

Intel Pushes XenGT For GPU Access To Virtual Machines

By *Rianne Schestowitz*

Created 27/03/2014 - 7:40am

Submitted by Rianne Schestowitz on Thursday 27th of March 2014 07:40:50 AM Filed under [Graphics/Benchmarks](#) [1]

XenGT is designed just not for 3D graphics acceleration within guest instances but also for media acceleration and GPGPU compute acceleration. There's use-cases for XenGT within cloud computing, data centers, rich virtual clients, multi-screen infotainment, and other areas. With other Xen GPU pass-through solutions there is no ability for both the host and guest operating systems to each access the same GPU simultaneously but they must be independently assigned at this time as there isn't a guest virtual GPU driver as in the case of VMware SVGA2 or VirtualBox Chromium. With Intel's XenGT solution, however, there is sharing support -- multiple VMs can access the same graphics processor due to its full virtualization. XenGT is pushed as offering performance, features, and sharing capabilities.

[Read more ?](#) [2]

[Graphics/Benchmarks](#)

Source URL: <http://www.tuxmachines.org/node/64527>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/148>

[2] http://www.phoronix.com/scan.php?page=news_item&px=MTY0NDU