

Intel Light Peak Technology Overview

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- Intel's vision for Light Peak
 - I/O challenges
 - Key benefits
 - Usage models
- Light Peak technology overview
 - Protocol architecture
 - Light Peak controller
 - Light Peak platforms
- Light Peak research in Intel Labs
 - Direct networks
- Summary



Today's I/O Challenges

- Continued demand for more bandwidth
- Desire for more flexible designs, thinner form factors and new usage models
 - Too many different cables and connectors
- Demand for simplified connectivity







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Intel's Vision for Light Peak

- Create a cost effective, scalable, high speed I/O interconnect
 - Scalable bandwidth, cost, power for broad use for 10+ years
 - Wide range of devices (handhelds, laptops, PCs, CE, & more)
- Enable new innovative architectures
 - Support multiple protocols simultaneously
 - Balanced platform where external I/O bandwidths keep up with internal interconnects
- Key benefits

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- Bandwidth scaling from 10 Gb/s to higher speeds over the next decade
- Single, flexible cable that can carry several I/O protocols
- Economies of scale from a single solution



Usage Models Summary

Driving Innovation in four Focus Areas



Flexible System Designs and Thinner Form Factors

More flexibility and choice for notebooks and all-in-one <u>*I/O expansion*</u> at home or office <u>*Extended graphics*</u> in dock or display for higher performance at home or office



Media Connectivity & Creation

Create broadcast quality media by connecting <u>high bandwidth</u> and low latency AV devices to your mobile and DT PC, with accurate time sync for real-time processing

Faster, More Efficient Media Transfer



Less waiting to sync or transfer during media creation & consumption (higher BW) Low overhead reduces system power and provides better multi-tasking while editing



Cable Simplification

Simplify connections across PC, CE, and phone devices



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Usage Models Explained (1)

Fastest External Storage



- Sync between PC and external storage
- One thin cable with small connector
- Headroom for future bandwidth scaling



- I/O expansion for home and office
 - Many I/O, display and storage connections
- Reduces cable confusion



Usage Models Explained (2)





- Capture, mix, and process uncompressed HD, 2K/4K, and 3D video
- Create music on your PC that <u>feels</u> and <u>sounds</u> like it was recorded on vintage hardware
- More AV I/O, DSP headroom, and storage performance
- No RFI or ground loops
- Lowest latency

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Accurate time synchronization

Create broadcast quality media on a PC



Usage Models Explained (3)



- Many connected computing devices
 - Not hub and spoke
 - More symmetric vs. asymmetric
- Enables device-device connectivity
- Enables PC-PC connectivity



Simplified Connectivity

Laptop w/ latest media capabilities

- Play the latest media from your laptop to TV
- High data rate video capture from integrated camera
- Single, thin cable to TV from entertainment center



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Architecture at a Glance



- Efficient transport
 - Packet switched multiplexing
 - Establish all routing at setup
 - Cheap switching
- Virtual wire semantics
 - Performance isolation between higher level protocols (QoS)
 - Error recovery provided by mapped protocol
- Flexible topologies
 - Any graph topology
 - Peer-to-peer



Bringing Optical to Mainstream

- Designed for PC requirements, not telecom
 - PC lifetimes and operating temperatures
 - Smaller form factor
 - Power management for less power consumption
- Relaxed optical specs for yield improvement
 - Higher laser power for manufacturing tolerances
 - Wider spectral widths
- Designed for High Volume Manufacturing
 - Simplified mechanical design
 - Automated manufacturing and test lines
 - Higher laser power allows for automated assembly





Light Peak Controller



- Basic implementation unit containing:
 - A crossbar switch
 - One or more Light Peak ports
 - One or more protocol adapter ports
- Host controller
 - Typically multi-protocol and multi-port
 - Includes a software interface
 - Optimized for host side implementations
- Peripheral controller
 - Could be single protocol and single port
 - Optimized for a particular usage



Example Platforms



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Mobile

Enthusiast/Workstation



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Development Status

- Light Peak is on track for 2011 products
 - First products expected in 2011
 - No OS changes required

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- Initial usage models focus on performance & simplification
 - Faster media transfer and creation
 - Flexible designs, thinner form factors and simplified cable connections
- Momentum continues to increase across the industry, with vendors demonstrating prototype devices



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Direct Networks of Servers



- Goal: Build a high-bandwidth, faultresilient, low-cost network that can deliver performance isolation across applications
- Approach
 - Integrate low-radix switches into server platforms
 - Interconnect servers directly using multipath topologies
- Why Light Peak?
 - Small buffers and tables enable cheaper switching components
 - Bandwidth allocation and performance isolation
 - Flexible topologies and multi-path enables better resiliency



Research Questions



Light Peak Direct Networks Prototype

- Topologies for larger networks with fixed degree
- Traffic analysis
 - Delays, throughput, fairness, multi-path, QoS
- Failure recovery
- Interworking with Ethernet
- Performance studies with actual workloads



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Summary

- Light Peak is a new high-speed interconnect technology developed by Intel that consists of a *multi-protocol transport architecture* and an *electrical/optical physical layer*
- Key Benefits of Light Peak include:
 - Simpler connectivity
 - High bandwidth
 - Flexible system architectures
- For more information...

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- http://www.intel.com/go/lightpeak
- Direct Networks Prototype Leveraging Light Peak Technology.
 Sreenivas Addagatla, Mark Shaw, Suyash Sinha, Prashant Chandra, Ameya Varde, Michael Grinkrug. In proceedings of Hot Interconnects 2010.

