

AMD Unveils World's First Hardware-Based Virtualized GPU Solution at VMworld 2015

AMD Multiuser GPU Enables Consistent, Predictable and Secure Performance for Virtualized Workstations

SAN FRANCISCO, CA -- (Marketwired) -- 08/31/15 -- AMD (NASDAQ: AMD) today at VMworld 2015 demonstrated the world's first hardware-based GPU virtualization solution, the AMD Multiuser GPU. This new solution from AMD enables a virtualized workstation-class experience with full ISV certifications and local desktop-like performance. With the AMD Multiuser GPU, IT pros can easily configure these solutions to allow up to 15 users on a single AMD GPU. Demonstrations of AMD virtualization solutions can be found at VMworld 2015 booth 447.

"The AMD graphics cards are uniquely equipped with AMD Multiuser GPU technology embedded into the GPU delivering consistent and predictable performance," said Sean Burke, AMD corporate vice president and general manager, Professional Graphics. "When these AMD GPUs are appropriately configured to the needs of an organization, end users get the same access to the GPU no matter their workload. Each user is provided with the virtualized performance to design, create and execute their workflows without any one user tying up the entire GPU."

Built around industry standard SR-IOV (Single Root I/O Virtualization) technology, the AMD Multiuser GPU continues AMD's embracement of non-proprietary open standards. SR-IOV is a specification developed by the PCI SIG, and provides a standardized way for devices to expose hardware virtualization. The AMD Multiuser GPU is designed to preserve and support graphics- and compute-accelerated features for design and manufacturing or media and entertainment applications. The AMD Multiuser GPU addresses limitations of current virtualized GPU solutions that may not provide predictable performance for CAD/CAE, Media and Entertainment, and general enterprise GPU needs.

Created for GPU-accelerated workflows such as GPU compute and OpenCL[™], the AMD Multiuser GPU is designed to overcome the limitations of software-based virtualization such as reduced end-user performance. Users have access to native AMD display drivers for OpenGL, DirectX[™] and OpenCL acceleration, enabling work without restrictions.

Additional AMD Multiuser GPU features include:

- Compute capabilities based on OpenCL supported by industry leading GPU virtualization
- Full feature set support including DirectX™ 12 and OpenGL 4.4
- OpenCL 2.0 acceleration support
- Stable, predictable performance

- User-owned share of local memory providing additional security
- 15 maximum users per physical GPU

AMD Multiuser GPU is designed to work on environments using VMware vSphere/ESXi 5.5 and up, with support for remote protocols such as Horizon View.

AMD strives to provide world-class professional graphics hardware for companies desiring to implement virtualized environments. To help IT managers with the installation process and ongoing support, there are no additional per-seat software costs from AMD beyond the purchase of the AMD Multiuser GPU¹.

Supporting Resources

- More information about the AMD Multiuser GPU
- Discover the AMD FirePro[™] Professional Graphics
- Become a fan of AMD on Facebook
- Follow AMD on Twitter <u>@AMDFirePro</u>

About AMD

For more than 45 years AMD has driven innovation in high-performance computing, graphics, and visualization technologies -- the building blocks for gaming, immersive platforms, and the datacenter. Hundreds of millions of consumers, leading Fortune 500 businesses, and cutting-edge scientific research facilities around the world rely on AMD technology daily to improve how they live, work, and play. AMD employees around the world are focused on building great products that push the boundaries of what is possible. For more information about how AMD is enabling today and inspiring tomorrow, visit the AMD (NASDAQ: AMD) website, blog, Facebook and Twitter pages.

AMD, the AMD Arrow logo, FirePro and combinations thereof, are trademarks of Advanced Micro Devices, Inc. OpenCL is a trademark of Apple Inc. used by permission by Khronos. DirectX is a trademark or registered trademark of Microsoft Corporation in the US and other jurisdictions. Other names are for informational purposes only and may be trademarks of their respective owners.

1. Excluding costs associated with VMware and operating systems licenses. More details available at www.vmware.com

Contact:

John Swinimer
AMD Communications
(289) 695-0600
Email Contact

Source: Advanced Micro Devices