

# vMotion for NVIDIA GRID vGPU Virtual Machines: Case Study of vMotion Using MLaaS

Hari Sivaraman, Dimitrios Skarlatos  
Lan Vu, Uday Kurkure

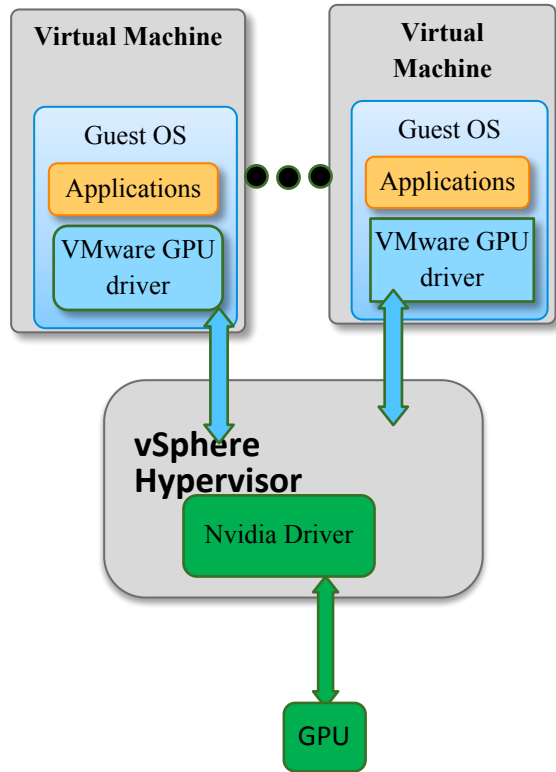
**GTC 2019**

# vMotion for NVIDIA GRID vGPU - Agenda

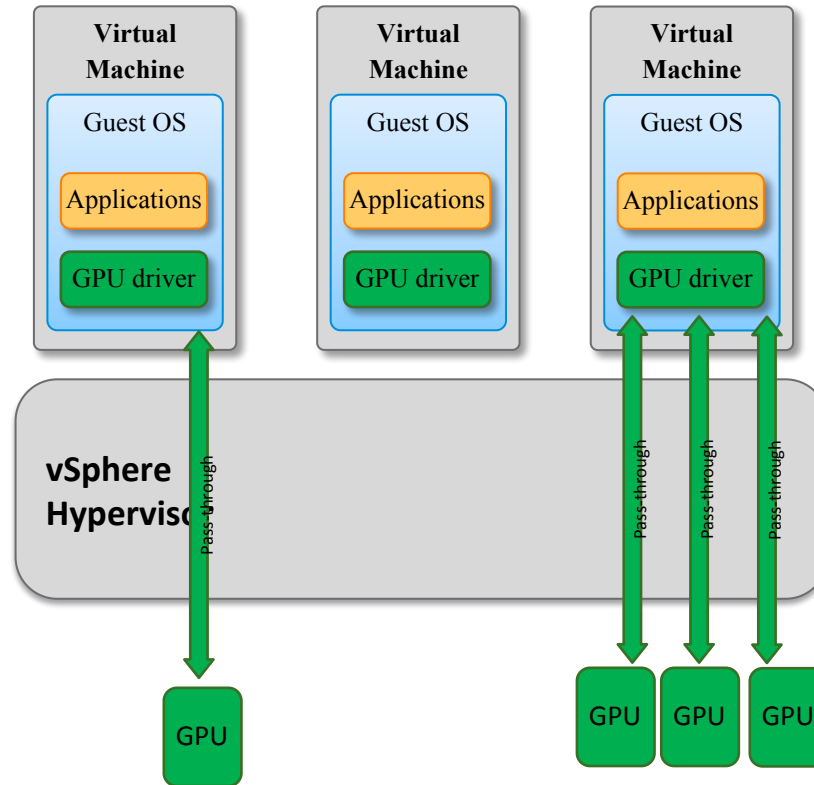
- GPUs in vSphere.
- vMotion for vGPU Architecture.
- Performance of vMotion for vGPU.
- MLaaS – a case study for vMotion performance.
- Conclusions and future work.

# vMotion for NVIDIA GRID vGPU – GPUs in vSphere

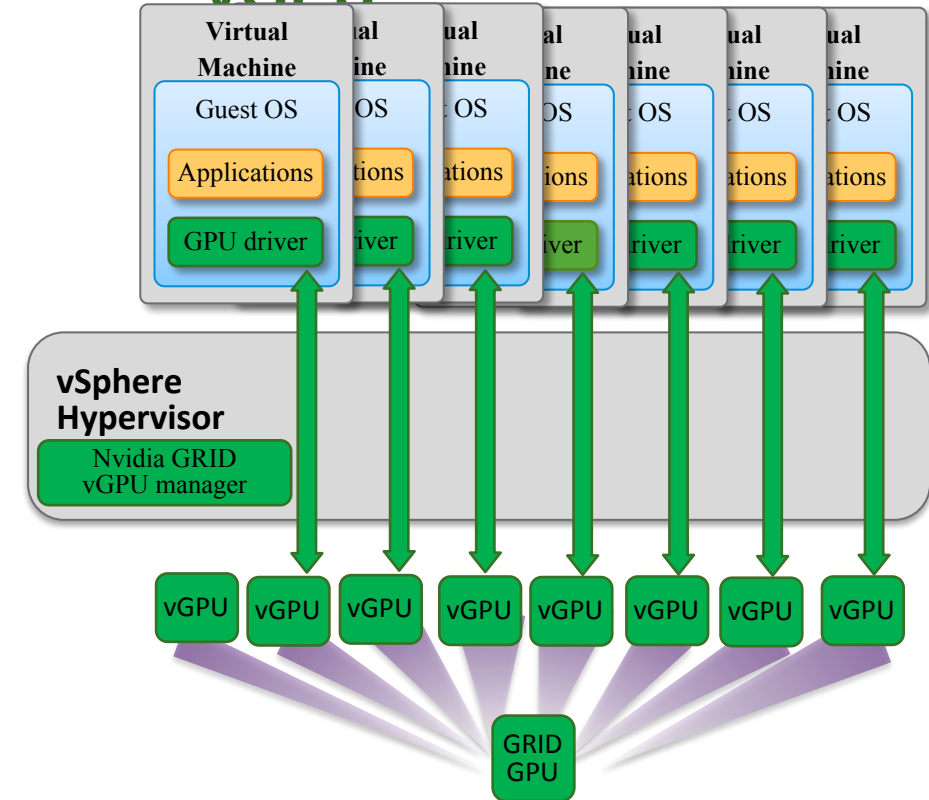
## vSGA



## VMware DirectPath I/O

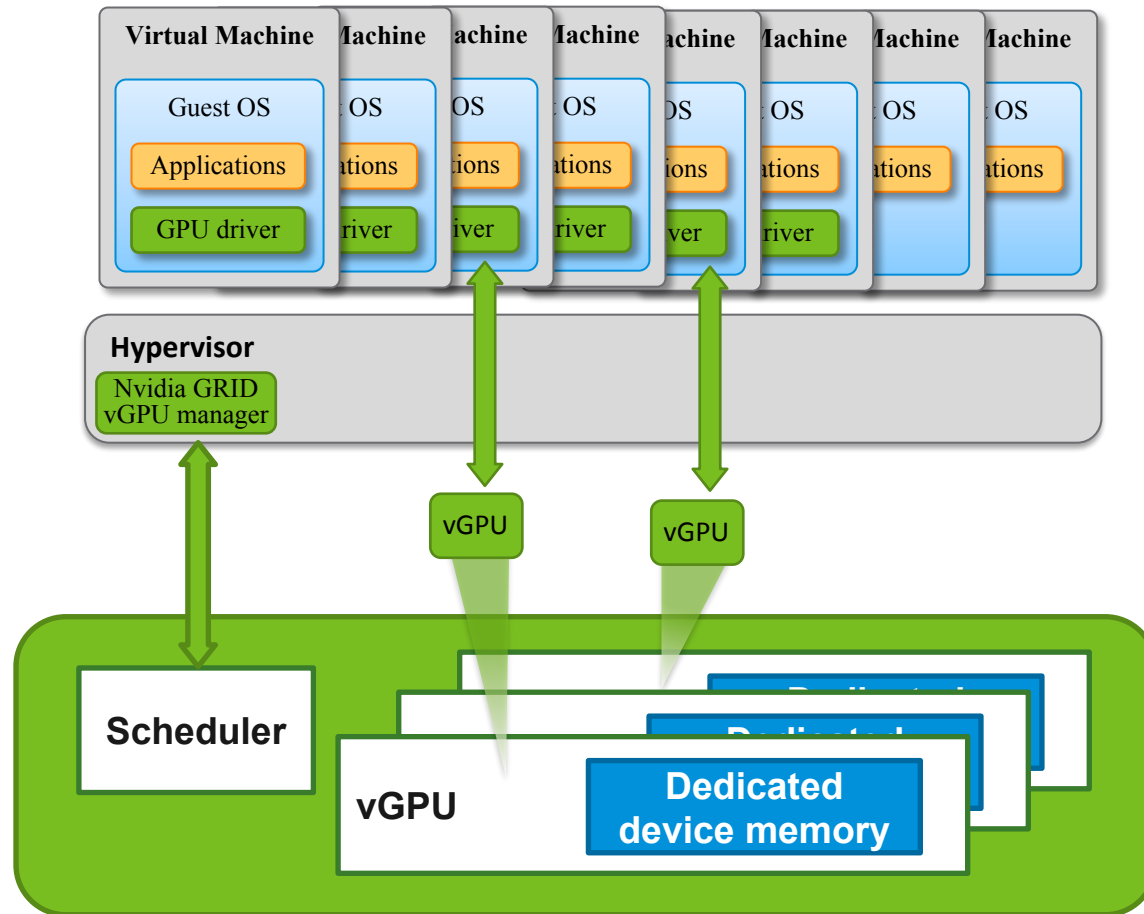


## Nvidia GRID vGPU



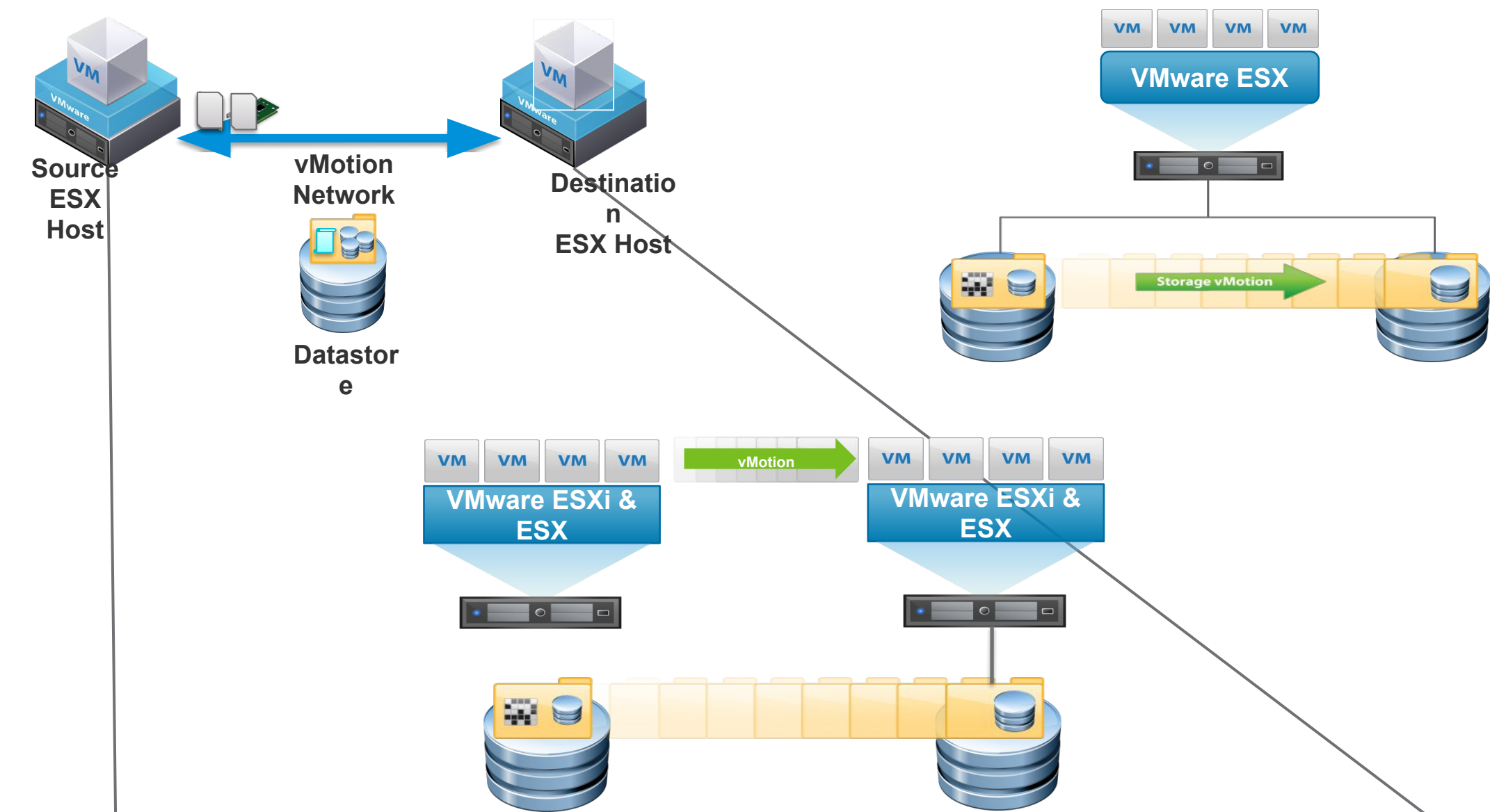
# vMotion for NVIDIA GRID vGPU – vGPU

## Nvidia GRID vGPU



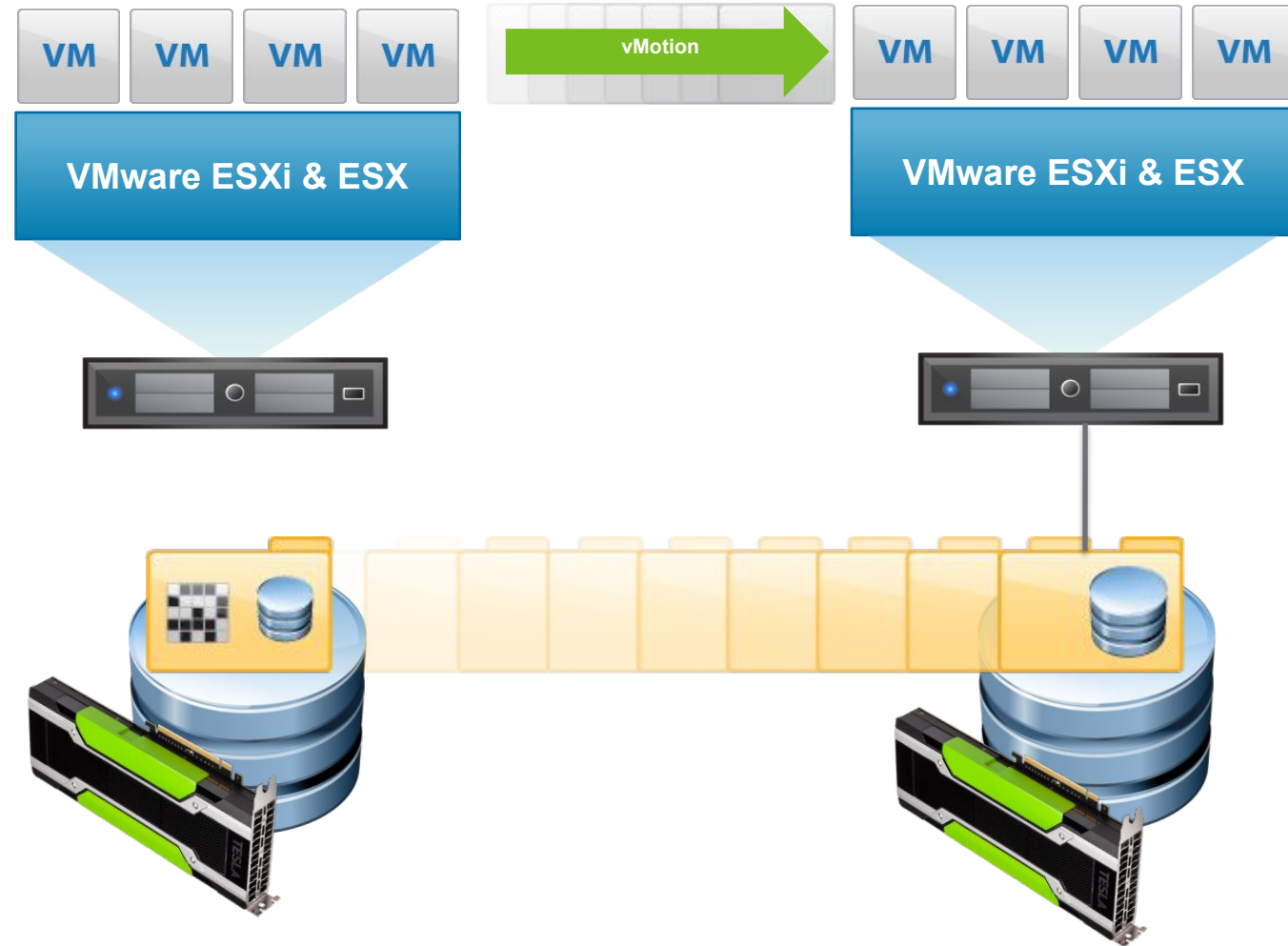
- GPU Memory is statically shared
- CUDA cores are time-shared
- GPU memory per VM is called vGPU Profile
- **For example:** P40-1q profile for P40 GPU
  - vGPU has 1GB of device memory
  - **24** vGPUs per 1 physical P40

# vMotion for NVIDIA GRID vGPU – Types of vMotion



# vMotion for NVIDIA GRID vGPU – vMotion

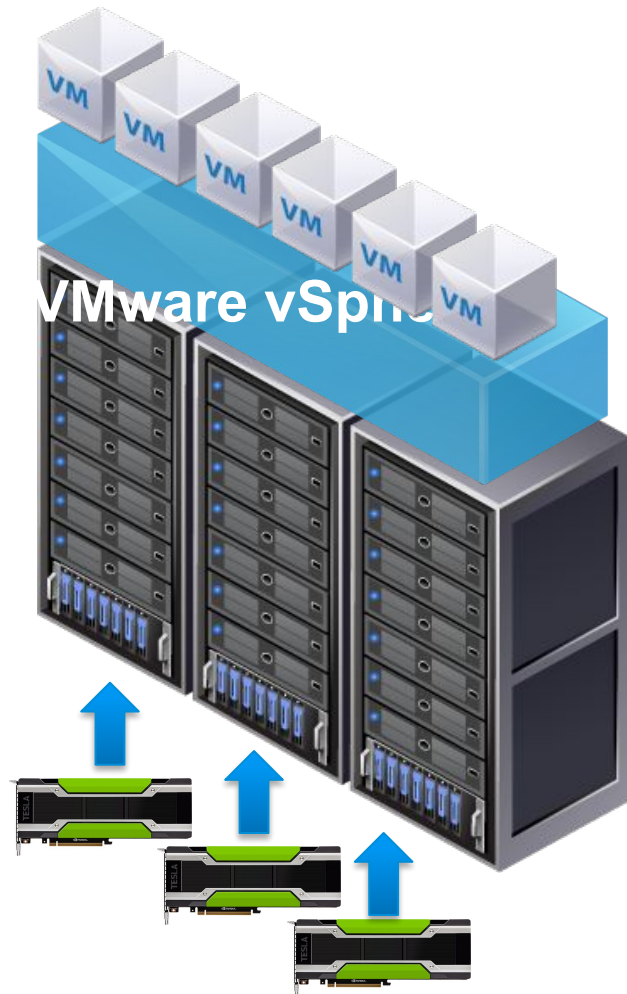
- 1 pre-copy memory pages
- 2 Stun the VM
- 3 Checkpoint devices
- 4 Xfer device checkpoint data (includes vGPU memory data)
- 5 Power on VM & xfer pages from main memory



# vMotion for NVIDIA GRID vGPU - Agenda

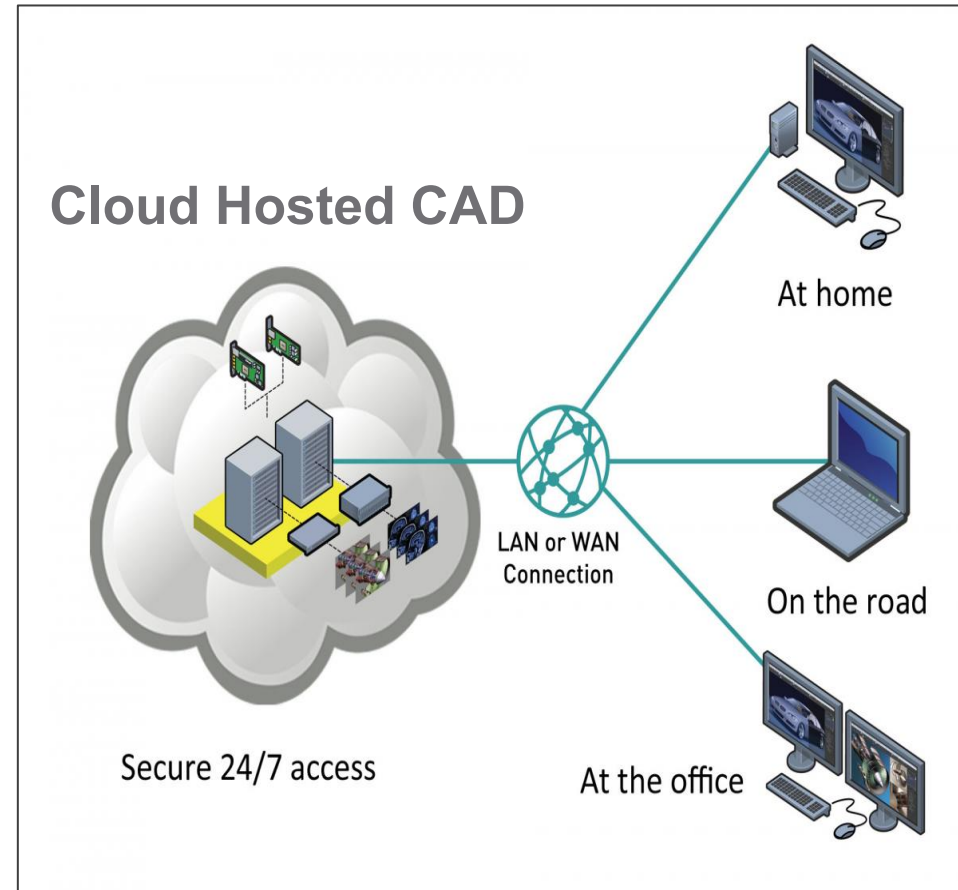
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# vMotion for NVIDIA GRID vGPU - Workloads

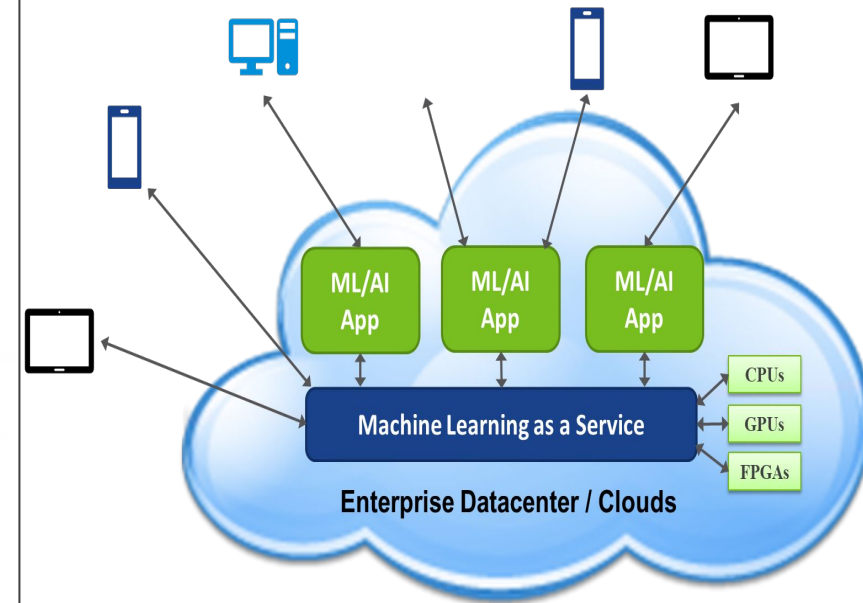


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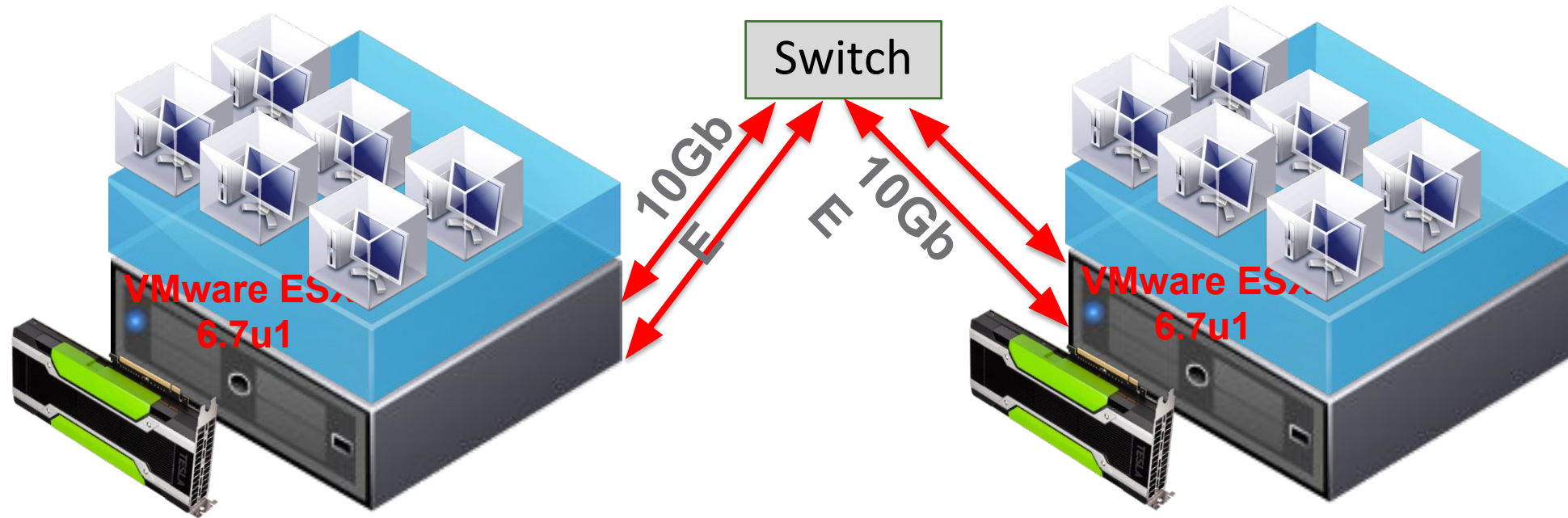
Cloud Hosted  
CAD



MLaaS



# vMotion for NVIDIA GRID vGPU – Test-bed



**Dell R730 – Intel Broadwell CPUs + 1 x  
Nvidia GRID P40**

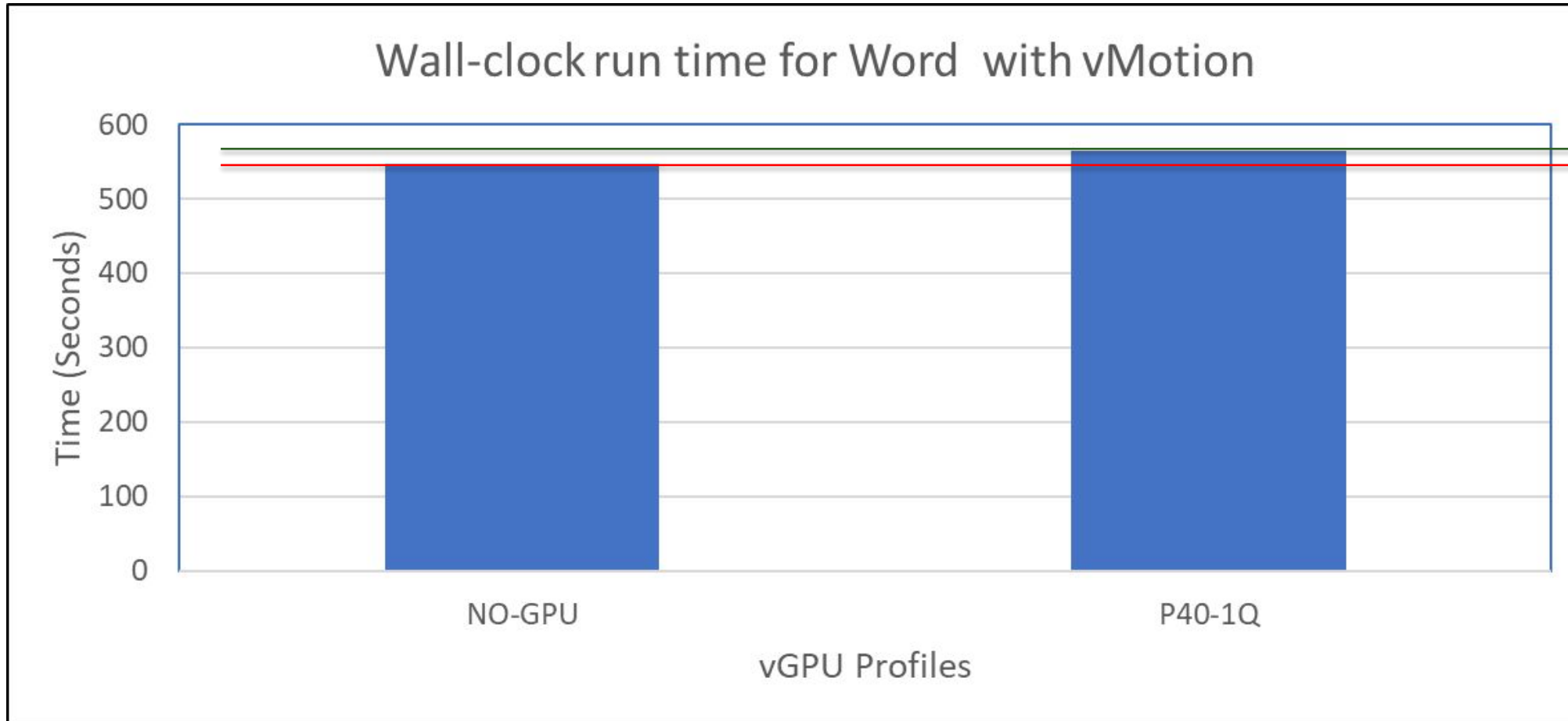
40 cores (2 x 20-core socket) E5-2698 v4  
768 GB RAM

**Dell R730 – Intel Broadwell CPUs + 1 x  
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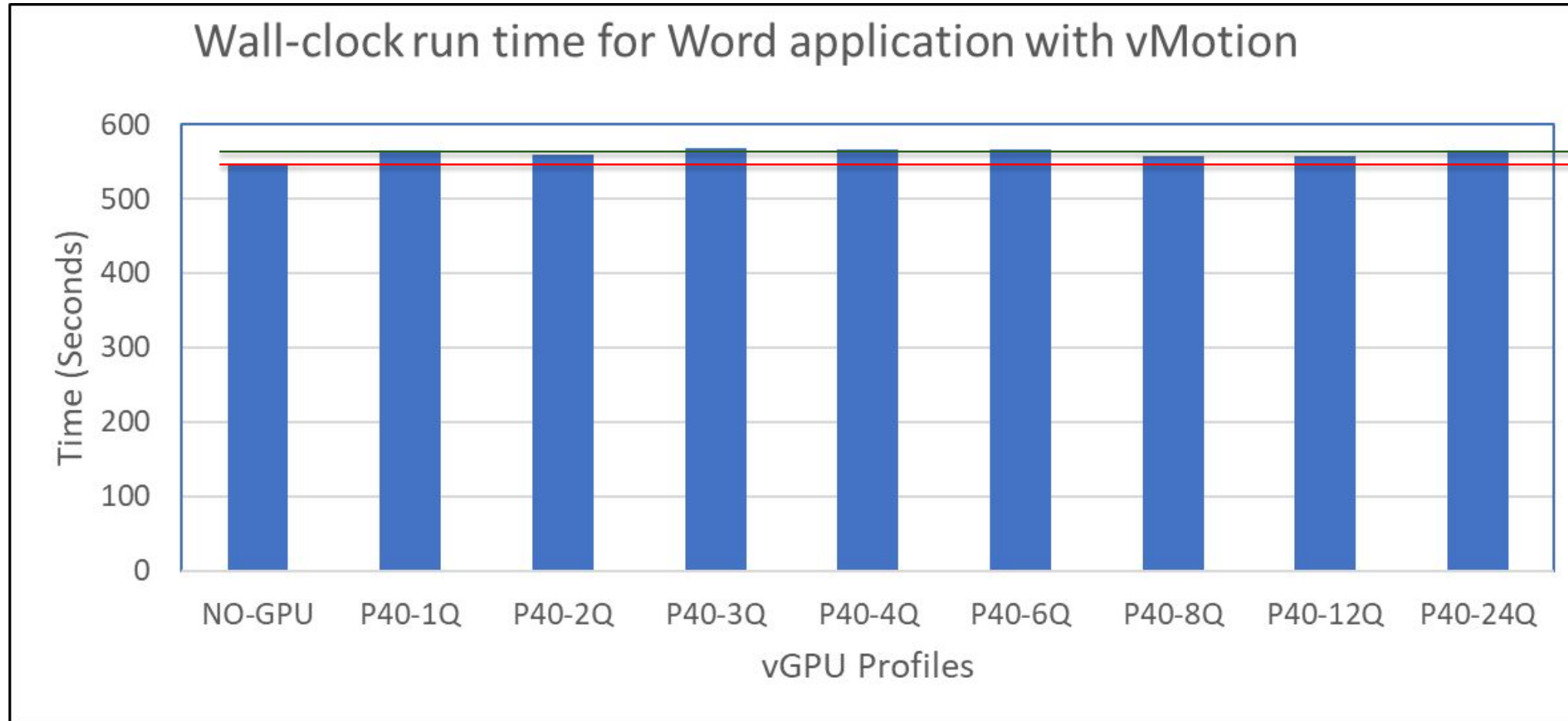
- **ESX: 6.7u1    Nvidia Driver: 410.68**

# vMotion for NVIDIA GRID vGPU – Performance of Word



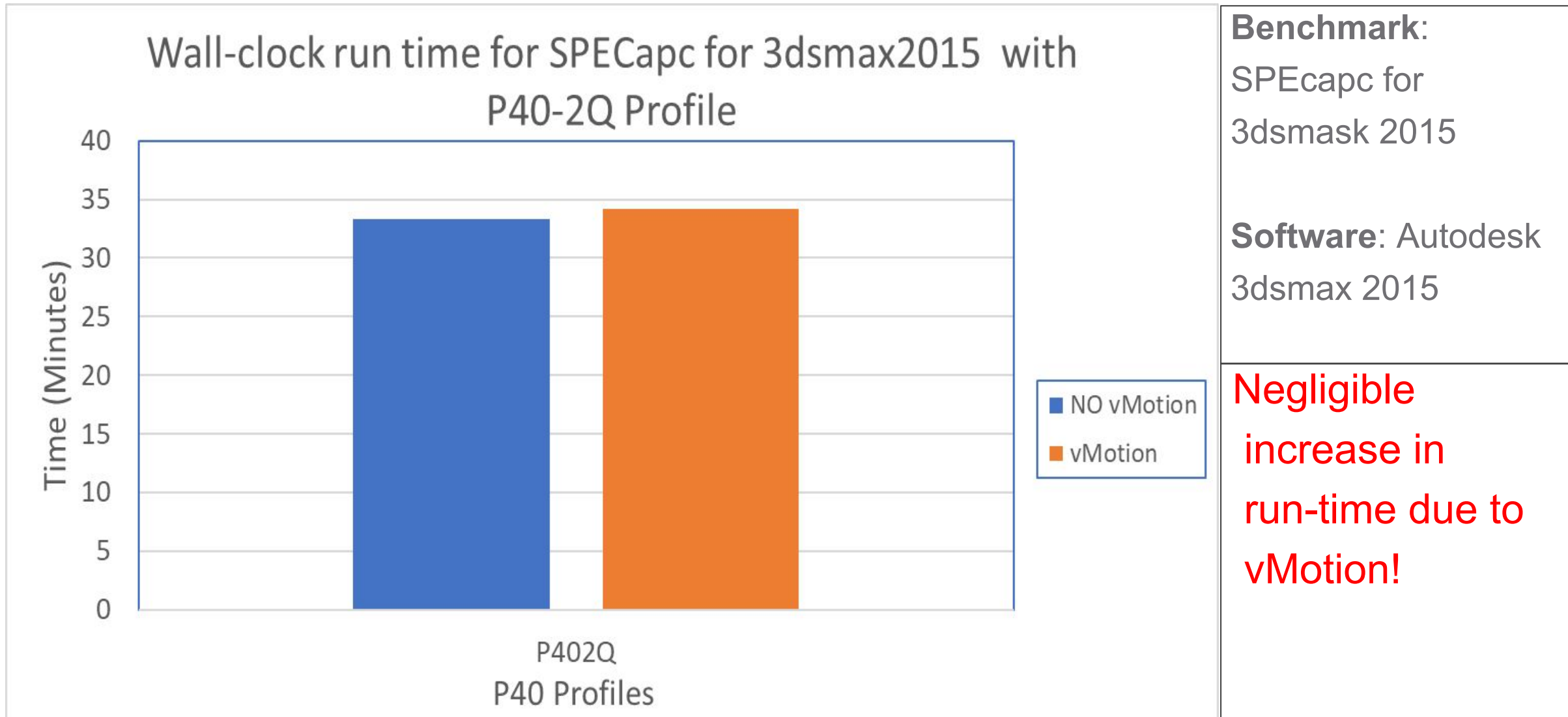
Increase in vMotion time due to vGPU is just marginally more than measurement noise.

## vMotion for NVIDIA GRID vGPU – Performance of Word

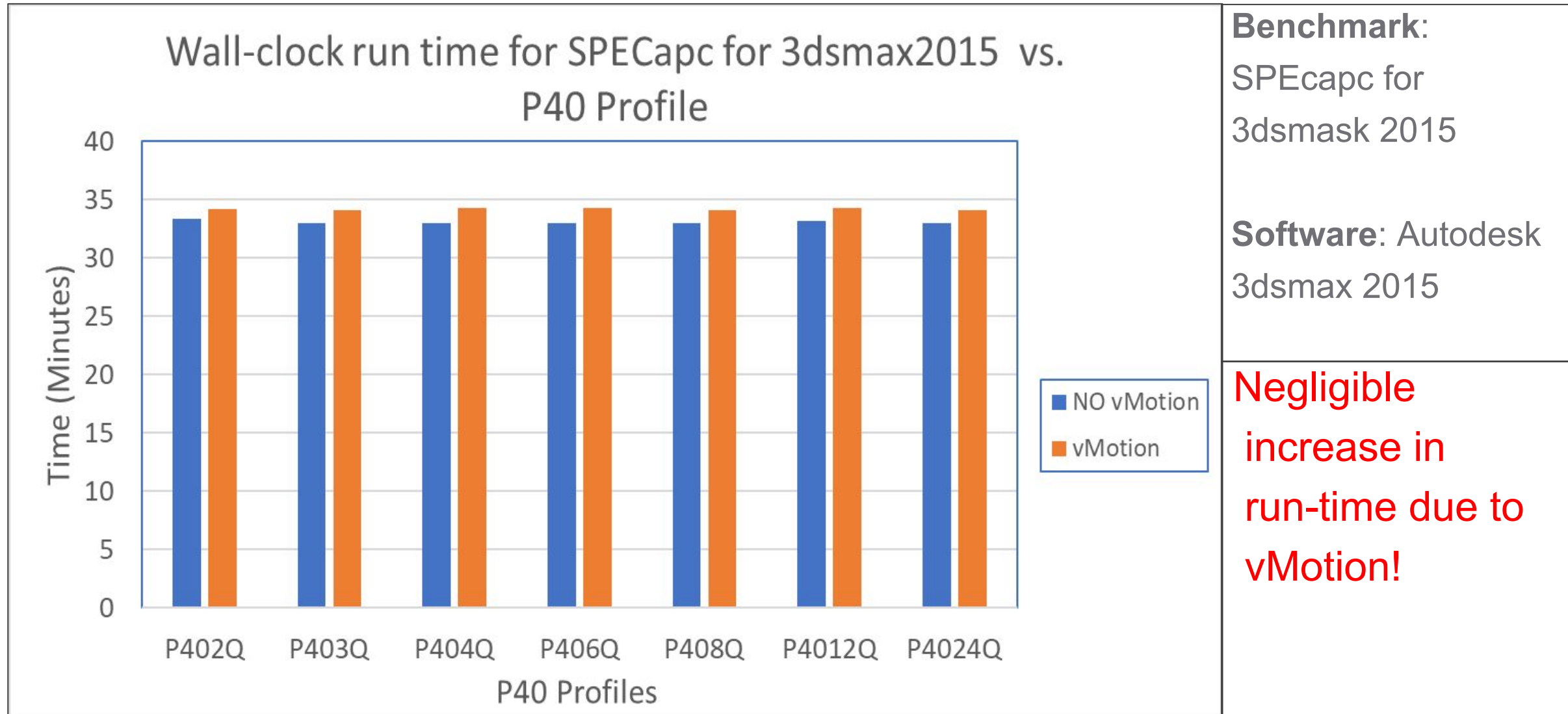


Increase in vMotion time due to vGPU is just marginally more than measurement noise.

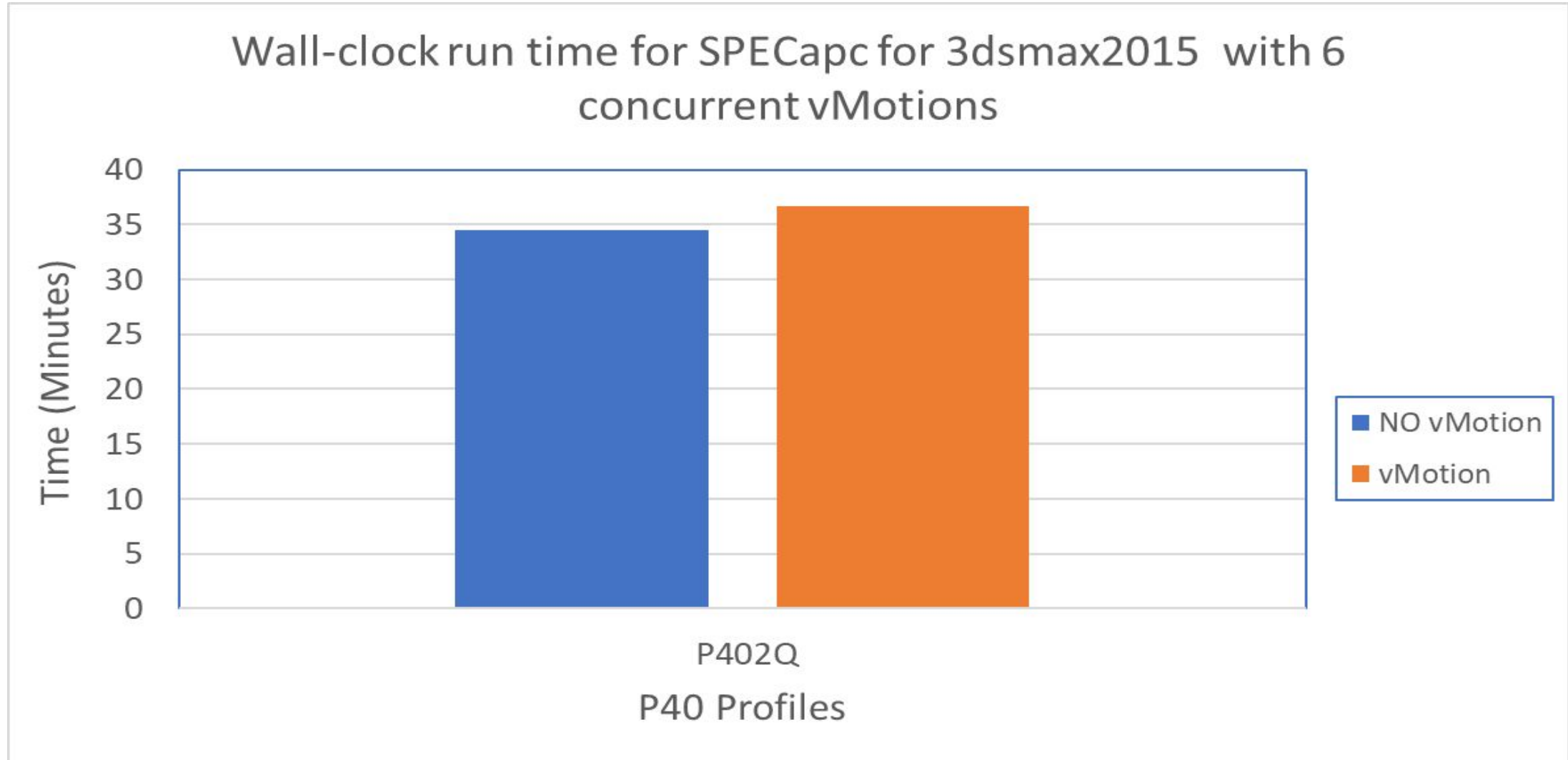
# vMotion for NVIDIA GRID vGPU – Performance of SPECapc for 3dsmax 2015



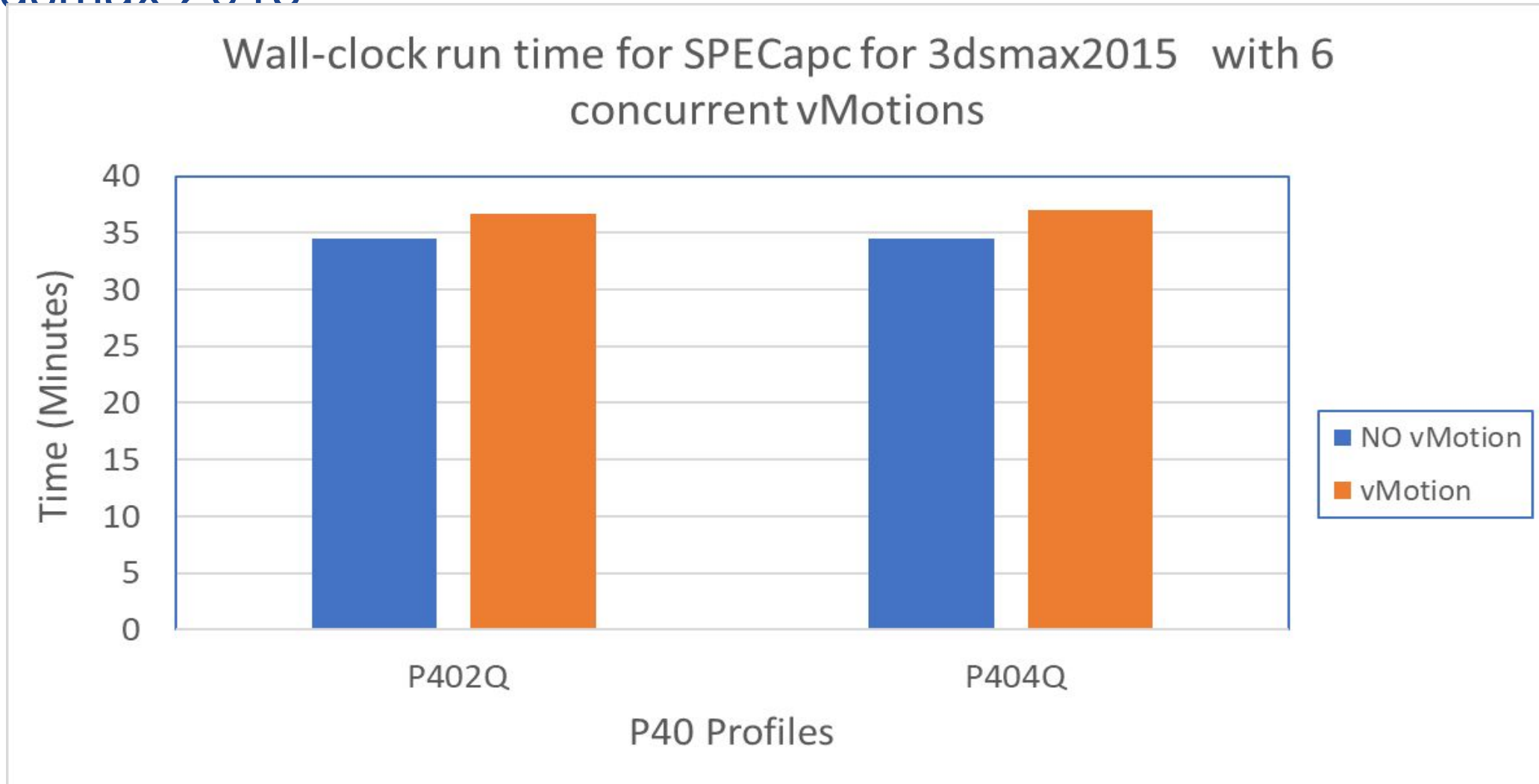
# vMotion for NVIDIA GRID vGPU – Performance of SPECapc for 3dsmax 2015



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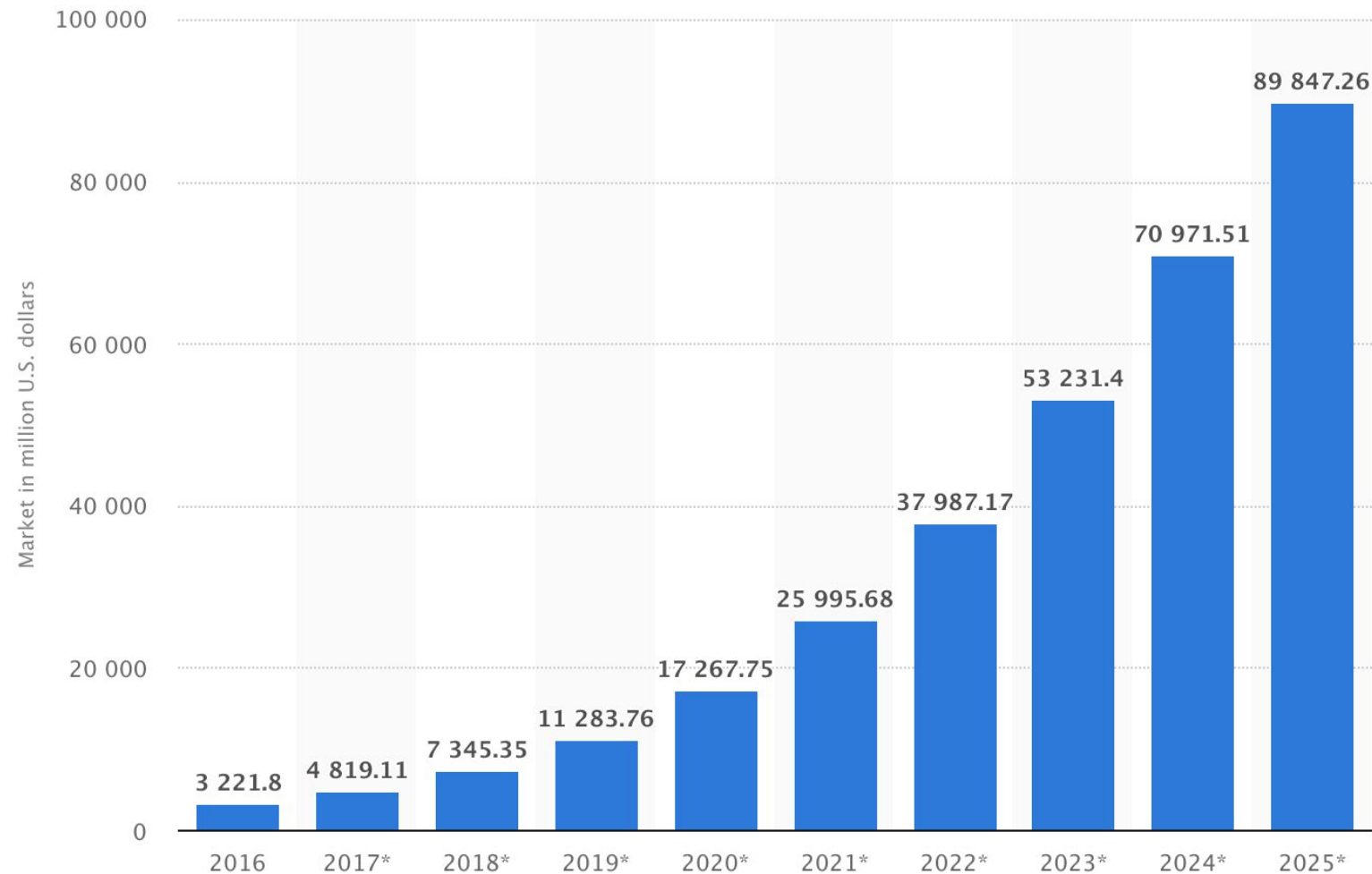


# vMotion for NVIDIA GRID vGPU - Agenda

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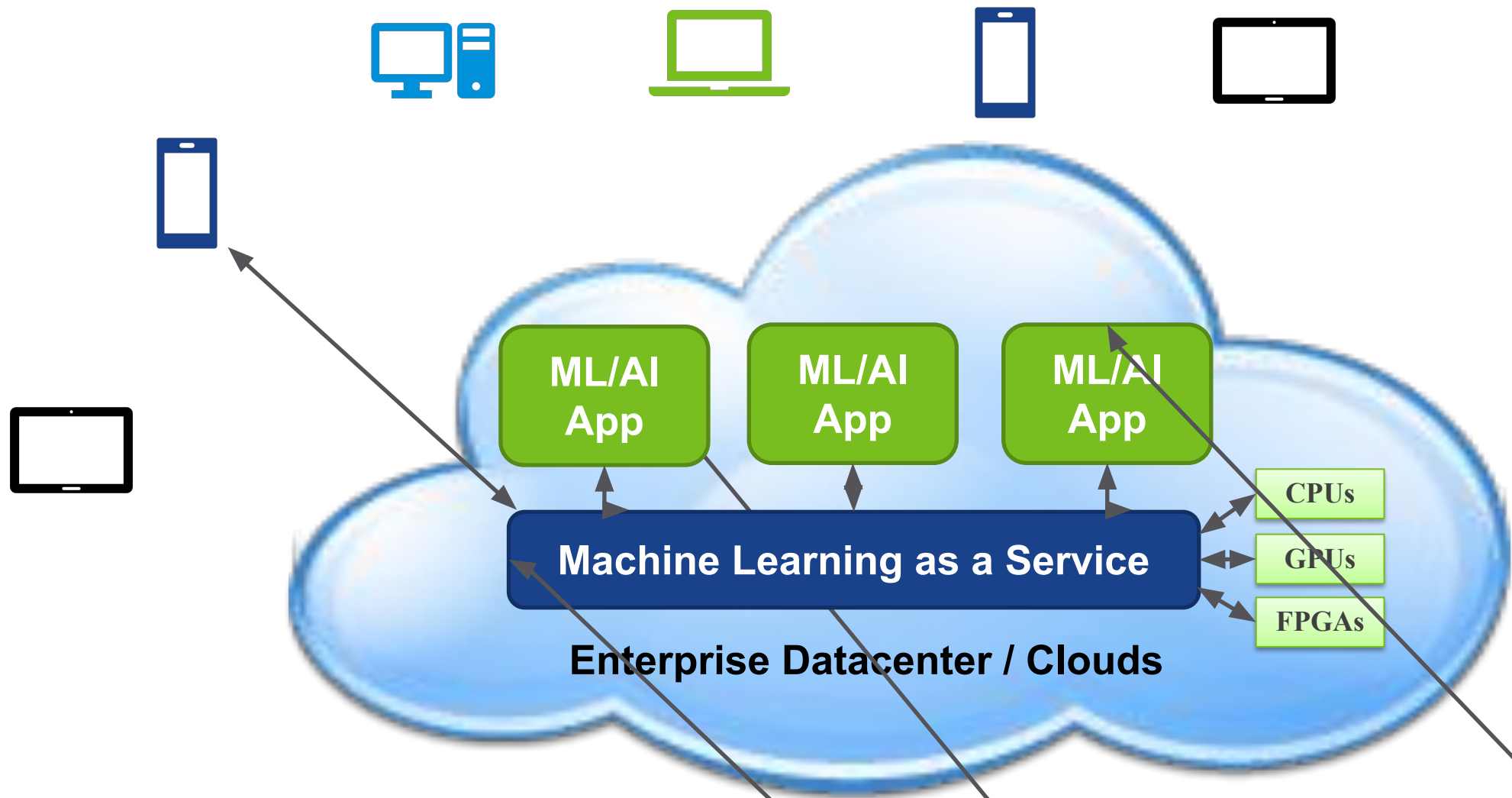
## Revenues from the Artificial Intelligence (AI) market worldwide from 2016 to 2025



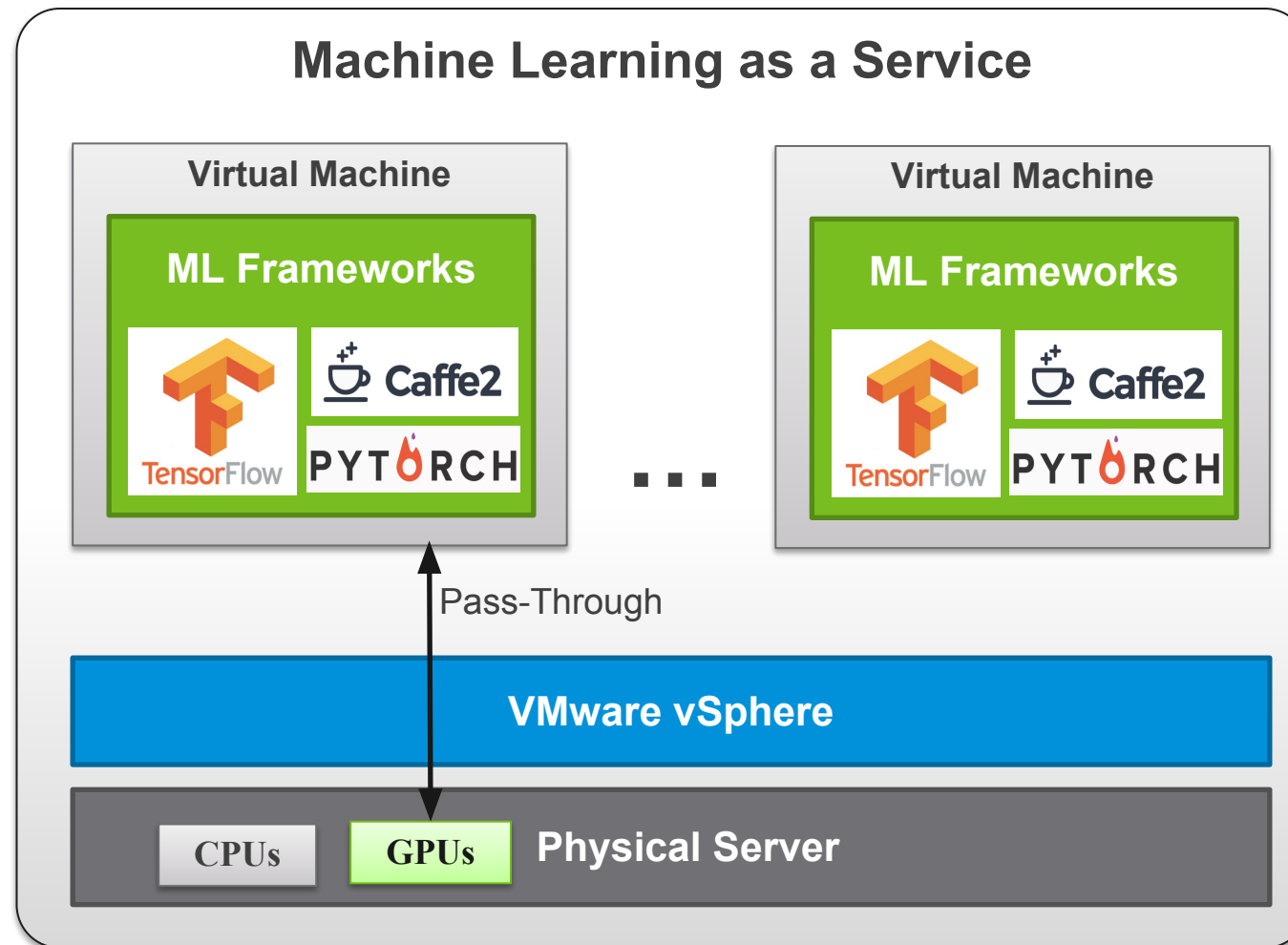
The largest proportion of revenues come from the **ML/AI Enterprise Applications**

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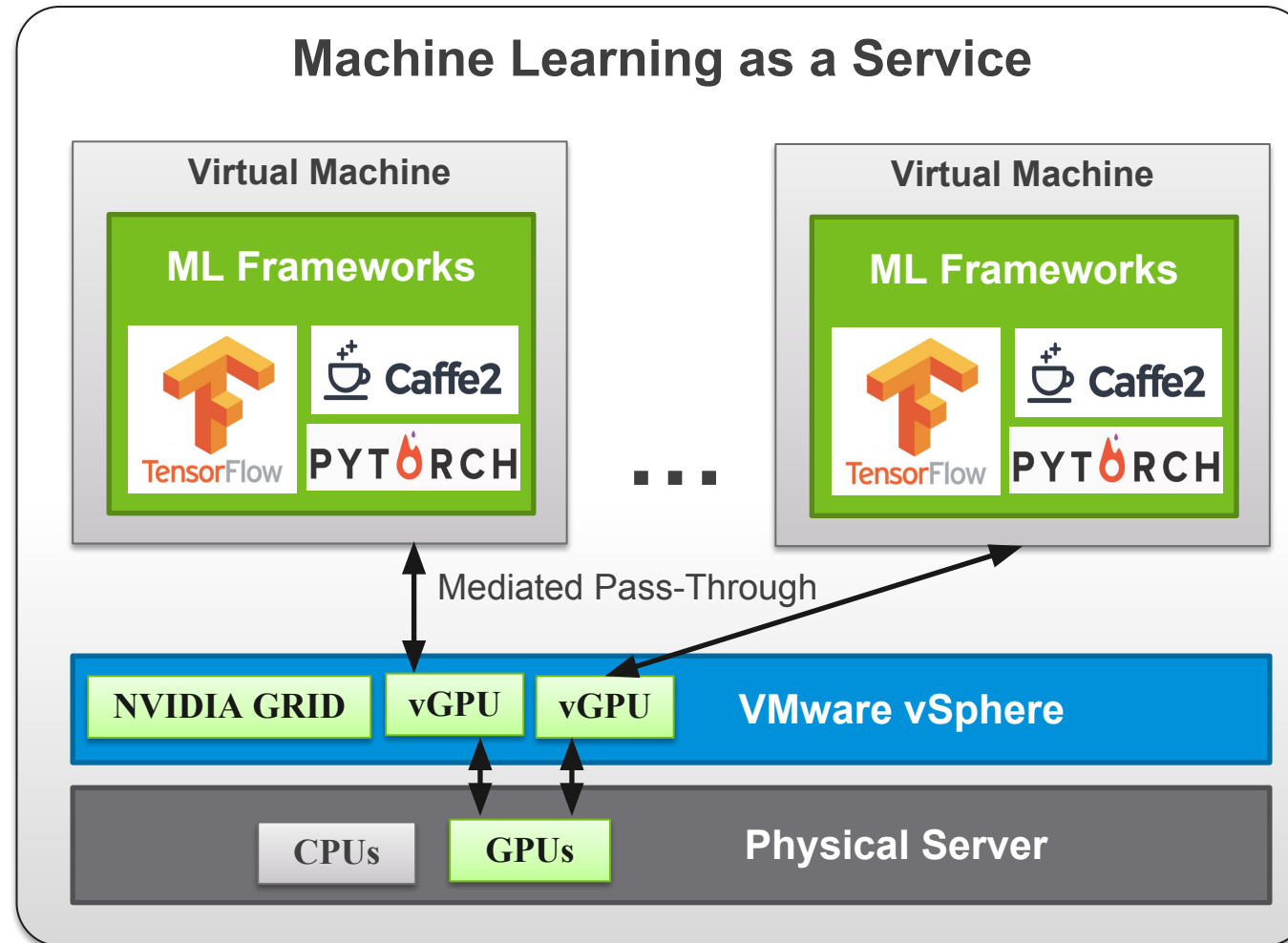
# ML/AI Enterprise Application Deployment



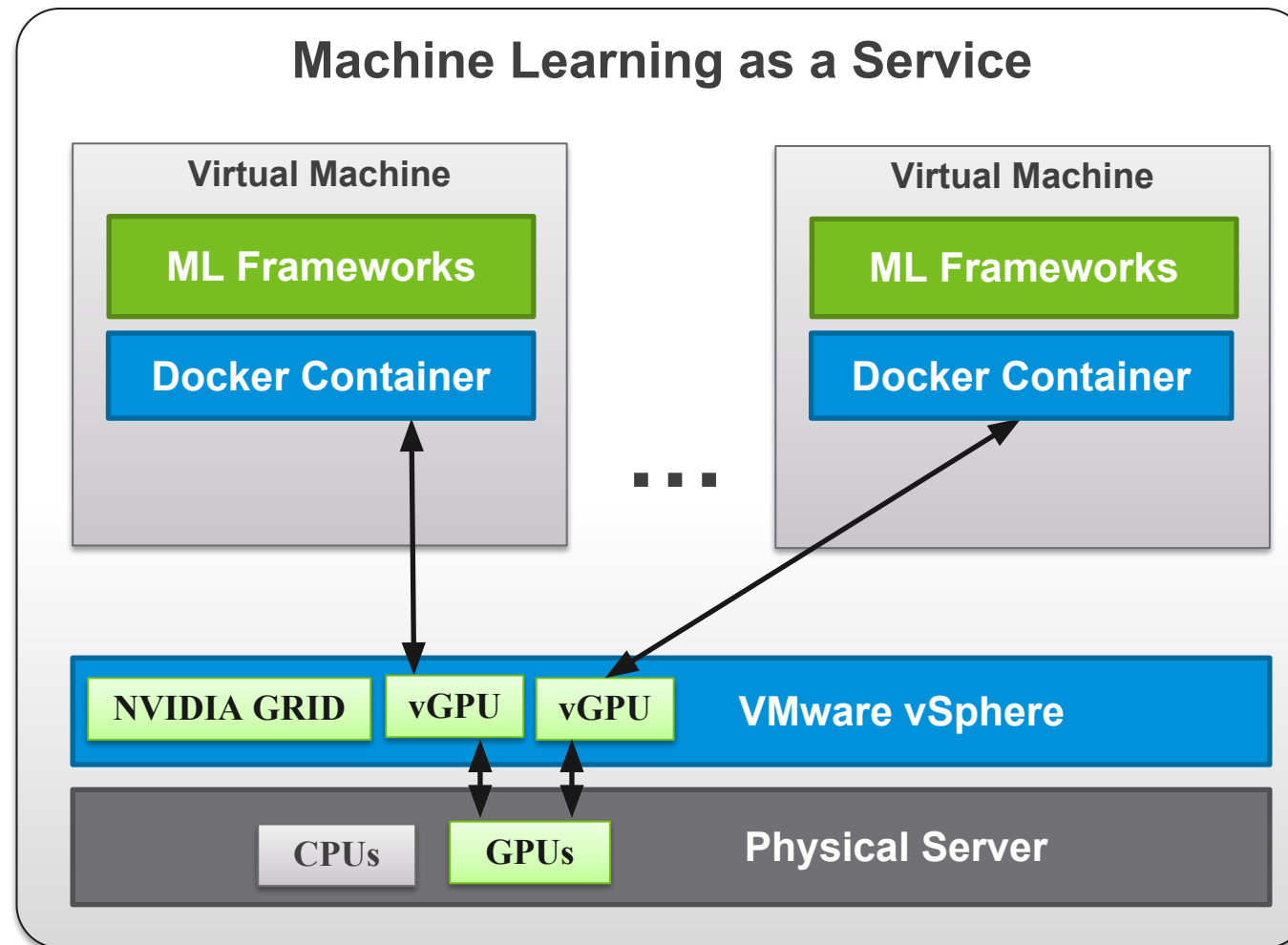
# Example #1 of deploying MLaaS on VMware vSphere



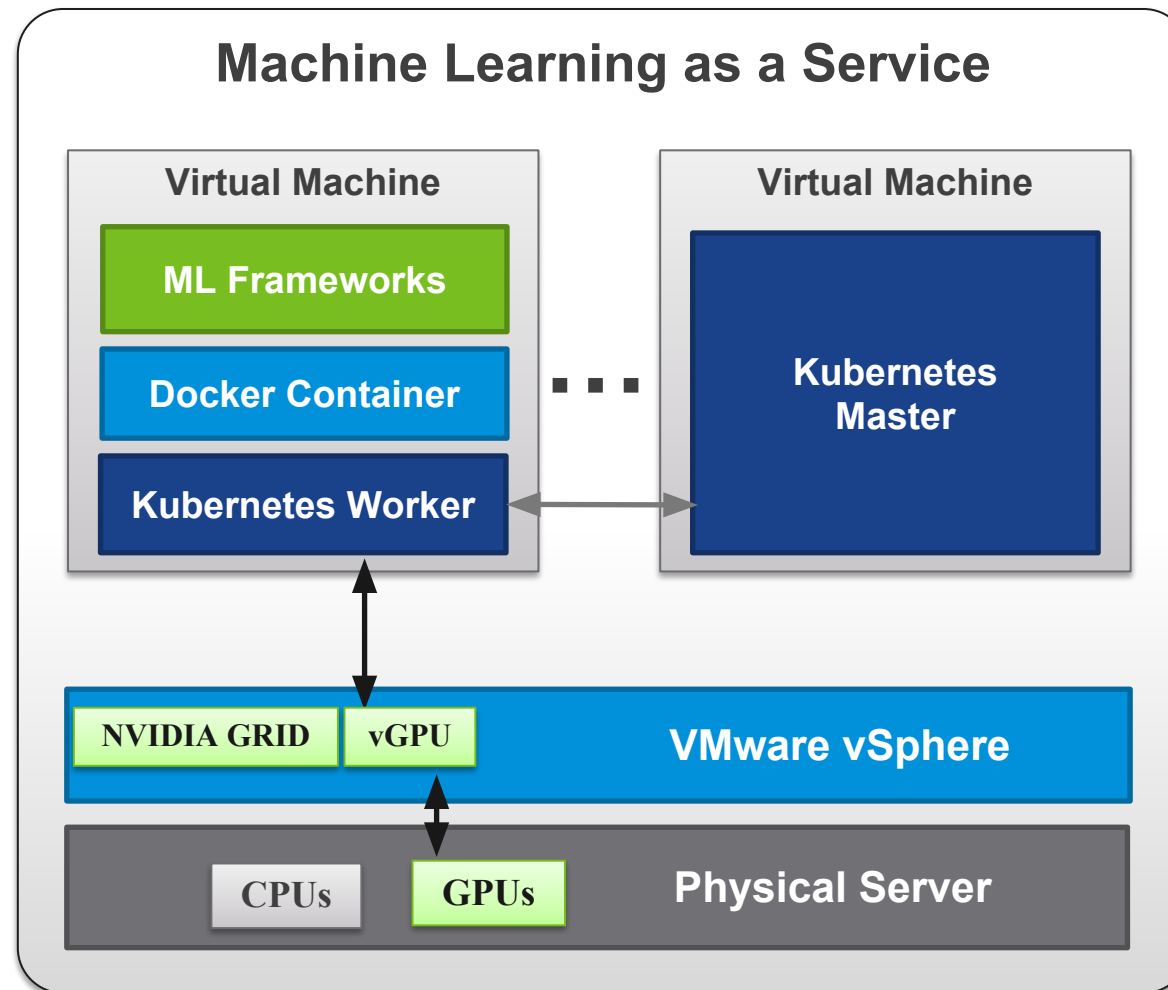
## Example #2 of deploying MLaaS on VMware vSphere



# Example #3 of deploying MLaaS on VMware vSphere with Container

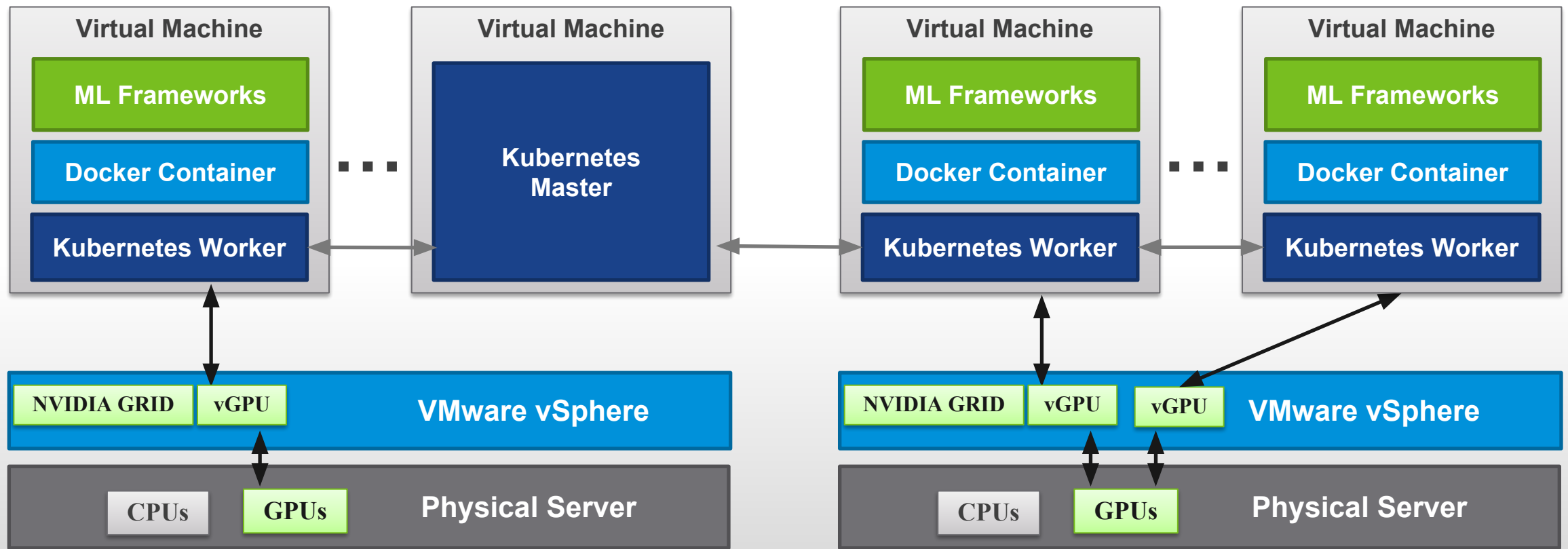


# Example #4 of deploying MLaaS on VMware vSphere with Container & Kubernetes



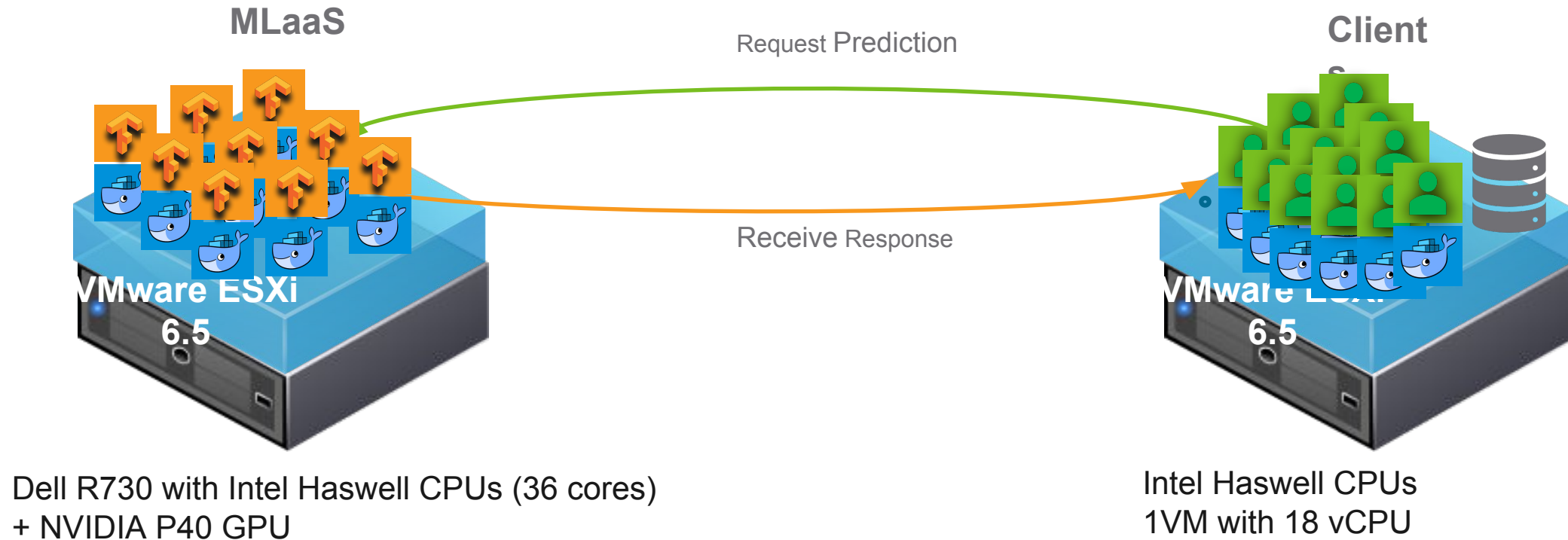
# Example #4 of deploying MLaaS on VMware vSphere with Container & Kubernetes

## Machine Learning as a Service



# Experiments of MLaaS on VMware vSphere

## Hardware and Software



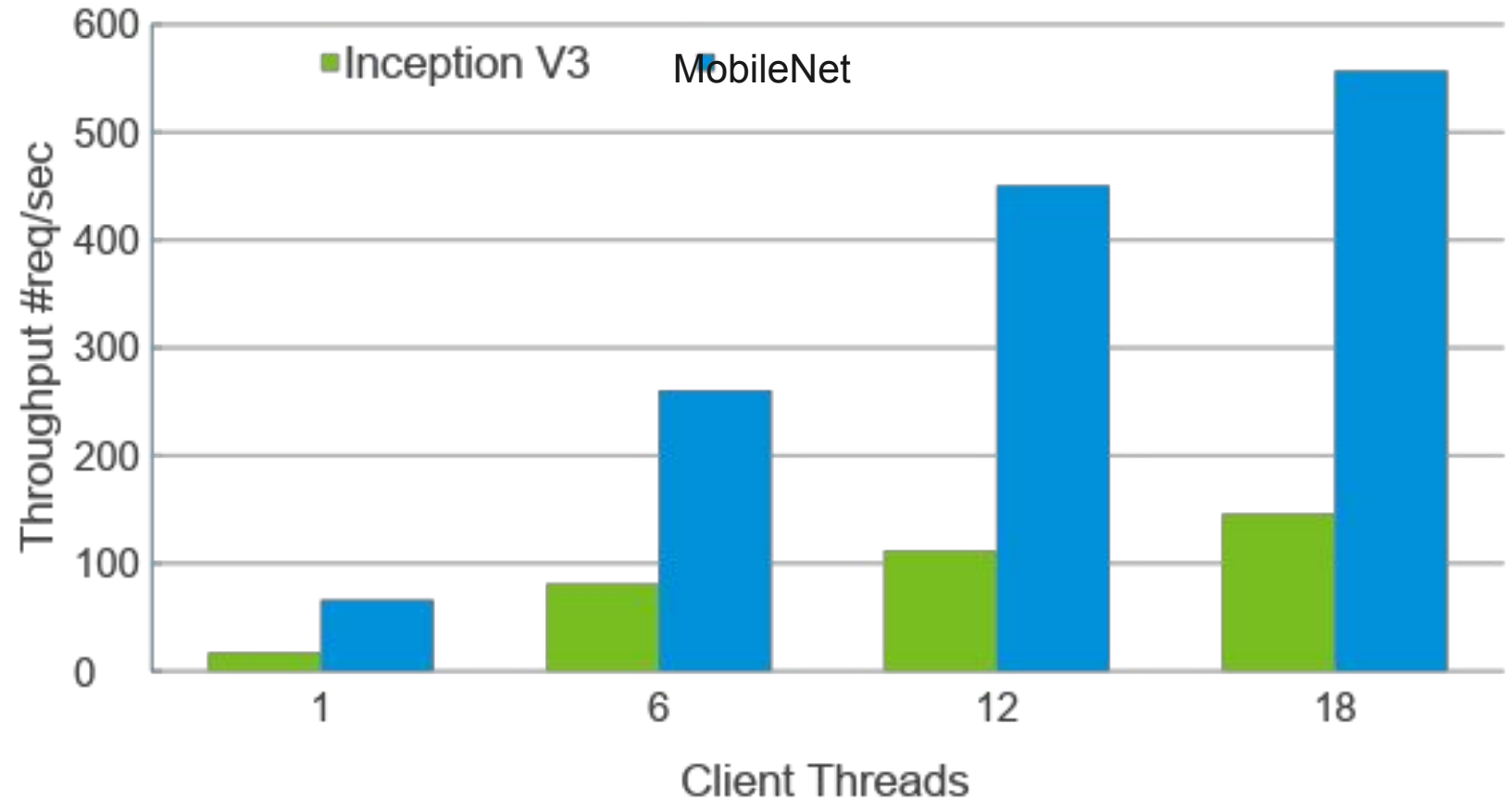


# Experiment #1: Inference Throughput

Deep Neural Network: Inception V3 vs. MobileNet – Higher is better

Models:  
*Inception V3*  
48 Layers  
5000 Million MAC

*MobileNet:*  
28 Layers  
569 Million MAC



# Experiment #1: Inference Mean Latency

Deep Neural Network: Inception V3 vs. MobileNet

## Models:

*Inception V3*

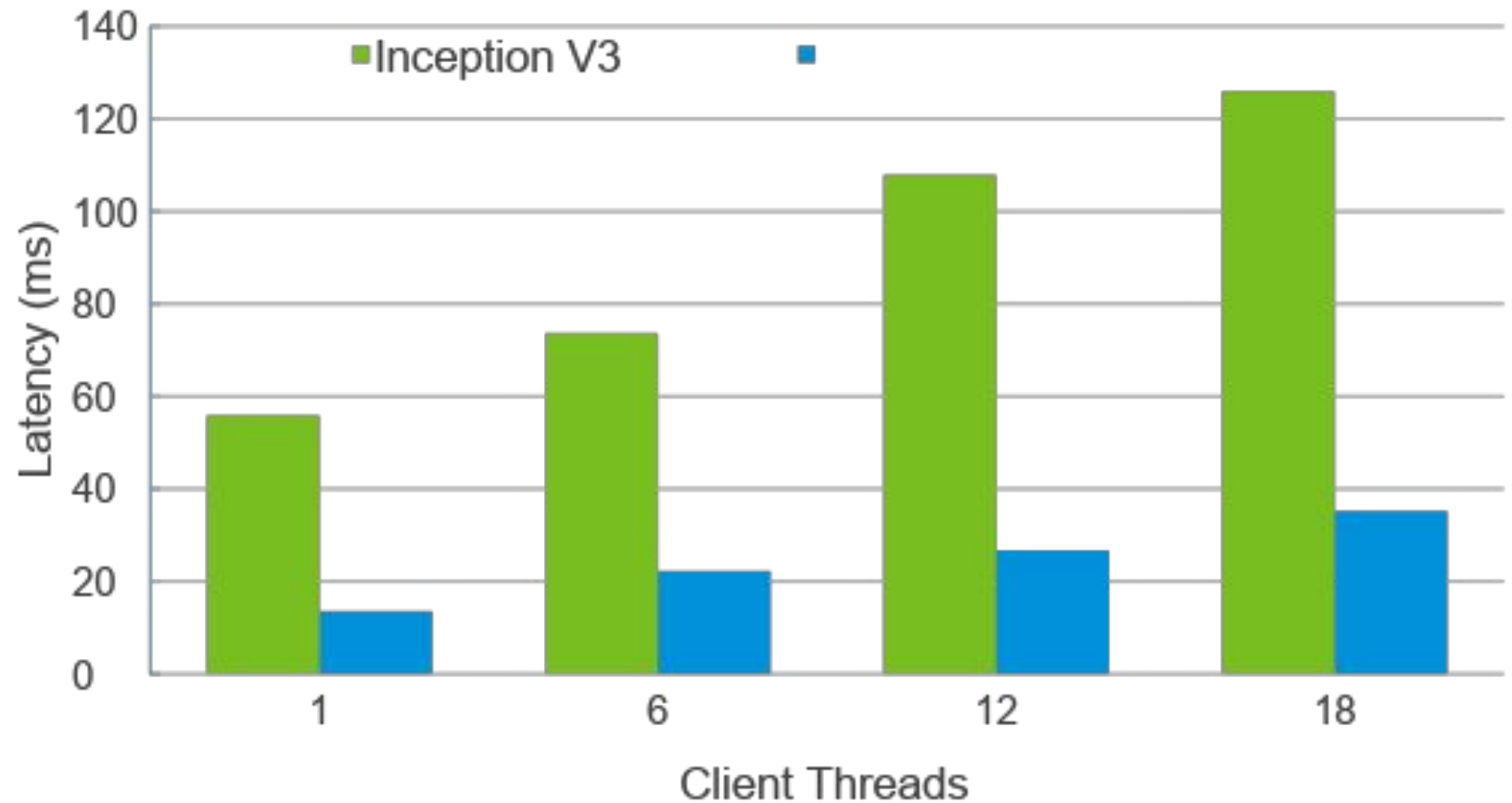
48 Layers

5000M MAC

*MobileNet*

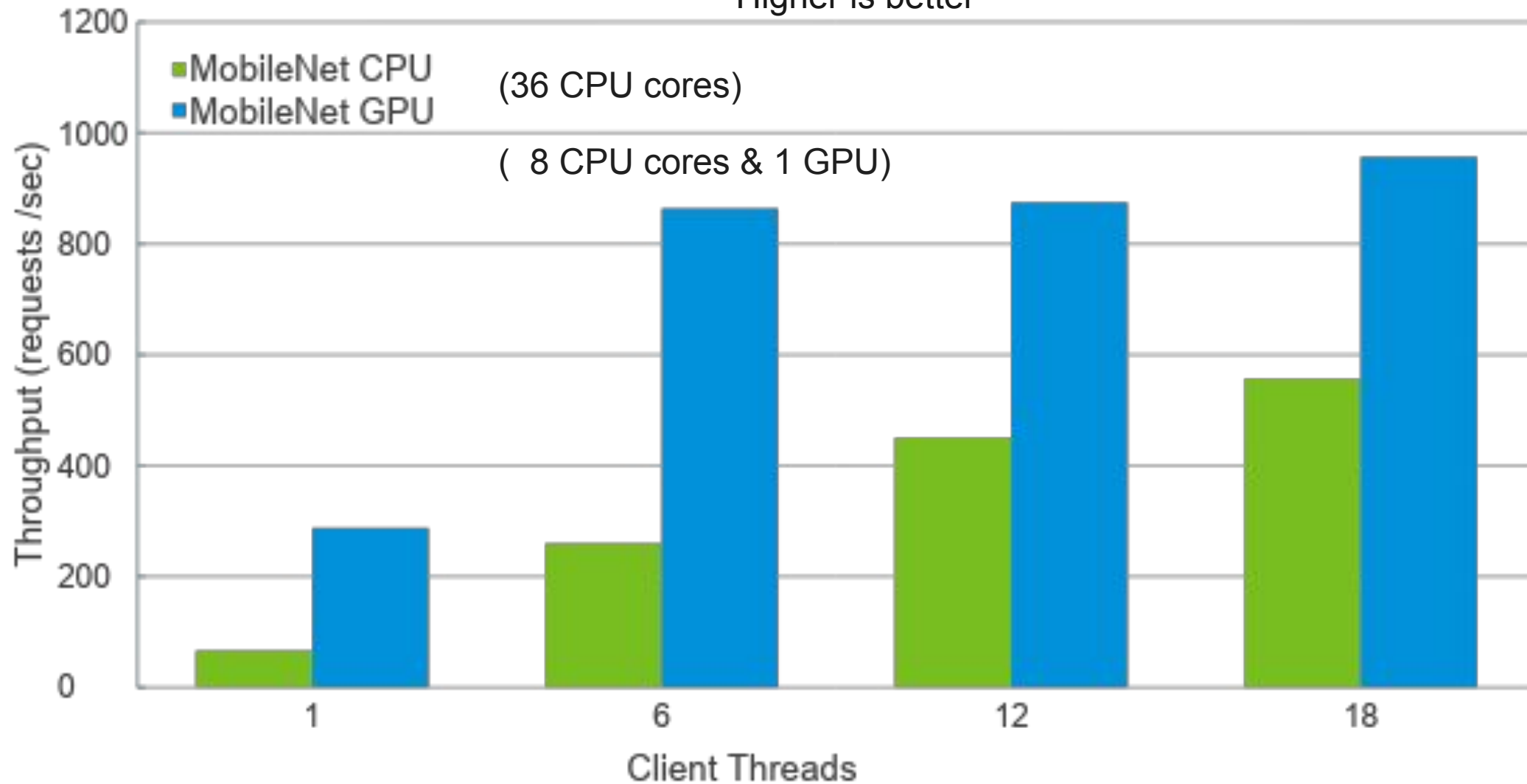
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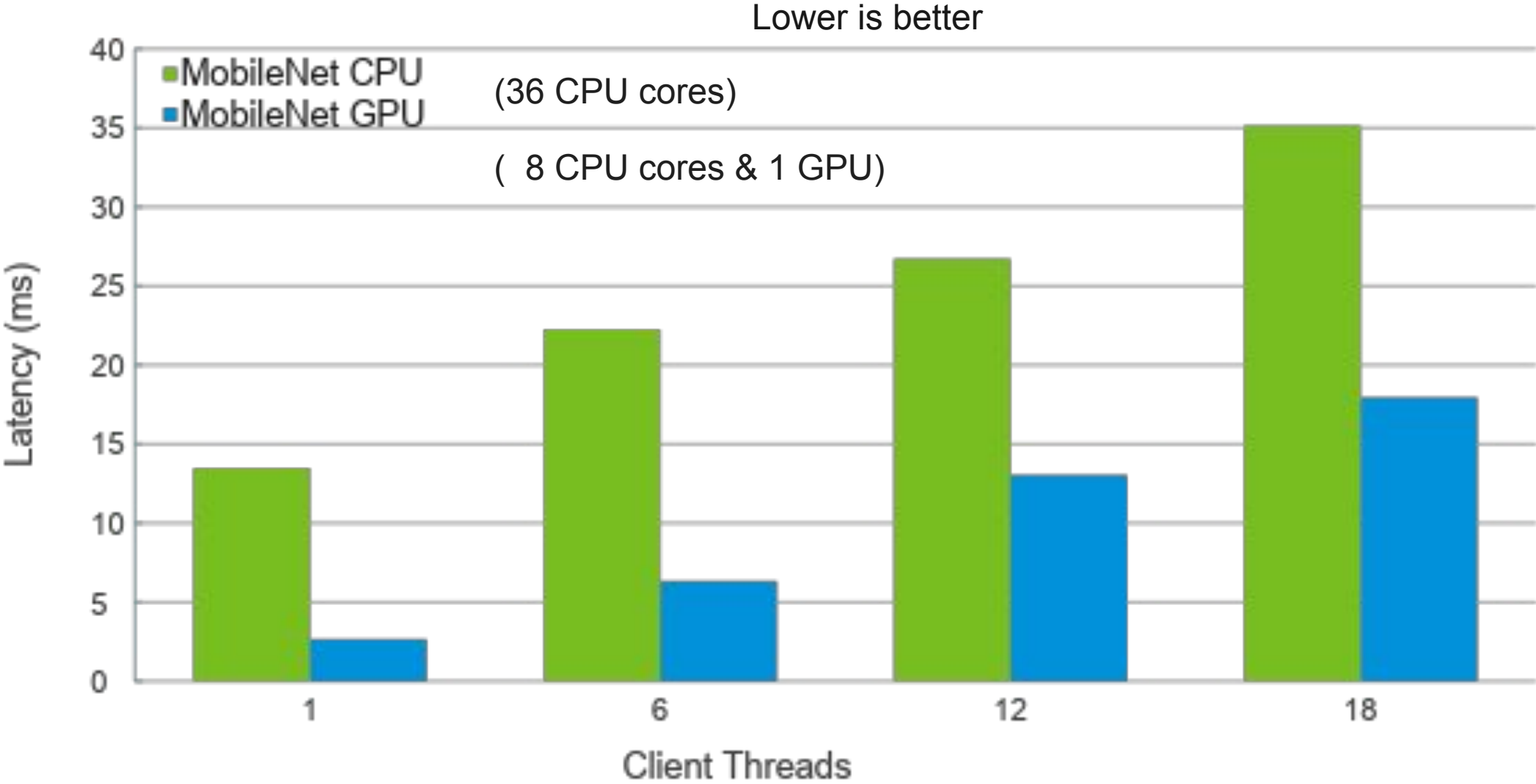


## Experiment #2: Inference Throughput

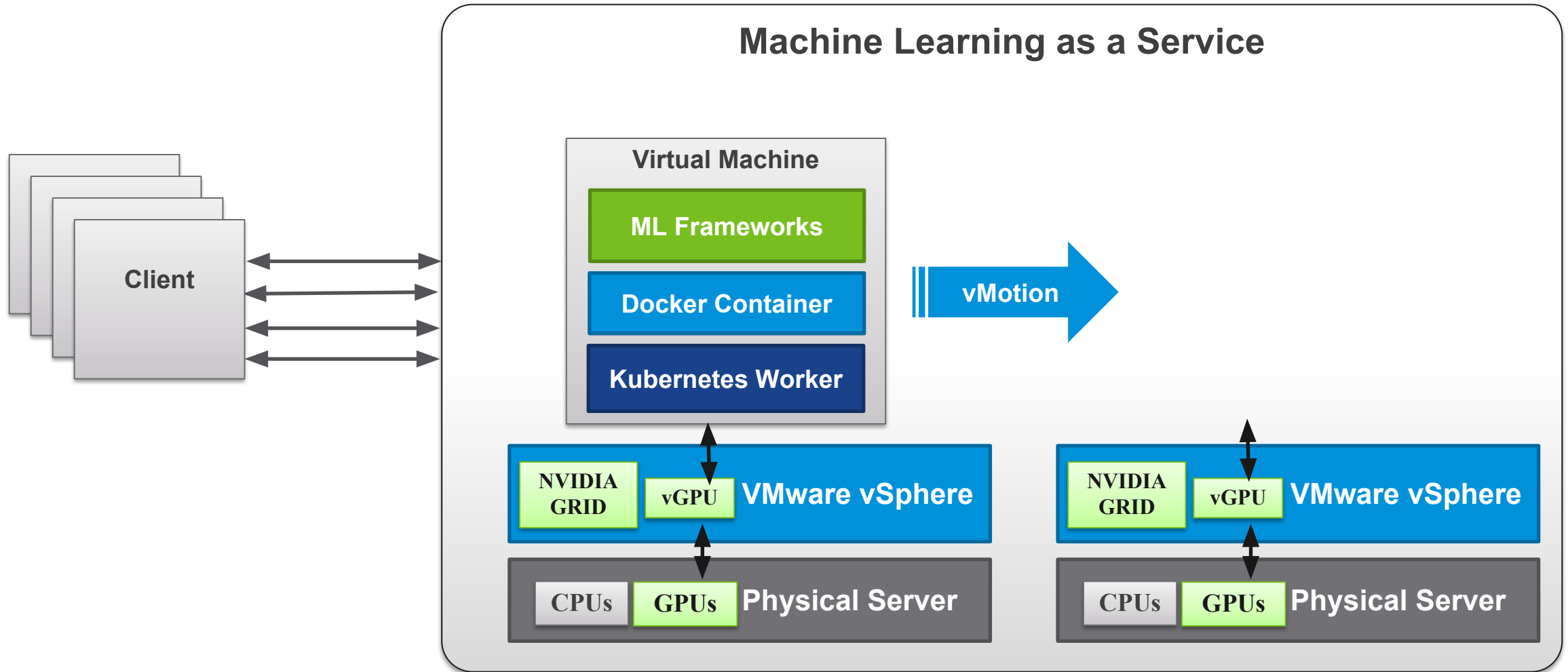
Higher is better



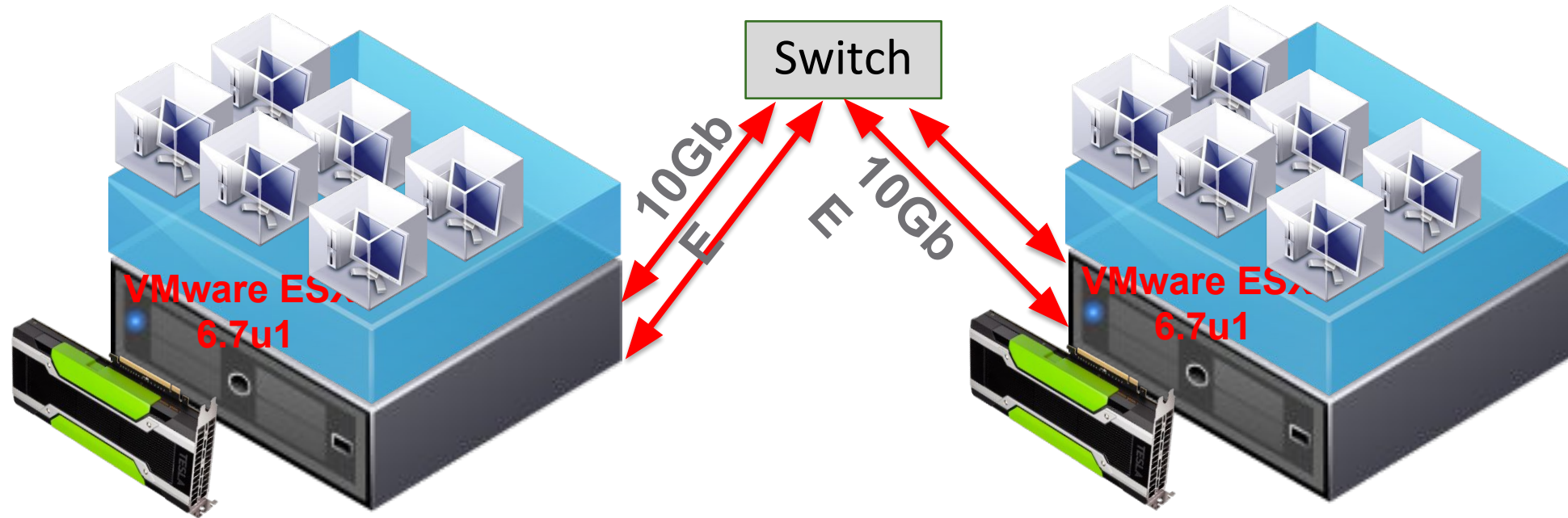
# Experiment #2: Mean Inference Latency



# vMotion for NVIDIA GRID vGPU - MLaaS



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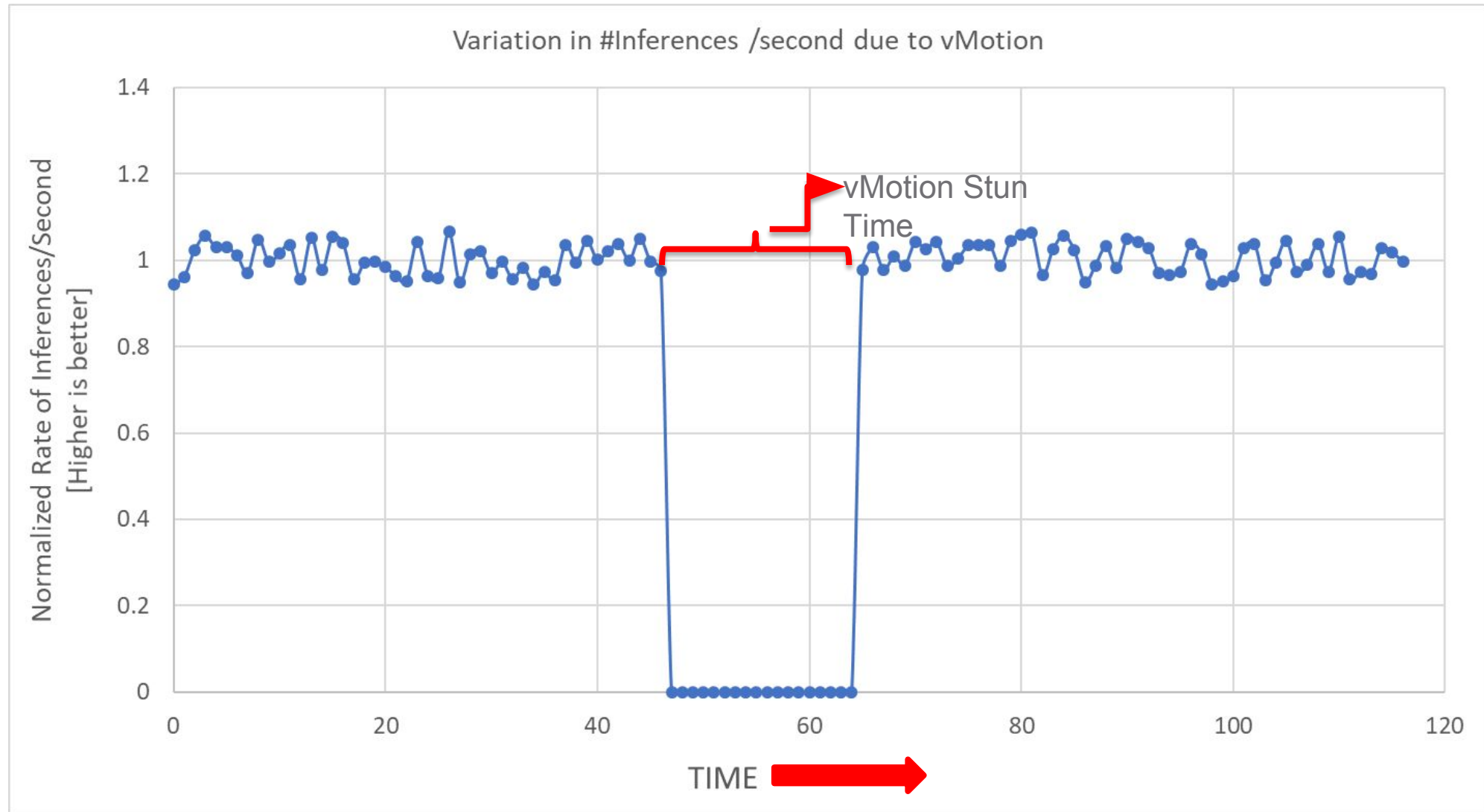
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- **ESX: 6.7u1    Nvidia Driver: 410.68**

# vMotion for NVIDIA GRID vGPU - MLaaS



# vMotion for Nvidia GRID vGPU: Conclusions and Upcoming Improvements

## Conclusions:

- vMotion for Nvidia GRID vGPU is now available
- The performance impact of vMotion on VDI, CAD and ML applications is negligible or small.
- The performance impact of multiple vMotions running concurrently is small.

## Upcoming Improvements:

- Speedup xfer rate of device checkpoint and vGPU memory data.
- Pre-copy vGPU memory data to reduce stun time to meet or exceed vMotion's standard of 1 second.