



# NVIDIA Delegated License Service (DLS) Software Lifecycle

Product Change Notice

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# Chapter 1. Introduction

## 1.1. Purpose

The purpose of this policy is to define the product lifecycle and end of life (EOL) for NVIDIA Licensing System (NLS) Delegated License Service (DLS) software.

NVIDIA License System (NLS) is used to serve a pool of floating licenses to licensed NVIDIA software products. A specific service instance is required to serve licenses to licensed clients. NVIDIA License System supports the following types of service instances:

- ▶ Cloud License Service: A cloud-based license server managed by NVIDIA but the setup to be done by the customers (customer IT administration).
- ▶ Delegated License Service: An on-premises license server that can be installed in customer's premises.

This document introduces a new enterprise software lifecycle for DLS releases and defines a support matrix and EOL policy.

## 1.2. Definitions

### **NVIDIA License Service (NLS)**

A platform developed by NVIDIA to license and monetize any NVIDIA branded software and services.

### **NVIDIA Licensing Portal (NLP)**

An NVIDIA-managed web portal that is available to enterprise customers through a (human interaction) website. Customers can get their license keys and download software that they are entitled to use based on the purchased products. NLP is currently used for vGPU and NVAIE.

### **Major Feature Release**

A major feature release is indicated by the x.0 version number. Any major feature requires a major release.

Release cadence: This will be a late binding decision (not a fixed cadence).

**Minor Release (MR)**

A release that updates a production branch release as indicated by the x.y version number.

Release payload: Minor feature enhancements, regular bug fixes, and critical security updates.

Release cadence: Quarterly.

**Security Patch Release**

A release that includes security bug fixes and provides update release on an LTS branch release as indicated by the x.y.z version number.

Release payload: Critical security updates.

Release cadence: Quarterly.

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# Chapter 2. DLS Releases

Within the DLS release, there are two main categories of branches:

## 2.1. DLS Branches

### Production Branch

Customers can access new features as they become available by using the DLS production branch. Production branch releases will receive regular bug and security updates through minor releases during the period that they are supported.

- ▶ Release cadence: Three months.

Production branch releases will be provided every three (3) months.

### LTS (Long Term Support) Branch

Customers can access security patches as they become available by using the DLS LTS branch. All of the DLS security patches will be delivered using the LTS branches during the period that the LTS branch is supported. LTS branch releases will be supported for three (3) years for security fixes.

- ▶ Release cadence: Three months.

Security fixes will be provided every three (3) months.

## 2.2. Details on DLS Releases


Customers can access DLS production branch releases and LTS branch security patch releases from the NLP software downloads page. Customers must have an active vGPU Support, Maintenance, Updates, and Upgrades Subscription (SUMS) to access production branch releases and LTS branch security patch releases.



#### Note:

To summarize, NVIDIA is currently supporting two release branches of DLS products in parallel: DLS 3.x and DLS 3.0.x. DLS minor releases DLS 3.x and security patch releases

DLS 3.0.x will be released quarterly. DLS 3.0 is declared as an LTS (long term support) branch release. DLS 3.0 is selected as a baseline due to in-place upgrade capability without downtime and new VM provisioning that can be used by customers for monthly refreshes. Therefore, it will provide seamless upgrades.

Type	Production Branch	Long Term Support Branch
Major release cadence	Any major feature requires a major release.  Release cadence: This will be a late binding decision (not a fixed cadence).	Not applicable
Minor release cadence	Quarterly	Not applicable
Security patch release includes bug fixes and critical security updates cadence.	Not applicable	Quarterly
Technical support	Yes	Yes
Length of support	Production branch: Until the next release.   <b>Note:</b> The actual security update and release cadence can change at NVIDIA's discretion.	Three years
DLS security bulletin cadence	Quarterly	Quarterly

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## Chapter 3. Security Patch Releases

DLS security patches will be available from **DLS 3.1.x** versions. Customers who use older DLS versions must use 3.1.x patch releases to get the security fixes. The new features will be part of the new release only and will not be backported to older releases.



**Note:** For any zero-day vulnerabilities or urgent critical customer feedback, ad-hoc DLS patch releases will be planned as an exception.

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## Chapter 4. Notification of Security Patch Releases and Fixes

NVIDIA will notify customers through security bulletin of the release versions and vulnerabilities fixed in that version.

The notification will be a public bulletin posted on Nvidia.com. DLS Security Bulletins will have detailed information on all the security vulnerabilities fixed in DLS software security patch releases. An appropriate amount of detail will be addressed about the issues fixed, including the severity of the issues, affected versions, and applicable release updates for the affected software.



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# Chapter 5. EOL Plan for DLS Releases

DLS LTS branch releases will be supported for **three (3)** years from the release date.

Customers must upgrade to NVIDIA DLS software release DLS 3.0 or later, from an earlier DLS release, to get the bug fixes and security updates. If you are using an NVIDIA DLS software release from an earlier release branch, note that NVIDIA plans to patch and support these releases.

## EOL Plan for DLS Releases: DLS 1.x and DLS 2.x

To get security fixes, upgrade to DLS 3.0.x or a later version of DLS releases.

### DLS 1.x

- ▶ Support for DLS 1.x will be available for up to 18 months starting from May 2023.
  - ▶ NVIDIA will provide an 18-month advance notice to help customers plan and transition to the latest DLS release.
  - ▶ NVIDIA will publish a customer notice and explain the support plan for older DLS releases.
- ▶ NVIDIA will provide the respective DLS 1.x release on the NLS software downloads portal for customers and provide WARs for any issues on that version.
- ▶ Support plan:
  - ▶ Support includes triage of cases by NVES and engineering, help from NVEX with configuration, documentation, and documented migration steps to the latest release.
  - ▶ No security fixes or patch releases will be provided on DLS 1.x. Customers must upgrade to the latest NLS release for security fixes or regular patching requirements.
  - ▶ A technical application note to communicate to NLS customers the DLS 1.x support and upgrade paths.
  - ▶ The 18-month EOL period for DLS 1.x is an exception.

### DLS 2.x

- ▶ DLS 2.x will reach its EOL in **December 2024**.
- ▶ The support plan for DLS 2.0 and 2.1 is the same as that of DLS 1.x.

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