HONDA ENHANCES PRODUCTIVITY WITH NVIDIA QUADRO vDWS
Improving operational efficiency for R&D/production centers by building next-generation engineering VDI based on NVIDIA Quadro vDWS

AT A GLANCE
Company: Honda R&D Co., Ltd.
Industry: Manufacturing (transportation equipment)
Region: Japan, Global
Location: 1-4-1 Chuo, Wako City, Saitama Prefecture
Establishment: 1960
Capital: 7.4 billion yen

SOFTWARE
- Hypervisor: VMware Horizon, VMware vSphere
- Desktop and Application Remoting: VMware Horizon
- Client Key Applications: Dassault Systèmes CATIA
- Graphics Acceleration: NVIDIA Quadro Virtual Data Center Workstation (Quadro vDWS)

ABOUT HONDA
Honda Motor Co., Ltd. is a global transportation equipment manufacturer. In 2015 alone, Honda sold 4.7 million four-wheel vehicles and 16.99 million motorcycles. The company is the world’s 7th largest auto manufacturer as well as the world’s top motorcycle manufacturer. With sales reaching about 7.4 Billion yen, Honda is a leading Japanese transportation equipment manufacturer.

Honda R&D has 26 research and development centers around the world and serves as the research and development section of Honda Motor Company’s products. The Automobile R&D Center of Honda R&D is on the cutting edge of automotive innovation, delivering vehicles and motorcycles that take consumers to whole new places.

CHALLENGE
To create the most innovative designs and turn research into product, the Automobile R&D Center takes advantage of 3D CAD/CAE applications like Dassault Systèmes CATIA. It is critical that all users, engineers and designers have a high performance workstation that can handle the demands of applications like CATIA. These high-performance engineering workstation (EWS) environments are at the core of their R&D, and in 2015 the center launched a “new-generation EWS project,” enabling users to leverage the same environment from anywhere and on any device without a change in quality or performance.

Honda turned to virtualization to deliver VDI environments to their R&D centers in Japan and immediately saw an increase in performance and productivity. However, VDI based on the pass-through method with VMware’s virtualization allocates the server GPUs to each client on a fixed basis—connecting one physical GPU for each virtual client machine operating on the server. This method allocates the GPU of the same performance to all users.

As a result of pass-through, graphics-critical business applications performed poorly and user experience was not comparable to physical workstations. At the beginning of this project, a system was developed to measure and visualize the computer resources consumed by each user. This measurement system clarified that while some users had more than enough processing performance, other power users of CAD/CAE had a sub-par experience. [Figure 3]
Honda quickly learned that adding a more powerful GPU would not solve the problem, because it would only scale to a certain number of users and undoubtedly increase IT investment costs over time. To give users a workstation-like experience on any device, Honda turned to graphics-accelerated virtualization with NVIDIA Quadro vDWS software and the NVIDIA Tesla M60 to deliver higher quality performance and experience when working with complicated designs and 3D analysis.

**SOLUTION**

NVIDIA virtual GPU solution based on the Qudaro vDWS and Tesla M60 graphics processing enables faster performance, lower latency, and the increased compute power needed to fully leverage graphics-heavy applications like 3D CAD. In addition, Honda’s IT departments can allocate the right amount of vGPU necessary for the right users through a unified view of all physical GPUs. The ability to monitor and manage vGPUs through a single dashboard ensures that each user is allocated enough performance power to complete their tasks at hand. Simply put, graphics acceleration for all.

“The goal of our project was to evolve the EWS, which significantly affects engineering productivity, to a system that could proactively meet high requirements of power users based on more efficient operation,” said Masashi Okubo, the project leader. NVIDIA virtual GPU solutions makes considerable contributions to enhancing productivity and flexibility while controlling IT investment costs.

**RESULTS**

For eight months, the NVIDIA virtual GPU proof-of-concept was tested with members across the global R&D organization including Hiroshi Konno...
from Honda Motor Co. and Yuma Takahashi from Honda R&D, other R&D centers, the manufacturing department, and the car accessories department. Their conclusion: NVIDIA virtual GPU would simultaneously meet the needs of power users and knowledge workers from anywhere in the world.

To make sure the right users had the right allocation, Honda rolled out three virtual client machines: high-range, mid-range, and standard. High-range machines have the octa-core CPU with the 4-split Tesla M60 GPU; mid-range machines, with the quad-core CPU and 8-split Tesla M60 GPU; and standard machines, with dual-core CPU with 16-split Tesla M60 GPU. This system structure can flexibly allocate necessary virtual machines to users according to the operational characteristics of each user. [Figure 2]

“Our current system has yet to be completed,” said Konno, who played the core role in this system migration project. Today, teams are using the new EWS from their desktop. The goal is to enable teams to use their own devices in order to leverage VDI in the office and in the field. With graphics acceleration in the data center, NVIDIA Quadro vDWS empowers teams to use CAD/CAE application on any device—even low-cost laptop computers.

Today, Honda R&D centers and factories around the world – from Ohio to Tokyo – are designing and developing in the new EWS environment powered by NVIDIA Quadro vDWS. Across all Honda group companies, more than 4,000 VDI systems are taking advantage of not only better application performance and user experience but also the additional value of faster access to data and enhanced security of IP. Moving forward, there is an aggressive plan to migrate all client machines to the new system by 2020.

Looking forward Okubo explained, “In cooperation with NVIDIA, we would like to continue to evolve our system toward an even more innovative system that enhances productivity of our engineers and drives the development of new products.”