NVIDIA A100 PCIe Accelerator Now Shipping For Servers

After announcing the NVIDIA Ampere architecture at last month's virtual keynote, beginning today the NVIDIA A100 PCI Express accelerator is now shipping in GPU compute servers.

NVIDIA announced more than 50 A100-powered servers are on the way from their partners at the likes of ASUS, Dell, HPE, Lenovo, Gigabyte Server, and others. Some 30 designs should be out this summer and more later in the year.

What is VulkanRT? Vulkan Run Time Libraries?

Games have certain system requirements that must be met in order for them to run. These requirements are for both hardware and software. You need a specific GPU model or newer, a specific OS, and additional frameworks and libraries installed on your system in order to play a game. Each game has its own requirements and it will clearly state them.

A small subset of games need something called the Vulkan RunTime or VulkanRT. Generally speaking, if you have a GPU that can run the game in question then that GPU probably also has support for VulkanRT but, there's a way to check and getting the Vulkan RunTime on your system is easy.

Vulkan support for older Raspberry Pi models is now a thing

While work is underway officially to bring Vulkan API support to the Raspberry Pi 4, what about the older models? An NVIDIA engineer decided to get it done as announced on Twitter.
The NVIDIA engineer, Martin Thomas, worked on the RPi-VK-Driver which is now available to grab from GitHub to bring Vulkan API support to models prior to the Raspberry Pi 4. Thomas said they had been working on it for two years and they said it's the "first low-level GPU driver for the Broadcom Videocore IV GPU".

- **AMDGPU Patches Revived For Better Hot Device Unplug / External GPU Handling**[5]

  More than one month ago we reported on AMDGPU patches proposed for better hot unplug handling, mainly for the use-case of external GPU solutions if disconnecting them while the system is still running to avoid a range of show-stopping problems. It's been a quiet few weeks but that work has now seen a new revision.

  AMD driver developer Andrey Grodzovsky sent out the second version of this hot device unplug handling for AMDGPU but even with the improvements is still considered a proof of concept state. The hope once these patches are fully vetted is to avoid application crashes and other problems that current can happen when unplugging an "eGPU" or otherwise emulating a GPU unplug/remove event via sysfs.

- **Vulkan 1.2.145 Released With VK_EXT_extended_dynamic_state**[6]

  There have been a few Vulkan spec updates without any new extensions introduced but this weekend's Vulkan 1.2.145 revision does bring new functionality.

  Besides the usual assortment of documentation fixes and clarifications, Vulkan 1.2.145 adds VK_EXT_extended_dynamic_state.

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**Links:**
[4] [https://www.gamingonlinux.com/2020/06/vulkan-support-for-older-raspberry-pi-models-is-now-a-thing](https://www.gamingonlinux.com/2020/06/vulkan-support-for-older-raspberry-pi-models-is-now-a-thing)