Ubuntu 安装 AMD GPU 驱动





基于环境

- Ubuntu18.04
- AMD-RX580 显卡

AMD 官网下载驱动

1 https://www.amd.com/en/support



将驱动上传到 Ubuntu A 系统并解压

- 1 \$ cd ~/Downloads
 2 \$ tar -Jxvf amdgpu-pro-YY.XX-NNNNNN.tar.xz
 3 \$ cd ~/Downloads/amdgpu-pro-YY.XX-NNNNNN
- 开始安装 AMD 显卡驱动

1 \$./amdgpu-pro-install -y

安装 radeontop 显示 AMD GPU 使用情况

- 1 \$ apt install radeontop
- 3 \$ radeontop

```
radeontop unknown, running on UNKNOWN_CHIP, 120 samples/sec
                                                                                       Graphics pipe
                                                                                                        0,00%
                                                                                        Event Engine
                                                                                                        0,00%
                                                                         Vertex Grouper + Tesselator
                                                                                                        0,00%
                                                                                   Texture Addresser
                                                                                                        0,00%
                                                                                       Texture Cache
                                                                                                        0,00%
                                                                                       Shader Export
                                                                                                        0,00%
                                                                         Sequencer Instruction Cache
                                                                                                        0,00%
                                                                                 Shader Interpolator
                                                                                                        0,00%
                                                                              Shader Memory Exchange
                                                                                                        0,00%
                                                                                      Scan Converter
                                                                                                        0,00%
                                                                                  Primitive Assembly
                                                                                                        0,00%
                                                                                         Depth Block
                                                                                                        0,00%
                                                                                         Color Block
                                                                                                        0,00%
                                                                                      Clip Rectangle
                                                                                                        0,00%
                                                                               https://blog.csdn.net/qq_4292004
```