

UNLEASH THE REVOLUTION IN NEXT-GEN COMPUTING

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Foundational Networking Silicon for the Accelerated Computing Era



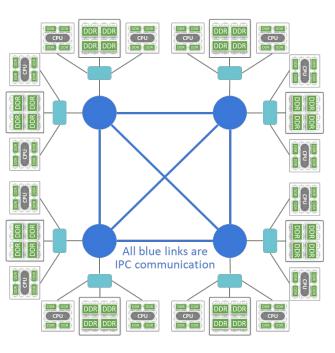
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:: the Supers : mainframe, ccNuma



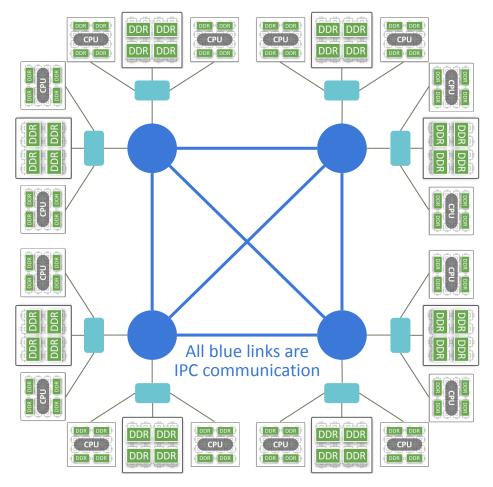




NUMAlink 5	2009	7.5 GB/s	500ns (max)	<u>Altix UV</u>
NUMAlink 8	2017	13.3 GB/s	300ns (max)	HPE Superdom e Flex

https://en.wikipedia.org/wiki/List_of_interface_bit_rates, https://www.researchgate.net/figure/Performance-of-random-ordered-ring-latency-for-Altix-POWER5-and-ICE-systems_fig4_220782298, https://www.cs.umd.edu/class/spring2017/cmsc714/Readings/SGL-LW-4192_pdf

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https://wiki.preterhuman.net/SGI_Origin_2000#/media/File:Sgi-origin-2000-dual-rack-uni-koln.jpg,

Optimal performance is at the "node" level

- 2-4 processor sockets
- SMP shared memory
- NUMA was the answer to SMP scale issues

Cross node performance based on "network performance"

- Multiple paths
- latencies in sub-microsecond range
- All accesses are IPC in nature

Entire system memory is coherent

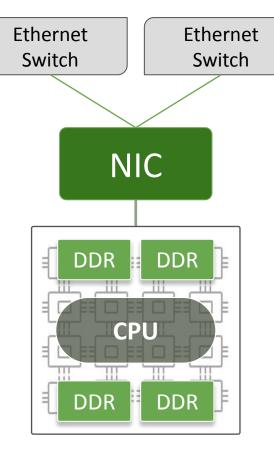
- Variable latency at high scales
- Needs Torus, dragonfly style topologies
- Needs efficient page locality management

http://condor.cc.ku.edu/~grobe/docs/sgi-short-intro/index.shtml#SSMP

:: borg : rise of scale out computing







Tightly coupled coherent systems scale complexity exponentially

Cross fabric scheduling complexity

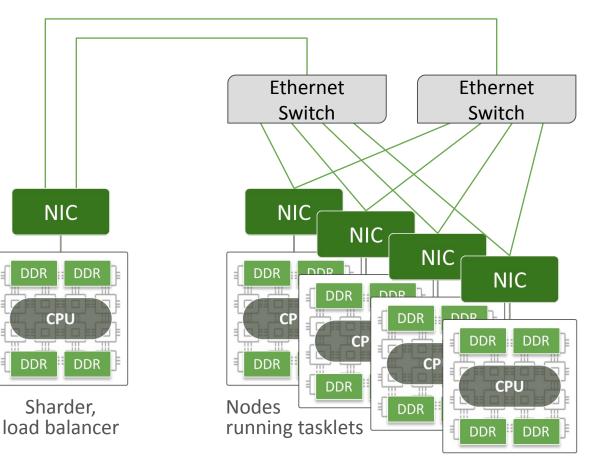
Application level tuning complexity

- Static core pinning exposed system placement to user
- OS driven placement high system utilization but variable performance

The answer – Borg

Linux TCP stack	2009	1.25 GB/s	50ms	UCS VIC Intel ixgbe
RDMA on RoCEv2	2018	12.5 GB/s	1-5us	Mellanox Intel

:: borg : rise of scale out computing



All green links are RPC communication

Processing tasks assembled out of tasklets

Tasklets are combined using RPCs to build processing pipelines

• Stages of pipeline can live anywhere

Nodes are sized to house entire tasklet (or multiple)

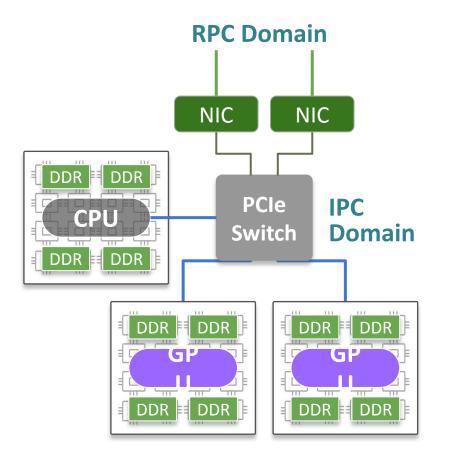
Tasklet's can fail without affecting overall performance

• Redundancy, over-provisioning built-in

Programming model is framework library based

 Enables building RPC boundaries at appropriate interfaces

:: ML monsters : domain specific accelerators



Both models needed to evolve. A modern truly scalable solution demands

- The tight performance of a supercomputer, with thread scaling
- Resiliency of a cloud scale system

Will adapt the programming model for performance

- Low level (like CUDA, the new assembly language)
- High level, structured kernels for computation and communication

:: let's not "forget" memory



Super computers had strict control over memory hierarchies with tight control

- Load / Store was always the preferred programmer's interface
- Numa machines started stretching these limits

Distributed cloud systems allow wide range of latencies and bandwidth on the network interconnects

- Packet based communication and RDMA are the programmer's interface
- This design is getting stretched by the rapid expansion of memory and coherent communication footprints

Is there a best of both worlds?

:: let's not "forget" memory



	Latency	Bandwidth / Channel	Max Capacity*	Significance	Programmers View
Reg	0.2ns		KB		L1 – dereference pointer
Cache	40ns		KB		
DDR (Main)	80-140ns	32-51.2 GB/s (DDR5)	Up to 4TB	In CPU	L2 – dereference pointer high perf memcpy
DDR (NUMA)	170-250ns	32-51.2 GB/s (DDR5)	Up to 8TB		
DDR (CXL)	170-250ns	32-51.2 GB/s (DDR5)	2-4 TB	CPU independent but local	L3 – dereference pointer high perf memcpy, swap
DDR (CXL Switched)	300-400ns	32-51.2 GB/s (DDR5)	64TB		
Far Memory	2-4 us	100 GB/s (800g ethernet)	infinite	Network	L4 – memcpy, swap
SSD	50-100us			attached	L5 – memcpy, swap

:: let's not "forget" memory



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DDR DDR

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:: modern systems : compute accelerator

DDR 🗉 DDR

DDR DDR

DDR 🗉 DDR

GPU GPU GPU GPU GPU GPU GPU GPU DDR 🗉 DDR DDR DDR DDR DDR DDR 📰 DDR 📄 DDR DDR DDR DDR DDR DDR CPU **PCIe Switch** CPU PCIe Switch DDR DDR DDR 🗉 DDR NIC DDR DDR DDR 🗉 DDR **PCIe Switch PCIe Switch** CPU CPU DDR 🖬 DDR DDR 📰 DDR DDR DDR DDR DDR DDR 🗉 DDR DDR DDR DDR 🗉 DDR DDR 🗉 DDR GPU GPU GPU GPU GPU GPU GPU GPU DDR DDR DDR 🖬 DDR DDR 🖬 DDR DDR 📰 DDR DDR 🗉 DDR DDR 📰 DDR DDR 🗉 DDR DDR 🗉 DDR

DDR DDR

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Interesting mix of

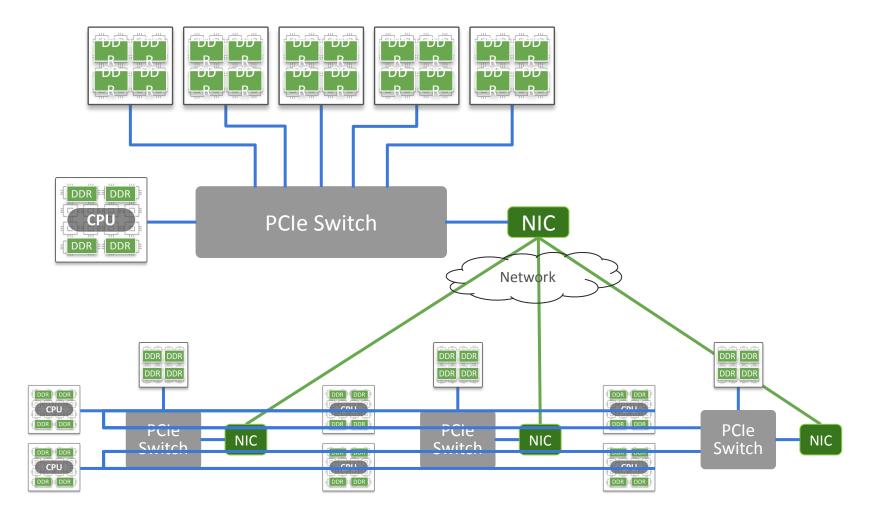
- Scale-out coherent domain
- Scale-up bulk data movement domain
- •BW on all interfaces are roughly balanced

•Ratios of each of the communication types hard wired in the design

- CCL's have evolved to try and match the system design
- Designed for max performance, cost is an afterthought

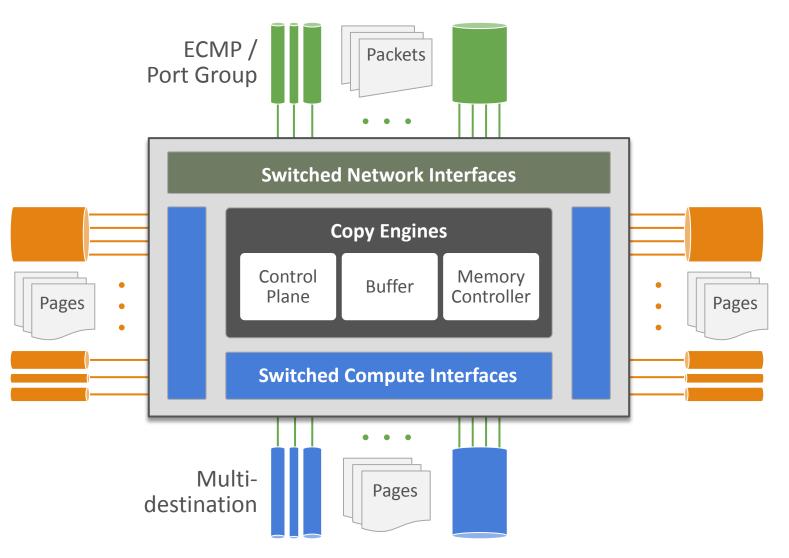


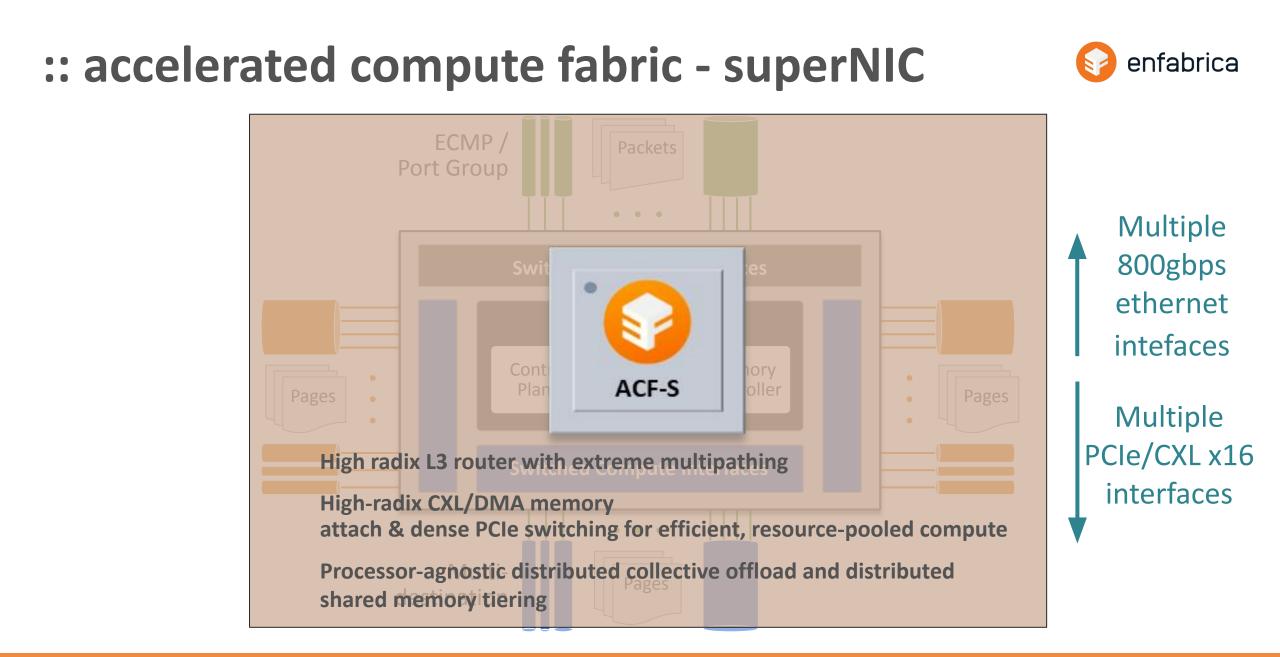




:: accelerated compute fabric - superNIC

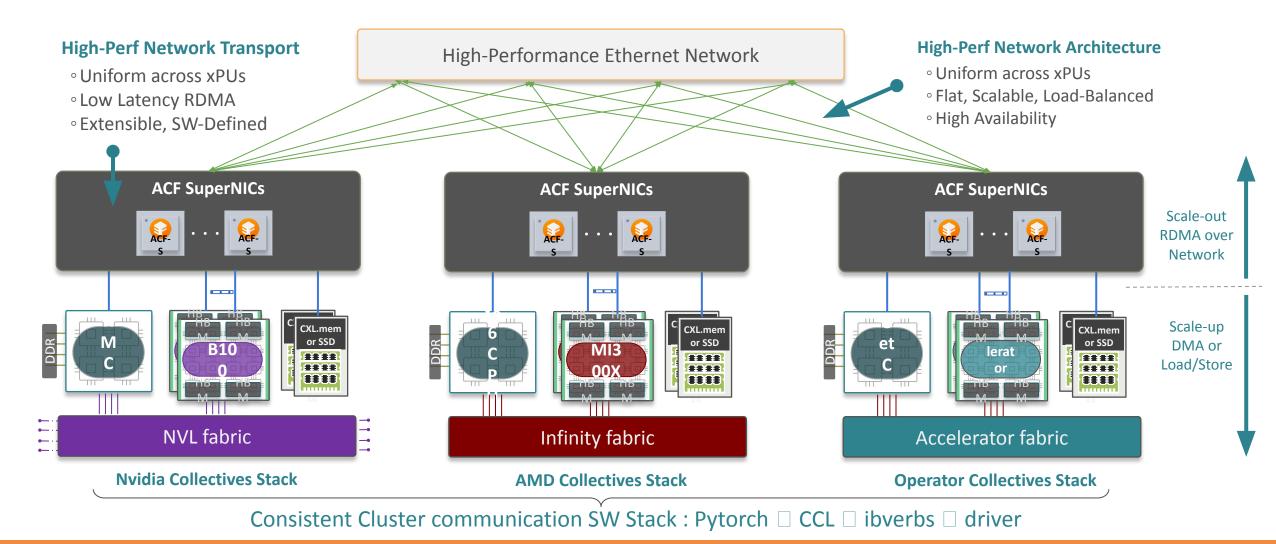




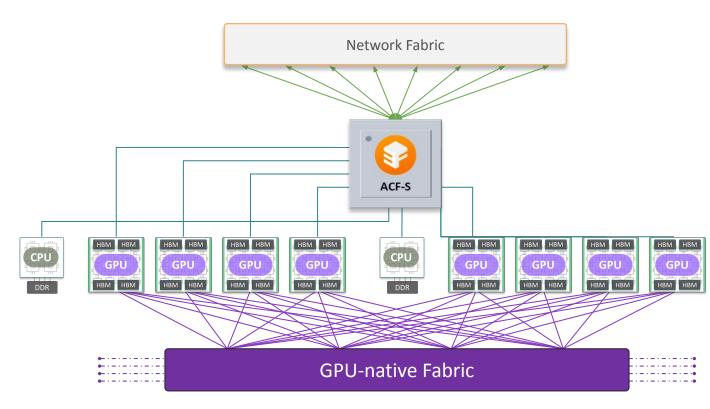


:: what we are building

ultra-scalable networking silicon & software for high-performance / AI compute



:: why do it this way?





It's a Collective 8X NIC for Collective GPUs

- 8X scale-out bandwidth of RDMA NICs
- Can load-distribute across GPUs

It Cuts Down Network Latencies

- 50 66% fewer device hops
- Better network-to-GPU traffic engineering
- Mitigates incast problem

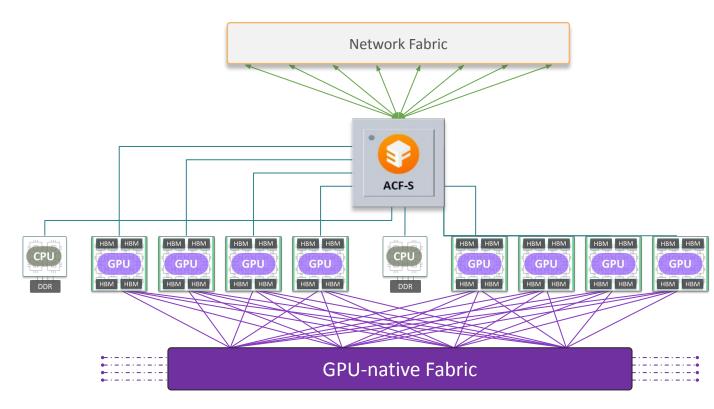
It Lowers AI Cluster TCO

- Allows GPUs to run hotter
- Disaggregates and elasticizes memory

Data movement can, for free

- Shuffle data
- Sparsify or Densify data

:: why do it this way?



Binds compute facing queues/ops with fabric facing queues

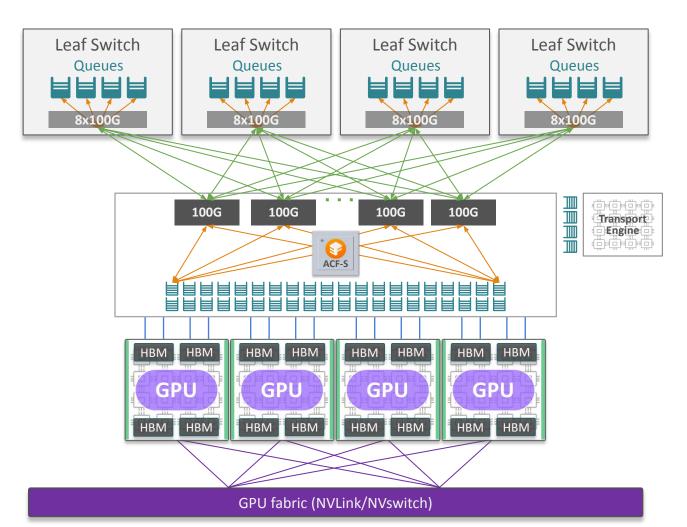
- Queues can communicate in the scale-up domain coherently
- Queues can communicate using RDMA in the scale-out domain

Provides bandwidth matched to local busses

- Effectively acts like the page mover in a NUMA controller using RDMA on the remote links
 - Standard ethernet features line link aggregation and MP routing to provide link scaling

:: scale and resiliency at scale : the game





Multi-railed coherent interconnects

- Enables bandwidth aggregation
- Coupled with sophisticated data movers enables routing around hotspots

Multi railed ethernet networks

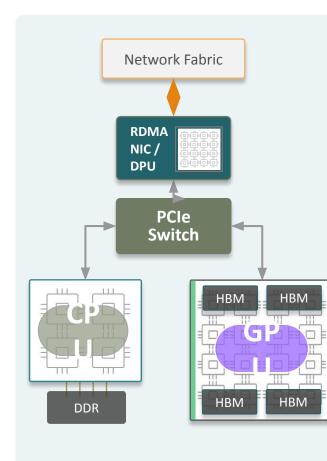
- Enables per packet routing
- Application Queue to network Queue mapping enables precise QOS and rate management

The combination

- Build wider networks with lower depth
 - Spread messages over multiple links
- Dramatically increase Resiliency
 - Use network multi-pathing and failover mechanisms to not strand compute

:: conventional nic vs. acf-s

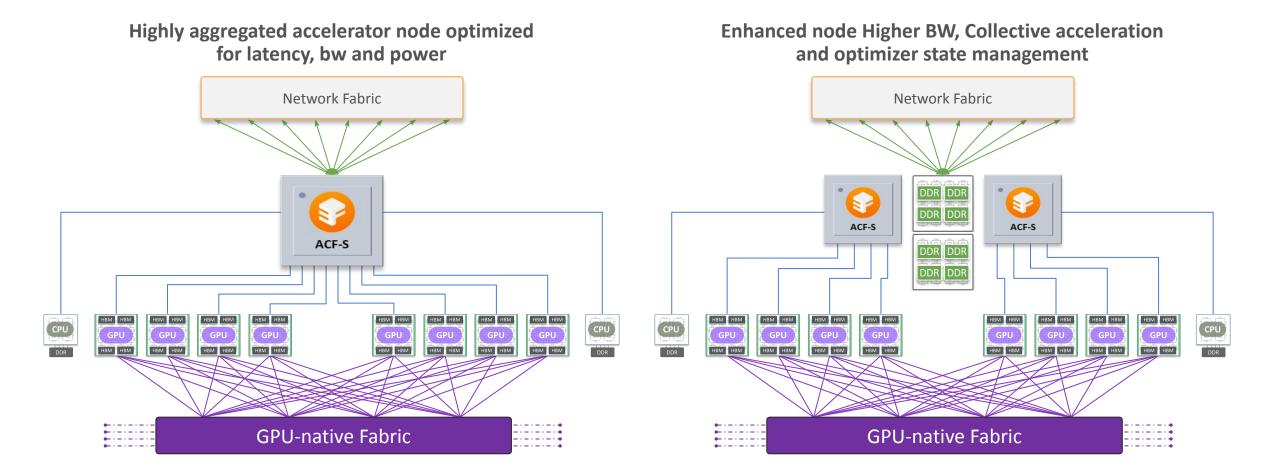




RDMA NIC / DPU	Solution Property	ACF-S	Net	work Fat
400 Gbps	Network Bandwidth	3.2 Tbps		
1-2 ports @ 400G 4 – 8 @ 1000	Network Radix	4 ports @ 800G 8 ports @ 400G 32 ports @ 100G		
Not yet	Single-flow 800G	Yes		ACF-S
Yes	GPU-direct RDMA	Yes		
No	PCle link aggregation	Yes		
No	Embedded CXL switch	Yes		
Fixed or Vendor-Config red RoCE	gu Al Transport	User SW-Defined RoCE, TCP, Spray support		
Verbs	AI Transport API	Verbs		
DCQCN + PF	C Congestion avoidance	DCQCN or Pacing + Fast Flow Control (FFC); Packet Spray		
Small	Incast Buffer	Large, Shared		

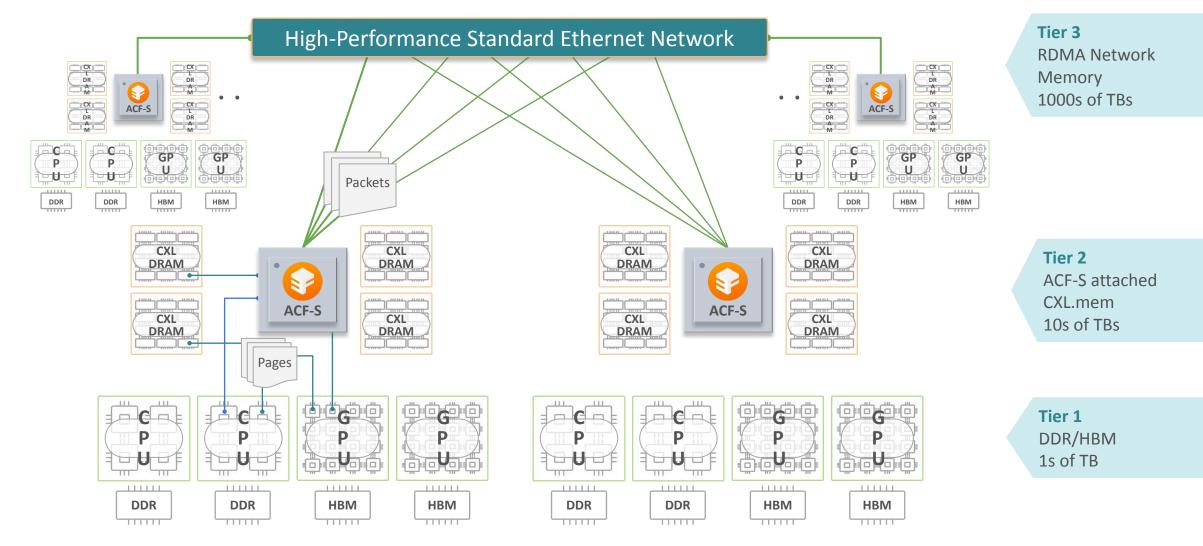
:: use cases : large training fabric





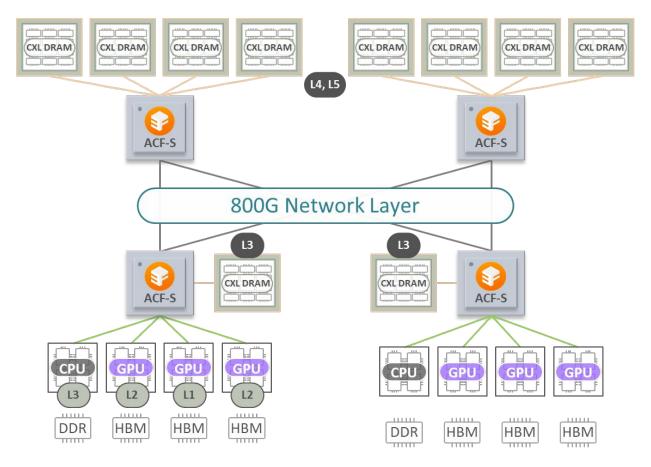
:: ACF as a global memory component



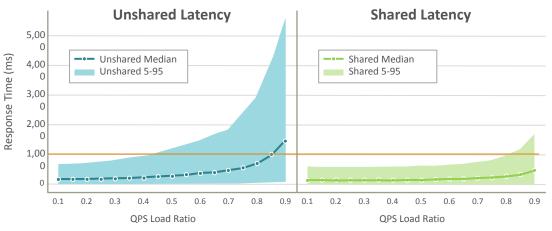


:: LLM inference at scale





Example DLRM	Require d QPS	# Require GPUs	# Required CPUs	User Context Capacity
User Context in CPU DRAM	1K	128	16	80K
User Context in ACF DRAM		onse Time Dis Response Tim	tribution, e with 4 Server	80K \$

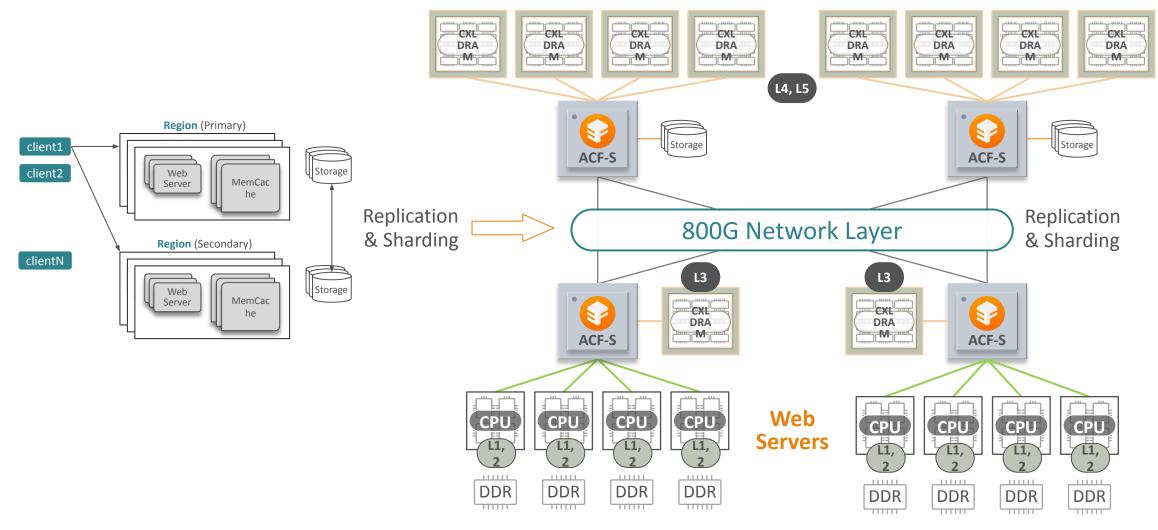


GPU capacity needs to be severely overprovision to meet latency requirements

:: use cases : in memory dbase



MemCache



:: 8 terabit/sec acf-s pilot system for customer testing

GPU networking node

- o 4 x 800G OSFP Ethernet
- 10 x16 PCIe cabled

In-Network Memory Node

- o 4 x 800G OSFP Ethernet
- 8 18TB CXL DDR5

In Manufacturing Now Orderable



8 Tbps AI Networking Node

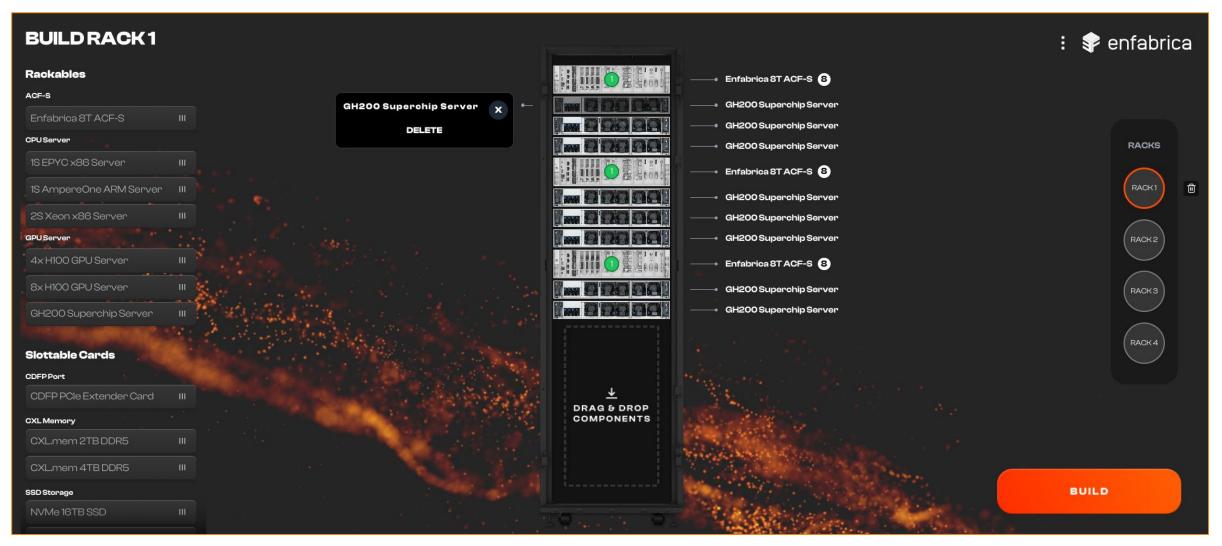
- Connect any combination of GPUs, CPUs, CXL memory, SSD to network
- Programmable Network Transport: RoCE, RDMA over TCP, UEC-direct
- Replaces NICs, PCIe switches, Ethernet TOR

800G server I/O

 Composable, modular, production-grade

:: rack-and-stack deployment





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Thank You.

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