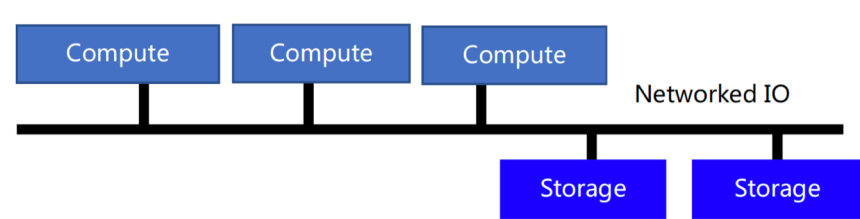


### 1. Cloud desires hyper-speed networking

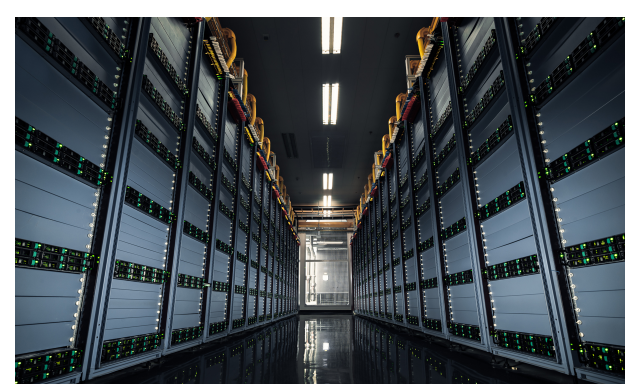
Today, clouds have {  
 bigger data to compute & store  
 faster compute & storage devices  
 more types of compute/storage resources

High-performance storage



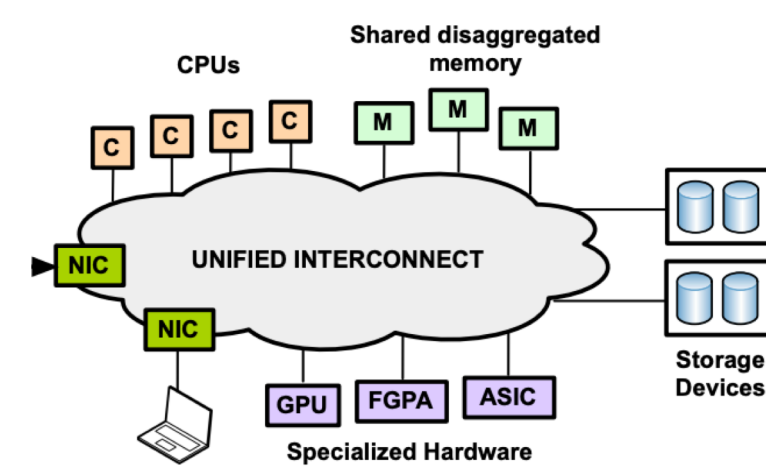
- Storage-compute separation is norm
- HDD→SSD→NVMe
- Higher-throughput, lower latency
- 1M IOPS / 50~100us

High-performance computing



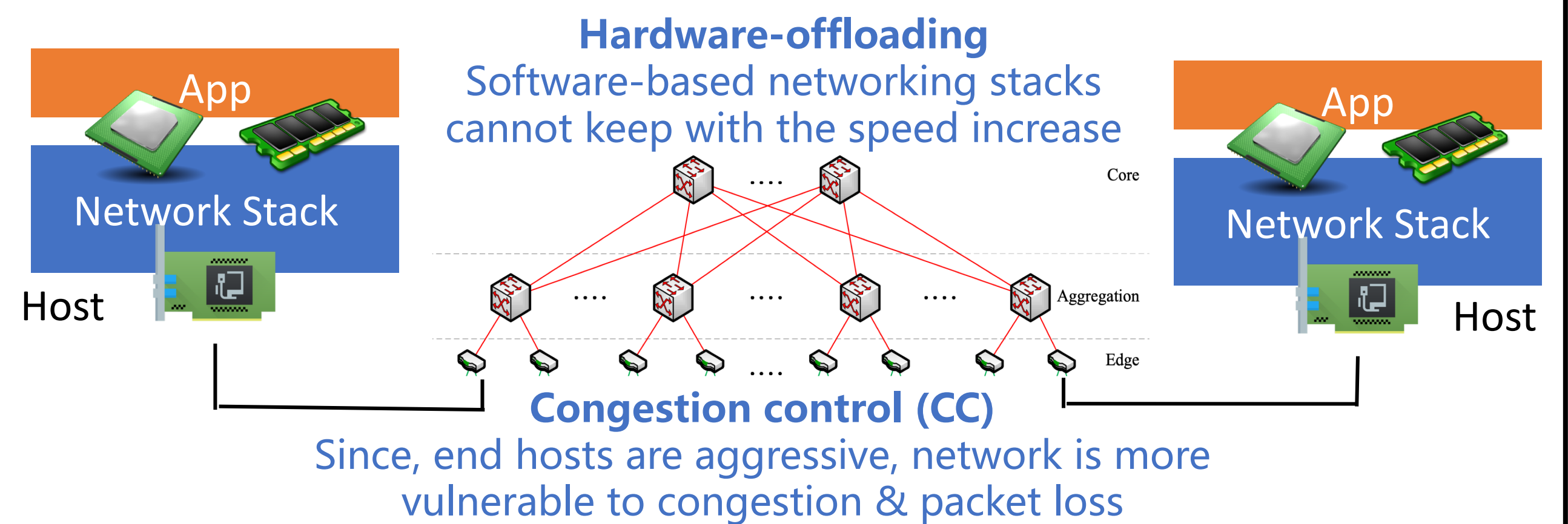
- Distributed deep learning, HPC
- CPU→GPU, FPGA, ASIC
- Faster compute, lower latency
- E.g. latency <10us

Resource disaggregation



- More network load
- Need ultra-low latency: 3-5us, > 40Gbps (Gao Et.al. OSDI'16)

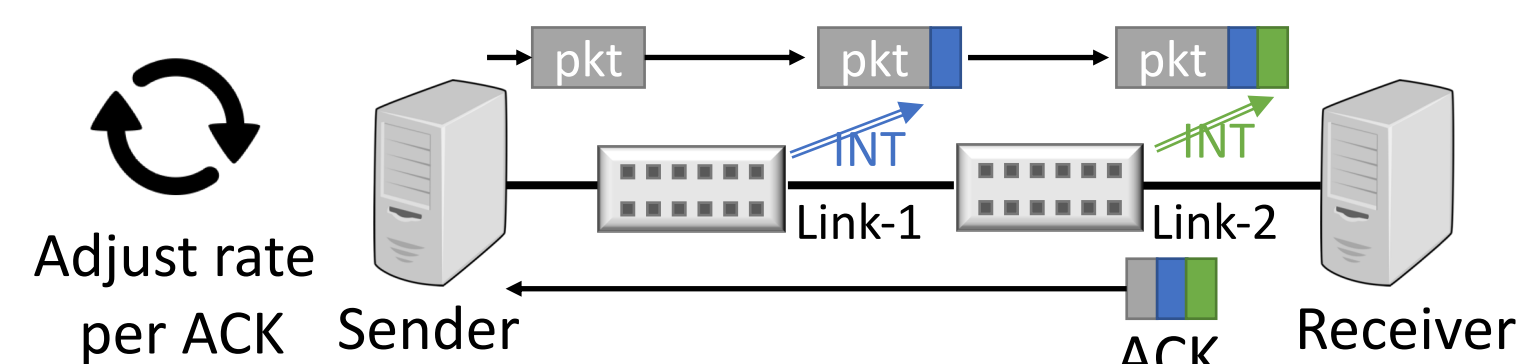
### 2. Challenges in current CC in RDMA networks



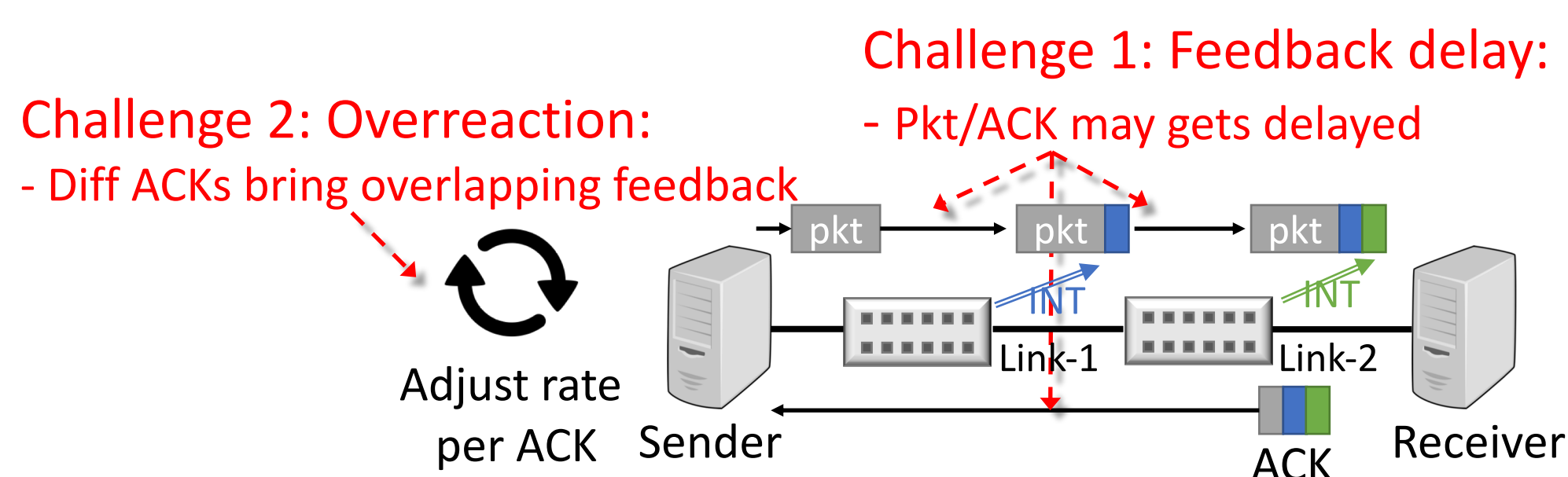
- Operation challenge-1: Threat from PFC  
 buffer overflow happens during incast or failures  
 PFC is used to prevent packet loss → PFC storm & deadlock  
**Disabling PFC causes bad performance!!!** } Challenge-1: Slow Convergence
- Operation challenge-2: running multiple applications  
 Bandwidth intensive applications need large in-network queues  
 Latency sensitive applications need small in-network queues  
**QoS queues are scarce resources!!!** } Challenge-2: Standing queue
- Operation challenge-3: complex parameter tuning  
 DCQCN has at least 15 parameters to tune } Challenge-3: Heuristics in congestion control

### 3. HPCC: High Precision Congestion Control

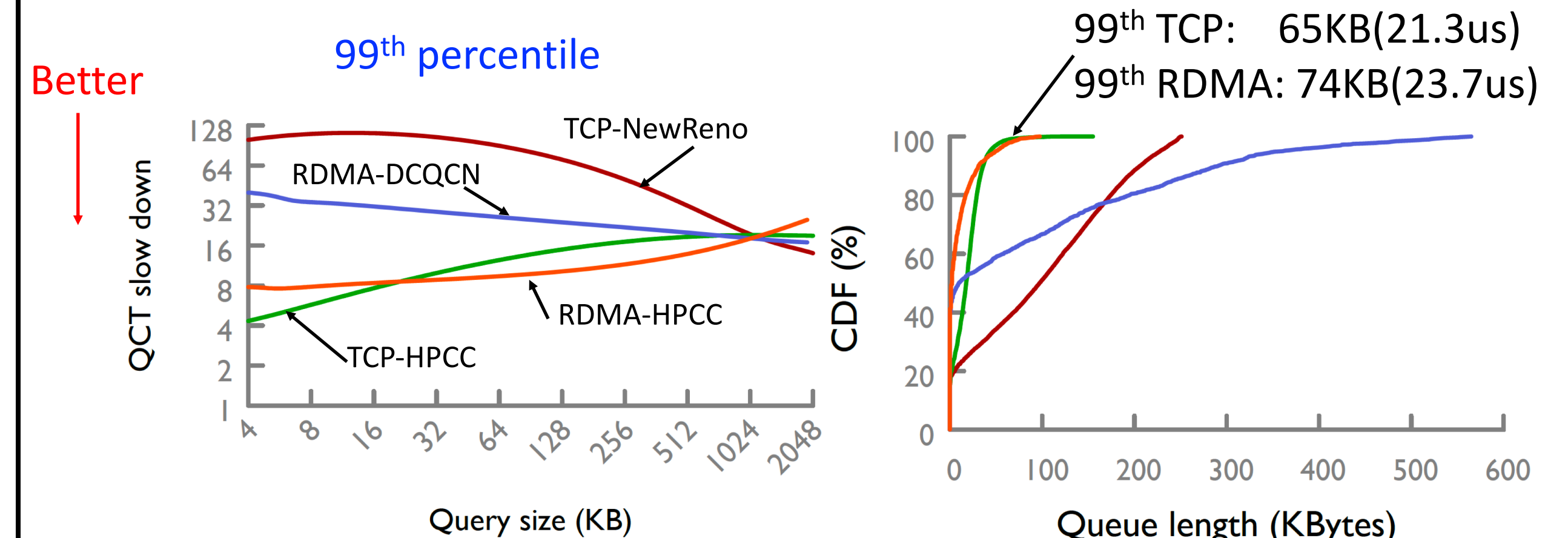
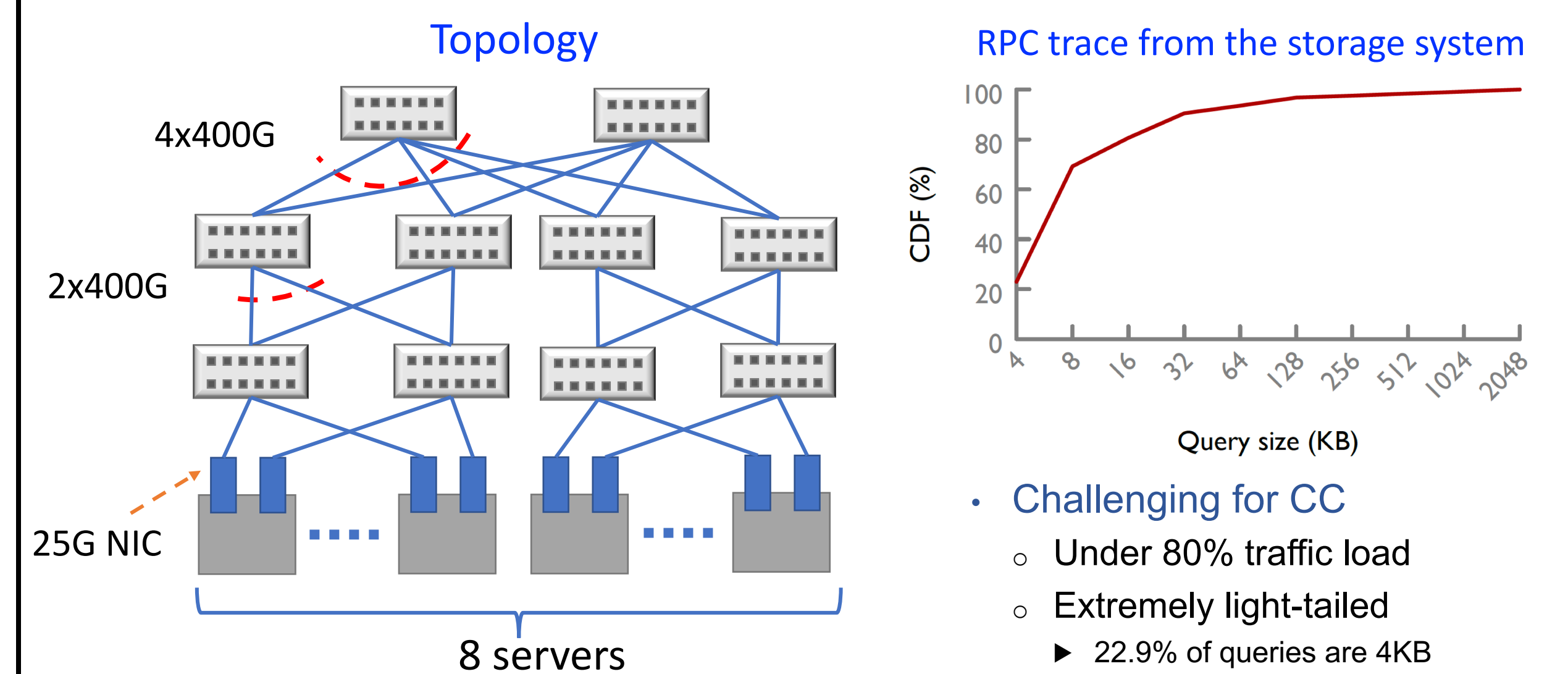
New commodity ASICs have In-band network telemetry (INT) ability  
 Use INT as precise feedback for congestion control (CC)



- Fast convergence: Sender knows the precise rate to adjust to, on every ACK
- Near-zero queue: Feedback does not rely on queue
- Few parameters: Precise feedback, so no need for heuristics which requires many parameters



### 4. Experimental study with real production traffic



- HPCC reduces QCT for short queries  
 4KB queries: 96% reduction in TCP and 81% reduction in RDMA
- HPCC has small queues