

# **Uno: A One-Stop Solution for Inter- and Intra-Data Center Congestion Control and Reliable Connectivity**

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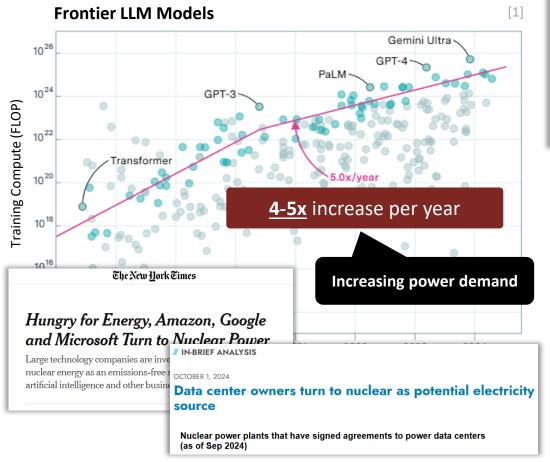








## **Motivation**





"We had to scale to more compute, and that compute was not available as part of one cluster. We had to go to **multi-cluster training**"

GPT4.5 Team April 2025

"We don't disclose exactly the details of how many locations but Gemini Ultra was trained <u>across multiple sites</u>, and multiple clusters within those sites."

Thomas Kurian, CEO Google Cloud

December 2023

**Problem:** local power limitation, increased complexity

**Solution:** training across **multiple** datacenters







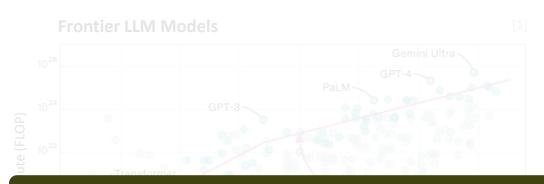


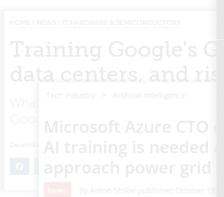


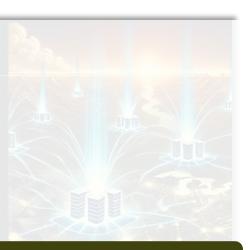




## **Motivation**







# Significant inter- and intra-DC traffic co-existence inside DCs **Efficient communication becomes challenging**



**Problem:** local power limitation, increased complexity

**Solution:** training across **multiple** datacenters





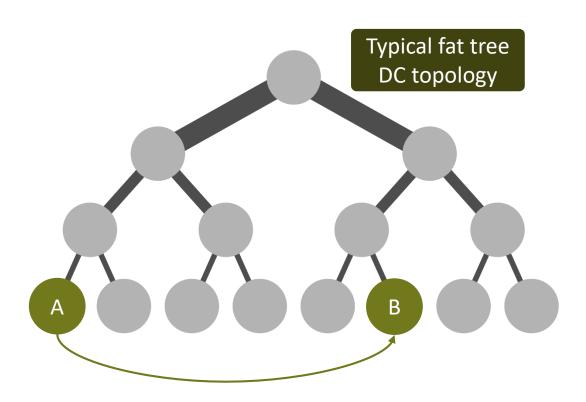




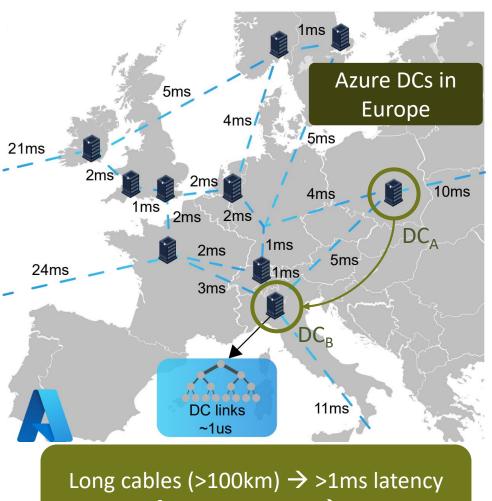




# **Motivation**



Short Cables (<100m) → ~1us latency RTT from A to B  $\rightarrow$  ~12us



RTT from  $DC_A$  to  $DC_B \rightarrow 10$ ms

1000x latency difference

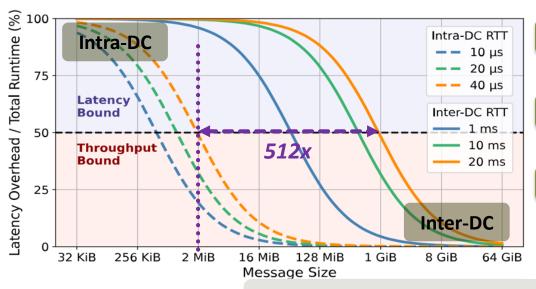








# Inter- and intra-DC RTTs have huge gaps



#### Slow loss detection and recovery

>1 ms RTT across datacenters

#### **BDP <-> Buffer sizes mismatch**

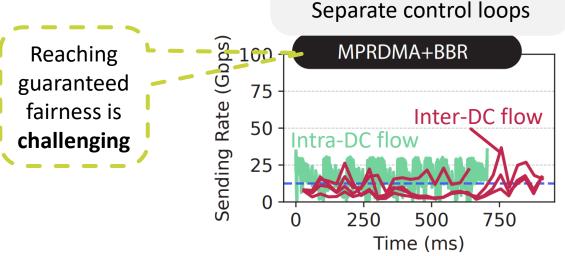
~ 100 MB buffering per port with 10 ms inter-DC RTT

Unified control loops

#### **Unfairness / slow convergence to fairness**

**Huge gap** in congestion notification and reaction granularity Existing solutions fall short in **efficiently** converging to fairness

#### 8:1 incast from senders both inside and across datacenters



Sending Semini Sending Semini Sending Semini Sending Semini Sending Se

Reaches
fairness but
convergences
is very slow

[Congestion Control for Cross-Datacenter Networks, ToN 2022]

[BBR: Congestion-based congestion control., Commun. ACM 2017]



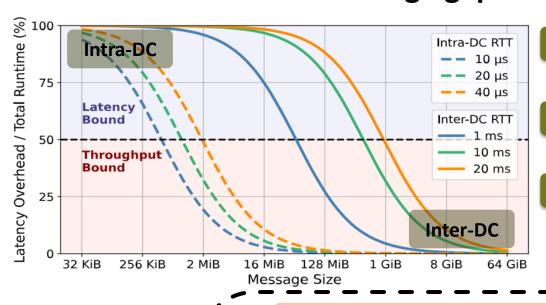








# Inter- and intra-DC RTTs have huge gaps



Uno

#### Slow loss detection and recovery

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#### **Unfairness / slow convergence to fairness**

**Huge gap** in congestion notification and reaction granularity Existing solutions fall short in **efficiently** converging to fairness

Congestion Control is crucial

#### **Throughput Bound**

Vastly diverse RTTs and delayed feedback

Mismatch between BDP and buffer capacity.

#### UnoCC

Fair between different RTTs. Uses phantom queues to mitigate BDP mismatch.

#### **Latency Bound**

Most messages are latency bound.

Single loss can have a dramatic impact.

#### **UnoRC**

Incorporates erasure coding with load balancing (UnoLB) to limit drops.

Reliability is the most important aspect







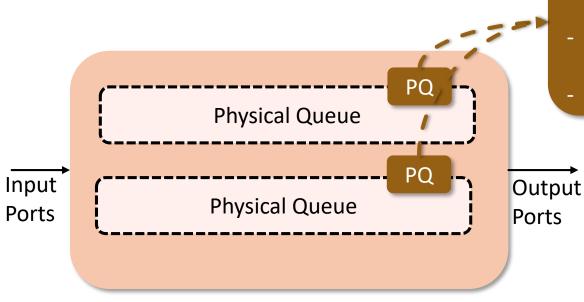






BDP <-> buffer size mismatch

Phantom Queues (PQs)



**Phantom Queues** 

- Virtual queues
   implemented as a counter
- Increase when a packet arrives
- Decrease at a constant rate

**Switch** 

Can grow potentially unbounded to better assess congestion levels

Leaving **headroom** to absorb **bursts** 

congestion detection





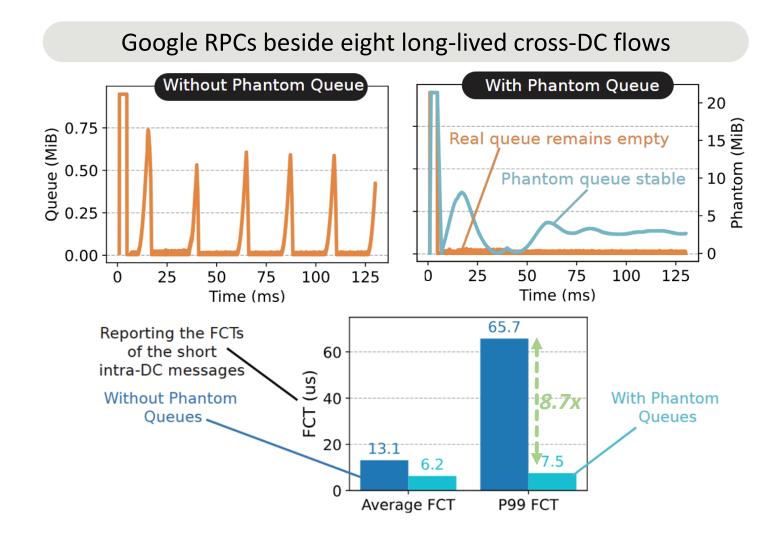






BDP <-> buffer size mismatch

Phantom Queues (PQs)





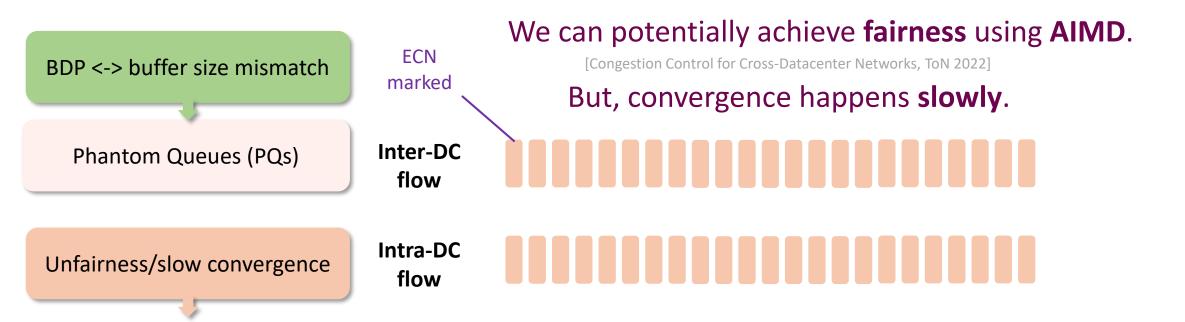




















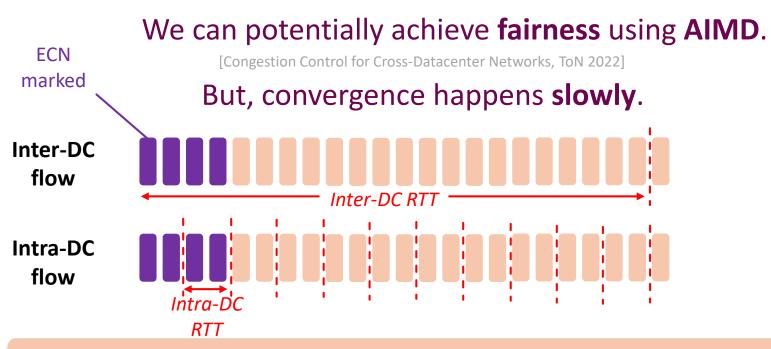




BDP <-> buffer size mismatch

Phantom Queues (PQs)

Unfairness/slow convergence



Rate reduced at different granularities, prolonging convergence to fairness

Same degree of congestion captured differently, causing configuration sensitivity













Inter-DC

flow

Intra-DC

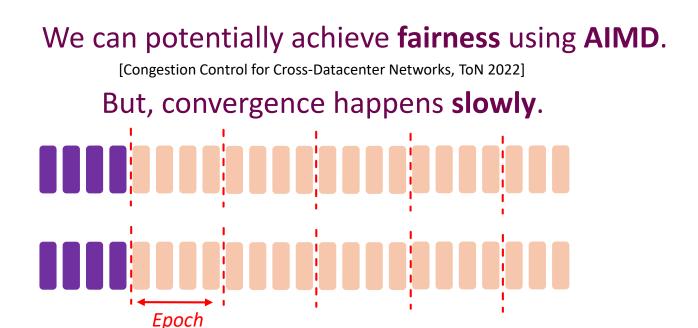
flow

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Phantom Queues (PQs)

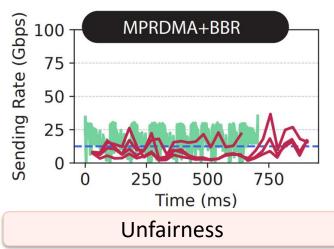
Unfairness/slow convergence

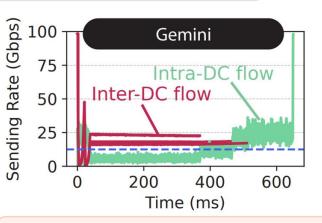
Unified reaction granularity to congestion

Drastic rate reduction under extreme congestion

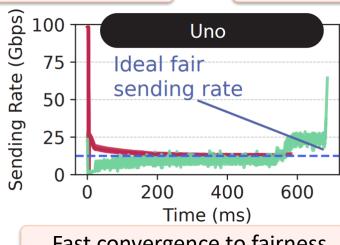
Smoother rate reduction upon phantom queue congestion

#### 8:1 incast from senders both inside and across datacenters





Slow convergence to fairness



Fast convergence to fairness







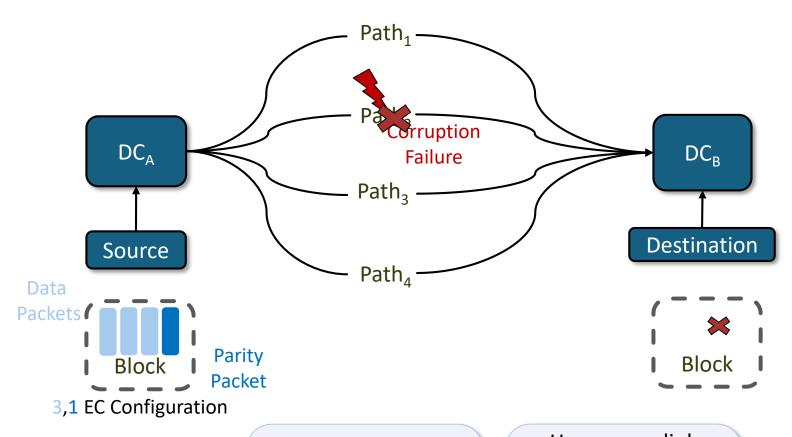






Packet losses are destructive when latency-bound

Losses are recovered through erasure coding



Data Packet is lost but receiver can still reconstruct the block However, a link failure would still prevent the block from being delivered















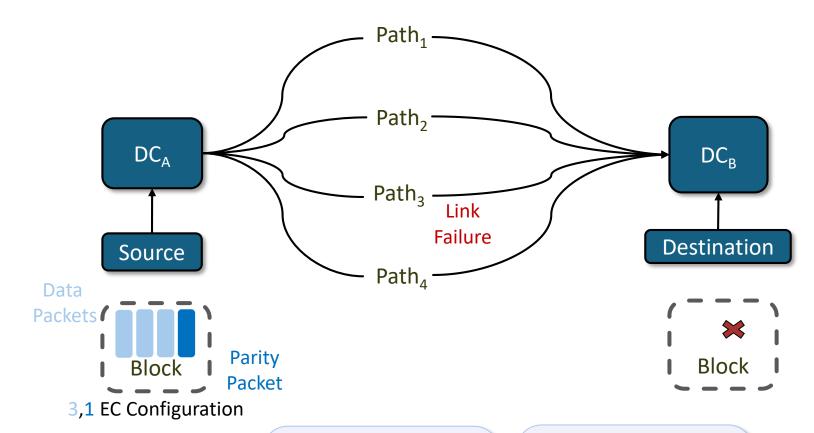
Packet losses are destructive when latency-bound

Losses are recovered through erasure coding

Erasure coding helps recovery from drops but not from failures

Adaptive load balancing to utilize multipathing

Tightly integrate LB with EC to ensure resiliency even with failures



The block is reconstructed even with a link failure thanks to multipathing

UnoRC quickly learn to avoid the failing path by looking at when it last was active





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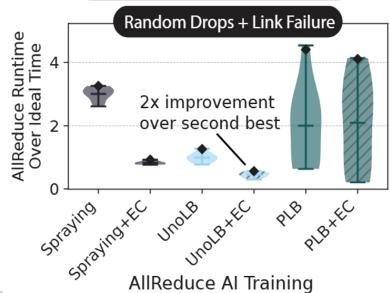
Tightly integrate LB with EC to ensure resiliency even with failures

#### Measured Drop Rates

Losses Within a Block	Setup 1 (65ms RTT)		Setup 2 (33ms RTT)	
	Drops	Loss Rate	Drops	Loss Rate
1	97 403	$3.0 \times 10^{-4}$	12 785	$4.0 \times 10^{-5}$
2	23 984	$7.5 \times 10^{-5}$	7 262	$2.3 \times 10^{-5}$
3	5 007	$1.6 \times 10^{-5}$	1 560	$4.9 \times 10^{-6}$

Table 1: Packet loss information for two datacenter configurations.

#### **CrossPipe** Schedule











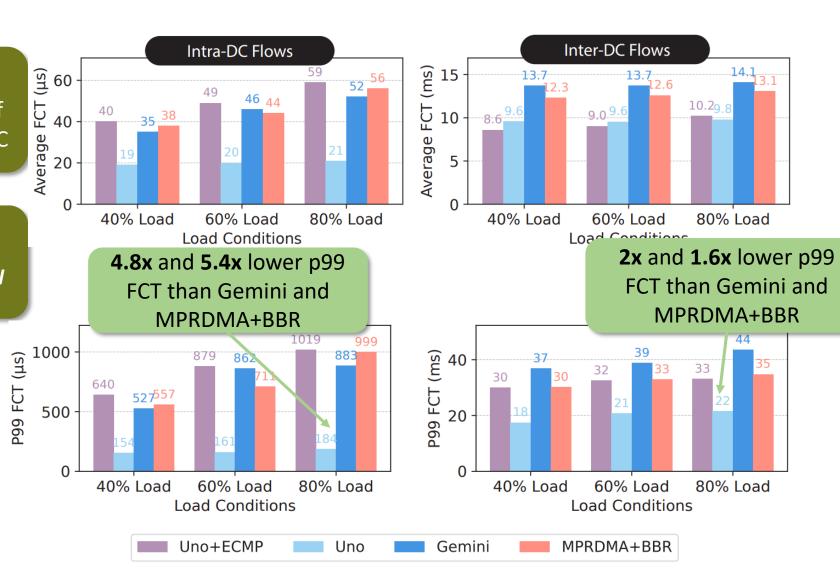




# Uno is performant under realistic workload

Large-scale simulations with **100 Gbps** links and an RTT difference of **128x** between intra-DC and inter-DC

**Running Datacenter Traces** Google web search + Alibaba WAN





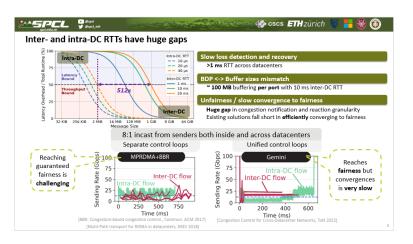


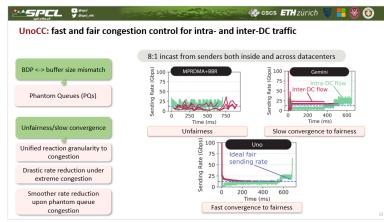




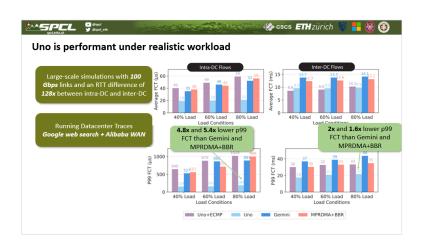


### **Conclusions**





#### SPEL • @spel escs ETH zürich UnoRC: Reliable connectivity through load balancing and erasure coding Packet losses are destructive when Losses are recovered through erasure coding Erasure coding helps recovery from Destination drops but not from failures **'** × ' Adaptive load balancing to utilize multipathing I Block I 3,1 EC Configuration Tightly integrate LB with EC to ensure The block is UnoRC quickly learn resiliency even with failures to avoid the failing reconstructed even with a link failure path by looking at thanks to when it last was multipathing



#### Paper:



#### **Open-source code and artifact:**















# **BackUp Slides**









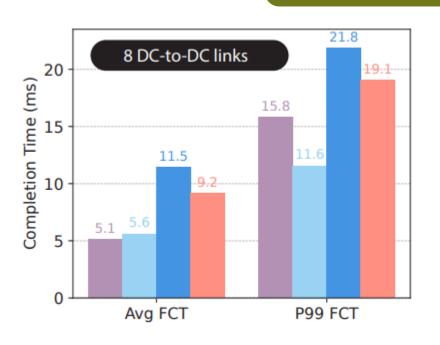


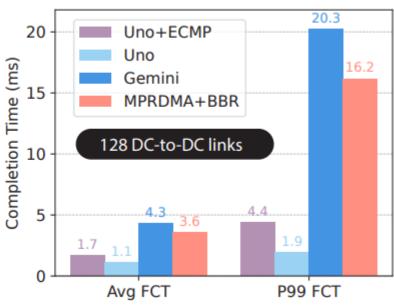




# **Uno Benchmarks**

### Permutation Workload















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Erasure coding helps recovery from drops but not from failures

Adaptive load balancing to utilize multipathing

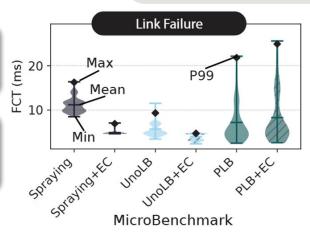
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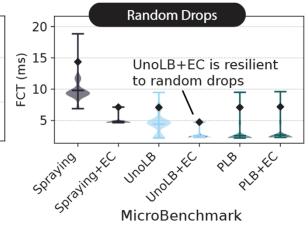
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