

# What's New in Virtual GPU Software R550 for All Supported Hypervisors

Release Notes

# **Table of Contents**

Chapter 1. Updates by Release	
1.1. Updates in Release 17.1	
1.2. Updates in Release 17.0	

# Chapter 1. Updates by Release

Updates for each release in this release family of NVIDIA vGPU software may include new features, introduction of hardware and software support, and withdrawal of hardware and software support.

# Updates in Release 17.1

## New Features in Release 17.1

Resolution of an issue that affects graphics cards that are supported only by NVIDIA Al Enterprise.

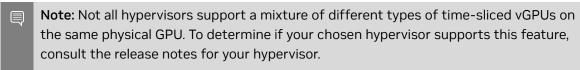
# Hardware and Software Support Introduced in Release 17.1

- Newly supported hypervisor software:
  - Microsoft Azure Stack HCI 23H2

# **Updates in Release 17.0**

## New Features in Release 17.0

- Distribution of a release of the Virtual GPU Manager and the NVIDIA vGPU software graphics driver for Linux that is based on NVIDIA Linux open GPU kernel modules
- Support for vGPUs with different amounts of frame buffer on the same physical GPU



- Support in the NVML API and the nvidia-smi command for getting information about vGPUs with different amounts of frame buffer on the same physical GPU
- An option to configure guest VMs or physical hosts to acquire NVIDIA vGPU software licenses when a user logs in instead of at boot time

- Support for GPU-P on GPUs that are based on the NVIDIA Ada Lovelace GPU architecture on Microsoft Azure Stack HCI
- Miscellaneous bug fixes

# Newly Supported Hardware and Software in Release 17.0

- Newly supported graphics cards:
  - NVIDIA RTX 5880 Ada
- Newly supported hypervisor software:
  - Red Hat Enterprise Linux with KVM 9.3
- Newly supported guest OSes:
  - Microsoft Windows 11 23H2
  - Microsoft Windows Server 2022 on Ubuntu
  - ▶ Red Hat Enterprise Linux 9.0-9.2 on Microsoft Azure Stack HCI
  - Red Hat Enterprise Linux 9.3
  - ▶ Ubuntu 22.04 on Microsoft Azure Stack HCI
- Newly supported remoting solutions:
  - VMware Horizon 2312 (8.12)

# Feature Support Withdrawn in Release 17.0

- Graphics cards no longer supported:
  - Tesla M6
  - Tesla M60
  - Tesla P4
  - ► Tesla P6
  - ► Tesla P40
  - Tesla P100 PCle 12 GB
  - ► Tesla P100 PCle 16 GB
  - ► Tesla P100 SXM2 16 GB
- Hypervisor software no longer supported:
  - Red Hat Virtualization (RHV)
  - Windows Server 2019
- Guest OSes no longer supported:
  - Windows Server 2019

#### Notice

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

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

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

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

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

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

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

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

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

## VESA DisplayPort

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

## HDMI

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

#### OpenCL

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

#### Trademarks

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

## Copyright

© 2013-2024 NVIDIA Corporation & affiliates. All rights reserved.

