



# INTEL<sup>®</sup> OMNI-PATH ARCHITECTURE TECHNOLOGY OVERVIEW

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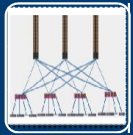
# INTEL® OMNI-PATH ARCHITECTURE: FUNDAMENTAL GOALS<sup>1</sup>:



CPU/Fabric  
Integration



Optimized Host  
Implementation



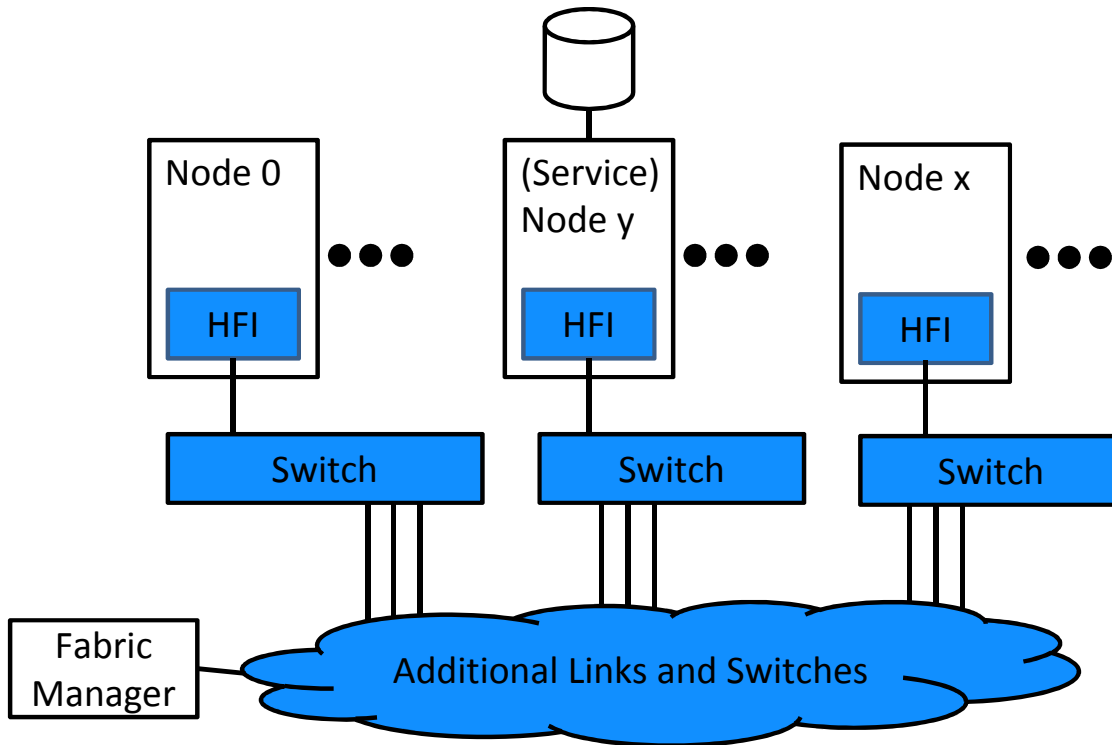
Enhanced Fabric  
Architecture

- Improved cost, power, and density
- Increased node bandwidth
- Reduced communication latency
  
- High MPI message rate
- Low latency scalable architecture
- Complementary storage traffic support
  
- Very low end-to-end latency
- Efficient transient error detection & correction
- Improved quality-of-service delivery
- Support extreme scalability, millions of nodes

<sup>1</sup> Performance goals are relative to Intel® True Scale components on a particular test, in specific systems. Differences in hardware, software, or configuration will affect actual performance. Consult other sources of information to evaluate performance as you consider your purchases.



# ARCHITECTURE OVERVIEW



## Omni-Path Components:

### HFI – Host Fabric Interface

Provide fabric connectivity for compute, service and management nodes

### Switches

Permit creation of various topologies to connect a scalable number of endpoints

### Fabric Manager

Provides centralized provisioning and monitoring of fabric resources



# OMNI-PATH NETWORK LAYERS

## Layer 1 – Physical Layer

Leverages existing Ethernet and InfiniBand PHY standards

## Layer 1.5 – Link Transfer Protocol

Provides reliable delivery of Layer 2 packets, flow control and link control across a single link

## Layer 2 – Data Link Layer

Provides fabric addressing, switching, resource allocation and partitioning support

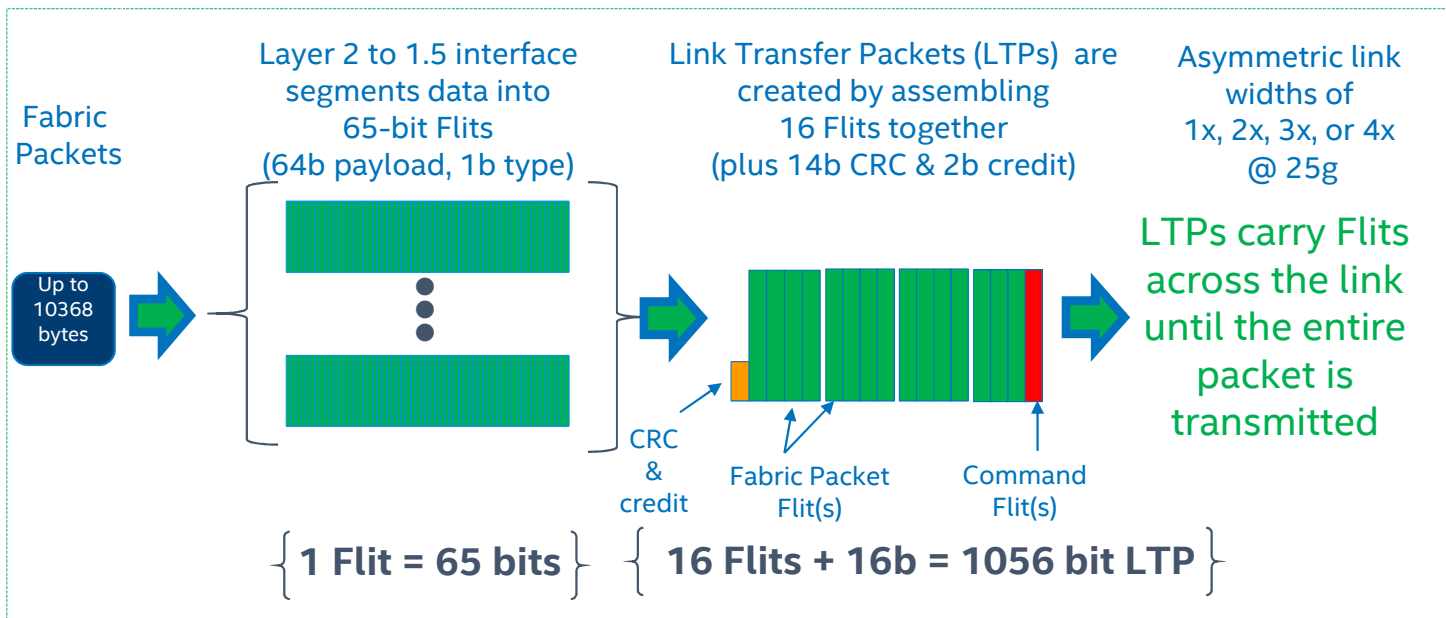
## Layers 4-7 – Transport to Application Layers

Provide interfaces between software libraries and HFIs

Leverages Open Fabrics as the fundamental software infrastructure



# LAYER 1.5: LINK TRANSFER LAYER



Fabric Packet Flits and Command Flits may be mixed in an LTP

Command Flits can carry flow control credits or other link control commands

LTP=128B data, 4B overhead -> 64/66

Link error detection and replay occurs in units of LTPs

LTPs implicitly acknowledged (no overhead)

Retransmission requests via Null LTPs which carry replay Command Flits

CRC: Cyclic Redundancy Check



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# CAPABILITIES ENABLED BY LAYER 1.5 ARCHITECTURE



## Traffic Flow Optimization

- Flits from different packets on different VLs can be interleaved
- Optimizes Quality of Service (QoS) in mixed traffic environments, such as storage & MPI
- Transmission of lower-priority packets can be paused so higher priority packets can be transmitted

- Ensures high priority traffic is not delayed → Faster time to solution
- Deterministic latency → Lowers run-to-run timing inconsistencies



## Packet Integrity Protection

- Allows for rapid recovery of transmission errors on an Intel® OPA link with low latency for both corrupted and uncorrupted packets
- Resends 1056-bit LTPs rather than entire packet

- Fixes happen at the link level rather than end-to-end level
- Much lower latency than Forward Error Correction (FEC) defined in the InfiniBand specification<sup>1</sup>



## Dynamic Lane Scaling

- Maintain link continuity in the event of a failure of one of more physical lanes
- Operates with the remaining lanes until the failure can be corrected at a later time

- Enables a workload to continue to completion.
- Enables service at appropriate time.

<sup>1</sup> Lower latency based on the use of InfiniBand with Forward Error Correction (FEC) Mode A or C in the public presentation titled "Option to Bypass Error Marking (supporting comment #205)," authored by Adeer Ran (Intel) and Oran Sela (Mellanox), January 2013. Link: [www.ieee802.org/3/bj/public/jan13/ran\\_3bj\\_01a\\_0113.pdf](http://www.ieee802.org/3/bj/public/jan13/ran_3bj_01a_0113.pdf)





# VIRTUAL LANES & CREDIT MANAGEMENT

Up to 31 data VLs and 1 management VL

- Receiver implements a single buffer pool for all VLs

Transmitter manages receiver buffer space usage

- Dedicated space for each VL
- Shared space shared by all VLs
- FM can dynamically reconfigure buffer allocation

Credit Return

- 2 bits per LTP, 4 sequential LTPs yield 8b credit return message
- Explicit command flit may return credits for 16 VLs in 1 flit

Credit Return is reliable via LTP Packet Integrity Protection mechanisms



## LAYER 2: LINK LAYER

Supports 24 bit fabric addresses

Allows up to 10KB of L4 payload, 10368 byte maximum packet

QoS features built on top of VLs and Service Channels (SCs)

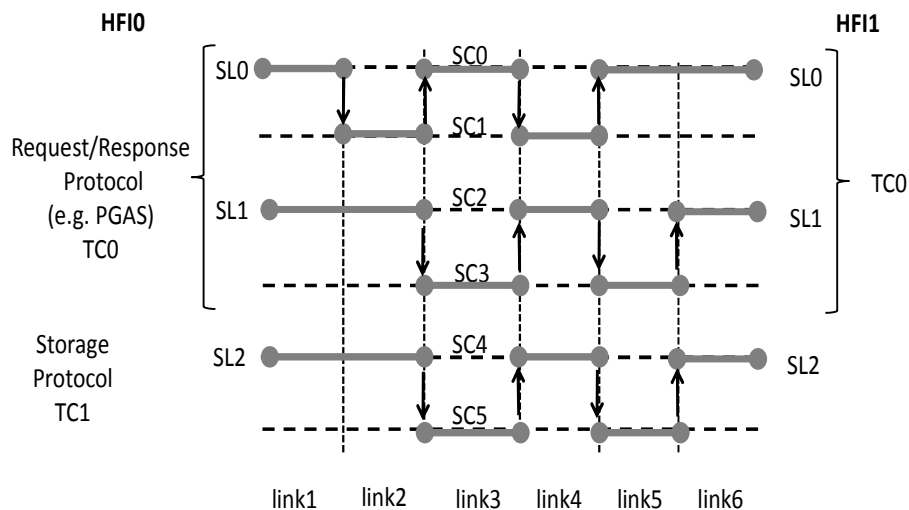
Congestion Management

- Adaptive Routing
- Dispersive Routing
- Explicit Congestion Notification

Isolation via Partitioning



# QUALITY OF SERVICE



FM allocates and configures TCs, SLs, SCs and VLs based on sysadmin vFabric input

QoS Architectural Elements:

## vFabric – Virtual Fabric

Syadmin view. Intersection of a set of fabric ports and one or more application protocols along with a specified set of QoS and security policies.

## Traffic Class (TC)

A group of SLs for use by a transport layer or application. Multiple SLs may be used for separation of control vs bulk data or L4 protocol deadlock avoidance

## Service Level (SL)

End to end identification of a QoS level. Lowest level concept exposed to L4 and applications. SL2SC and SC2SL mappings occur in endpoints

## Service Channel (SC)

Only QoS field in packets. Differentiate packets as they pass through the fabric. A Service Level may use multiple SCs to avoid topology deadlock via hop by hop changes in SC

## Virtual Lane (VL)

Per link credit management and separation. SC2VL tables at each port control mapping. VL Arbitration and packet preemption tables control flit scheduling



# CONGESTION MANAGEMENT

## Distributed Switch Based Adaptive Routing

- Every Switch ASIC analyzes congestion and adjusts routes
- Works well for applications with bursty or consistent traffic patterns
- Mechanism reduces impacts to transports by limiting frequency of adjustment

## Dispersive Routing

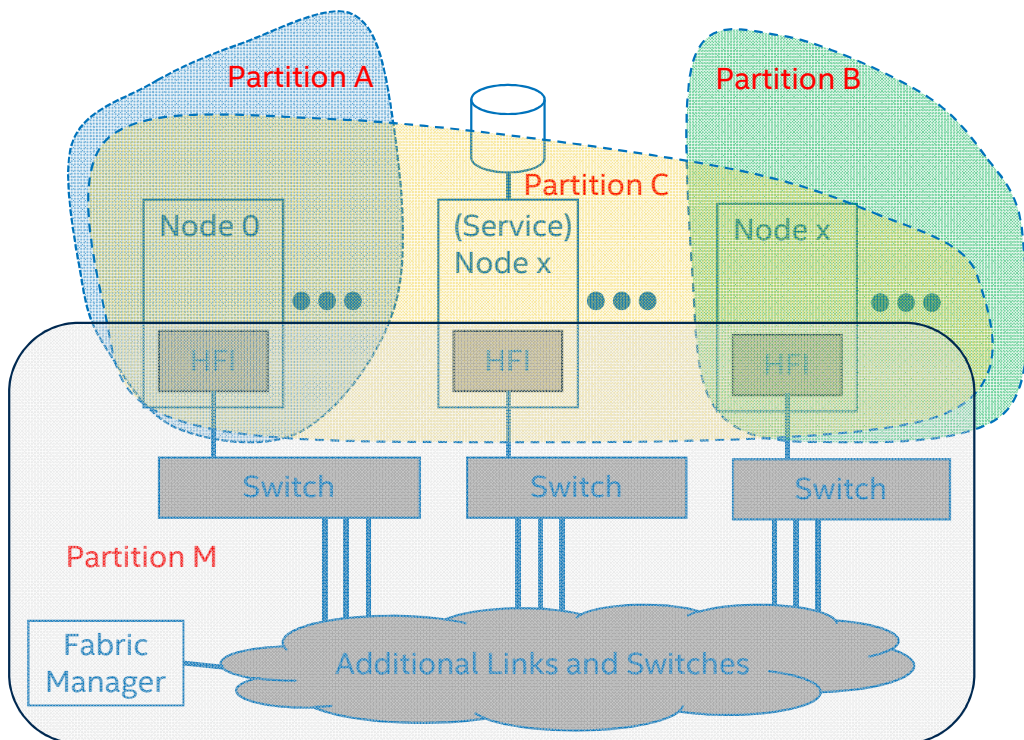
- Probabilistic distribution of traffic
  - Across multiple routes and/or multiple virtual lanes
  - PSM acquires multiple routes and sprays traffic across those routes
- Leverages multi-pathing within fabric

## Explicit Congestion Notification Protocol

- Reduces impact of hot spots due to oversubscribed endpoints
- Packet marking by switches as congestion trees form
- Destination HFI returns a backward notification to HFI source
- Source HFI reduces bandwidth of packets to that destination



# PARTITIONING



Service Nodes are Full Members of C  
Other nodes are Limited members of C

Every fabric packet is associated with one partition

Isolates a group of endpoints for all types of traffic

Individual endpoint can be Full or Limited member of a given partition

- Full may talk to any member of partition
- Limited may only talk to full members of partition
- Allows shared services

A management partition is defined

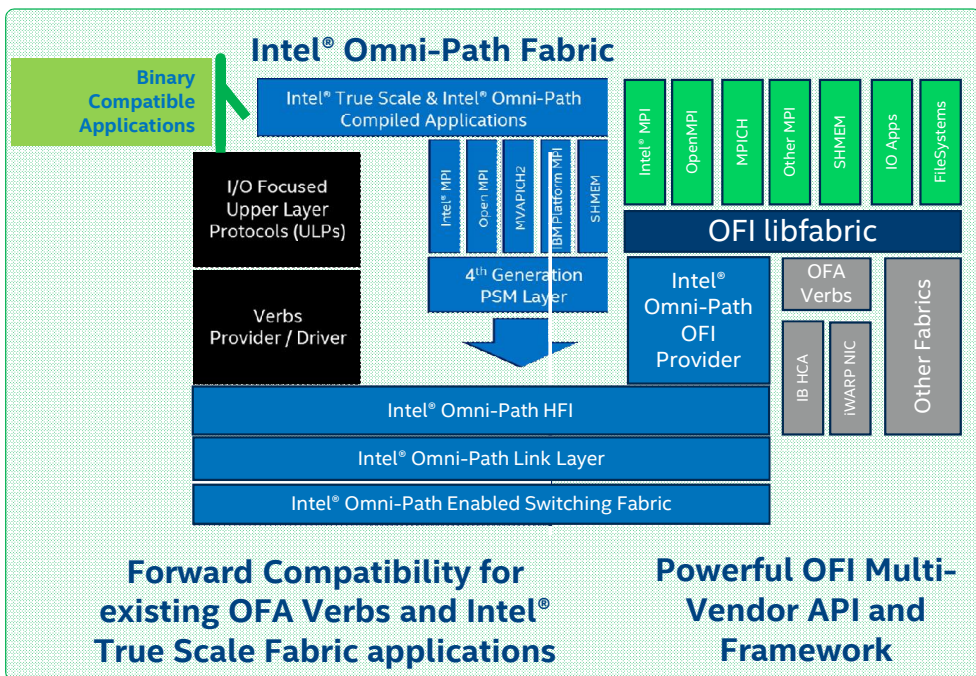
- All endpoints are members
- Only management nodes are full members of this partition

Partitions enforced by switch at HFI-SW link

FM Creates and configures all partitions



# LAYER 4: TRANSPORT LAYER AND KEY SOFTWARE



## Performance Scaled Messaging (PSM)

- API and corresponding L4 protocol designed for the needs of HPC

## Open Fabrics Interface (OFI) libfabric

- General purpose framework providing an API applications and middleware can use for multiple vendors and L4 protocols

## Open Fabrics Alliance Verbs

- API and corresponding L4 protocol designed for RDMA IO





# FIRST GENERATION INTEL® OMNI-PATH PRODUCT FAMILY

On track for Q4'15 introduction  
**Software**      **Cables**

## Host Fabric Interface (HFI)

## Switch

HFI  
ASIC

Switch  
ASIC

### "Wolf River" (HFI) Silicon

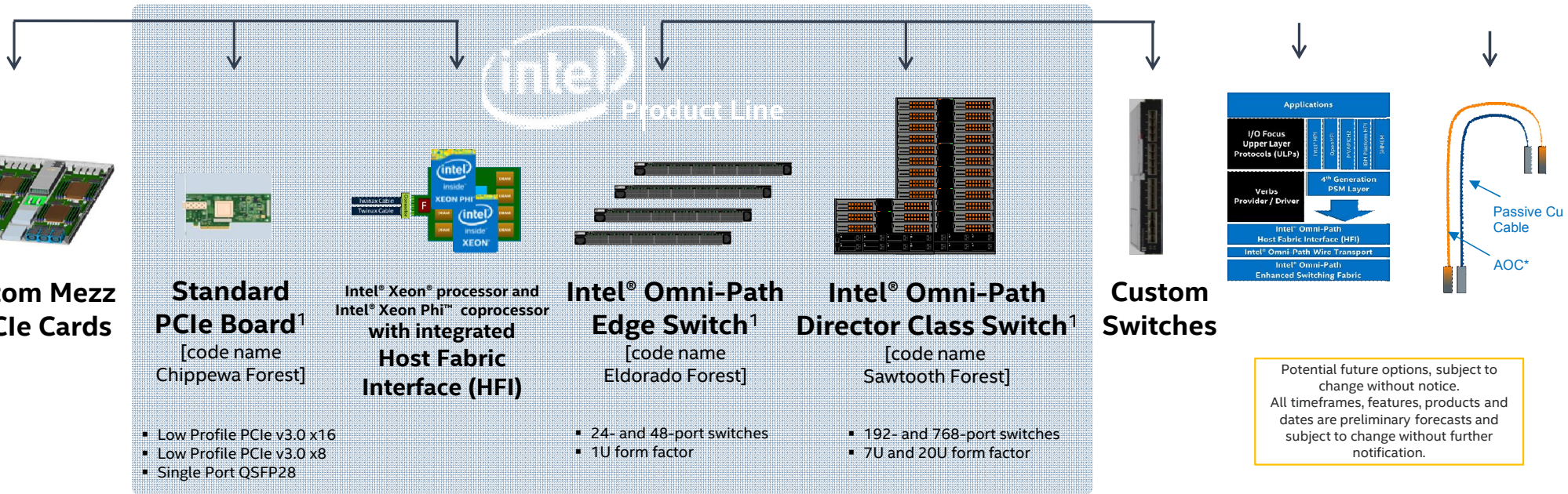
2 x 100 Gbps, 50 GB/sec Fabric Bandwidth

### "Prairie River" Switch Silicon

48 ports, 9.6Tb/s, 1200 GB/sec Fabric Bandwidth

Intel® Fabric Suite  
[based on OFA with Intel®  
Omni-Path Architecture  
support]

Passive Copper  
& Active Optical  
Cable (AOC)



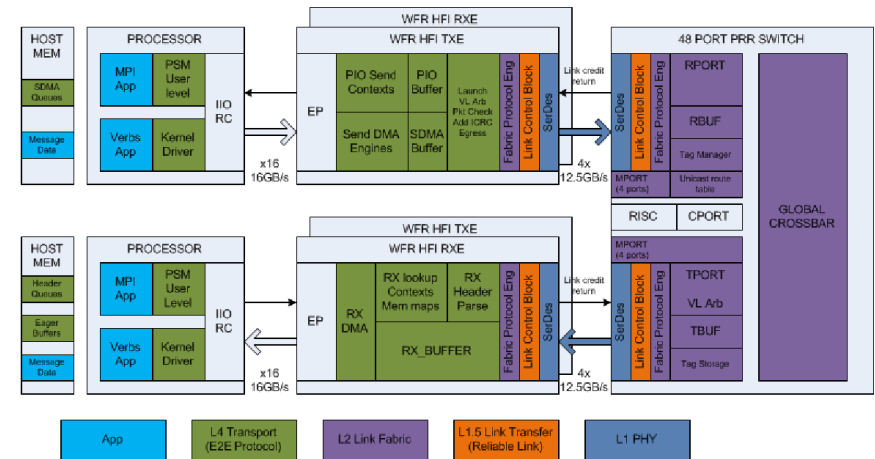
Potential future options, subject to change without notice. All timeframes, features, products and dates are preliminary forecasts and subject to change without further notification.

<sup>1</sup> Will be available as both a reference design and Intel-branded product



# WFR HFI ARCHITECTURE FEATURES

- WFR ASIC has 1 or 2 HFIs with:
  - 100 Gbps fabric, Intel® OPA link layer
  - PCIe v3.0x16 host interface
- Host on-load architecture
- Send side:
  - Packet store and forward
  - 1 or more send contexts per CPU core
  - Multiple SDMA engines
  - Automatic header generation (AHG)
- Receive side:
  - Packet cut-through to reduce latency
  - 1 or more receive contexts per CPU core
  - Receive side mapping (RSM)
  - Eager delivery – host memory FIFO
  - Expected TID – direct data placement, DDP



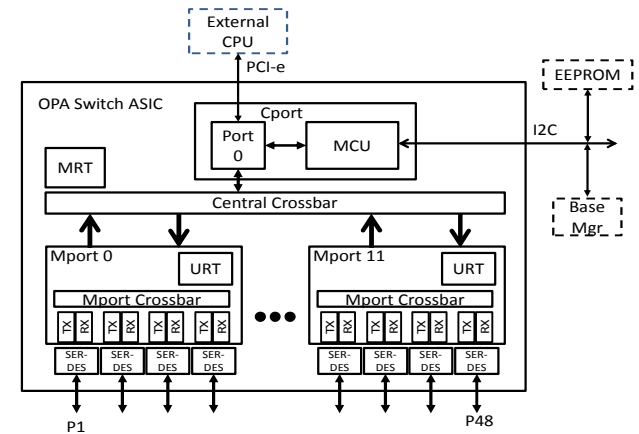
- Data integrity: highly reliable E2E
  - Internal SECDED ECC data path protection
  - Link-level CRC: 14-bits
  - Packet Integrity Protection
  - End-to-end ICRC: 32 bits
  - KDETH HCRC: 16 bits
  - 16-bit job key and 31-bit PSN





# PRR SWITCH ARCHITECTURE FEATURES

- 48 port ASIC
  - 100 Gbps fabric, Intel® OPA link layer
- Over provisioned hierarchical cross bar
  - 12 Mports, each consisting of 4 OPA 100 Gbps ports
  - Switching via Unicast URT and Multicast MRT
- Port Logic:
  - 8 VLs
  - Packet Preemption
  - VL arbitration
- Port 0:
  - Switch management port
  - Permits in-band and PCIe based switch management
  - On-chip micro-controller (MCU)
  - PCIe interface for optional external CPU
  - I2C interface
    - MCU firmware/config eeprom access
    - baseboard management



- Data integrity:
  - Internal ECC and parity data path protection
  - Link-level CRC: 14-bits
  - Packet Integrity Protection



# FIRST GENERATION PRELIMINARY PERFORMANCE RESULTS:

	Intel True Scale	Intel OPA
SERDES Rate (Gbps)	10	25.78
Peak Port Bandwidth (Gbps)	32	100
HFI Message Rate (Million Messages per second)	35 <sup>3</sup>	160 <sup>1</sup>
Switch Ports	36	48
Switch Packet Rate (Million Packets per Second)	42 <sup>3</sup>	195 <sup>1</sup>
Switch Latency (ns)	165-175 <sup>3</sup>	100-110 <sup>2</sup>

<sup>1</sup> Based on Intel projections for Wolf River and Prairie River maximum messaging rates.

<sup>2</sup> Latency based on Intel measured data that was calculated from difference between back to back osu\_latency test and osu\_latency test through one switch hop. 10ns variation due to "near" and "far" ports on an Intel® OPA edge switch. All tests performed using Intel® Xeon® E5-2697v3 with Turbo Mode enabled.

<sup>3</sup> Tests document performance of components on a particular test, in specific systems. Differences in hardware, software, or configuration will affect actual performance. Consult other sources of information to evaluate performance as you consider your purchases.

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# SUMMARY

Intel® Omni-Path Architecture introduces a multi-generational fabric

- Designed to scale to needs to high end HPC
- And meet the needs of commercial data centers

Advanced Link Layer Features

- Reliability & pervasive EEC to meet large scale system reliability needs
- Packet preemption enables BW fairness and low latency jitter

Existing Software Ecosystem preserved

- New OFA OFI API designed for semantic match & allows HW innovation

First Gen HW available to partners now, targeting 4Q15 introduction

- 100Gbps links, 160M msg/sec<sup>1</sup>, Switch latency < 110ns<sup>2</sup>

<sup>1</sup> Based on Intel projections for Wolf River and Prairie River maximum messaging rates.

<sup>2</sup> Latency based on Intel measured data that was calculated from difference between back to back osu\_latency test and osu\_latency test through one switch hop. 10ns variation due to "near" and "far" ports on an Intel® OPA edge switch. All tests performed using Intel® Xeon® E5-2697v3 with Turbo Mode enabled.

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