

RADEON PRO

SOFTWARE

AMD MxGPU and VMware

Deployment Guide v2.4

This guide describes host and VM configuration procedures to enable AMD MxGPU hardware-based GPU virtualization using the PCIe SR-IOV protocol.

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REVISION HISTORY

Version	Date	Notes
1.0	07/28/2017	First released version
2.0	08/21/2017	Additional plug-in and config info
2.1	09/22/2017	Clarified MxGPUAlarm instructions
2.2	01/22/2018	Minor BIOS requirement change
2.3	07/19/2018	Minor chmod command update
2.4	10/15/2018	Update MxGPU driver download instructions.

Table of Contents

- Overview 1**
 - Why MxGPU?2
 - System Topology3
 - Hardware and Software Requirements4

- ESXi MxGPU Setup 7**
 - Prerequisites8
 - Using the MxGPU Setup Script8
 - Modifying MxGPU Settings 11
 - VF Passthrough 12
 - Automatic VF Assignment Using the MxGPU Setup Script 14
 - Specifying Eligible Virtual Machines 16
 - Adding the Graphics Driver To a VM 18
 - VM Snapshots and Templates 19

- Using the Radeon Pro Settings Plug-in for vSphere Client..... 21**
 - Installing the Radeon Pro Driver 22
 - Installing the Plug-in on VMware vCenter Server 23
 - Radeon Pro Settings Registration Tool*..... 23
 - VMware Managed Object Browser*..... 24
 - Offline* 27
 - Launching the Plug-in 28
 - The Radeon Pro Settings Plug-in Interface 29
 - The VM Tab*..... 29
 - The MxGPU Tab*..... 30
 - Using the Plug-in 31
 - Manually Assigning MxGPUs to VMs*..... 31
 - Automatically Assigning MxGPUs to VMs*..... 32
 - Configuring MxGPUs*..... 33
 - Known Issues 34
 - Updating the Plug-in 35
 - Troubleshooting 36

Configuring Desktop Pools	39
Enabling Automated Desktop Pools	40
Troubleshooting	42
Remote Connection Setup	43
Setting Up Horizon View Client	44
Zero Client Setup	46

Overview

This *Deployment Guide* describes configuring VMware® products to use AMD Multiuser GPU (MxGPU) technology, which allows system administrators to deploy and manage graphics-accelerated virtual machines using the AMD FirePro™ S7100X, S7150, and S7150 x2 family of products in MxGPU mode. MxGPU technology uses the Single Root I/O Virtualization (SR-IOV) PCIe® virtualization standard to create up to 16 virtual MxGPUs per physical GPU. These MxGPUs can then be automatically or manually assigned to virtual machines on the VMware host.

Why MxGPU?

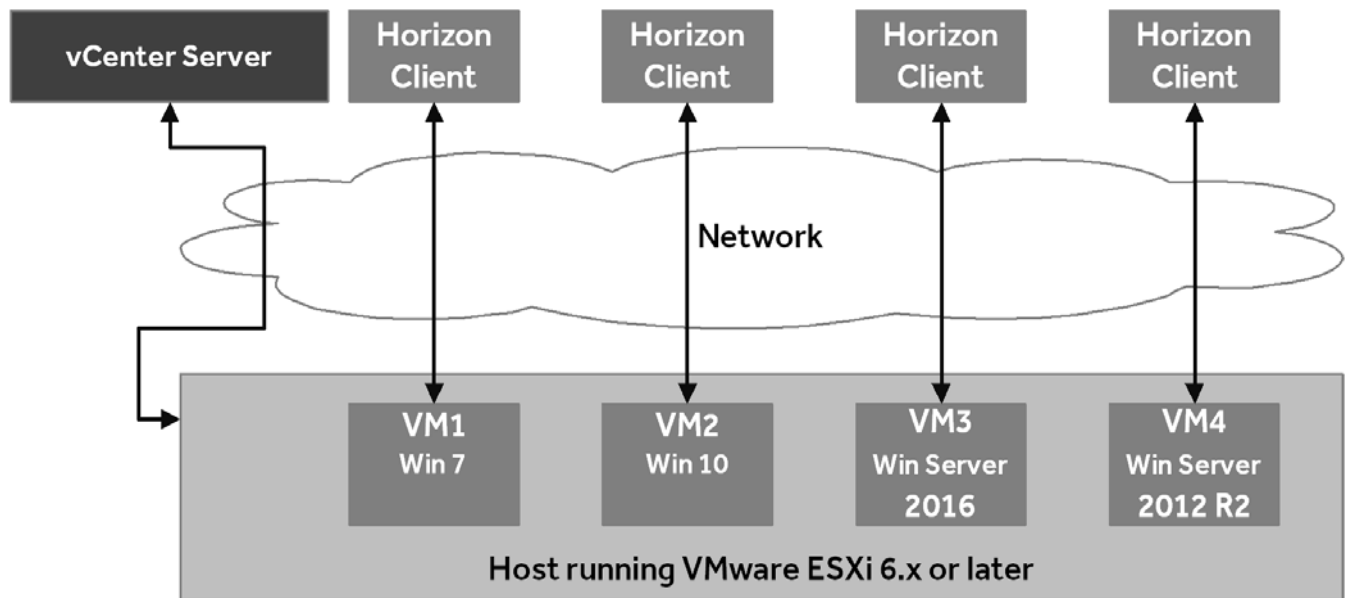
AMD MxGPU technology offers the following benefits:

- **Full Workstation Acceleration:** Hardware-based virtualization enables workstation-grade Radeon™ Pro 2D/3D graphics acceleration using the Single Root I/O Virtualization (SR-IOV) PCIe virtualization standard. This eliminates proprietary and complex software from the hypervisor, and allows each VM to use native Radeon™ Pro drivers with natural compatibility and access to all GPU graphics and compute functions on the server. Each physical GPU can support 1 to 16 users and requires no profiles. The consistent performance delivered by hardware-based MxGPU virtualization fully realizes all of the other benefits described here while also simplifying resource allocation and planning.
- **Real-Time Remote Access:** Replacing an individual workstation with an access portal allows each authorized user to access either a desktop (personalized or pooled) and/or applications at virtually any time from virtually any location on virtually any device via almost any broadband connection. Flexible permissions allow groups and individuals to access only the resources they need. Users transmit commands and receive fully-rendered pixels, with all compute and graphics processing taking place on the server and all data remaining in the datacenter. Updates made by one user are instantly visible to all users with appropriate access privileges.
- **Data Security:** Traditional workstations often use locally-stored working copies of data, which exposes that data to potential loss or theft. Centralizing data storage facilitates backup and other protective measures while eliminating these possibly catastrophic losses. User sessions that transmit only commands and fully-rendered pixels but no actual data further mitigate the risks of unauthorized access. This also allows fast, easy IT management and maintenance from a single location.
- **Scalability and Flexibility:** Adding and removing users is as easy as creating or removing accounts and allocating resources. Users needing access to different applications and/or GPU performance when shifting projects can receive the resources they need within minutes.
- **Effective Version Control:** All compute and graphics functions occur on the server. Users receive only fully-rendered pixels and transmit only commands. The data itself remains in the datacenter, with no need to transfer large files between locations nor reconcile changes. Hosting environments in the data center also ensures standardization among all users, further reducing the need to control versions.

- **Cost Effectiveness:** IT departments no longer need to procure, support, repair, and upgrade individual workstations with multiple hardware, OS, and application configurations, especially among ever-shifting project teams. Users simply log in to their virtual desktops at virtually any time from virtually any device and receive full workstation performance, GPU acceleration, and application/data access based on their credentials and assigned resources. Predictable, profile-less GPU assignment simplifies resource allocation and planning with linear scalability and no additional hardware licensing or other fees beyond the hardware purchase. Persistent desktops can be used for internal parties with consistent needs, while third parties or users with widely varying needs can access pooled desktops. There is also less need for personnel to be on site to work. Additional savings can be realized from a reduced need to transfer large file between locations and reconcile different versions of that data.

System Topology

The following diagram displays the high-level system topology where a single host is running multiple MxGPU-enabled virtual machines that are being accessed by remote users on a variety of devices.



Hardware and Software Requirements

The following requirements must be met in order to enable MxGPU virtualization:

- **Host/Server:** Please contact AMD for an up-to-date list of MxGPU-certified servers. Each server must have the following minimum configuration:
 - **Graphics Adapter:** AMD FirePro™ S7100X, S7150, or S7150 x2.
 - **CPU:** Two or more quad-core Intel VT or AMD-V 64-bit x86-based CPU(s) with MMU support.
 - **System memory:** 32 GB (minimum; 1 TB maximum). The number of guest VMs and individual use cases will determine the optimum amount of RAM needed.
 - **Storage:** 500 GB (minimum). The number of guest VMs and individual use cases will determine the optimum type(s) and amount of storage needed.
 - **Network adapter:** Gigabit Ethernet (GbE) and up.
 - **BIOS:** Enable IOMMU (AMD CPUs) or VT-d (Intel CPUs), SR-IOV, Alternative Routing ID (ARI), memory mapping above 4 GB, MMIO High Size (if available). UEFI boot is recommended, but not required. Please refer to your BIOS documentation for instructions on enabling these options.



Note: Some platforms support additional virtualization options. For example, the AMD Kaveri APU includes an ARI (Alternative Reroute Interface). Please refer to your platform documentation for information and instructions.

- **Software:** The host/server must have VMware ESXi 6.0 or later installed.
- **Client:** Any of the following client devices can be used to access virtual machines that have been configured on the host/server:
 - Zero client (up to 4 connectors) with standard mouse, keyboard, and monitor.
 - Thin client with standard mouse, keyboard, and monitor running Microsoft® Windows® Embedded OS.
 - Laptop/desktop with standard mouse, keyboard, and monitor running with Microsoft Windows 7 or later.

- **Administrator System:** The system used for administrative functions must be configured as follows:
 - **OS:** Windows 7 or later (64-bit).
 - **Browser:** Microsoft Internet Explorer® 11+, Microsoft Edge™, Google Chrome™, or Mozilla Firefox®.
- **Guest VM resources:** The following table lists some recommended resource allocations for guest VMs depending on user needs:

User Type/Performance	vCPU cores	System memory (GB)	# of enabled MxGPUs	Frame buffer size (MB) ¹
<i>Workstation (High-performance)</i>	4	8	2	3840
<i>Power (Professional)</i>	2	4	4	1920
<i>Knowledge (Enhanced)</i>	2	3	8	960
	2	3	10	768
<i>Task (Standard)²</i>	1	2	16	480
<i>Note: All guest memory must be locked/reserved.</i>				
<i>1. Amount of memory available to each VF.</i>				
<i>2. ESXi limits the number of VFs per GPU to 15.</i>				

- **Guest VM configuration:** Each guest VM must be configured as follows:
 - **Parameters:** During installation, use the **Configuration Parameters** window to specify `pciHole.start=2048` and `pciHole.end=4096`.
 - **OS:** Windows 7 or 10 (64-bit).
 - **AMD Drivers:** Radeon™ Pro Software 17.5.2 or later.
 - **Client viewer:** Horizon Client 7 or later.

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ESXi MxGPU Setup

Configuring VMware ESXi for MxGPU virtualization is a straightforward procedure. First, use the setup script to determine how many VFs to assign to each eligible AMD GPU. Next, specify how to pass virtualized GPUs to VMs. Install the AMD graphics drivers on each VM, and then consider creating snapshots of the VMs for backup purposes and to have templates for accelerating future VM creation.

Prerequisites

The following prerequisites must be met before configuring MxGPU on an ESXi host:

- The host meets all of the applicable requirements listed in “[Hardware and Software Requirements](#)” on page 4, including BIOS configuration.
- VMware ESXi has been installed on the host (server).
- VMware vSphere Client has been installed on the management system.
- All required VMware licenses have been installed.
- One or more virtual machine(s) meeting all of the applicable requirements in “[Hardware and Software Requirements](#)” on page 4 have been created on the host, and both an operating system and VMware Horizon have been installed on the virtual machine(s).



*Note: When creating the VM, you can select either **None** or any available GPU when prompted to assign a virtual GPU.*

Using the MxGPU Setup Script

To configure MxGPU using the setup script:

1. Download the Host Driver for MxGPU and the MxGPU Setup Script files (found under Additional Software and Utilities) from the following link:

<https://www.amd.com/en/support/professional-graphics/firepro/firepro-s-series/firepro-s7150-x2>

2. Copy the downloaded files to a persistent directory, such as the recommended `/vmfs/volumes/datastore1`, and then unzip `MxGPU-Setup-Script-Installer.zip`.
3. If some VMs are not eligible for MxGPU, then open `vms.cfg`, and then specify the virtual machines (VMs) that will use the AMD virtual GPUs. Otherwise, proceed directly to Step 4.
4. Edit `vms.cfg` to include any VMs that should be considered for auto-assign. See “[Specifying Eligible Virtual Machines](#)” on page 16 for more information.
5. Make `mxgpu-install.sh` executable by executing the command `chmod +x mxgpu-install.sh`.
6. Execute the command `sh mxgpu-install.sh` to obtain a list of available commands.

7. Verify that there is only one `amdgpuv.vib` file in the directory, and then execute the command `sh mxgpu-install.sh -i`.



Note: The script will exit if the directory has more than one `amdgpuv.vib` file.

The script confirms system compatibility and then displays all available AMD adapters.

8. GPUs that are in passthrough mode cannot be virtualized. The script will give you the opportunity to disable passthrough mode on any affected GPU(s). Further, if MxGPU is available, you will see an option to allow the Radeon Pro Settings vSphere plug-in to configure MxGPU.
 - If MxGPU is enabled and you have access to a vCenter server, then use the plug-in (not the script) to configure and manage VF assignments. See <xref>.
 - If you do not have MxGPU enabled and/or do not have access to a vCenter server, then proceed to Step 9.
9. The script then presents two options: **Auto** and **Hybrid**.
 - **Auto** mode configures the same number of virtual functions (VFs) to all GPUs. Selecting this mode will prompt you to enter the number of desired VFs per GPU and sets all parameters (frame buffer, time slice, etc.) accordingly. These settings apply to all AMD GPUs that are available on the bus. The script adds `pciHole` parameters to the eligible VMs that you specified in the `vms.cfg` file in Step 3.
 - **Hybrid** mode allows you to specify the number of VFs to assign on a GPU-by-GPU basis. Selecting this mode will prompt you to enter the number of desired VFs per GPU and sets all parameters (frame buffer, time slice, etc.) accordingly. The script adds `pciHole` parameters to the eligible VMs that you specified in the `vms.cfg` file in Step 3. This process repeats for every remaining AMD GPU.



Note: You must reboot for changes to take effect.



Note: Any GPUs that are in passthrough mode will not be virtualized, and these settings will not affect those GPUs.

This image depicts a typical MxGPU setup script flow.

```
[root@ /vmfs/volumes/571bdee7-2f300cf5-8e6f-6cc21739d6a0] chmod +x mxgpu-install.sh
[root@ /vmfs/volumes/571bdee7-2f300cf5-8e6f-6cc21739d6a0] sh mxgpu-install.sh
"" is not a valid argument.

Usage: sh mxgpu-install.sh [-acr] [-i VIBFILE] [-u VIBFILE]
Install, configure, update, auto-assign, or remove AMD amdgpv driver

-i <VIB name>* Install and Configure amdgpv driver
-c          Configure amdgpv driver
-a          Automatically assign or unassign VFs to VMs
-u <VIB name>* Update to specified amdgpv driver
-r          Remove amdgpv driver and pciHole parameters
-ap         Add pciHole parameters
-rp         Remove pciHole parameters

*: Optional VIB can be specified, otherwise it will look for an amdgpv VIB in the current directory.
[root@ /vmfs/volumes/571bdee7-2f300cf5-8e6f-6cc21739d6a0] sh mxgpu-install.sh -i amdgpv-1.00-1OEM.600.0.0.2494585.x86_64-CL1263512.vib
Checking environment.....
+++++Installing driver
+++++Installation Completed Successfully!
Detected 4 SR-IOV GPU
0000:0b:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:0f:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:89:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:8d:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
Start configuration...
Enter the configuration mode ([A]uto/[H]ybrid/[M]anual,default:A)Auto
Please enter number of VFs:(default:4): 4
Configuring the GPU 1 ...
0000:0b:00.0 Display controller: AMD Tonga S7100X
adapter1_conf=11,0,0,4,1920,5000,1
Configuring the GPU 2 ...
0000:0f:00.0 Display controller: AMD Tonga S7100X
adapter2_conf=15,0,0,4,1920,5000,1
Configuring the GPU 3 ...
0000:89:00.0 Display controller: AMD Tonga S7100X
adapter3_conf=137,0,0,4,1920,5000,1
Configuring the GPU 4 ...
0000:8d:00.0 Display controller: AMD Tonga S7100X
adapter4_conf=141,0,0,4,1920,5000,1
Setting up SR-IOV settings...
Done
pciHole.start = 2048
pciHole.end = 3584
Eligible VMs:
Win7-
  -Win7-
  Win10-
win7l
Win7-
  -Win7-
  Win7-Baseline
  -Win7-
  -Win7-
marcus-
win7l
W10-
PCI Hole settings will be added to these VMs. Is this OK?[Y/N]Y
Completed
The configuration needs a reboot to take effect

To automatically assign VFs, please run "sh mxgpu-install.sh -a" after system reboot
[root@ /vmfs/volumes/571bdee7-2f300cf5-8e6f-6cc21739d6a0] █
```

Modifying MxGPU Settings

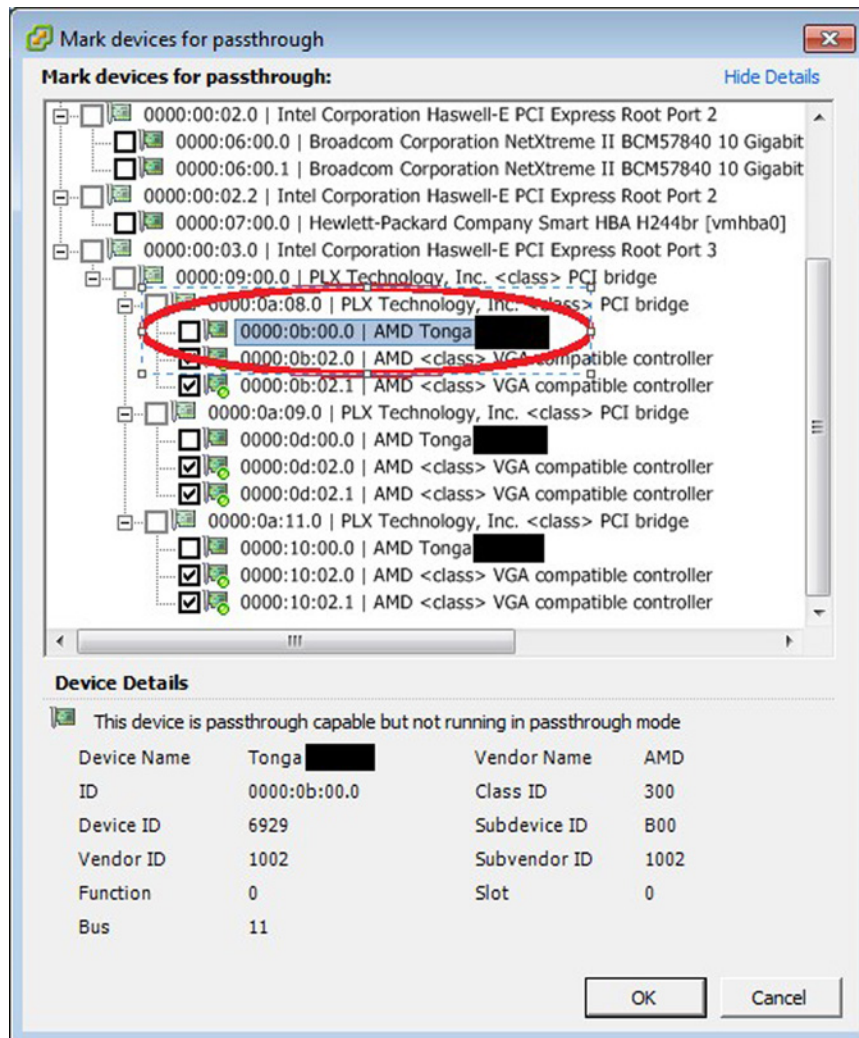
To modify MxGPU settings using the setup script, execute the command `sh mxgpu-install.sh -c`. The script displays the current settings. You can modify them as described in “Using the MxGPU Setup Script” on page 8.

```
To automatically assign VFs, please run "sh mxgpu-install.sh -a" after system reboot
[root@ /vmfs/volumes/571bdee7-2f300cf5-8e6f-6cc21739d6a0] sh mxgpu-install.sh -c
Detected 4 SR-IOV GPU
0000:0b:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:0f:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:89:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
0000:8d:00.0 VGA compatible controller Display controller: AMD Tonga S7100X
Start configuration...
Enter the configuration mode ([A]uto/[H]ybrid/[M]anual,default:A) Hybrid
Configuring the GPU 1 ...
0000:0b:00.0 Display controller: AMD Tonga S7100X
Please enter number of VFs:(default:4): 2
adapter1_conf=11,0,0,2,3840,15000,1
Configuring the GPU 2 ...
0000:0f:00.0 Display controller: AMD Tonga S7100X
Please enter number of VFs:(default:4): 3
adapter2_conf=15,0,0,3,2560,6000,1
Configuring the GPU 3 ...
0000:89:00.0 Display controller: AMD Tonga S7100X
Please enter number of VFs:(default:4): 4
adapter3_conf=137,0,0,4,1920,5000,1
Configuring the GPU 4 ...
0000:8d:00.0 Display controller: AMD Tonga S7100X
Please enter number of VFs:(default:4): 5
adapter4_conf=141,0,0,5,1536,6000,1
Setting up SR-IOV settings...
Done
pciHole.start = 2048
pciHole.end = 3584
Eligible VMs:
Win7-
    Win7-
    Win10
win7
Win7
    Win7-
    Win7-
    Win7-
marcus-
win7
W10-'
PCI Hole settings already exist on all eligible VMs.
The configuration needs a reboot to take effect

To automatically assign VFs, please run "sh mxgpu-install.sh -a" after system reboot
```

VF Passthrough

Passing through a configured VF is the same as passing through a physical device, provided that the VM meets the requirements listed in [“Hardware and Software Requirements”](#) on page 4. However, the physical device cannot be configured as a passthrough device, or the VGPU driver will not install correctly. If that happens, then the VF will not be enabled.



Enabled VFs will appear in the list of devices available for direct access by the virtual machines on the host. No additional operation is needed to move the VF into the passthrough device list.

ws460g9-esxi6-jd.amd.com VMware ESXi, 6.0.0, 2494585 | Evaluation (37 days remaining)

Getting Started Summary Virtual Machines Resource Allocation Performance Configuration Users Events Permissions


Hardware

- Health Status
- Processors
- Memory
- Storage
- Networking
- Storage Adapters
- Network Adapters
- Advanced Settings
- Power Management







Software

- Licensed Features
- Time Configuration
- DNS and Routing
- Authentication Services
- Virtual Machine Startup/Shutdown
- Virtual Machine Swapfile Location
- Security Profile
- Host Cache Configuration
- System Resource Reservation
- Agent VM Settings
- Advanced Settings


DirectPath I/O Configuration

 Warning: Configuring host hardware without special virtualization features for virtual machine passthrough will make it unavailable for use except via dedicating it to a single virtual machine. In particular, configuring a device needed for normal host boot or operation can make normal host boot impossible and may require significant effort to undo. See the online help for more information.

Each listed device is available for direct access by the virtual machines on this host. [Hide Details](#) [Refresh](#) [Edit...](#)

-  0000:0b:02.0 | AMD <class> VGA compatible controller
-  0000:0b:02.1 | AMD <class> VGA compatible controller
-  0000:0d:02.0 | AMD <class> VGA compatible controller
-  0000:0d:02.1 | AMD <class> VGA compatible controller
-  0000:10:02.0 | AMD <class> VGA compatible controller
-  0000:10:02.1 | AMD <class> VGA compatible controller

Device Details

 This device is running in passthrough mode

Device Name	<class> VGA compatible controller	Vendor Name	AMD
ID	0000:0b:02.0	Class ID	300
Device ID	692F	Subdevice ID	0
Vendor ID	1002	Subvendor ID	0
Function	0	Slot	2
Bus	11		



Note: The `pchhole.start` and `pcihole.end` settings must be configured as described in "Hardware and Software Requirements" on page 4.

Automatic VF Assignment Using the MxGPU Setup Script

To automatically assign VFs using the MxGPU setup script:

1. Reboot the system, and then verify that VFs are populated on the device list.
2. Navigate to the directory containing the `mxgpu-install.sh` script, and then launch the script.
3. When prompted, select **Auto-Assign**.
4. Execute the desired command(s) to assign/unassign VFs:
 - **Assign:** Assign VFs to all eligible VMs, if there are enough VFs. This command will exit if the number of eligible VMs exceeds the number of VFs. By default, all VMs on the host are considered eligible. If needed, modify `vms.cfg` to specify which VMs are eligible for automatic VF assignment, as described in [“Specifying Eligible Virtual Machines” on page 16](#).
 - **Unassign:** Unassign VFs from all eligible VMs. This command will only unassign VFs from eligible VMs.
 - **List:** List all VM and GPU configurations on the host.
 - **Help:** Print a helpful message with these descriptions.
5. Power on the VMs, and then refer to Section 3.4 of the *Basic Virtual Environment Setup* for instructions on installing the GuestOS driver in a VM.



*Note: There is a known issue where VMs will show “ghost” VFs that are assigned but not actually available on the bus after reconfiguring `amdgpuv` and restarting. To work around this issue, use the **Unassign** command to unassign all the “ghost” VFs, and then run the automatic assignment with the **Assign** command to assign real VFs to VMs.*

This image displays the auto-assignment options before assigning VFs to VMs.

```
[root@ /vmfs/volumes/564c6bc4-f9eff6db-e29b-3863bb3305d4] sh mxgpu-install.sh -a
AMD MxGPU Multi-Assign Script
Usage : [assign|unassign|list|help]

assign : Assign VFs to selected VMs automatically. By default, it will read VM filters from vms.cfg
unassign : Unassign VFs from the selected VMs. By default, it will read VM filters from vms.cfg
list : Print vm and card information tables
help : Print this help

Note :
  Edit vms.cfg to specify VMs that are eligible for Multi-Assign.
  By default, vms.cfg will detect all registered VMs as eligible.

Please select an option [assign|unassign|list|help]: list
| VM ID | VM NAME | GPU ASSIGNED |
| 24 | win7vm1 | NONE |
| 25 | win7vm2 | NONE |
| 26 | win7vm3 | NONE |
| 27 | win7vm4 | NONE |
| 31 | win7vm8 | NONE |
| 32 | win7vm5 | NONE |
| 33 | win7vm6 | NONE |
| 34 | win7vm7 | NONE |
| 36 | win10vm1 | NONE |
| 37 | vm | NONE |

| CARD NAME | Total VFs | Used VFs |
| Tonga S7150 | 5 | 0 |
| Tonga S7150 | 5 | 0 |

Please select an option [assign|unassign|list|help]: assign
Eligible VMs:
win7vm1
win7vm2
win7vm3
win7vm4
win7vm8
win7vm5
win7vm6
win7vm7
win10vm1
vm
These VMs will be assigned a VF, is it OK?[Y/N]y
VM win7vm1 configure over
VM win7vm2 configure over
VM win7vm3 configure over
VM win7vm4 configure over
VM win7vm8 configure over
VM win7vm5 configure over
VM win7vm6 configure over
VM win7vm7 configure over
VM win10vm1 configure over
VM vm configure over
done
```

This image displays the auto-assignment options after assigning VFs to VMs.

```

Please select an option [assign|unassign|list|help]: list
| VM ID | VM NAME | GPU ASSIGNED |
| 24 | win7vm1 | ASSIGNED |
| 25 | win7vm2 | ASSIGNED |
| 26 | win7vm3 | ASSIGNED |
| 27 | win7vm4 | ASSIGNED |
| 31 | win7vm8 | ASSIGNED |
| 32 | win7vm5 | ASSIGNED |
| 33 | win7vm6 | ASSIGNED |
| 34 | win7vm7 | ASSIGNED |
| 36 | win10vm1 | ASSIGNED |
| 37 | vm | ASSIGNED |

| CARD NAME | Total VFs | Used VFs |
| Tonga S7150 | 5 | 5 |
| Tonga S7150 | 5 | 5 |

```

Specifying Eligible Virtual Machines

This section describes how to specify which VMs on a host will be considered eligible for adding and removing PCI Hole Setting. It also describes assigning and unassigning VFs using the MxGPU auto-assign function.

1. Use a text editor to edit `vms.cfg`, which is contained within `MxGPU-Setup-Script.zip`. This file should be present in the same directory as `mxgpu-install.sh`.
2. The line `/ #REMOVE` this line before making changes to this file. specifies that all VMs on the host as eligible. Remove it if you want to specify individual VMs.
3. Specify eligible VMs as follows:
 - **Specify all VMs in a directory or datastore:** Enter the path to a directory or datastore in the `Datastore/Directories` section. All VMs under that directory or datastore will be recursively considered an eligible VM. You can enter multiple directories in this section by adding one directory per line. This example specifies that all VMs in `datastore1` and all VMs in the `datastore2/Windows10` directory are eligible.

```

-----Datastores/directories-----#
#Enter the location of your VMs.
#
#/vmfs/volumes/datastore1/           This will find all VMs in datastore1
#/vmfs/volumes/datastore5 (1)/AMD/win7/  This will find all VMs in the subdirectory AMD/win7/
/vmfs/volumes/datastore1/
/vmfs/volumes/datastore2/Windows10/

-----VM Names-----#

```

- **Specify VMs by name:** Enter the names of the desired VMs in the VM Names section, one name per line. The listed VMs will be considered eligible. This example shows some VMs specified by name.

```
-----VM Names-----
#Enter the exact names of VMs
#NoReg: #DO NOT change or remove this line. Used for internal parsing.
AMD-Win10-Pro      This will only the match the VM with the exact name "AMD-Win10-Pro"
Win7-VM
Win10-VM
MxGPU-Performace VM
-----Regular Expressions-----
```

- **Specify VMs by regular expression:** Enter a regular expression that can match multiple VMs that follow a similar naming pattern. This can be useful to specify a collection or pool of VMs. This example specifies all VMs that start with Win7- and Win10-.

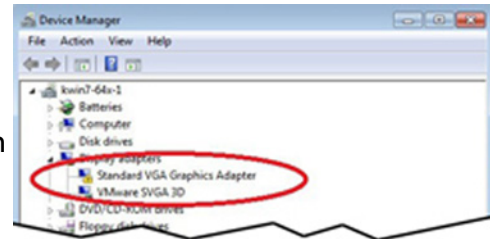
```
-----Regular Expressions-----
#Enter a regex that matches a set of your VMs names. Useful if you want to select a pool of VMs that have a predictable name
#.*          This will match all VMs in this machine. The '.' means any character including numbers, symbols and
#win8\.1-64x-\d+ This will match VMs with names such as 'win8.1-64x-1' or 'win8.1-64x-123'. The '\.' means a bare '.'
#NoReg: #DO NOT change or remove this line. Used for internal parsing.
Win7-.*
Win10-.*
```

You may use any one or combination of these methods to specify eligible VMs. For example, you can specify all VMs in `datastore1` and all VMs that start with `Win7-`. VMs that meet one or more of these expressions will be eligible.

Adding the Graphics Driver To a VM

AMD MxGPU technology uses the Single Root I/O Virtualization (SR-IOV) PCIe® virtualization standard to create up to 16 virtual MxGPUs per physical GPU. The procedure for installing the MxGPU driver on a VM is identical to the procedure used to install the driver on a VM that is using regular vDGA passthrough. To install the driver using Horizon View Agent 6.1.0 or higher:

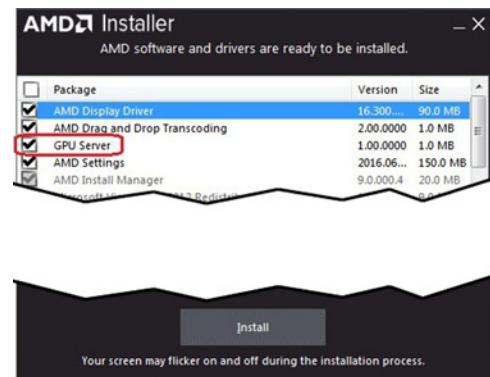
1. If needed, create a guest VM that complies with the requirements described in “[Hardware and Software Requirements](#)” on page 4 without GPU passthrough, and then reboot that VM. Alternatively, you may access an existing VM that meets these requirements.
2. Install VMtools from the vSphere client and VM console, and then reboot the VM.
3. Install unified Horizon View Agent and Horizon View Agent Direct Connection from the vSphere client and VM console, and then shut down the guest VM.
4. Assign an AMD GPU device to the guest VM from the vSphere Client, and then start the VM. Wait until the **Summary** tab displays an IP address for the guest VM.
5. On the client system, launch the Horizon View client application from client system, configure it for **PCoIP and full screen**, and then connect to the guest VM. See <xref>.
6. On the guest VM, launch Device Manager, and then verify that a **Standard VGA Graphics Adapter** appears under **Display Devices**.
7. Download the AMD graphics driver package to the VM from the following links:
 - **ESXi 6.0:** <http://support.amd.com/en-us/download/workstation?os=VMware%20vSphere%20ESXi%206.0#catalyst-pro>.
 - **ESXi 6.5:** <http://support.amd.com/en-us/download/workstation?os=VMware%20vSphere%20ESXi%206.5#catalyst-pro>.
8. Launch `setup.exe`.



The AMD Installer window appears.



*Note: The **GPU Server** option must be present and selected in the **AMD Installer** window, or the installer will not recognize the GPU as a virtualization-capable device.*



9. Click the **Install** button.

The system installs the AMD graphics driver package. During installation:

- The progress bar may remain at 2% for some time, but will eventually advance.
- If the screen freezes and/or the primary desktop disappears, close the Horizon View connection and then reconnect to the guest VM.
- The console will appear frozen once the driver assumes control of the desktop; use Horizon View to view the virtual desktop going forward.

10. Reboot and then reconnect to the guest VM once it comes back up (once an IP address appears in the **Summary** tab).

11. Adjust your displays and screen resolution as appropriate for the Windows version installed on the guest VM.

VM Snapshots and Templates

The snapshot feature allows you to copy an instance of a VM in a particular state. You can then use this snapshot to create stable backup points for that VM. You can also use the snapshot to create a template that you can use to deploy future VMs without having to install the OS/drivers on those VMs. Please see your VMware documentation for instructions.

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Using the Radeon Pro Settings Plug-in for vSphere Client

The Radeon Pro Settings plug-in allows you to create up to 16 virtual MxGPUs per physical GPU. These MxGPUs can be automatically or manually assigned VMs on the ESXi Host across multiple hosts and datacenters with only a few mouse click. The plug-in allows you to change MxGPU partitioning on the fly, with no need to reboot the ESXi host system. The plug-in also allows easy visualization of your deployment with partition usage for MxGPUs and VMs.

Installing the Radeon Pro Driver

You will need to install the Radeon Pro drivers (`amdgpuv` and `amdgpuv-cim`) on each VMware ESXi Host that will be managed by the plug-in interface. To install the drivers:

1. Download the appropriate file for your ESXi version:

- **VMware ESXi 6.5:** Download the [AMD FirePro - VMware vSphere ESXi 6.5 driver](#) and install the following:

```
amdgpuv-1.02-1OEM.650.0.0.4598673.x86_64-CL1356850.vib  
amdgpuv-cim-1.00-6.5.0-4598673.vib
```

- **VMware ESXi 6.0:** Download the [AMD FirePro - VMware vSphere ESXi 6.0 driver](#) and install the following:

```
amdgpuv-1.02-1OEM.600.0.0.2494585.x86_64-CL1356850.vib  
amdgpuv-cim-1.00-6.0.0-2768847.vib
```

2. Reboot the server.

You will see the following no matter how many virtual MxGPUs are configured for each GPU:

- **VMware ESXi 6.0:** 15 MxGPUs on the bus for each GPU.
- **VMware ESXi 6.5:** 16 MxGPUs on the bus for each GPU.

3. Copy the `amdgpuv` driver and CIM to a data store using SSH.

4. Install the driver by executing the following commands:

```
esxcli software vib install --no-sig-check -v /vmfs/volumes/  
datastore1/amdgpuv-1.02- 1OEM.650.0.0.4598673.x86_64.vib  
esxcli software vib install --no-sig-check -v /vmfs/volumes/  
datastore1/amdgpuv-cim-1.00- 6.5.0-4598673.vib
```

Installing the Plug-in on VMware vCenter Server

There are three ways to install the Radeon Pro Settings plug-in:

- **Registration Tool:** The Radeon Pro Settings Registration Tool allows a Windows or Linux computer to remotely register the plug-in to a vSphere Client, and to quickly update or register the plug-in by providing the client's credentials. See "[Radeon Pro Settings Registration Tool](#)" on page 23.
- **VMware Managed Object Browser:** See "[VMware Managed Object Browser](#)" on page 24.
- **Offline:** Use this method if you are unable to download the plug-in via the vCenter server. See "[Offline](#)" on page 27.

Radeon Pro Settings Registration Tool

To install the Radeon Pro Settings plug-in using the Registration Tool:

1. Download the Registration Tool from <http://support.amd.com/en-us/download/workstation?os=VMware%20vSphere%20ESXi%206.5#beta> to your local system.
2. Launch the **RPSRegistrator** for Linux or Windows, depending on your OS, and then click **Next**.

The **RPS** window appears.

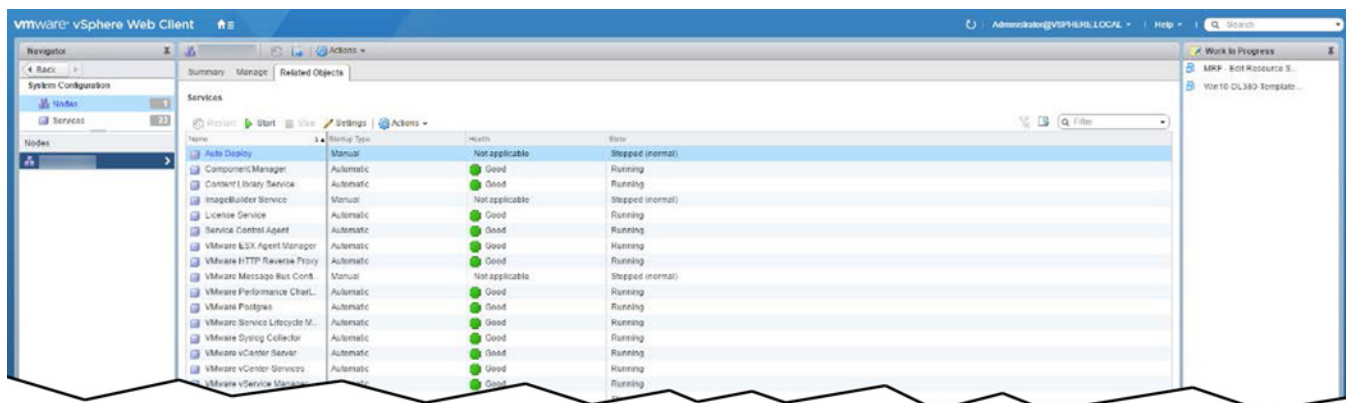
3. Enter the following information in the appropriate fields:
 - IP address or FQDN of the vSphere Client.
 - Username and password.
 - Port.
 - Use the **Version** pull-down menu to select the plug-in version to install.
 - If you want to enable support for non-persistent virtual machines, then check the checkbox. This feature is currently in development.

4. Click **Connect**.
5. The tool will attempt to register and install the plug-in on the server. If the plug-in is already registered, then click **Update** when prompted
6. If registration was successful, you will be prompted to restart the vSphere Client Service.
7. Log in to the VMware vSphere Web Client (Flash).
8. Click the **Home** icon, and then select **Administration>Deployment>System Configuration**.
9. In the left navigation bar, click **Nodes**, and then select the desired VMware vCenter server.
10. Select the **Related Objects** tab, and then start the VMware vSphere Client service.

VMware Managed Object Browser

To install the Radeon Pro Settings plug-in using the VMware Managed Object Browser:

1. Log in to the VMware vSphere Web Client (Flash).
2. Click the **Home** icon, and then select **Administration>Deployment>System Configuration**.
3. In the left navigation bar, click **Nodes**, and then select the desired VMware vCenter server.
4. Select the **Related Objects** tab, and then stop the VMware vSphere Client service.



5. Launch a web browser and point it to `https://<vcenter_name>/mob/?moid=ExtensionManager`, where `<vcenter_name>` is the name of the desired VMware vCenter server.

The following window (or similar) appears:

Home
Logout

Managed Object Type: **ManagedObjectReference:ExtensionManager**
 Managed Object ID: **ExtensionManager**

Properties

NAME	TYPE	VALUE
extensionList	Extension[]	extensionList["com.vmware.vim.js"] Extension extensionList["com.vmware.vim.sms"] Extension extensionList["com.vmware.vim.sps"] Extension extensionList["com.vmware.vim.stats.report"] Extension extensionList["com.vmware.vim.ycha"] Extension [more...]

Methods

RETURN TYPE	NAME
Extension	FindExtension
string	GetPublicKey
ExtensionManagerIpAllocationUsage[]	QueryExtensionIpAllocationUsage
ManagedObjectReference:ManagedEntity[]	QueryManagedBy
void	RegisterExtension
void	SetExtensionCertificate
void	SetPublicKey
void	UnregisterExtension
void	UpdateExtension

6. In the **Methods** section, click the **RegisterExtension** link.

The following window appears:

Managed Object Type: **ManagedObjectReference:ExtensionManager**
 Managed Object ID: **ExtensionManager**
 Method: **RegisterExtension**

void RegisterExtension

Parameters

NAME	TYPE	VALUE
extension (required)	Extension	<pre><extension> <description> <label>AMD Radeon Pro Settings</label> <summary>MxGPU Control Panel for vSphere Client</summary> </description> <key>com.amd.mxgpui</key> <company>AMD</company> <type></type> <version>1.0.0</version> <subjectName></subjectName> <server> <uri>https://download.amd.com/software/mxgpui-plugin.zip</uri> <description> <label>AMD Radeon Pro Settings</label> <summary>MxGPU Control Panel for vSphere Client</summary> </description> <company>AMD</company> <type>HTTPS</type> <adminEmail>string</adminEmail></pre>

[Invoke Method](#)

7. Copy and paste the following XML into the **VALUE** text box. This will register the plug-in and install the necessary files to your VMware vCenter Server.

```
<extension>
  <description>
    <label>AMD Radeon Pro Settings</label>
    <summary>MxGPU Control Panel for vSphere Client</summary>
  </description>
  <key>com.amd.mxgpui</key>
  <company>AMD</company>
  <type></type>
  <version>1.0.1</version>
  <subjectName></subjectName>
  <server>
    <url>https://download.amd.com/software/mxgpui-plugin.zip</url>
    <description>
      <label>AMD Radeon Pro Settings</label>
      <summary>MxGPU Control Panel for vSphere Client</summary>
    </description>
    <company>AMD</company>
    <type>HTTPS</type>
    <adminEmail>string</adminEmail>
    <serverThumbprint>
      A3:50:BF:3E:48:05:6E:26:B5:49:B9:83:E7:BA:0B:4E:1E:94:DC:35
    </serverThumbprint>
  </server>
  <client>
    <version>1.0.1</version>
    <description>
      <label>AMD Radeon Pro Settings</label>
      <summary>MxGPU Control Panel for vSphere Client</summary>
    </description>
    <company>AMD</company>
    <type>vsphere-client-serenity</type>
    <url>https://download.amd.com/software/mxgpui-plugin.zip</url>
  </client>
  <lastHeartbeatTime>2017-03-15T09:00:00Z</lastHeartbeatTime>
  <healthInfo>
    <url></url>
  </healthInfo>
  <shownInSolutionManager>true</shownInSolutionManager>
</extension>
```

8. At the bottom right of the window, click **Invoke Method**. You will see the message **Method Invocation Result: void** at the bottom left of the window upon successful plug-in installation and registration.
9. Log in to the VMware vSphere Web Client (Flash).
10. Click the **Home** icon, and then select **Administration>Deployment>System Configuration**.

11. In the left navigation bar, click **Nodes**, and then select the desired VMware vCenter server.
12. Select the **Related Objects** tab, and then start the VMware vSphere Client service.

Offline

This option allows you to install the Radeon Pro Settings plug-in when you are unable to download it via the vCenter server. To install the plug-in while offline:

1. Download the Registration Tool as a ZIP file from <http://support.amd.com/en-us/download/workstation?os=VMware#> to the appropriate location on your local system:
 - **VCSA:** /usr/lib/vmware-vmware-UI/plug-in-packages/
 - **Windows vCenter:**
C:\ProgramData\VMware\vCenterServer\runtime\vsphere-ui\plug-in-packages
2. Create a new folder in plug-in-packages named mxgpui, and then extract the ZIP file into plug-in-packages/mxgpui.
3. Register the plug-in using the Managed Object Browser, as described in “VMware Managed Object Browser” on page 24, except use this XML script instead:

```
<extension>
  <description>
    <label>MxGPUI</label>
    <summary></summary>
  </description>
  <key>com.amd.mxgpui</key>
  <version>1.0.1</version>
  <lastHeartbeatTime>2017-04-17T18:53:00Z</lastHeartbeatTime>
</extension>
```

Launching the Plug-in

To launch the Radeon Pro Settings plug-in from the VMware vSphere Client **Home** page:

1. Launch a web browser and point it to `https://<vcenter_name>`, where `<vcenter_name>` is either the IP address or FQDN of the desired VMware vCenter server with the Radeon Pro Settings plug-in installed.

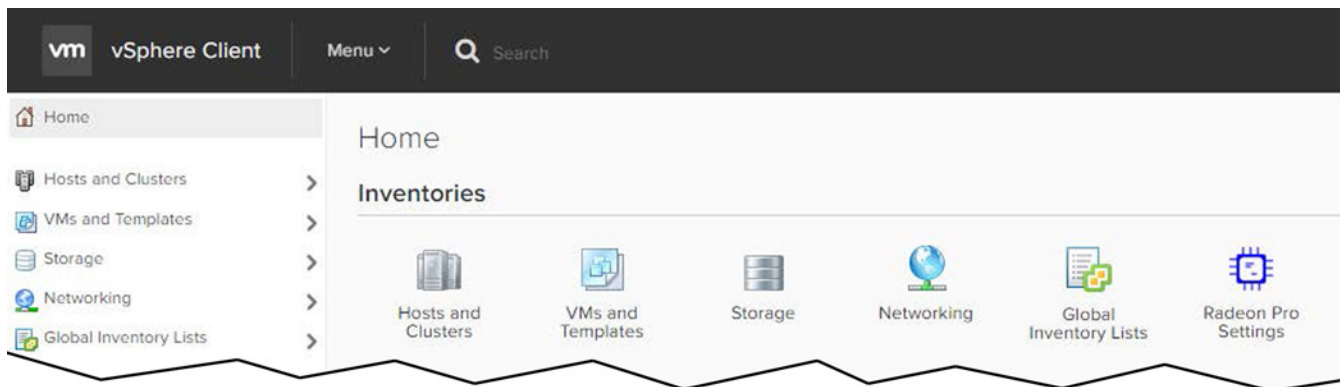
The **Getting Started** window appears.

2. Select **VSphere Client (HTML5)**. If this option is not available, be sure that you are using vSphere 6.5. If you are using a fling HTML5 client, you can navigate to `https://<html_client_name>/ui`.



Note: The plug-in does not currently support the Flash client.

3. Log in to the VMware vSphere Client using an account with administrator privileges.
4. On the VMware vSphere Client **Home** page, click the **Radeon Pro Settings** icon.



5. Select the datacenter you wish to manage, as follows:
 - Click **Go to Data Center** to view and manage VMs and MxGPUs on all hosts in the selected datacenter.
 - View and manage VMs and MxGPUs on a specific host by selecting that host using the **Choose a Host** pull-down menu and then clicking **Go to Host**.



*Note: You may also access the plug-in from the navigation bar in the VMware vSphere Client by right-clicking a datacenter or host in the left-hand navigation, and then selecting **Radeon Pro Settings** in the context menu that appears.*

The Radeon Pro Settings Plug-in Interface

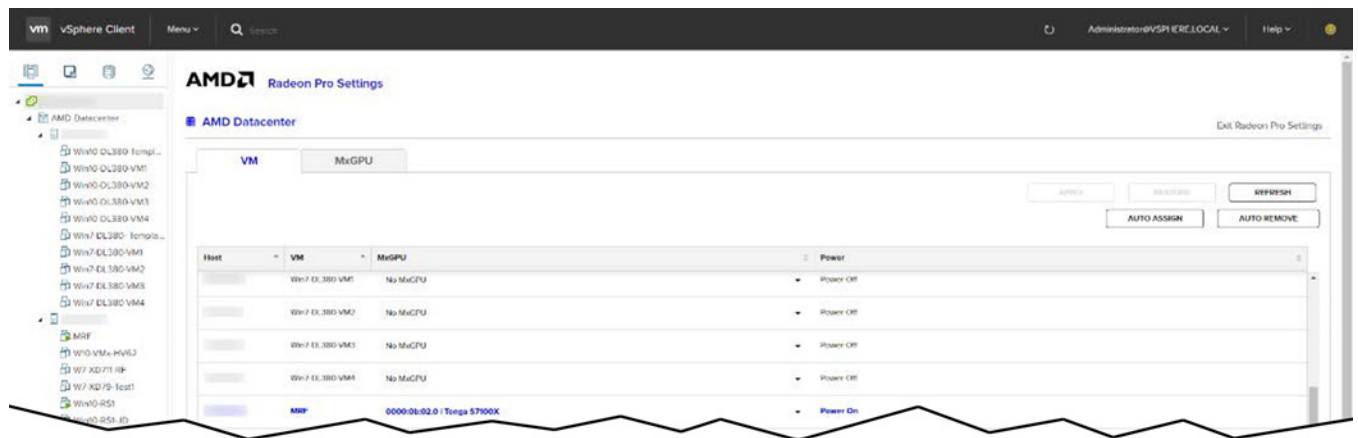
The interface of the Radeon Pro Settings plug-in consists of two tabs:

- **VM:** See “The VM Tab” on page 29.
- **MxGPU:** See “The MxGPU Tab” on page 30.

The VM Tab

The **VM** tab displays the following information for all of the VMs in the selected datacenter or host:

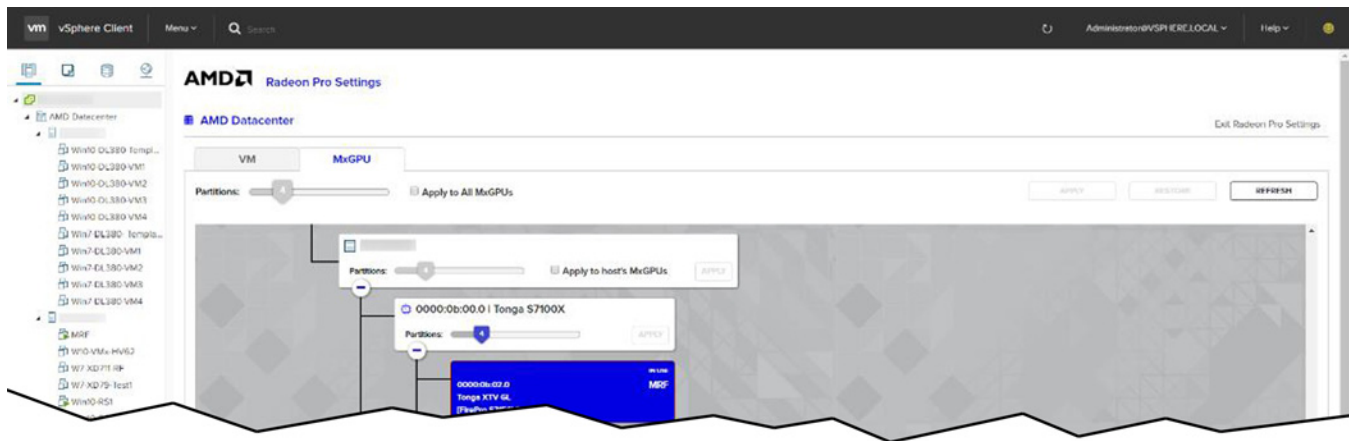
- Name of the host where the VM resides.
- Name of the VM.
- PCIe bus number.
- Name of the MxGPU assigned to the VM.
- **Power state:** Whether the VM is powered on or off.
 - When the VM is powered off (**Power Off**), then no MxGPU is assigned to that VM.
 - When the VM is powered on (**Power On**), then an MxGPU is assigned to that VM. You cannot assign or unassign an MxGPU when a VM is powered on.



The MxGPU Tab

The **MxGPU** tab displays all of the physical GPUs and the virtual MxGPUs that have been partitioned from each physical GPU. It also contains the following information for each MxGPU:

- PCIe bus number
- MxGPU name.
- Power state.
- Name of the VM to which the MxGPU is assigned, if any.
- State of the MxGPU. This can be one of the following:
 - **Not Assigned:** The MxGPU is available for assignment to a VM.
 - **Assigned:** The MxGPU is assigned to a VM that is currently powered off.
 - **In Use:** The MxGPU is assigned to a VM that is currently powered on.



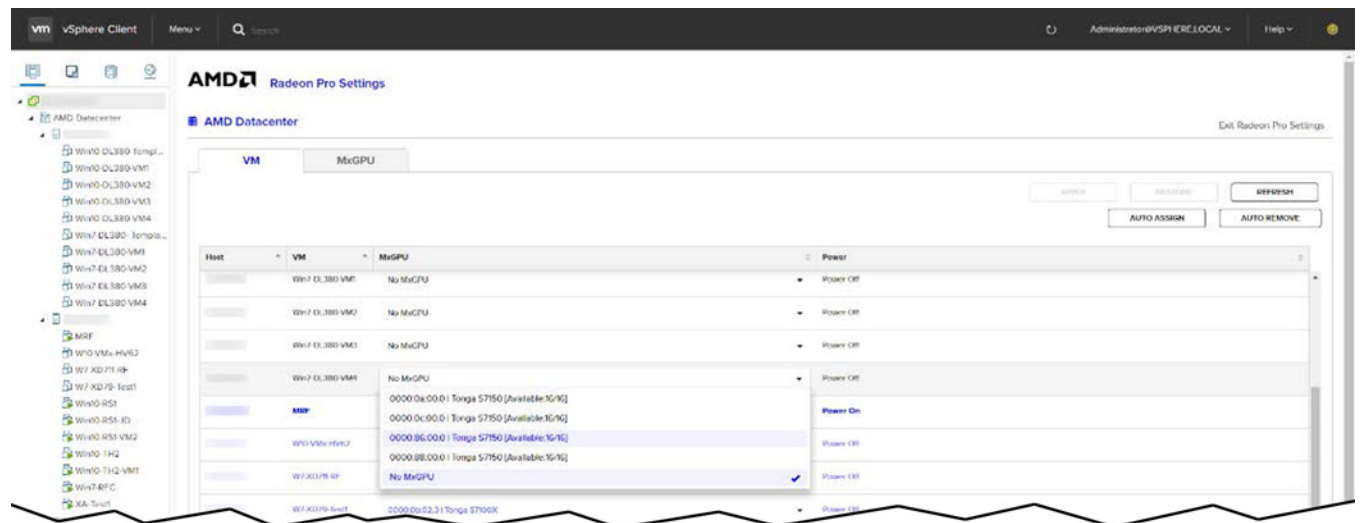
Using the Plug-in

The Radeon Pro Settings plug-in allows you to perform the following functions:

- **Manual MxGPU assignment:** See “Manually Assigning MxGPUs to VMs” on page 31.
- **Automatic MxGPU assignment:** See “Automatically Assigning MxGPUs to VMs” on page 32.
- **MxGPU configuration:** See “Configuring MxGPUs” on page 33.

Manually Assigning MxGPUs to VMs

VMs must be powered off in order to have an MxGPU assigned or unassigned. Each VM may have a single MxGPU assigned to it at once. Consider reducing the number of GPU partitions to improve graphics performance on the guest VM.



To manually assign MxGPUs to VMs:

1. Configure MxGPU partitioning as described in “Configuring MxGPUs” on page 33.
2. In the **VM** tab of the Radeon Pro Settings interface, click the **MxGPU** pull-down menu for the desired VM to see a list of all of the MxGPUs that are available for assignment to the VM, along with the number of available MxGPUs on each physical GPU. Clicking an MxGPU assigns it to the VM. Selecting **No MxGPU** to removes the assigned MxGPU from the VM.
3. Repeat Step 2 as needed for additional VMs.
4. Click the **APPLY** button to assign the MxGPUs to the respective VMs.

Automatically Assigning MxGPUs to VMs

The **Auto Assign** and **Auto Remove** functions act on VMs as follows:

- If you are in **Datacenter** view, then automatic assignment affects all VMs in that datacenter.
- If you are in **Host** view, then automatic assignment affects all VMs on that host only.

VMs must be powered off in order to have an MxGPU assigned or unassigned. Each VM may have a single MxGPU assigned to it at once. Consider reducing the number of GPU partitions to improve graphics performance on the guest VM. To automatically assign MxGPUs to VMs:

1. Configure MxGPU partitioning as described in [“Configuring MxGPUs” on page 33](#).



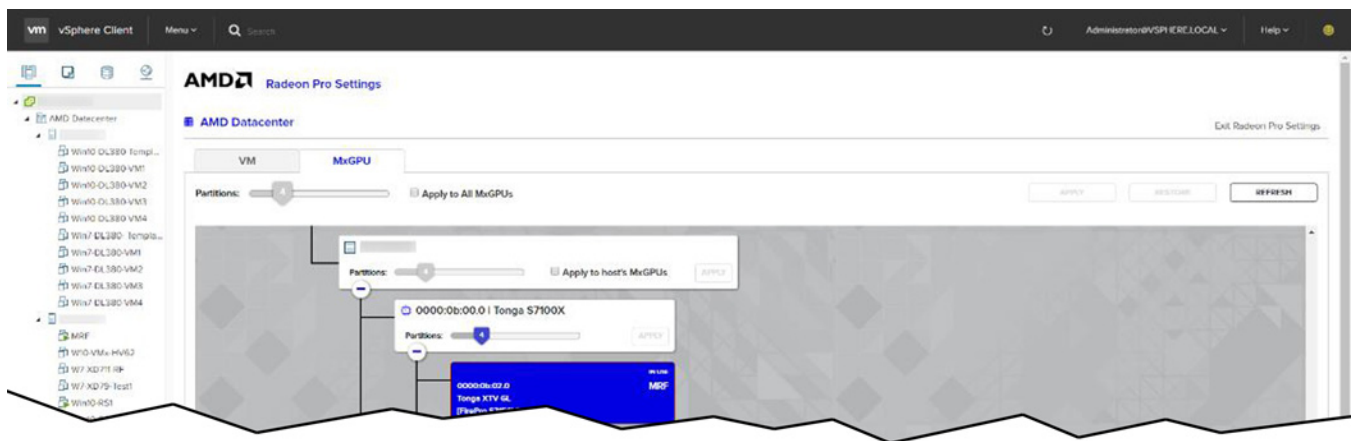
Note: For optimal performance, AMD recommends identical partitioning of all physical GPUs on a host to ensure identical VM performance.

2. In the **VM** tab of the Radeon Pro Settings interface, click the **AUTO ASSIGN** button to automatically assign MxGPUs to all VMs. MxGPUs will be assigned from the first physical GPU in a host that has available MxGPUs until the physical GPU has no more available MxGPUs. This continues until either:
 - All VMs have been assigned an MxGPU.
 - There are no more available MxGPUs.
3. Click the **AUTO REMOVE** button to automatically unassign MxGPUs from all VMs.

Configuring MxGPUs

The **MxGPU** tab of the Radeon Pro Settings plug-in allows you to configure MxGPU partitions, as follows:

- **MxGPU:** Moving this slider changes the number of MxGPU partitions on the selected physical GPU.
- **Host:** Checking the **Host** checkbox and then moving this slider changes the number of MxGPU partitions on all of the physical GPUs on the selected host.
- **Master:** Clicking the **Master** checkbox and then moving this slider changes the number of MxGPU partitions on all of the physical GPUs on either the selected host or datacenter, depending on the view you are currently in.



*Note: AMD recommend using the **Host** or **Master** slider to configure MxGPUs if you plan to automatically assign MxGPUs to VMs in order to ensure that all assigned VMs have identical performance.*

When configuring MxGPUs:

- You cannot reconfigure a physical GPU that has one or more MxGPU(s) in use.
- If a physical GPU with assigned MxGPUs is reconfigured to offer a lower number of MxGPUs where some of the assigned MxGPUs will no longer be valid, then the invalid MxGPUs will be automatically unassigned from the VMs. This is why AMD recommends configuring MxGPUs before assigning them to VMs.
- **A reboot is required after changing the MxGPU configuration.**

Known Issues

The following known issues currently exist with the Radeon Pro Settings plug-in:

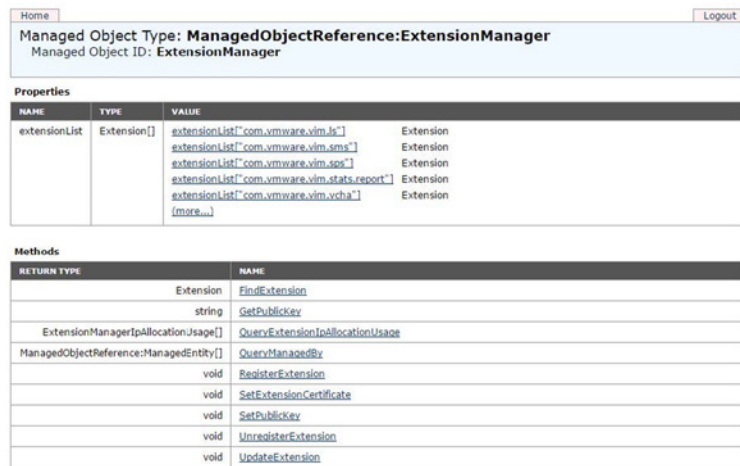
- The plug-in is not compatible with the vSphere Web Client (Flash).
- VMware vSphere Client build 4598948 does not detect PCI passthrough devices in VM settings. To confirm a successful MxGPU assignment, either:
 - Power on and log in to the VM, and then check Device Manager.
 - Log in to the Flash version of the VMware vSphere Web Client and check the VM setting there.
- The new AMDGPUV host driver for ESXi host can repartition MxGPUs without the need to reboot the host. This streamlines the user experience, but it does require all 16 MxGPUs to be visible to the VMware ESXi host system at all times. This means that only the first n partitions are usable, where n is the number of partitions configured on the physical GPU. AMD recommends using the Radeon Pro Settings interface to make all changes since it will only detect usable mxGPUs.

Updating the Plug-in

To update the Radeon Pro Settings plug-in:

1. Stop the VMware vSphere Client service, as described in Steps 1-4 in “Installing the Plug-in on VMware vCenter Server” on page 23.
2. Launch a web browser and point it to `https://<vcenter_name>/mob/?moid=ExtensionManager`, where `<vcenter_name>` is the name of the desired VMware vCenter server.

The following window (or similar) appears:



3. In the **Methods** section, click the **UpdateExtension** link.
4. Copy and paste the following XML into the **VALUE** text box, being sure to change the `<version>` and `<url>` as appropriate.

```
<extension>
  <description>
    <label>AMD Radeon Pro Settings</label>
    <summary>MxGPU Control Panel for vSphere Client</summary>
  </description>
  <key>com.amd.mxgpui</key>
  <company>AMD</company>
  <type></type>
  <version>1.0.1</version>
  <subjectName></subjectName>
  <server>
    <url>https://download.amd.com/software/mxgpui-plugin.zip</url>
    <description>
      <label>AMD Radeon Pro Settings</label>
      <summary>MxGPU Control Panel for vSphere Client</summary>
    </description>
  </server>
</extension>
```

```

<company>AMD</company>
<type>HTTPS</type>
<adminEmail>string</adminEmail>
<serverThumbprint>
  A3:50:BF:3E:48:05:6E:26:B5:49:B9:83:E7:BA:0B:4E:1E:94:DC:35
</serverThumbprint>
</server>
<client>
  <version>1.0.1</version>
  <description>
    <label>AMD Radeon Pro Settings</label>
    <summary>MxGPU Control Panel for vSphere Client</summary>
  </description>
  <company>AMD</company>
  <type>vsphere-client-serenity</type>
  <url>https://download.amd.com/software/mxgpui-plugin.zip</url>
</client>
<lastHeartbeatTime>2017-03-15T09:00:00Z</lastHeartbeatTime>
<healthInfo>
<url></url>
</healthInfo>
<shownInSolutionManager>true</shownInSolutionManager>
</extension>

```

- At the bottom right of the window, click **Invoke Method**. You will see the message **Method Invocation Result: void** at the bottom left of the window upon successful plug-in installation and registration.
- Restart the VMware vSphere Client service, as described in Steps 9-12 in ["Installing the Plug-in on VMware vCenter Server" on page 23](#).

Troubleshooting

- You may receive the XML error `Invalid Property: "extension.key"` when registering the plug-in if it has already been registered. Check the extension list to verify plug-in registration. A similar error may also occur in vCenter 6.0 when registering the plug-in without a connected vSphere Client (HTML5) appliance. Please refer to your VMware vSphere Client (HTML5) Fling documentation for assistance.
- If the plug-in is unresponsive or fails to load data (including after some period of inactivity), then click **Exit Radeon Pro Settings** to exit the plug-in, and then relaunch the plug-in. If that does not work, then log out of the vSphere client, restart it, and then log back in.

- If you cannot adjust the number of MxGPU partitions, then verify that the service that handles CIM requests is running by executing the command `//etc/init.d/sfcdb-watchdog status` on the host. If the service is not running, then execute the following commands to start the service:

```
xesxcli system wbem set -enable true  
/etc/init.d/sfcdb-watchdog start
```

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Configuring Desktop Pools

This chapter describes how to enable desktop pools using the **MxGPU Alarm** utility. Desktop pools allow multiple users to share a single, non-persistent desktop configuration. For example, a user with access to Pool A logs in and receives a desktop provided by a specific VM. When that user logs out, another user may now log in and receive a new desktop provided by the same VM. This allows the number of users to exceed the number of available VMs, which can, for example, optimize resource usage across multiple shifts.

Enabling Automated Desktop Pools

The **MxGPU Alarm** utility uses specified credentials to create an alarm in vSphere that triggers when a VM error message is detected. A triggered alarm executes the appropriate command(s) to check whether the error message was caused by an unavailable AMD GPU. If so, the utility uses vSphere APIs to reconfigure the VM with a new AMD device and then powers the VM back on.

MxGPU Alarm is a general-purpose utility; however, it can be used for a number of use case, such as:

- Enabling non-persistent desktop pools of Full and Linked clones. (Instant clones are not supported.)
- Enabling over-subscribed Desktop pools that have more VMs than available MxGPUs.

To use this utility:

1. If you are using Microsoft Windows 2012 R2, then you must install Visual C++ 2015 runtime, which you can download from <https://www.microsoft.com/en-us/download/details.aspx?id=52685>. This runtime is also installed as part of Windows Update KB2999226. Reboot the system after installation.
2. Copy the `mxgpualarm.zip` (Windows) or `mxgpualarm.tar` (VCSA) to vCenter, and then extract the contents by executing the command `tar zxvf mxgpualarm.tar.gz`.



Note: If needed, please visit <http://vnugget.com/vmware/uploading-files-to-vcenter-server-appliance-using-winscp-sftpscp/> for assistance with uploading files to vCenter.

3. Execute the following command:

```
Linux: ./createMxGPUAlarm -u '<username>' -p '<password>' -o '<port>'
-e 'entity' -s '<script>'
```

```
Windows: createMxGPUAlarm -u "<username>" -p "<password>" -o "<port>"
-e "<entity>" -s "<script>"
```

where:

- `<username>` is the name of the user that is connecting to the host.
- `<password>` is the password to use when connecting to the host.
- `<port>` is the port to use when connecting to vCenter. The `-o` switch is only needed when using a port other than 443.

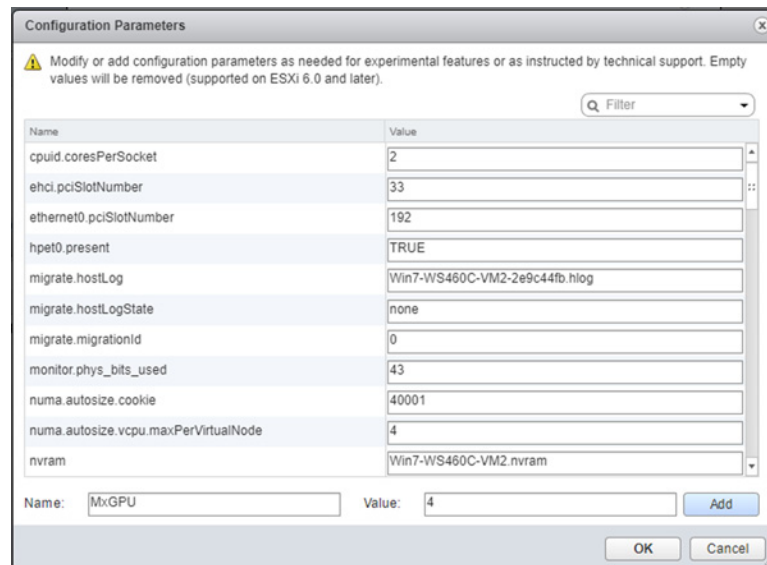
- `<entity>` is the name of the entity (datacenter, cluster, host, or VM) on which to create the alarm. The `-e` switch can be used to create the alarm on a datacenter/cluster/host, but the alarm can only exist on one entity at a time. If two hosts need the alarm, they should be placed in the same datacenter/cluster and the name of this datacenter/cluster should be used when executing the script. The `-s` switch is only necessary if `mxgpualarm-1.0.1.exe` is in another folder or if there are other files with the name `mxgpualarm-`.
- `<script>` is the full path to `mxgpualarm.exe` on vCenter, such as:
`/root/mxgpualarm/mxgpualarm-1.0.1 (Linux)` or
`C:\mxgpualarm\mxgpualarm-1.0.1.exe (Windows)`.

The following messages appear:

```
Contacting Server...
Connection Successful
```

To create automated desktop pools (without instant clone support) using the **MxGPU Alarm** utility:

1. Create a VM that meets all of the requirements described in “[Hardware and Software Requirements](#)” on page 4.
2. Assign valid MxGPU resources using the Radeon Pro Settings plug-in.
3. Install the OS, drivers, and desired applications on the VM.
4. Launch the vSphere client, select **Edit VM Settings>VM Options>Advanced>Edit Configuration**, and then add a new field with the Name `MxGPU` and a Value between 0 and 16. The Value tells the script to only assign MxGPUs from GPUs that have been partitioned to that value. A Value of 0 assigns a full passthrough GPU to that VM instead of an MxGPU.



5. Create a template from the VM.

When a VM error is detected because the PCI device is in use, the script will reconfigure the VM with a new device of the required profile as defined by the MxGPU value.



Note: if a GPU corresponding to the MxGPU setting is not found, then the script will not do anything and the VM will be left powered off with a yellow warning icon (exclamation point).

Troubleshooting

This section addresses some common issues.

- If Visual C++ 2015 is required but not installed, then you will see the error message **The program can't start because api-ms-win-crt-math-l1-1.0.dll is missing from your computer. Try reinstalling the program to fix this problem.** To resolve this issue, install Visual C++ 2015.
- If the alarm triggered on a VM that was not reconfigured and that remained powered off with a yellow warning icon (exclamation point) in vSphere Client, this is most likely caused by a mismatch between the MxGPU setting of the VM and the GPU partitioning on the host. The MxGPU profile setting on the VM should match the partitioning of one of the GPUs on its host, as returned by `esxcfg-module -g amdgpuv`.
- The script generates log files at `$VMWARE_LOG_DIR/mxgpu/mxgpu_alarm.log`.
 - **VCSA:**
`/var/log/mxgpu/mxgpu_alarm.log`
 - **Windows:**
`C:\ProgramData\VMware\vCenterServer\logs\mxgpu\mxgpu_alarm.log`

Remote Connection Setup

This chapter describes how to install Horizon View Client on the client device, and then guides you through connecting to an MxGPU-enabled virtual machine. Installing Horizon View Client is a one-time process; for subsequent connections, simply open Horizon View, log in, and connect to an available virtual machine. You may also connect using a zero client.

Setting Up Horizon View Client

To set up Horizon View Client:

1. Verify that the Direct Connect plug-in and View agent are installed on the VM(s) that you will be accessing.
2. Download the Horizon View installation package to the client or administrator system, and then launch the installer.

The **End-User License Agreement** window appears.

3. Check the **I accept the terms of the License Agreement** checkbox, and then click **Next**.

The **Custom Setup** window appears.

4. Click **Next**.

The Default Server window **appears**.

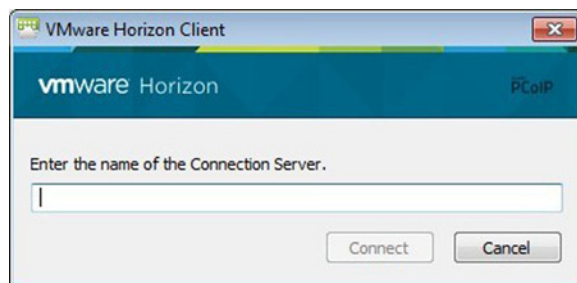
5. Leave the field blank, and click Next.

Create the desktop and **Start** menu shortcuts, review the installation summary, and then click **Install** to complete the installation.

6. Launch Horizon View to open the **VMware Horizon Client** window, and then click the **Add Server** button.

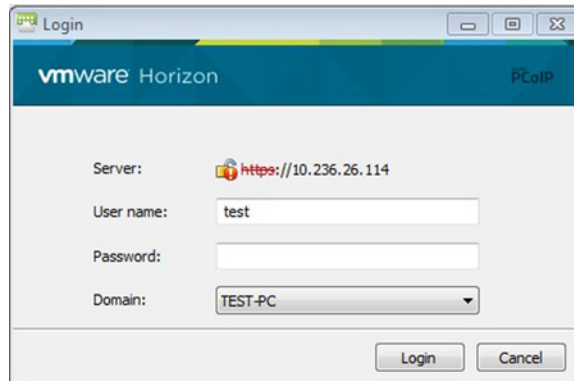


A popup window appears.



7. Enter the IP address of the guest VM that you want to connect to in the field, and then click **Connect**. You can find the IP address of the guest VM in the Summary tab of the vSphere client application.

The **Login** window appears.



8. Enter the appropriate username and password, and then click **Login**.

After logging in, the virtual machine desktop will automatically snap to full screen size of the connected monitor.

Zero Client Setup

To set up a zero client:

1. Connect the keyboard, mouse, monitor(s), and network to the zero client.
2. If this is your first time using this zero client on this network, then select **Options>Configuration>Reset**, and then click the **Reset** button. Click **Yes** to confirm the reset when prompted.
3. When the system restarts, select **Options>Configuration>Session**, and then select **View Connection Server** using the **Connection Type** pull-down menu.
4. Enter the IP address of the guest VM you want to connect to in the **DNS Name or IP Address** field, and then click **Apply**.

A connection window will appear with the guest VM address selected in the **Server** pull-down menu.

5. Click **Connect**.

The **Login** window appears.

6. Enter the appropriate username and password, and then click **Login**.

The guest VM desktop should appear on the monitor.



Note: If the monitor resolution is too big (such as 1920x1080), then you may only see a black screen. If this happens, switch to a lower native monitor resolution (such as 1366x768), and then install the AMD graphics driver as described in ["Adding the Graphics Driver To a VM"](#) on page 18.

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AMD MxGPU and VMware

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