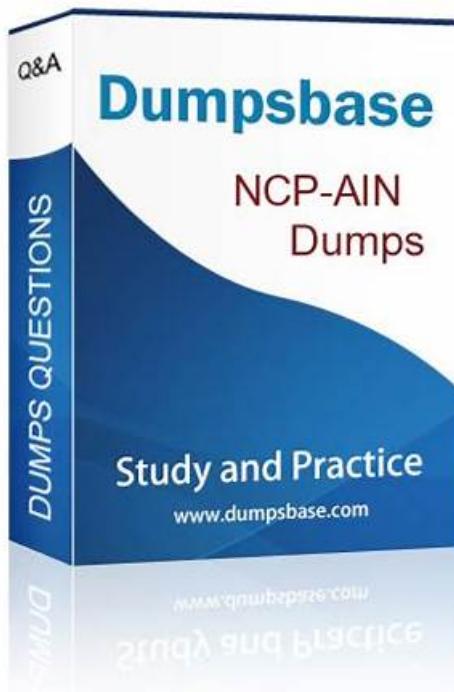


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## NVIDIA NCP-AIN Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>Spectrum-X Configuration, Optimization, Security, and Troubleshooting: This section of the exam measures the skills of Network Performance Engineers and covers configuring, managing, and securing NVIDIA Spectrum-X switches. It includes setting performance baselines, resolving performance issues, and using diagnostic tools such as CloudAI benchmark, NCCL, and NetQ. It also emphasizes leveraging DPUs for network acceleration and using monitoring tools like Grafana and SNMP for telemetry analysis.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>AI Network Architecture: This section of the exam measures the skills of AI Infrastructure Architects and covers the ability to distinguish between AI factory and AI data center architectures. It includes understanding how Ethernet and InfiniBand differ in performance and application, and identifying the right storage options based on speed, scalability, and cost to fit AI networking needs.</li></ul>

Topic 3	<ul style="list-style-type: none"> <li>• InfiniBand Configuration, Optimization, Security, and Troubleshooting: This section of the exam measures the skills of Data Center Network Administrators and covers the configuration and operational maintenance of NVIDIA InfiniBand switches. It includes setting up InfiniBand fabrics for multi-tenant environments, managing subnet configurations, testing connectivity, and using UFM to troubleshoot and analyze issues. It also focuses on validating rail-optimized topologies for optimal network performance.</li> </ul>
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## Valid NCP-AIN Test Dumps - New NCP-AIN Test Bootcamp

For starters and professionals NVIDIA-Certified Professional AI Networking play a significant role to verify skills, experience, and knowledge in a specific technology. Enrollment in the NVIDIA-Certified Professional AI Networking NCP-AIN is open to everyone. Upon completion of NVIDIA-Certified Professional AI Networking NCP-AIN Exam Questions' particular criteria. Participants in the NCP-AIN Questions come from all over the world and receive the credentials for the NVIDIA-Certified Professional AI Networking NCP-AIN Questions. They can quickly advance their careers in the fiercely competitive market and benefit from certification after earning the NCP-AIN Questions badge. However, passing the NVIDIA-Certified Professional AI Networking NCP-AIN is the primary concern.

### NVIDIA-Certified Professional AI Networking Sample Questions (Q44-Q49):

#### NEW QUESTION # 44

Why is the InfiniBand LRH called a local header?

- A. It provides the LIDs from the local subnet manager.
- B. It allows traffic on a local link only.
- **C. It is used for routing traffic between nodes in the local subnet.**
- D. It provides the parameters for each local HCA.

**Answer: C**

Explanation:

The Local Route Header (LRH) in InfiniBand is termed "local" because it is used exclusively for routing packets within a single subnet. The LRH contains the destination and source Local Identifiers (LIDs), which are unique within a subnet, facilitating efficient routing without the need for global addressing. This design optimizes performance and simplifies routing within localized network segments. InfiniBand is a high-performance, low-latency interconnect technology widely used in AI and HPC data centers, supported by NVIDIA's Quantum InfiniBand switches and adapters. The Local Routing Header (LRH) is a critical component of the InfiniBand packet structure, used to facilitate routing within an InfiniBand fabric. The question asks why the LRH is called a "local header," which relates to its role in the InfiniBand network architecture.

According to NVIDIA's official InfiniBand documentation, the LRH is termed "local" because it contains the addressing information necessary for routing packets between nodes within the same InfiniBand subnet. The LRH includes fields such as the Source Local Identifier (SLID) and Destination Local Identifier (DLID), which are assigned by the subnet manager to identify the source and destination endpoints within the local subnet. These identifiers enable switches to forward packets efficiently within the subnet without requiring global routing information, distinguishing the LRH from the Global Routing Header (GRH), which is used for inter-subnet routing.

Exact Extract from NVIDIA Documentation:

"The Local Routing Header (LRH) is used for routing InfiniBand packets within a single subnet. It contains the Source LID (SLID) and Destination LID (DLID), which are assigned by the subnet manager to identify the source and destination nodes in the local subnet. The LRH is called a 'local header' because it facilitates intra-subnet routing, enabling switches to forward packets based on LID-based forwarding tables."

-NVIDIA InfiniBand Architecture Guide

This extract confirms that option A is the correct answer, as the LRH's primary function is to route traffic between nodes within the local subnet, leveraging LID-based addressing. The term "local" reflects its scope, which is limited to a single InfiniBand subnet managed by a subnet manager.

Reference:LRH and GRH InfiniBand Headers - NVIDIA Enterprise Support Portal

#### NEW QUESTION # 45

What are the prerequisites for performing Flow Analysis with NetQ?

- A. Cumulus 5.x and later / Spectrum-3 and later / On-premises deployment
- B. Cumulus 4.x and later / Spectrum-2 and later / LCM enabled
- **C. Cumulus 5.x and later / Spectrum-2 and later / LCM enabled**
- D. Cumulus 5.x and later / Spectrum-2 and later / On-premises deployment

**Answer: C**

Explanation:

To perform Flow Analysis with NetQ, the following prerequisites must be met:

- \* Cumulus Linux Version: NetQ Flow Analysis requires Cumulus Linux 5.x or later.
- \* Switch Hardware: The feature is supported on Spectrum-2 and later switch models.
- \* Lifecycle Management (LCM): LCM must be enabled to utilize Flow Analysis capabilities.

These requirements ensure compatibility and proper functioning of the Flow Analysis feature within NetQ.

Reference: NVIDIA NetQ Documentation - Flow Analysis Prerequisites

#### NEW QUESTION # 46

You are troubleshooting an InfiniBand network issue and need to check the status of the InfiniBand interfaces. Which command should you use to display the state, physical state, and link layer of InfiniBand interfaces?

- **A. ibstat -d mlx5\_X**
- B. ibv\_devices -c mlx5\_0
- C. sudo ibnodes -C mlx5\_0
- D. cat /proc/net/ib/device

**Answer: A**

Explanation:

The ibstat command is utilized to display the operational status of InfiniBand Host Channel Adapters (HCAs).

It provides detailed information, including the state (e.g., Active, Down), physical state (e.g., LinkUp, Polling), and link layer (e.g., InfiniBand, Ethernet) of each port on the HCA. This information is crucial for diagnosing connectivity issues and ensuring that the InfiniBand interfaces are functioning correctly.

Reference Extracts from NVIDIA Documentation:

\* "The ibstat command displays the status of the host channel adapters (HCAs) in your InfiniBand fabric.

The status includes the HCAs' state, physical state, and link layer."

\* "For proper operation, you are looking for 'State: Active' and 'Physical State: LinkUp'."

#### NEW QUESTION # 47

You are tasked with troubleshooting a link flapping issue in an InfiniBand AI fabric. You would like to start troubleshooting from the physical layer.

What is the right NVIDIA tool to be used for this task?

- A. nvidia-smi utility
- B. tcpdump tool
- **C. mlxlink utility**

**Answer: C**

Explanation:

The mlxlink tool is used to check and debug link status and issues related to them. The tool can be used on different links and cables (passive, active, transceiver, and backplane). It is intended for advanced users with appropriate technical background.

Reference:mlxlink Utility - NVIDIA Docs

#### NEW QUESTION # 48

When creating a simulation in NVIDIA AIR, what syntax would you use to define a link between port 1 on spine-01 and port 41 on gpu-leaf-01?

- A. "spine-01":"swp1" to "gpu-leaf-01":"swp41"
- B. "spine-01":"eth1" - "gpu-leaf-01":"eth41"
- C. "spine-01 'eth1" to "gpu-leaf-01":"eth41"
- D. "spine-01":"\*swp01" - \*gpu-leaf-01":"swp41"

**Answer: D**

Explanation:

NVIDIA AIR (AI-Ready Infrastructure) is a cloud-based simulation platform designed to model and validate data center network deployments, including Spectrum-X Ethernet networks, using realistic topologies and configurations. When creating a custom topology in NVIDIA AIR, users can define network links between devices (e.g., spine and leaf switches) using a DOT file format, which is based on the Graphviz graph visualization software. The question asks for the correct syntax to define a link between port 1 on a spine switch (spine-01) and port 41 on a leaf switch (gpu-leaf-01) in a NVIDIA AIR simulation.

According to NVIDIA's official NVIDIA AIR documentation, the DOT file format is used to specify network topologies, including nodes (devices) and links (connections between ports). The syntax for defining a link in a DOT file uses a double dash (--) to indicate a connection between two ports, with each port specified in the format "<node>":"<port>". For Spectrum-X networks, which typically use Cumulus Linux or SONiC on NVIDIA Spectrum switches, ports are commonly labeled as swpX (switch port X) rather than ethX (Ethernet interface), especially for switch-to-switch connections in a leaf-spine topology. The correct syntax for the link between port 1 on spine-01 and port 41 on gpu-leaf-01 is:

"spine-01":"swp01" -- "gpu-leaf-01":"swp41"

This syntax uses swp01 and swp41 to denote switch ports, consistent with Cumulus Linux conventions, and the double dash (--) to indicate the link, as required by the DOT file format.

Exact Extract from NVIDIA Documentation:

"You can create custom topologies in Air using a DOT file, which is the file type used with the open-source graph visualization software, Graphviz. DOT files define nodes, attributes, and connections for generating a topology for a network. The following is an example of a link definition in a DOT file:

"leaf01":"swp31" -- "spine01":"swp1"

This specifies a connection between port swp31 on leaf01 and port swp1 on spine01. Port names typically follow the switch port naming convention (e.g., swpX) for Cumulus Linux-based switches."

-NVIDIA Air Custom Topology Guide

This extract confirms that option A is the correct answer, as it uses the proper DOT file syntax with swp01 and swp41 for port names and the double dash (--) for the link, aligning with NVIDIA AIR's topology definition process for Spectrum-X simulations.

Analysis of Other Options:

\* B. "spine-01":"swp1" to "gpu-leaf-01":"swp41": This option uses the correct port naming convention (swp1 and swp41) but incorrectly uses the word to as the connector instead of the double dash (--). The DOT file format requires -- to define links, making this syntax invalid for NVIDIA AIR.

\* C. "spine-01":"eth1" to "gpu-leaf-01":"eth41": This option uses ethX port names, which are typically used for host interfaces (e.g., servers) rather than switch ports in Cumulus Linux or SONiC environments. Switch ports in Spectrum-X topologies are labeled swpX. Additionally, the use of to instead of -- is incorrect for DOT file syntax, making this option invalid.

\* D. "spine-01":"eth1" - "gpu-leaf-01":"eth41": This option uses a single dash (-) instead of the required double dash (--) and incorrectly uses ethX port names instead of swpX. The ethX naming is not standard for switch ports in Spectrum-X, and the single dash is not valid DOT file syntax, making this option incorrect.

Why "spine-01":"swp01" -- "gpu-leaf-01":"swp41" is the Correct answer:

Option A correctly adheres to the DOT file syntax used in NVIDIA AIR for defining network links:

\* Node and Port Naming: The nodes spine-01 and gpu-leaf-01 are specified with their respective ports swp01 and swp41, following the swpX convention for switch ports in Cumulus Linux-based Spectrum-X switches.

\* Link Syntax: The double dash (--) is the standard connector in DOT files to indicate a link between two ports, as required by Graphviz and NVIDIA AIR.

\* Spectrum-X Context: In a Spectrum-X leaf-spine topology, connections between spine and leaf switches (e.g., Spectrum-4 switches) use switch ports labeled swpX, making swp01 and swp41 appropriate for this simulation.

This syntax ensures that the NVIDIA AIR simulation accurately models the physical connection between spine-01 port 1 and gpu-leaf-01 port 41, enabling validation of the Spectrum-X network topology. The DOT file can be uploaded to NVIDIA AIR to generate the topology, as described in the documentation.

**NEW QUESTION # 49**

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