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NVIDIA NCP-AIN Exam Syllabus Topics:

Topic	Details
Topic 1	• 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.
Topic 2	• 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.
Topic 3	• 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.

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NVIDIA-Certified Professional AI Networking Sample Questions (Q24-Q29):

NEW QUESTION # 24

You are deploying a Kubernetes cluster for AI workloads using NVIDIA Spectrum-X switches. You need to automate the deployment and management of networking components in this environment.

Which NVIDIA tool is specifically designed to automate the deployment and management of networking components in a Kubernetes cluster with Spectrum-X switches?

- A. Mellanox OFED
- B. Container Runtime
- C. GPU Operator
- **D. Network Operator**

Answer: D

NEW QUESTION # 25

You are optimizing an InfiniBand network for AI workloads that require low-latency and high-throughput data transfers. Which feature of InfiniBand networks minimizes CPU overhead during data transfers?

- A. TCP/IP Offloading
- **B. Direct Memory Access (DMA)**
- C. PKey
- D. SHARP

Answer: B

Explanation:

Direct Memory Access (DMA) in InfiniBand networks allows data to be transferred directly between the memory of two devices without involving the CPU. This capability significantly reduces CPU overhead, lowers latency, and increases throughput, making it ideal for AI workloads that demand efficient data transfers.

NEW QUESTION # 26

Which of the following routing protocols is not capable of avoiding credit loops?

- A. UPDOWN
- B. FAT TREE
- C. All routing protocols are capable of avoiding credit loops
- **D. MINHOP**

Answer: D

Explanation:

The MINHOP routing protocol, while efficient in finding minimal paths, does not inherently prevent credit loops. This can lead to deadlocks in the network. In contrast, routing protocols like UPDOWN and FAT TREE are designed to avoid such loops, ensuring more reliable network operation.

Reference: Optimized Routing for Large-Scale InfiniBand Networks

NEW QUESTION # 27

Your organization is planning to utilize Ethernet for an upcoming AI project. Spectrum-X is the selected platform for this deployment, and Adaptive Routing is a key feature.

What are the requirements included in the Spectrum-X RA for adaptive routing?

- A. SN5600, BlueField-3 SuperNIC, DDR, TCP traffic
- B. SN4700, BlueField-3 SuperNIC, DDR, RoCE traffic
- **C. SN5600, BlueField-3 SuperNIC, DDR, RoCE traffic**

Answer: C

Explanation:

The NVIDIA Spectrum-X Reference Architecture (RA) 1.0.1 is designed for Ethernet AI cloud deployments and includes the SN5600 Spectrum-4 switches and BlueField-3 SuperNICs. This architecture supports adaptive routing and DOCA programmable congestion control (PCC) for lossless RoCE traffic, optimizing performance for AI workloads.

The SN5600 switch offers 64 ports of 800GbE in a dense 2U form factor, providing high throughput and low latency essential for AI applications.

NEW QUESTION # 28

Why is the InfiniBand LRH called a local header?

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

Answer: A

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 # 29

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