



NVIDIA Data Center GPU Driver version 450.248.02(Linux) / 454.23 (Windows)

Release Notes

Table of Contents

Chapter 1. Version Highlights.....	1
1.1. Software Versions.....	1
1.2. Fixed Issues.....	1
1.3. Known Issues.....	2
Chapter 2. Virtualization.....	5
Chapter 3. Hardware and Software Support.....	7

Chapter 1. Version Highlights

This section provides highlights of the NVIDIA Data Center GPU 450 Driver (version 450.248.02 Linux and 454.23 Windows).

For changes related to the 450 release of the NVIDIA display driver, review the file "NVIDIA_Changelog" available in the .run installer packages.

- ▶ Linux driver release date: 6/26/2023
- ▶ Windows driver release date: 6/26/2023

1.1. Software Versions

For this release, the software versions are listed below.

- ▶ CUDA Toolkit 11: 11.0.3
Note that starting with CUDA 11, individual components of the toolkit are versioned independently. For a full list of the individual versioned components (such as nvcc, CUDA libraries, and so on), see the [CUDA Toolkit Release Notes](#)
- ▶ NVIDIA Data Center GPU Driver: 450.248.02 (Linux) / 454.23 (Windows)
- ▶ Fabric Manager: 450.248.02 (Use `nv-fabricmanager -v`)
- ▶ NVFlash: 5.791

Due to a revision lock between the VBIOS and driver, VBIOS versions \geq 92.00.18.00.00 must use corresponding drivers \geq 450.36.01. Older VBIOS versions will work with newer drivers.

For more information on getting started with the NVIDIA Fabric Manager on NVSwitch-based systems (for example, HGX A100), refer to the [Fabric Manager User Guide](#).

1.2. Fixed Issues

- ▶ 3954952 - Redfish Row Remapping Failed event was not logged when DRAM uncontained is injected at same address after reset GPU.
- ▶ 4017428 - Fixed an issue where the activation of Shared NVSwitch partitions fails for GPU partitions of 8x or 16x due to a timeout during GPU opening and initialization.

1.3. Known Issues

General

- ▶ The GPU driver build system might not pick the `Module.symvers` file, produced when building the `ofa_kernel` module from `MLNX_OFED`, from the right subdirectory. Because of that, `nvidia_peermem.ko` does not have the right kernel symbol versions for the APIs exported by the IB core driver, and therefore it does not load correctly. That happens when using `MLNX_OFED` 5.5 or newer on a Linux Arm64 or ppc64le platform.

To work around this issue, perform the following:

1. Verify that `nvidia_peermem.ko` does not load correctly.
2. Uninstall old `MLNX_OFED` if one was installed.
3. Manually remove `/usr/src/ofa_kernel/default` if one exists.
4. Install `MLNX_OFED` 5.5 or newer.
5. Manually create a soft link:

```
/usr/src/ofa_kernel/default -> /usr/src/ofa_kernel/$(uname -m)/$(uname -r)
```

6. Reinstall the GPU driver.

- ▶ Combining A800 and A100 SXM modules in a single server is not currently supported with this driver version.
- ▶ Combining A800 and A100 PCIe with NVLink is not fully tested.
- ▶ There is a known issue with installing the Linux driver where installing the driver interferes with the `ipmitool`.
- ▶ When installing a driver on SLES15 or openSUSE15 that previously had an R515 driver installed, users need to run the following command afterwards to finalize the installation:

```
sudo zypper install --force nvidia-gfxG05-kmp-default
```

Without doing this, users may see the kernel objects as missing.

- ▶ By default, Fabric Manager runs as a systemd service. If using `DAEMONIZE=0` in the Fabric Manager configuration file, then the following steps may be required.
 1. Disable FM service from auto starting. (`systemctl disable nvidia-fabricmanager`)
 2. Once the system is booted, manually start FM process. (`/usr/bin/nv-fabricmanager -c /usr/share/nvidia/nvswitch/fabricmanager.cfg`). **Note**, since the process is not a daemon, the SSH/Shell prompt will not be returned (use another SSH shell for other activities or run FM as a background task).

- There is a known issue with cross-socket GPU to GPU memory consistency that is currently under investigation

GPU Performance Counters

The use of developer tools from NVIDIA that access various performance counters requires administrator privileges. See this [note](#) for more details. For example, reading NVLink utilization metrics from `nvidia-smi` (`nvidia-smi nvlink -g 0`) would require administrator privileges.

NoScanout Mode

NoScanout mode is no longer supported on NVIDIA Data Center GPU products. If NoScanout mode was previously used, then the following line in the “screen” section of `/etc/X11/xorg.conf` should be removed to ensure that X server starts on data center products:

```
Option                "UseDisplayDevice" "None"
```

NVIDIA Data Center GPU products now support one display of up to 4K resolution.

Unified Memory Support

CUDA and unified memory is not supported when used with Linux power management states S3/S4.

IMPU FRU for Volta GPUs

The driver does not support the IPMI FRU multi-record information structure for NVLink. See the Design Guide for Tesla P100 and Tesla V100-SXM2 for more information.

Experimental OpenCL Features

Select features in OpenCL 2.0 are available in the driver for evaluation purposes only.

The following are the features as well as a description of known issues with these features in the driver:

Device side enqueue

- The current implementation is limited to 64-bit platforms only.
- OpenCL 2.0 allows kernels to be enqueued with `global_work_size` larger than the compute capability of the NVIDIA GPU. The current implementation supports only combinations of `global_work_size` and `local_work_size` that are within the compute capability of the NVIDIA GPU. The maximum supported CUDA grid and block size of NVIDIA GPUs is available at <http://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html#computecapabilities>. For a given grid dimension, the `global_work_size` can be determined by CUDA grid size x CUDA block size.

- ▶ For executing kernels (whether from the host or the device), OpenCL 2.0 supports non-uniform ND-ranges where `global_work_size` does not need to be divisible by the `local_work_size`. This capability is not yet supported in the NVIDIA driver, and therefore not supported for device side kernel enqueues.

Shared virtual memory

- ▶ The current implementation of shared virtual memory is limited to 64-bit platforms only.

Chapter 2. Virtualization

To make use of GPU passthrough with virtual machines running Linux, the hardware platform must support the following features:

- ▶ A CPU with hardware-assisted instruction set virtualization: Intel VT-x or AMD-V.
- ▶ Platform support for I/O DMA remapping.
- ▶ On Intel platforms the DMA remapper technology is called Intel VT-d.
- ▶ On AMD platforms it is called AMD IOMMU.

Support for these features varies by processor family, product, and system, and should be verified at the manufacturer's website.

The following hypervisors are supported for virtualization:

Hypervisor	Notes
Citrix XenServer	Version 6.0 and later
VMware vSphere (ESX / ESXi)	Version 5.1 and later.
Red Hat KVM	Red Hat Enterprise Linux 7 with KVM
Microsoft Hyper-V	Windows Server 2016 Hyper-V Generation 2 Windows Server 2012 R2 Hyper-V

Tesla products now support one display of up to 4K resolution.

The following GPUs are supported for device passthrough for virtualization:

GPU Family	Boards Supported
NVIDIA Ampere GPU Architecture	NVIDIA A100, A800
Turing	NVIDIA T4
Volta	NVIDIA V100
Pascal	Quadro: P2000, P4000, P5000, P6000, GP100 Tesla: P100, P40, P4

GPU Family	Boards Supported
Maxwell	Quadro: K2200, M2000, M4000, M5000, M6000, M6000 24GB Tesla: M60, M40, M6, M4
Kepler	Quadro: K2000, K4000, K4200, K5000, K5200, K6000 Tesla: K520, K80 Tesla: K10, K20, K20x, K20Xm, K20c, K20s, K40m, K40c, K40s, K40st, K40t, K80, K520

Chapter 3. Hardware and Software Support

Support for these features varies by processor family, product, and system, and should be verified at the manufacturer's website.

Supported Operating Systems for NVIDIA Data Center GPUs

The Release 450 driver is supported on the following operating systems:

- ▶ Windows x86_64 operating systems:
 - ▶ Microsoft Windows® Server 2019
 - ▶ Microsoft Windows® Server 2016
 - ▶ Microsoft Windows® 10
- ▶ The following table summarizes the supported Linux 64-bit distributions. For a complete list of distributions, kernel versions supported, see the [CUDA Linux System Requirements](#) documentation.

Distribution	x86_64	POWER	Arm64 Server
OpenSUSE Leap 15.x (where y <= 4)	Yes	No	No
Red Hat Enterprise Linux 8.y (where y <= 7)	Yes	Yes	Yes
Red Hat Enterprise Linux / CentOS 7.y (where y <= 9)	Yes	No	No
Rocky Linux 8.x (where x<=7)	Yes	No	No
SUSE Linux Enterprise Server 15.x (where y <= 4)	Yes	No	Yes
Ubuntu 20.04.x LTS (where y <= 6)	Yes	No	No

Distribution	x86_64	POWER	Arm64 Server
Ubuntu 18.04.z LTS (where z <= 6)	Yes	Yes	Yes

Supported Operating Systems and CPU Configurations for NVIDIA HGX A100 and NVIDIA HGX A800

The Release 450 driver is validated with HGX A100 and HGX A800 on the following operating systems and CPU configurations:

- ▶ Linux 64-bit distributions:
 - ▶ Red Hat Enterprise Linux 8.7 (in 4/8/16-GPU configurations)
 - ▶ CentOS Linux 7.9 (in 4/8/16-GPU configurations)
 - ▶ Ubuntu 18.04.6 LTS (in 4/8/16-GPU configurations)
 - ▶ SUSE SLES 15.4 (in 4/8/16-GPU configurations)
- ▶ Windows 64-bit distributions:
 - ▶ Windows Server 2019 (in 1/2/4/8-GPU configurations; 16-GPU configurations are currently not supported)

Windows is supported only in shared NVSwitch virtualization configurations.
- ▶ CPU Configurations:
 - ▶ AMD Rome in PCIe Gen4 mode
 - ▶ Intel Skylake/Cascade Lake (4-socket) in PCIe Gen3 mode

Supported Virtualization Configurations

The Release 450 driver is validated with HGX A100 on the following configurations:

- ▶ Passthrough (full visibility of GPUs and NVSwitches to guest VMs):
 - ▶ 8-GPU configurations with Ubuntu 18.04.6 LTS
- ▶ Shared NVSwitch (guest VMs only have visibility of GPUs and full NVLink bandwidth between GPUs in the same guest VM):
 - ▶ 1/2/4/8/16-GPU configurations with Ubuntu 18.04.6 LTS
 - ▶ 1/2/4/8-GPU configurations with Windows Server 2019

API Support

This release supports the following APIs:

- ▶ NVIDIA® CUDA® 11.0 for NVIDIA® Kepler™, Maxwell™, Pascal™, Volta™, Turing™ and NVIDIA Ampere architecture GPUs
- ▶ OpenGL® 4.5

- ▶ Vulkan® 1.1
- ▶ DirectX 11
- ▶ DirectX 12 (Windows 10)
- ▶ Open Computing Language (OpenCL™ software) 1.2

Note that for using graphics APIs on Windows (such as OpenGL, Vulkan, DirectX 11, and DirectX 12) or any WDDM 2.0+ based functionality on data center GPUs, vGPU is required. See the [vGPU documentation](#) for more information.

Supported NVIDIA Data Center GPUs

The NVIDIA Data Center GPU driver package is designed for systems that have one or more Tesla products installed. This release of the driver supports CUDA C/C++ applications and libraries that rely on the CUDA C Runtime and/or CUDA Driver API.

NVIDIA Server Platforms	
Product	Architecture
NVIDIA HGX A800	A800 and NVSwitch
NVIDIA HGX A100	A100 and NVSwitch
NVIDIA HGX-2	V100 and NVSwitch

RTX-Series Products	
Product	GPU Architecture
Quadro RTX 8000	NVIDIA Turing
Quadro RTX 6000	NVIDIA Turing

A-Series Products	
Product	GPU Architecture
NVIDIA A800	NVIDIA Ampere GPU architecture
NVIDIA A100	NVIDIA Ampere GPU architecture

T-Series Products	
Product	GPU Architecture
NVIDIA T4	NVIDIA Turing

V-Series Products	
Product	GPU Architecture
NVIDIA V100	NVIDIA Volta

Tesla P-Series Products	
Product	GPU Architecture
NVIDIA Tesla P100	NVIDIA Pascal
NVIDIA Tesla P40	NVIDIA Pascal
NVIDIA Tesla P4	NVIDIA Pascal

Tesla K-Series Products	
Product	GPU Architecture
NVIDIA Tesla K520	NVIDIA Kepler
NVIDIA Tesla K80	NVIDIA Kepler

Tesla M-Class Products	
Product	GPU Architecture
NVIDIA Tesla M60	Maxwell
NVIDIA Tesla M40 24 GB	Maxwell
NVIDIA Tesla M40	Maxwell
NVIDIA Tesla M6	Maxwell
NVIDIA Tesla M4	Maxwell

Notice

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

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

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

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

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

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

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

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

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

Trademarks

NVIDIA and the NVIDIA logo are trademarks and/or registered trademarks of NVIDIA Corporation in the United States and other countries. Other company and product names may be trademarks of the respective companies with which they are associated.

Copyright

© 2023 NVIDIA Corporation & affiliates. All rights reserved.