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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	• 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.
Topic 3	• 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.

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NVIDIA-Certified Professional AI Networking Sample Questions (Q69-Q74):

NEW QUESTION # 69
In an AI cluster using NVIDIA GPUs, which configuration parameter in the NicClusterPolicy custom resource is crucial for enabling high-speed GPU-to-GPU communication across nodes?

- A. OFED Driver
- B. NV IPAM
- C. Secondary Network
- D. RDMA Shared Device Plugin

Answer: D

Explanation:
The RDMA Shared Device Plugin is a critical component in the NicClusterPolicy custom resource for enabling Remote Direct Memory Access (RDMA) capabilities in Kubernetes clusters. RDMA allows for high- throughput, low-latency networking, which is essential for efficient GPU-to-GPU communication across nodes in AI workloads. By deploying the RDMA Shared Device Plugin, the cluster can leverage RDMA- enabled network interfaces, facilitating direct memory access between GPUs without involving the CPU, thus optimizing performance.
Reference Extracts from NVIDIA Documentation:
* "RDMA Shared Device Plugin: Deploy RDMA Shared device plugin. This plugin enables RDMA capabilities in the Kubernetes cluster, allowing high-speed GPU-to-GPU communication across nodes."
* "The RDMA Shared Device Plugin is responsible for advertising RDMA-capable network interfaces to Kubernetes, enabling pods to utilize RDMA for high-performance networking."

NEW QUESTION # 70
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 # 71
You are optimizing a multi-node AI training cluster using InfiniBand networking and NVIDIA GPUs. You need to implement efficient collective communication operations across the nodes.
Which feature of NVIDIA Collective Communications Library (NCCL) allows for optimized performance in multi-subnet InfiniBand environments?

- A. Lazy connection establishment
- B. Static plugin linking
- C. GPU Direct RDMA
- D. Support for IB Router

Answer: D

Explanation:
Inmulti-subnet InfiniBand environments, AI training clusters are segmented across network zones (or subnets). Direct GPU-to-GPU communication (especially for collective ops like AllReduce, Broadcast, etc.) requires inter-subnet reachability. NCCL supports this

via theInfiniBand Router (IB Router)feature.
From theNCCL User Guide - Environment Variables Section:
"NCCL_IB_USE_IB_ROUTER: Enables NCCL support for IB routers which are used in multi-subnet InfiniBand fabrics. When enabled, NCCL can traverse IB subnets using a properly configured IB router." This is critical because without IB Router support:
* NCCL would be restricted to intra-subnet GPU collectives.
* Multi-node training across subnets would fail or fall back to slower TCP fallback mechanisms.
Technical Explanation:
* IB Routers usesubnet managers(like OpenSM with routing tables) to bridge communication across different InfiniBand partitions.
* NCCL queries the subnet topology, discovers routing paths, and usesRDMA CM(Connection Manager) to establish GPU transport over routers.
* This capability is especially important in data center-scale AI clusters spanning multiple racks or zones, connected viaIB routers like Mellanox SB7800 or QM8700 series.
When NCCL_IB_USE_IB_ROUTER=1 is set:
* NCCL includes router-aware route resolution in its path selection logic.
* Enables efficientzero-copy communicationacross GPUs in different IB domains, maintaining low latency.
Other Options Explained:
* A. Lazy connection establishment- controls when peer connections are made but does not enable cross-subnet reach.
* B. GPU Direct RDMA- enables intra-node direct memory access, not applicable for routing across subnets.
* C. Static plugin linking- affects how NCCL links plugins, not related to IB topology.
Exact Extract Reference:
Source: NVIDIA NCCL User Guide - Environment Variables Section
Extract: "NCCL_IB_USE_IB_ROUTER: Enables NCCL support for IB routers, required for multi-subnet InfiniBand configurations. Ensures proper routing of collectives over fabric-wide topologies."

NEW QUESTION # 72
When creating a simu-lation 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" to "gpu-leaf-01":"eth41"
- C. "spine-01":"eth1" - "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 # 73
What is the purpose of WJH (What Just Happened)?

- A. Provide contextual information regarding dropped packets in order to aid debugging.
- B. Send notifications of failed login attempts to a pre-defined Slack channel.
- C. Identify potential cyberattacks or unusual traffic patterns across the cluster.
- D. Collate operating system logs and diagnose system crashes.

Answer: A

Explanation:
NVIDIA's What Just Happened (WJH) is a feature that provides real-time visibility into network problems by analyzing all packets passing through the switch and alerting on performance issues caused by packet drops, congestion, high latency, or misconfigurations.
WJH retains the last packets that were dropped from the switch with complete packet headers and the actual drop reason. This enhances the ability to debug network problems, identify affected flows, and decrease time- to-repair.

NEW QUESTION # 74
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