

TOR VERGATA
UNIVERSITÀ DEGLI STUDI DI ROMA



consorzio nazionale
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SRV6 WORKSHOP @ NETDEV 0X1A

SRv6 for the AI Backend

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Netdev 0x1A — The Technical Conference on Linux Networking

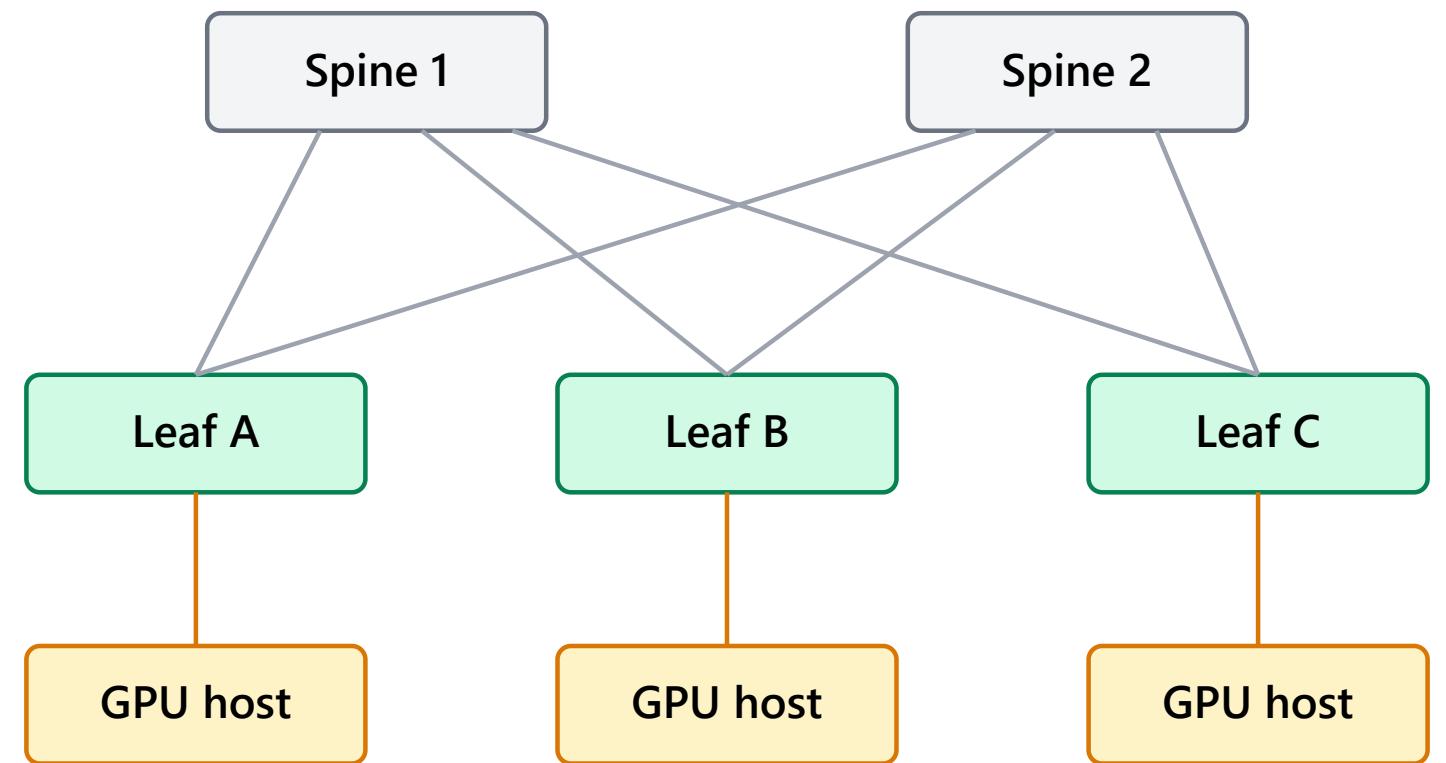
SRv6 Workshop — 13 July 2026, Rome, Italy

C. Filsfils, P. Camarillo, A. Abdelsalam, A. Quinci, A. Tulumello, A. Mayer, P. Loreti, L. Bracciale, S. Salsano,
"Toward Deterministic Path Placement in AI Backends: A Practical SRv6-Based Architecture", **IEEE CNSM 2025**

An AI backend is not the Internet

- **One owner**, one fabric, known topology
- **Few, huge flows** — not millions of small ones
- Collectives are **synchronous**: all-reduce, all-to-all
- The **slowest flow** sets the job completion time
- GPUs idle while the network catches up

Consequence. Average throughput is irrelevant: the *tail* is what you pay for.

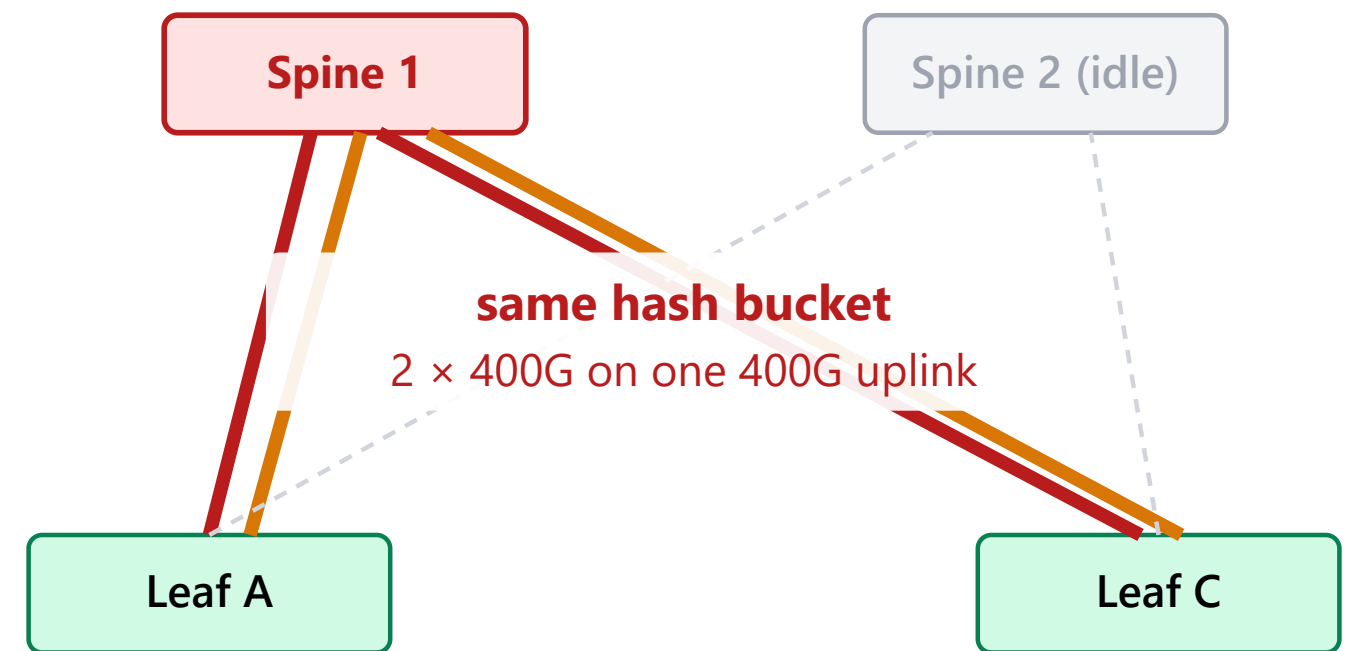


all-reduce: everybody waits for the last byte

ECMP: spreading is not placement

- The switch hashes the 5-tuple — **it does not plan**
- **Hash collisions**: two elephants, one uplink
- No entity **owns** the end-to-end path
- On failure: wait for **control-plane convergence**
- Rehashing moves flows you did *not* want to move

The gap. We spread flows *statistically* on a fabric we control *exactly*.



half the fabric is idle, half the job is late

Source routing: the segment list *is* the path

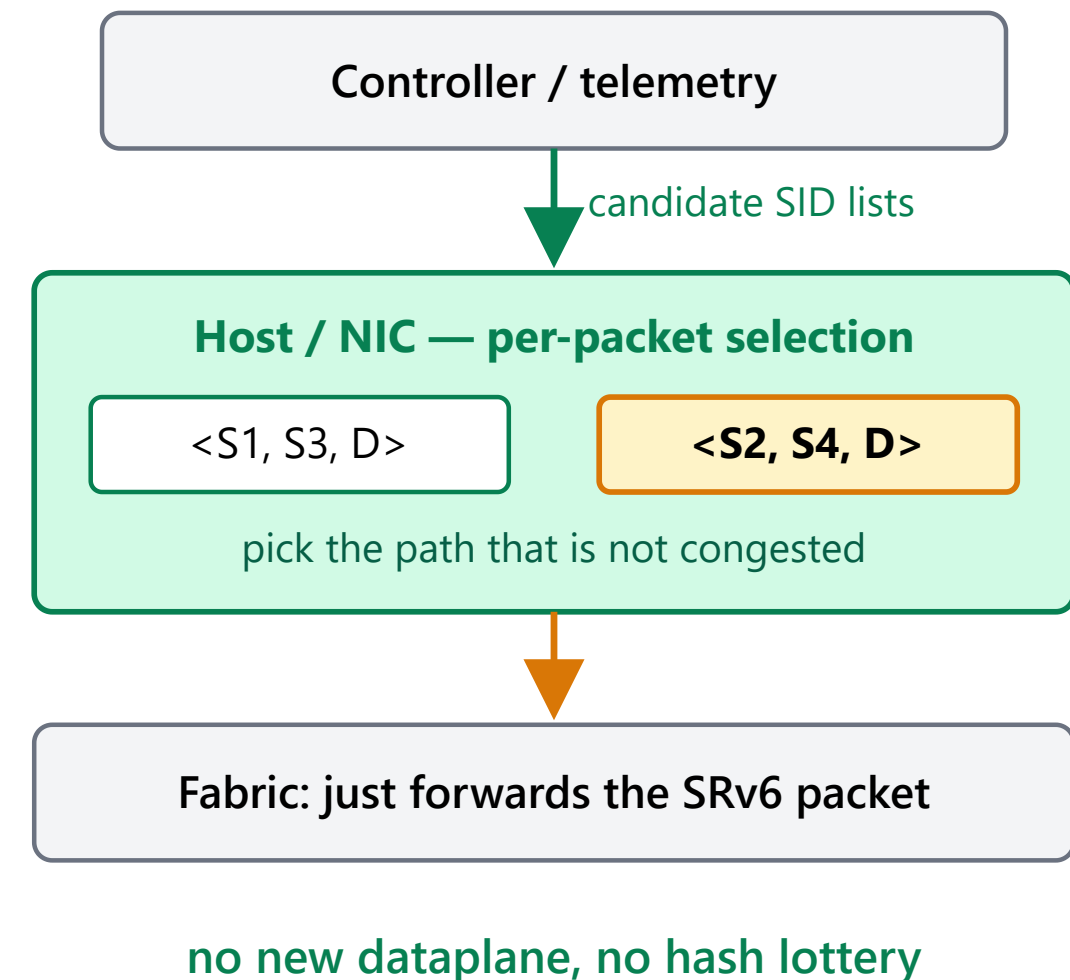
- 1 Decide at the source.**
The host (or the NIC) picks the exact fabric path, per packet or per flowlet.
- 2 No hash, no collision.**
Placement is explicit: the fabric stops guessing and just executes the SID list.
- 3 Failures are a local decision.**
Switch the SID list at the host — no waiting for control-plane convergence.

And it is plain IPv6. SRv6 needs no new dataplane in the fabric — the switches already forward it.

Deterministic, congestion-aware placement

- **Telemetry in:** link load, queue depth, failures
- **Path set out:** a few disjoint SID lists per destination
- The host **selects**, packet by packet
- Reaction time = **host RTT**, not convergence time

Division of labour. The controller *proposes* the paths, the host *disposes* of the packets.



The Linux datapath

- `seg6` `lwtunnel`: encap, one static SID list per route
- `seg6local`: the behaviors, on the receive side
- The hard part: **choosing** the list per packet
- Not a routing lookup — a **policy** decision
- Needs feedback state next to the datapath

The kernel gap. `seg6` can *apply* a path; nothing in it *picks* one.

```
# one path, statically bound to a route
ip -6 route add fc00:d::/64 \
    encap seg6 mode encap \
    segs fc00:1::s1,fc00:3::s3 dev eth0

# what an AI backend actually needs
for each packet:
    p = select_path(dst, telemetry, state)
    push_srh(p)
```

Where the selection lives

eBPF at the socket / TC egress — or XDP, or the NIC itself.

Doing it at line rate

	Where it runs	Per-packet choice	Line rate at 400G+
seg6 lwtunnel	kernel, route-bound	no — static list	CPU-bound encap
eBPF / XDP	kernel, programmable	yes — maps hold the path set	good, but CPU cycles per packet
NIC offload	hardware	yes, if the NIC exposes the SID list	the only way to keep the GPUs fed

The ask to this room. A clean split: *policy* in eBPF, *encap* in the NIC — with a kernel API that does not fight either.

It does not work alone

- **FRR.**
SID allocation and distribution — the host needs to know which segments exist.
- **SONiC.**
The switch side of the same story — see Ahmed's talk right after this one.
- **Telemetry.**
Load and failure signals, fast enough to be worth reacting to.
- ★ **MRC.**
This architecture underpins the industry MRC protocol — *main-track talk* at this conference.

Conclusions

What we have

An SRv6 architecture that turns an AI fabric from *statistically spread* into *deterministically placed* — on plain IPv6, no new dataplane.

What we need

Kernel and NIC support for *per-packet* segment-list selection at line rate, and the telemetry loop to drive it.

Take-home. In a fabric you own completely, guessing the path is a choice — and a bad one.

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