files on the hypervisor host. This issue affects only Linux guest VMs.

**Status**

Open

**Ref. #**

200689126
5.25. **GPU Operator doesn't support vGPU on GPUs based on architectures before NVIDIA Turing**

**Description**

NVIDIA GPU Operator doesn’t support vGPU deployments on GPUs based on architectures before the NVIDIA Turing™ architecture. This issue is caused by the omission of version information for the vGPU manager from the configuration information that GPU Operator requires. Without this information, GPU Operator does not deploy the NVIDIA driver container because the container cannot determine if the driver is compatible with the vGPU manager.

**Status**

Open

**Ref. #**

3227576

5.26. **Idle NVIDIA A100, NVIDIA A40, and NVIDIA A10 GPUs show 100% GPU utilization**

**Description**

The `nvidia-smi` command shows 100% GPU utilization for NVIDIA A100, NVIDIA A40, and NVIDIA A10 GPUs even if no vGPUs have been configured or no VMs are running. A GPU is affected by this issue only if the `sriov-manage` script has not been run to enable the virtual function for the GPU in the `sysfs` file system.

```
[root@host ~]# nvidia-smi
Fri Nov 10 11:45:28 2023
+-----------------------------------------------------------------------------+
| NVIDIA-SMI 535.129.03   Driver Version: 535.129.03  CUDA Version:  12.1     |
|-------------------------------+----------------------+----------------------+
| GPU  Name        Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf  Pwr:Usage/Cap|         Memory-Usage | GPU-Util  Compute M. |
|                               |                      |               MIG M. |
|===============================+======================+======================|
|   0  A100-PCIE-40GB      On   | 00000000:5E:00.0 |                    0 |
| N/A   50C    P0    97W / 250W |      0MiB / 40537MiB | 100% Default |
Known Issues

Virtual GPU Software R535 for Ubuntu

Workaround

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

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

```
root@host ~]# nvidia-smi
Fri Nov 10 11:47:38 2023
+-----------------------------------------------------------------------------+
| NVIDIA-SMI 535.129.03   Driver Version: 535.129.03  CUDA Version:  12.1     |
|-------------------------------+----------------------+----------------------+
| GPU  Name        Persistence-M| Bus-Id        Disp.A | Volatile Uncorr. ECC |
| Fan  Temp  Perf  Pwr:Usage/Cap| Memory-Usage | GPU-Util  Compute M. |
|                               |                      |               MIG M. |
|===============================+======================+======================|
|   0  A100-PCIE-40GB      On   | 00000000:5E:00.0 Off |                    0 |
| N/A   50C    P0    97W / 250W |      0MiB / 40537MiB | 0% Default Disabled |
+-------------------------------+----------------------+----------------------+
+-----------------------------------------------------------------------------+
+ Processes:                                                                  |
| GPU   GI   CI        PID   Type   Process name                  GPU Memory |
| ID   ID                                                   Usage      |
|=============================================================================|
| No running processes found                                                 |
+-----------------------------------------------------------------------------+
```

Status

Open

Ref. #

200605527
5.27. Guest VM frame buffer listed by nvidia-smi for vGPUs on GPUs that support SRIOV is incorrect

Description

The amount of frame buffer listed in a guest VM by the nvidia-smi command for vGPUs on GPUs that support Single Root I/O Virtualization (SR-IOV) is incorrect. Specifically, the amount of frame buffer listed is the amount of frame buffer allocated for the vGPU type minus the size of the VMMU segment (vmmu_page_size). Examples of GPUs that support SRIOV are GPUs based on the NVIDIA Ampere architecture, such as NVIDIA A100 PCIe 40GB or NVIDIA A100 HGX 40GB.

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

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

Status

Open

Ref. #

200524749

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

Description

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

Workaround

1. Stop the nvidia-gridd service.
2. Try again to upgrade the driver.
5.29. **NVIDIA Control Panel fails to start if launched too soon from a VM without licensing information**

**Description**

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

**Workaround**

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

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

**Description**

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

Workaround

1. If necessary, stop the Xorg server.
   ```
   # /etc/init.d/xorg stop
   ```

2. In a plain text editor, edit the `/etc/X11/xorg.conf` file to set the options to disable DPMS and disable the screen saver.
   a). In the `Monitor` section, set the `DPMS` option to `false`.
   ```
   Option "DPMS" "false"
   ```
   b). At the end of the file, add a `ServerFlags` section that contains option to disable the screen saver.
   ```
   Section "ServerFlags"
   Option "BlankTime" "0"
   EndSection
   ```
   c). Save your changes to `/etc/X11/xorg.conf` file and quit the editor.

3. Start the Xorg server.
   ```
   # etc/init.d/xorg start
   ```

Status

Open

Ref. #

200605900

5.31. DWM crashes randomly occur in Windows VMs

Description

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

Version

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

Status

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

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

Workaround
Use the nvidia-smi command in the guest VM to enable or disable ECC memory for the vGPU as explained in Virtual GPU Software User Guide.

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

Status
Open

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

Description
After the ECC memory state for a Linux vGPU VM has been changed by using the nvidia-smi command and the VM has been rebooted, the ECC memory state might remain unchanged.
This issue occurs when multiple NVIDIA configuration files in the system cause the kernel module option for setting the ECC memory state `RMGuestECCState` in `/etc/modprobe.d/nvidia.conf` to be ignored.

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

**Workaround**

This workaround requires administrator privileges.

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

**Status**

Open

**Ref. #**

200505777

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

**Description**

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

**Workaround**

Disable monitoring of the following GPU performance statistics:

- vGPU engine usage by applications across multiple vGPUs
- Encoder session statistics
- Frame buffer capture (FBC) session statistics
- Statistics gathered by performance counters in guest VMs
5.35. Frame capture while the interactive logon message is displayed returns blank screen

Description
Because of a known limitation with NvFBC, a frame capture while the interactive logon message is displayed returns a blank screen.
An NvFBC session can capture screen updates that occur after the session is created. Before the logon message appears, there is no screen update after the message is shown and, therefore, a blank screen is returned instead. If the NvFBC session is created after this update has occurred, NvFBC cannot get a frame to capture.

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

Status
Not a bug

Ref. #
2115733
5.36. RDS sessions do not use the GPU with some Microsoft Windows Server releases

Description

When some releases of Windows Server are used as a guest OS, Remote Desktop Services (RDS) sessions do not use the GPU. With these releases, the RDS sessions by default use the Microsoft Basic Render Driver instead of the GPU. This default setting enables 2D DirectX applications such as Microsoft Office to use software rendering, which can be more efficient than using the GPU for rendering. However, as a result, 3D applications that use DirectX are prevented from using the GPU.

Version

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

Solution

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

2. Set the Use the hardware default graphics adapter for all Remote Desktop Services sessions option.

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

Description

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

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-xtmpl-146048-4   |     0%     |
|      90475      GRID P40-4Q   | 90476    win7-xmpl-146048-5    |     0%     |
|      93363      GRID P40-4Q   | 93364    win7-xmpl-146048-6    |     0%     |
+-------------------------------+--------------------------------+------------+
|   1  Tesla P40                | 00000000:85:00.0               |   0%       |
|-------------------------------+--------------------------------+------------+
```

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

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

**Status**

Open

**Ref. #**

2227591

5.38. License is not acquired in Windows VMs

**Description**

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

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

```
[0000000020.860152600 sec] - [Logging.lib]   ERROR: [nvGridLicensing.FlexUtility] 353@FlexUtility::LogFneError : Error: Failed to add trusted storage. Server URL : license-server-url - [1,7E2,2,1[7000003F,0,9B00A7]]
```

System machine type does not match expected machine type.
Known Issues

Virtual GPU Software R535 for Ubuntu

RN-10660-001 _v16.0 through 16.2   |   64

Workaround

This workaround requires administrator privileges.

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

Status

Closed

Ref. #

200407287

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

Description

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

Status

Closed

Ref. #

200407230
5.40. **Hot plugging and unplugging vCPUs causes a blue-screen crash in Windows VMs**

**Description**

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

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

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

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

**Status**

Closed

**Ref. #**

2101499

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

**Description**

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

**Status**

Not an NVIDIA bug.
5.42. A segmentation fault in DBus code causes `nvidia-gridd` to exit on Red Hat Enterprise Linux and CentOS

Description

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

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

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

Version

Red Hat Enterprise Linux 6.8 and 6.9
CentOS 6.8 and 6.9

Status

Open

Ref. #

- 200358191
- 200319854
- 1895945
5.43. No Manage License option available in NVIDIA X Server Settings by default

Description

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

Workaround

This workaround requires sudo privileges.

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

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

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

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

Status

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

Description

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

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

Resolution

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

Status

Closed

Ref. #

1694975

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

Description

When the VM is rebooted after the guest VM driver for Windows 10 RS2 is installed, the VM bug checks. When Windows boots, it selects one of the standard supported video modes. If Windows is booted directly with a display that is driven by an NVIDIA driver, for example a vGPU on Citrix Hypervisor, a blue screen crash occurs.
This issue occurs when the screen resolution is switched from VGA mode to a resolution that is higher than 1920×1200.

**Fix**

Download and install [Microsoft Windows Update KB4020102](https://www.microsoft.com) from the Microsoft Update Catalog.

**Workaround**

If you have applied the fix, ignore this workaround.

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

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

**Status**

Not an NVIDIA bug

**Ref. #**

200310861
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