



# VDI Evolution at the speed of GRID – VDI 2.0 IS here!

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# About us



Shawn and Jason are both Technical Solutions Architects with Cisco Systems focused on Server and Desktop Virtualization.



They have been in the Virtualization industry since ESX was first introduced. Both have been end customers of the technology, consultants for other customers with Virtualization initiatives and now work directly with Cisco customers and the Cisco UCS Product Development on next generation architectures.

# The case for GPU with Desktop Virtualization

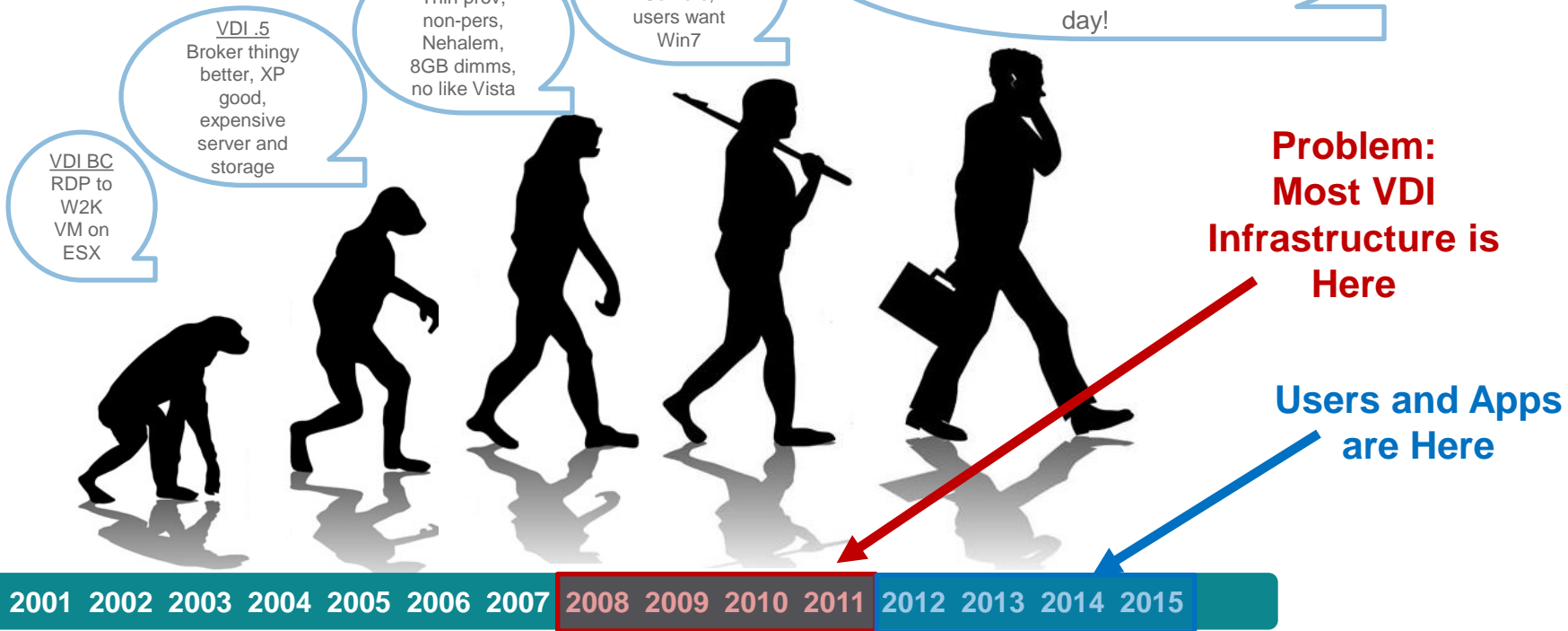
## AGENDA

- Why is GPU needed?
- Technology for GPU in Desktop Virtualization
- Methodology for implementing GPU
  - Virtual Workstations
  - General Purpose GPU (gpGPU)
- VDI 2.0, better with Cisco UCS

# Why GPU in Desktop Virtualization?

## **VDI 2.0 is Here!**

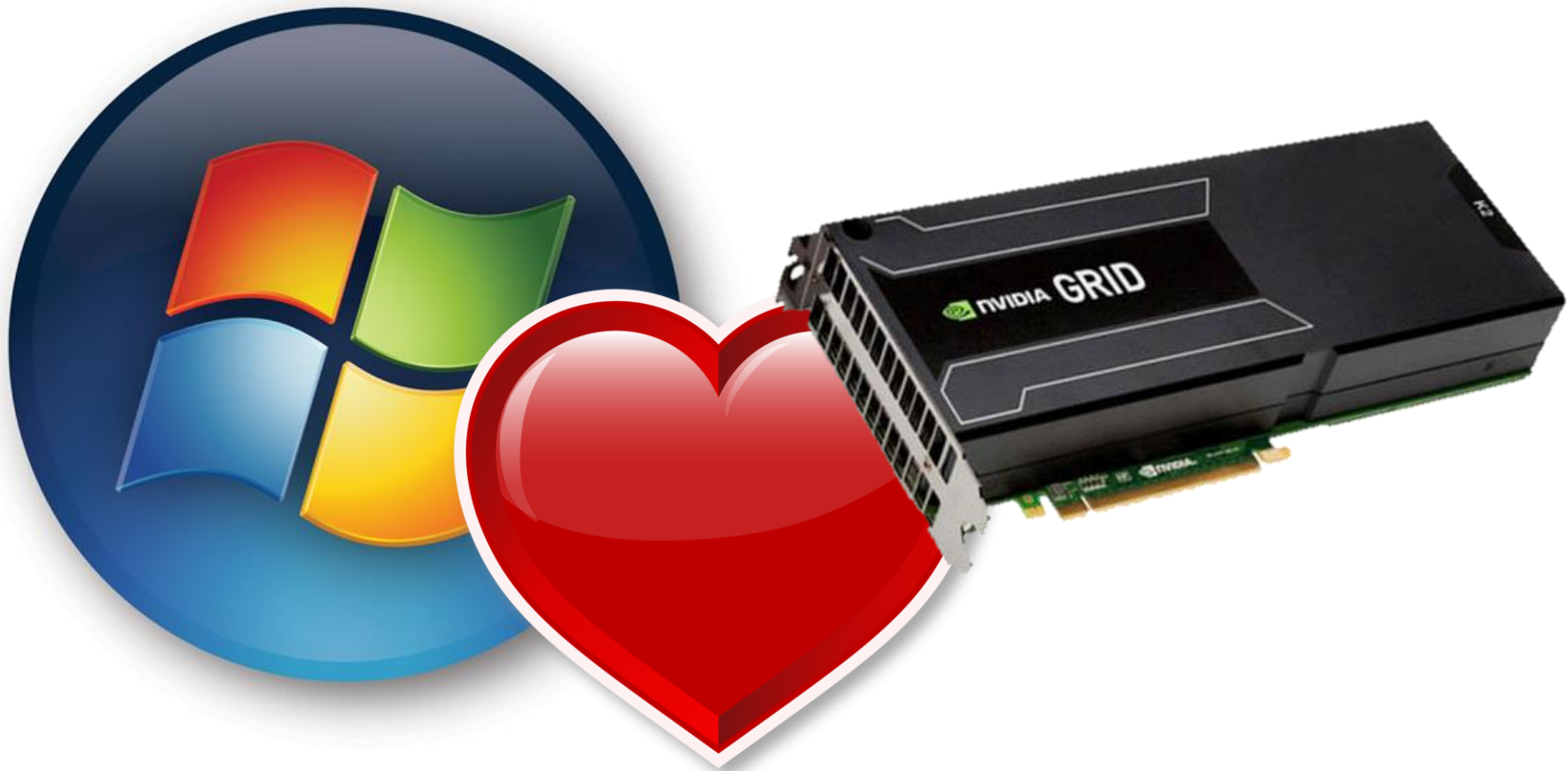
# Evolving to VDI 2.0



# What users want

- VDI 1.0
  - Storage Architecture immaturity
  - Cost woes
  - *JUST GET IT TO WORK! mentality*
- VDI 2.0
  - Users dictate GO/NO GO
  - Needs to look/feel like desktop







# Isn't a slow cell phone frustrating?

*Users Expect Fluid Performance*



Cell Phones and Tablets,  
Laptops and PCs, even  
automobile displays:

End Users are surrounded  
by many devices that are  
GPU driven





# Windows Hearts GPU

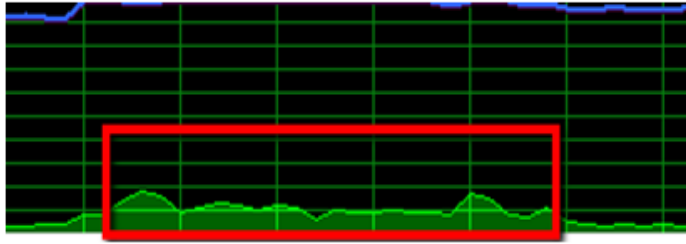


- Windows Vista introduced Aero Desktop Experience...GPU required
- Windows 10 will likely be next corporate standard, Doubles idle GPU ram requirements
- ISV's have been writing to the DirectX / OpenGL API for years
  - Office 2013, Internet Explorer, Chrome, Firefox  
All GPU accelerated

# Science Experiment



By default, hardware graphics acceleration is enabled in Office 2013

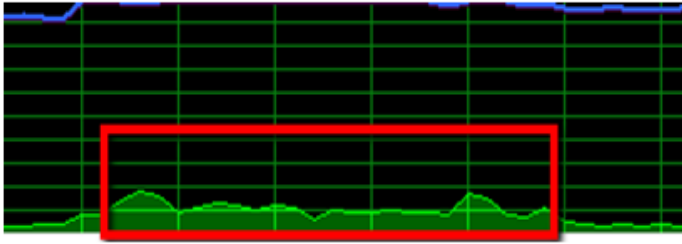
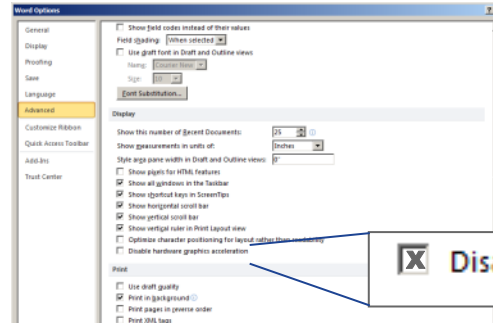


Scrolling in Word with GPU Acceleration turned ON =  
10-15% CPU Utilization

...GPU Co-processing reduces  
CPU Burden for screen updates!

# Science Experiment

But eliminate hardware graphics acceleration....



Scrolling in Word with GPU Acceleration turned ON =  
10-15% CPU Utilization

...and CPU burden is increased dramatically

# GPU Requirement for VDI User Profile



## DESIGNER

Graphics and Media Professionals, Design Engineers

CATIA, CS6, Inventor



## POWER USER

Financial Analysts, Trademark Design Reviewers

Works, Adobe Reader, Medical Imaging Showcase



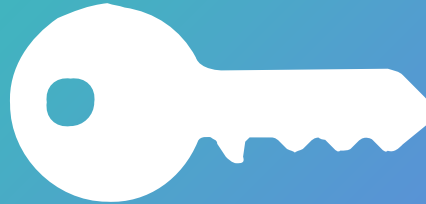
## KNOWLEDGE WORKER

Office workers, productivity and line-of-business workers

MS Office, Photoshop



Regardless of "profile"...



All users can benefit from a GPU enhanced experience

# Simplifying the world of 3D Accelerated Virtual Desktops

# 3D Accelerated Virtual Desktop Tech

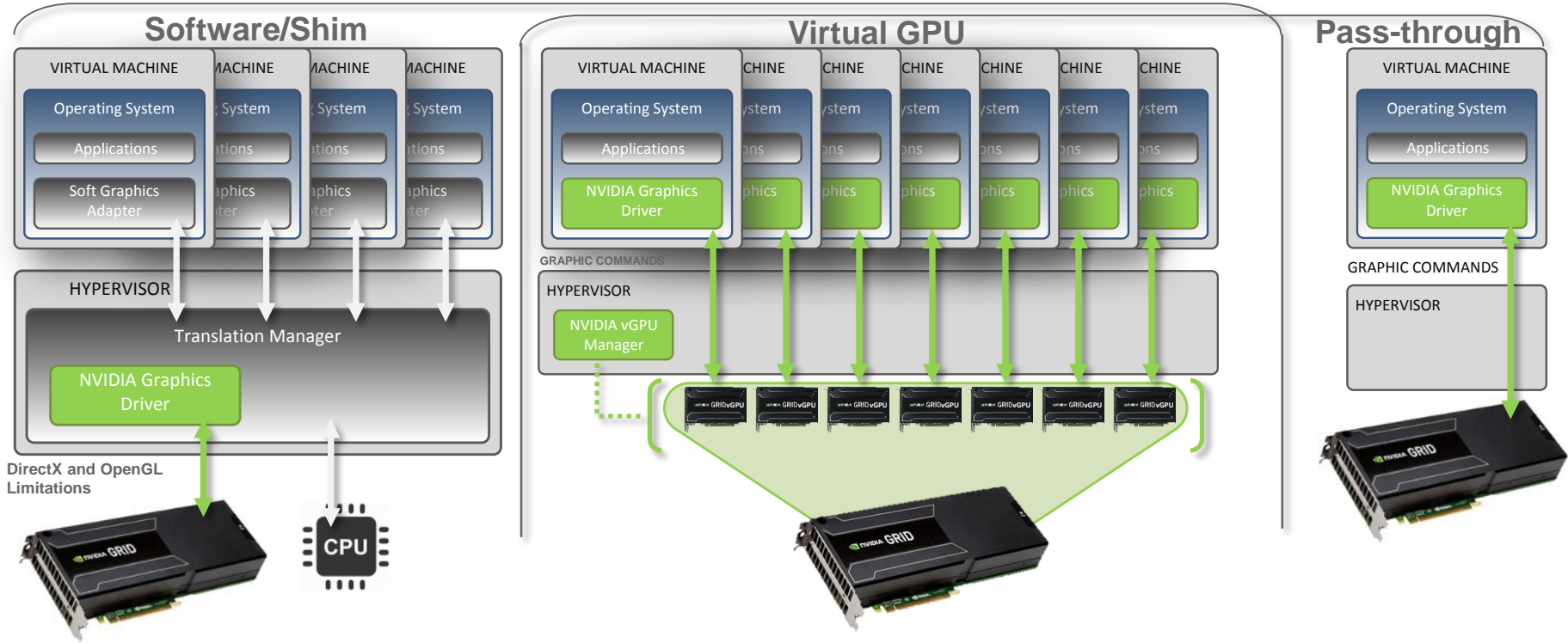
is *Evolving* for the better.

Multiple options for various use cases provides various levels of performance and consolidation.

Hypervisors and brokers are embracing NVIDIA GRID technology.






# Its about getting the GPU to the VM...





# GPU support for VDI Profile

Vendor	GPU Pass-Through	GPU Soft-Sharing	NVIDIA GRID Virtual GPU
	✓	XenApp 6.5 on Windows Server	✓
	✓ (vDGA)	✓ (vSGA)	✓ (vSphere 6)
	✓	✓ (RemoteFX)	✗

# Hypervisors, Brokers and Apps

- How to implement a 3D accelerated desktop will vary based on hypervisor, broker, and application needs
- **“Layer 8” issues as well**
  - What will the customer allow in their datacenter?

# Making Sense of the Madness...

## *Implementing GPU in Desktop Virtualization*

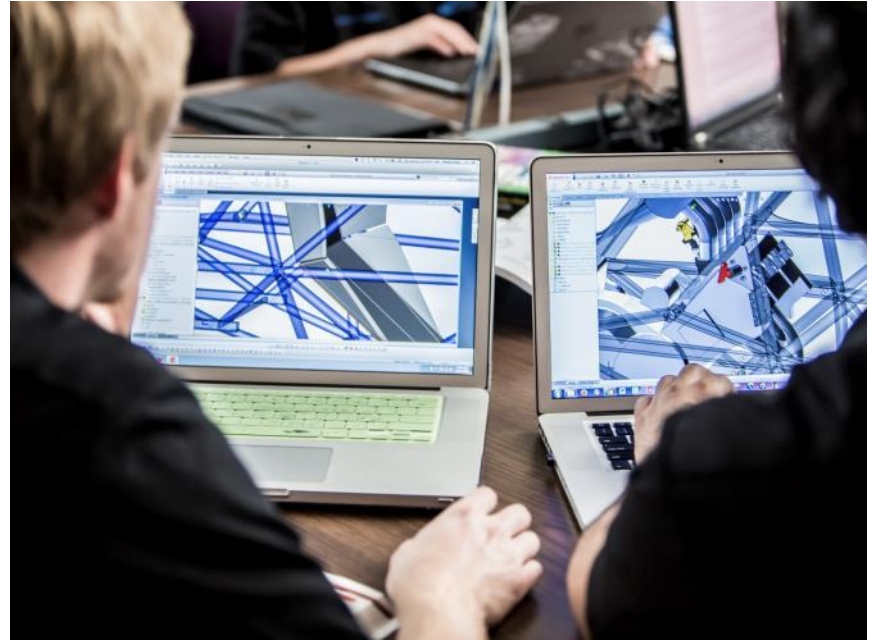
# Sizing Philosophy 101

Know your User...

Know your App...

Know what equipment you  
are replacing...

*...architect accordingly!*



# Simplify your deployment by determining category of your end use case...

- Task / Power User (General Purpose)

- Office 2013
- Browser Based Applications
- Client / Server database applications



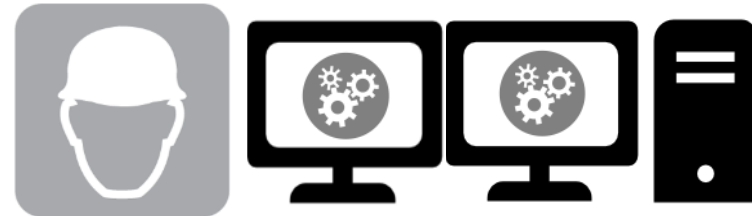
- Power User / Designer (Virtual Workstation)

- Catia
- SOLIDWORKS
- AutoCAD



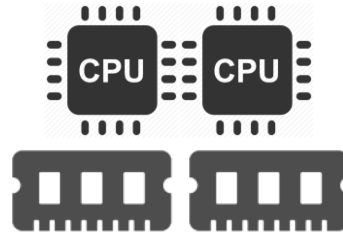
# What equipment is being replaced?

- General Purpose Desktop
  - Low cost dual core CPUs
  - Spinning Disk
  - Low cost GPU/APU integrated into CPU
  - Single or dual lower resolution displays
- Professional Workstation
  - Multi Socket / Multi core CPUs
  - FLASH Storage
  - Dedicated Quadro GPUs
  - Multiple high resolution displays

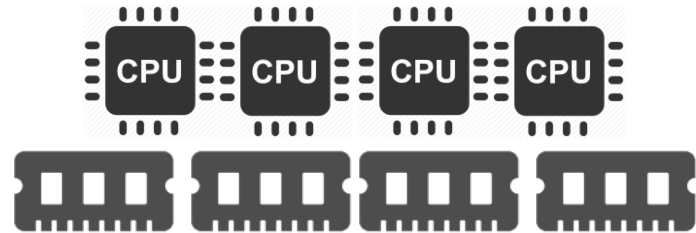


# Consider Virtual Desktop VM Sizing

- General Purpose Virtual Desktop
  - 1-2 vCPUs
  - 2-8 GB of RAM



- Virtual Workstation
  - 2-6 vCPUs
  - 8-32 GB of RAM

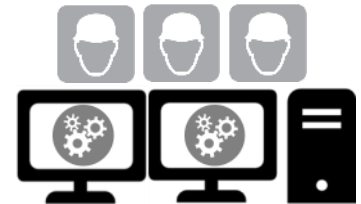
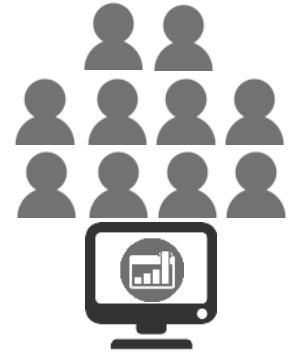




# Determine Server Oversubscription

## Manage delivered performance by limiting resource contention!

- General Purpose Virtual Desktop
  - Up to 10:1 vCPU:pCPU overcommit
  - 64 - 128 Users per server depending on GPU sharing technology
- Heavy Duty Virtual Workstation
  - Between 1:1 and 2:1 vCPU:pCPU overcommit
  - Depending on application, 4-16 users max per server



# Which NVIDIA GRID Card?



## General Purpose Virtual Desktop

















- NVIDIA GRID K1
- vSGA – up to 128 users
- vGPU – pick the right vGPU profile

## Virtual Workstation

- NVIDIA GRID K1 or K2
- vGPU – pick the right vGPU profile
- vDGA – full GPU power/ CUDA support

	GRID K1	GRID K2
Number of GPUs	4 x entry Kepler GPUs	2 x high-end Kepler GPUs
Total NVIDIA CUDA cores	768 @ 891 MHz	3072 @ 745 MHz
Total memory size	16 GB DDR3 @ 891 MHz	8 GB GDDR5 @ 2,500 MHz
Max power	130 W	225 W
Board length	10.5"	10.5"
Board height	4.4"	4.4"
Board width	Dual slot	Dual slot
Display IO	None	None
Aux power	6-pin connector	8-pin connector
PCIe	x16	x16
PCIe generation	Gen3 (Gen2 compatible)	Gen3 (Gen2 compatible)
Cooling solution	Passive	Passive
Technical Specifications	<a href="#">GRID K1 Board Specifications</a>	<a href="#">GRID K2 Board Specifications</a>

# NVIDIA vGPU Profiles

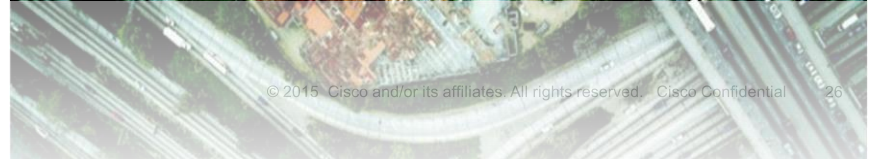
NVIDIA GRID Graphics Board	Virtual GPU Profile	Application Certifications	Graphics Memory	Max Displays Per User	Max Resolution Per Display	Max Users Per Graphics Board	Use Case
 GRID K2  	PassThru		4,096 MB	4	2560x1600	2	Designer/ Power User
	K280Q		4,096 MB	4	2560x1600	2	Designer/ Power User
	K260Q		2,048 MB	4	2560x1600	4	Designer/ Power User
	K240Q		1,024 MB	2	2560x1600	8	Designer/ Power User
	K220Q		512 MB	2	2560x1600	16	Power User
	PassThru		4,096 MB	4	2560x1600	4	Power User
 GRID K1  	K180Q		4,096 MB	4	2560x1600	4	Entry Designer
	K140Q		1,024 MB	2	2560x1600	16	Knowledge Worker
	K120Q		512 MB	2	2560x1600	32	Knowledge Worker
	PassThru		4,096 MB	4	2560x1600	4	Power User

# Do not forget the Network!

10 Gb/s fabric is now the norm

Watch for bottlenecks between Desktop Virtualization farms and end user data. A Virtual Workstation with very large application datasets can perform better than physical when end to end 10Gb fabric is available

Remote screen refresh will be limited by WAN connectivity



# Desktop Virtualization 2.0: Simplified with Cisco Unified Computing





**A great virtual desktop experience is not just about the physical hardware behind it..**



**Infrastructure should simplify  
your day to day management  
overhead...**





**Cisco Unified Computing Solution  
greatly simplifies the operations of a  
Desktop Virtualization Solution.**



# Cisco Unified Computing System

A differentiated/revolutionary approach

## Simplified Architecture



- Networking with fewer components
- Lower cost and easier scaling
- Fewer management touch points
- Stateless: any resource, any time
- Better TCO/ROI

## Unified Management



- Faster deploy/provision
- Unification leads to reduced complexity
- Centralized Firmware Provisioning
- Management via a single interface

## Higher Performance



- Brings out the best of x86 architecture
- Optimized resource utilization for compute, networking, and management
- Low latency network fabric

## Scale



- Ultimate Scalability
- Enhanced design capability
- Designed for the future, today

# Unified Management

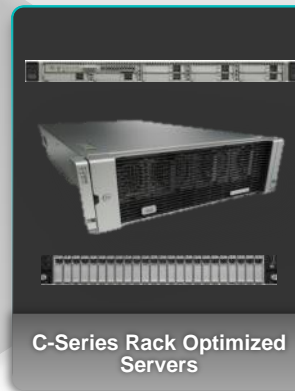
Extending Benefits of UCS Manager to Rack Servers

Only UCS Manages  
Blades and Racks as One

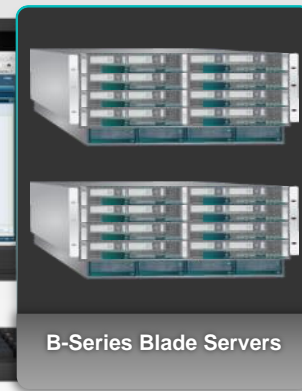
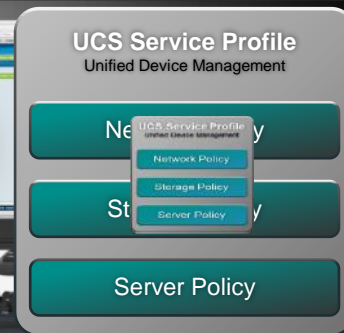
The **Only** Vendor With A  
Single Unified Management  
For Blade and Rack Servers



UCS Manager



C-Series Rack Optimized Servers



B-Series Blade Servers

- A major market transformation in unified server management
- Benefits of UCS Manager and Service Profiles brought to rack optimized

- New Nexus Fabric Extender topology reduces cost, increases scale of rack server connectivity within Unified Computing
- Add capacity without complexity

# UCS Unified Management Blade & Rack

Cisco is the **Only** vendor in the industry to architect a common management engine using model and policy-based control to fully configure and create templates for both *Blade* and *Rack* Servers.

# Cisco UCS C240 M4

## Ideal Platform for GPU accelerated Desktop Virtualization

- Supports 2 Grid K1 or K2 or combination there of...
- Up to 36 Intel E5v3 CPU Cores
- Up to 756 GB of RAM
- 1, 10, or 40 Gb/s connectivity



Certified to support 2 Grid cards  
with Intel's top bin, 145W CPUs

# GPU Density highest with Rack Mounts

More GPUs with less infrastructure per Rack U than blades!

Still completely managed by UCS Manager!



*What if I need more GPU?*

# Introduction to Magma EB3600

## PCIe Gen3 Expansion Chassis

- Up to 9 double width GPU's
- Share between multiple systems
- Increases per Server GPU Density

***Qualification in process on  
C240 M4***





# PCIe Expansion balances GPU and Compute

More GPUs with less infrastructure per Rack U than blades!

More cost effective GPU when density is key.



# Virtualization Optimized with VM-FEX

## Performance



**Up to 50% increase**  
in Application performance

## Low Latency



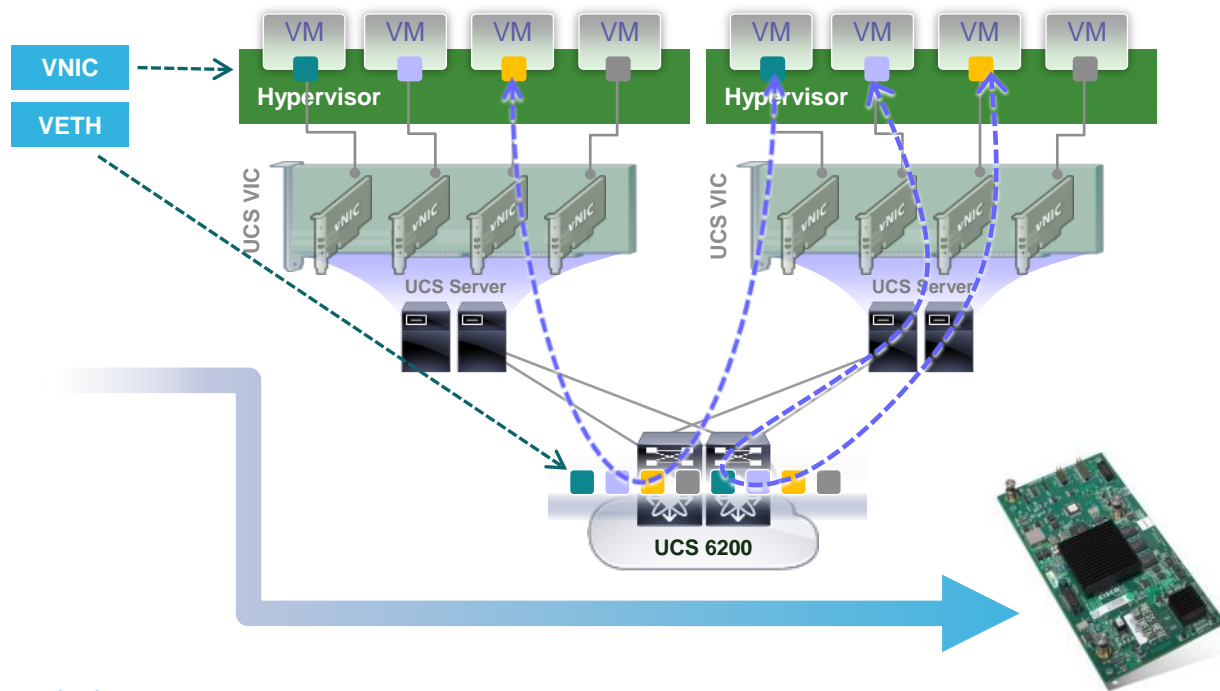
**Up to 67% reduction**  
in Application latency

## Deterministic Delivery



**Near linear**  
**deterministic Application**  
**delivery with scale**

# Desktop Virtualization Performance Optimized with VM-FEX



## VM-FEX Basics

- Fabric extender for VMs
- Hypervisor vSwitch removed
- Each VM assigned a PCIe device
- Each VM gets a virtual port on physical switch

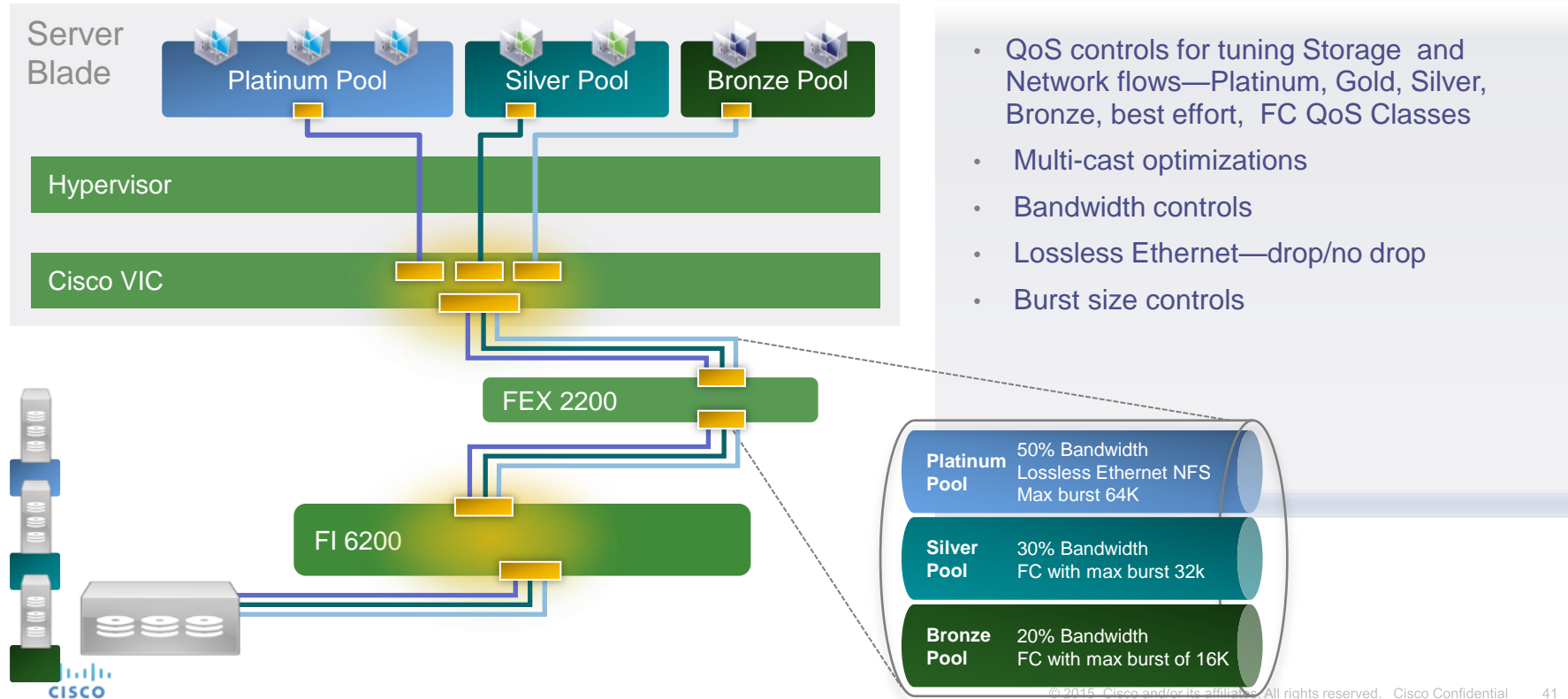
## VM-FEX: One Network

- Collapses virtual and physical switching layers
- Dramatically reduces network management points by eliminating per host vSwitch
- Virtual and physical traffic treated the same

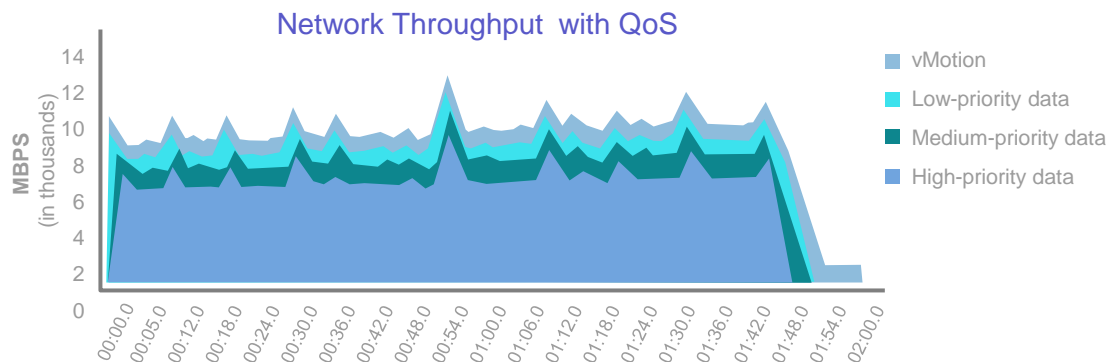
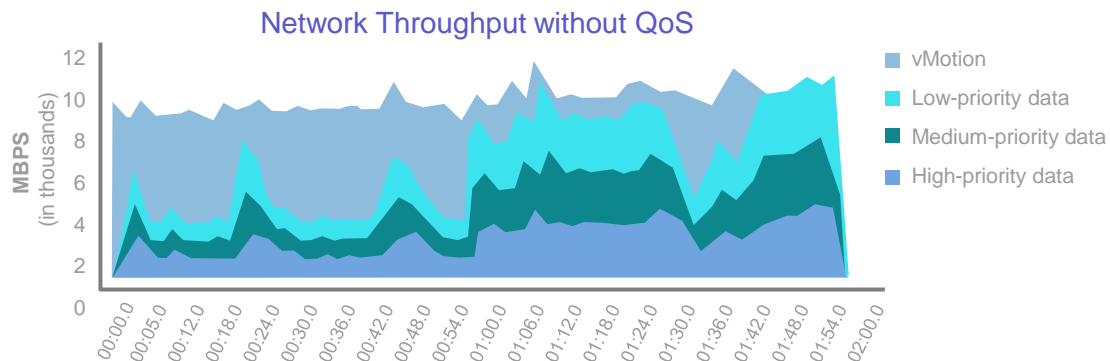
## Host CPU Cycles Relief

- Host CPU cycles relieved from VM switching
- I/O throughput improvements

# Cisco UCS with VM-FEX: Virtual Desktop Prioritization and QoS Pools



# VDI Flow Prioritization and QoS Pools



- User experience and SLA association to the virtual desktop
- Prioritization among multiple virtual desktop pools
- Consistent virtual desktop behavior with vMotion, backup and other data center actions
- Burst controls, and other traffic shaping controls
- Separation of cluster management traffic from desktop traffic
- Up to 80 Gb/s bandwidth per server to prevent HOL blocking

# High Performance Desktop Virtualization 2.0 Is Here!

Current generation Desktop OS's  
require GPU support.

End users demand a modern, full  
desktop experience.

Understand and apply appropriate  
NVIDIA GRID technology.

Cisco UCS Leads with a fully  
managed, performance optimized  
solution.



*Remember  
These Points...*

