



It's Coming...

That new project...

The executives want AI (they read about it in a trade magazine)...

You've been tasked with figuring out how to deliver it, but...

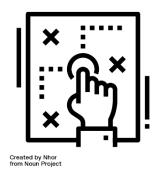
The budget is tight, most of it is going to a Data Scientists...

What's a thrifty admin to do?





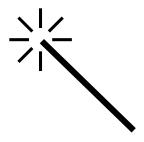
Basics First



Make a Plan



Build Al Infrastructure



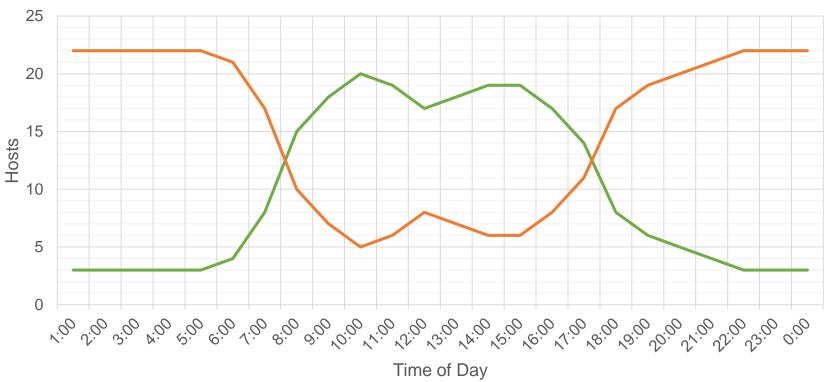
Enhance with Spare Resources





What Spare Resources?





Time	Active Hosts	Idle Hosts	Idle GPUs
1:00	3	22	66
4:00	3	22	66
8:00	15	10	30
12:00	17	8	24
13:00	18	7	21
16:00	17	8	24
20:00	6	19	60
0:00	3	22	66

—Active Hosts —Idle Hosts



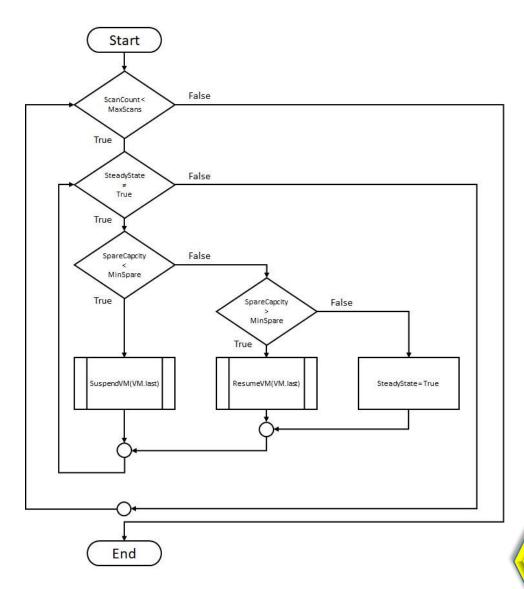


Harvesting Spare Resources

(VDI by Day Compute by Night)

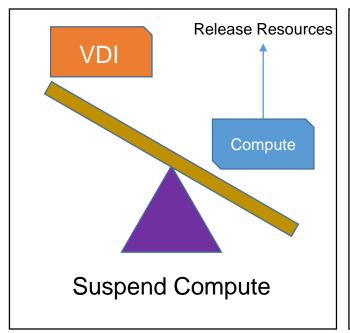
Simple approach:

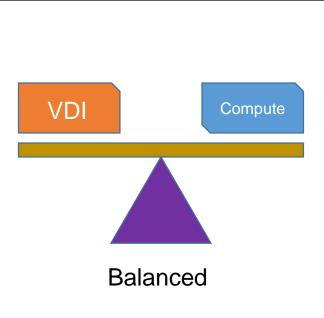
- If there are free resources use them for Al Resume Al VM n
- If there are not enough resources for VDI Suspend AI VM n
- Maintain a steady state
- Repeat

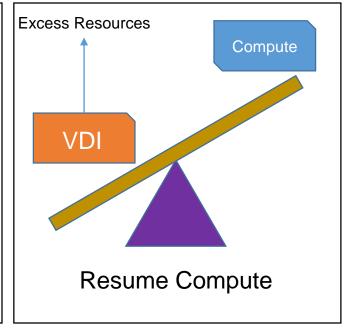




Something Like This...









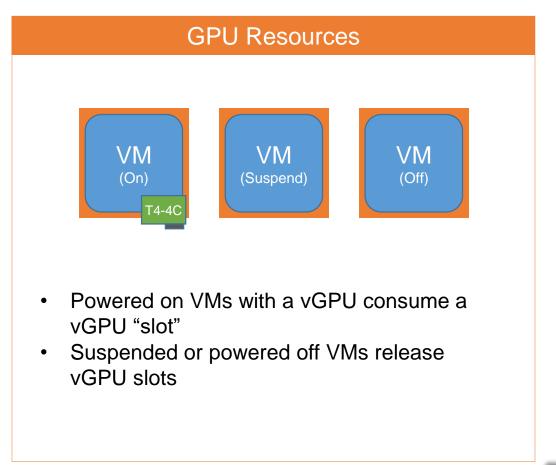


That's Simple?

Sure, don't forget...

NVIDIA vGPU Profiles T4 GPU T4-4C T4-4C T4-8Q vGPU profile types (4Q & 8Q) can not be mixed on the same physical GPU

- vGPU Series (Q, C, B, A) can not be mixed on the same physical GPU





What Methods Can We Use?

SLURM



- https://1drnrd.me/VDIbyDayCompute
- Open-source workload manager designed for Linux clusters of all sizes
 - Allocates access to resources to users so they can perform work
 - Provides a framework for starting, executing, and monitoring work
 - Arbitrates contention for resources by managing a queue of pending work.

PowerCLI



- VMware PowerCLI provides a PowerShell interface to the VMware product APIs
 - Based on Microsoft PowerShell
 - Uses the PowerShell basic syntax and concepts
- Most organizations and admins have experience with it

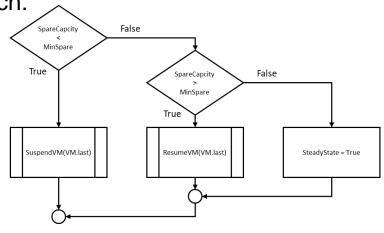


PowerCLI Approach

Control

- Suspends and Resume VMs
- vMotion VMs

Approach:



Capacity

- Available vGPU slots
- vGPUs in use
- Approach:
 - Count GPUs in a Cluster (S)
 - Count vGPUs in use (U)
 - Find Profile Difference (D)
 - VDI Profile Size (V)
 - Compute Profile Size (C)

$$Spare \ vGPU = (S \times C) - ((S \times V) - U)$$



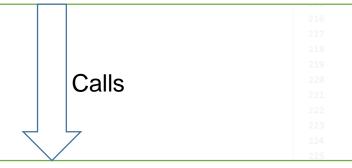
Sample Script and Details

Details 198
200
201
202
203

https://www.wondernerd.net/blog/scripting-vdi-by-day-andcompute-by-night

> 210 211

https://github.com/wondernerd/VDIbyDayComputeOtherwise



https://github.com/wondernerd/vGPUCapacity

vmware VMTN

```
$MyChosenvGPU = $vGPUType #"grid_p4-4q" #what sort of vGPU do we want to see the capacity of
$MatchingGPU = (($MyChosenvGPU -split "_")[1] -split "-")[0] #only get the half with the GPU nam
$MatchingGPU = $MatchingGPU.ToUpper()
if($null -ne $GPUCards -and @($GPUCards).count -gt 0){ #make sure not working with a null array
        if($GPUCards.GPUname.indexof($MatchingGPU) -gt -1) { #make sure the card exsists in the
                $CardsAv = $GPUcards[$GPUCards.GPUname.indexof($MatchingGPU)].GPUcnt #how many c
        else {$CardsAv=0} #if we cant find the card set it to no cards
else {$CardsAv=0} #If we dont have any GPUs in the array set to 0
$vGPUactive=0
if ($null -ne $ActivevGPUs -and @($ActivevGPUs).count -gt 0){ #make sure not working with a null
        if($ActivevGPUs.vGPUname.indexof($MyChosenvGPU) -gt -1){ #Check to see if the vGPU is ac
                $vGPUactive = $ActivevGPUs[$ActivevGPUs.vGPUname.indexof($MyChosenvGPU)].vGPUon
        foreach($vGPU in $ActivevGPUs){
                if ($MatchingGPU.ToLower() -eq (($vGPU.vGPUname -split "_")[1] -split "-")[0]){
                        if ($vGPU.vGPUon -gt 0 -and $vGPU.vGPUname -ne $MyChosenvGPU){ #if vGPUs
                                $CardsAv = $CardsAv - [math]::ceiling($vGPU.vGPUon / $vGPUlist[$
else {$vGPUactive=0} #No running vGPUs
$vGPUholds = $vGPUlist[$vGPUlist.vGPUname.indexof($MyChosenvGPU)].vGPUperBoard #Find matching vG
$RemaingvGPUs = ($CardsAv * $vGPUholds)-$vGPUactive #Total cards avalibe for use times how much
#Do some cleanup just to make sure the arrays go away
```



Don't Forget the Licensing

NVIDIA vGPU

Different license types

	Series	Optimal Workload
	Q-series	Virtual workstations for creative and technical professionals who require the performance and features of Quadro technology
	C-series	Compute-intensive server workloads, such as artificial intelligence (AI), deep learning, or high-performance computing (HPC)
	B-series	Virtual desktops for business professionals and knowledge workers
	A-series	App streaming or session-based solutions for virtual applications users

https://docs.nvidia.com/grid/latest/grid-vgpu-user-guide/index.html#supported-gpus-grid-vgpu

vSphere

VMware Horizon Licensing:

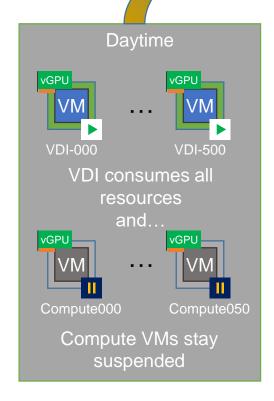
- "vSphere Desktop can be used to power virtual desktops, as well as the underlying infrastructure for the VDI environment"
- "For mixed workloads, we [VMware]
 recommend buying an edition of vSphere,
 which is licensed per CPU and buying a
 Horizon Add-on to run on top of that"
- VMware vSphere Scale Out Edition is one option

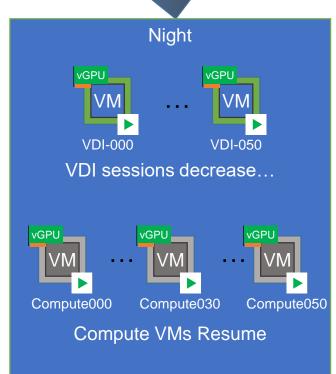
https://www.vmware.com/content/dam/digitalmarketing/vmware/en/pdf/whitepaper/vmw-workspace-one-horizon-uselet.pdf



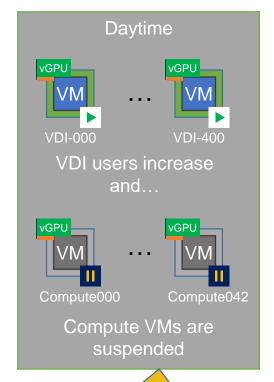
Giving us VDI by Day and Compute By

Night





vmware^{*}





Catch These VMworld Sessions

HBI1546BU

How GPU-Assisted ML for Medical Research Proved to Be a Force for Good Johan van Amersfoort and Niels Hagoort

Tuesday 11:00 AM

MLA3388BU

Scaling the Virtualization Hurdle for Machine Learning, Big Data and HPC Aviad Shaul Yehezkel and Adit Ranadive Wednesday 8:00 AM

MLA3014WU

Supporting Machine Learning Workloads and GPUs on vSphere Justin Murray and Josh Simons

Thursday 10:30AM

MLA3390BU

Running GPU-Accelerated Data Science Workflows Virtually using NVIDIA vGPU Raj Rao and Manvender Rawat

Thursday 12:00 PM







Thank you for attending this vBrownBag Tech Talk and supporting the VMTN Slides are available at https://ldrnrd.me/VMTN5019U

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