

Beyond KV-Cache

Topics for Today

- KV-Cache: Bluefield DPU vs KubeFlash
- Deepseek Engram, implication for flash storage
- Beyond KV-Cache

Market Segments for KubeFlash

	All Flash Array	HCI	AI & Data Analytics
Market Size	~ 25B	~ 15B	Billions
Major Player	PURE STORAGE [®] NetApp [®] 	NUTANIX [®] VMware vSAN™	Many Players
KubeFlash Advantage	<ul style="list-style-type: none">- Off-the-Shelf components- Utilizing server from any vendor- High performance and low CPU utilization	<ul style="list-style-type: none">- Native local NVME performance- Power efficient- Revolutionary all flash solution for Kubernetes	<ul style="list-style-type: none">- Converged SSD/Memory Caching- Native NVME throughput for KV cache- Boosting data analytics with native flash storage

Bluefield/DPU essentially is All Flash Array

All Flash Array

Market Size

~ 25B

Major Player



KubeFlash Advantage

- Off-the-Shelf components
- Utilizing server from any vendor
- High performance and low CPU utilization

Bluefield

- Eliminate x86 CPU
- Redevelop full storage stack
- Proprietary Nvidia specific

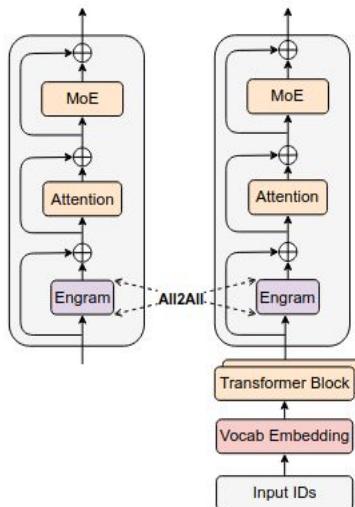
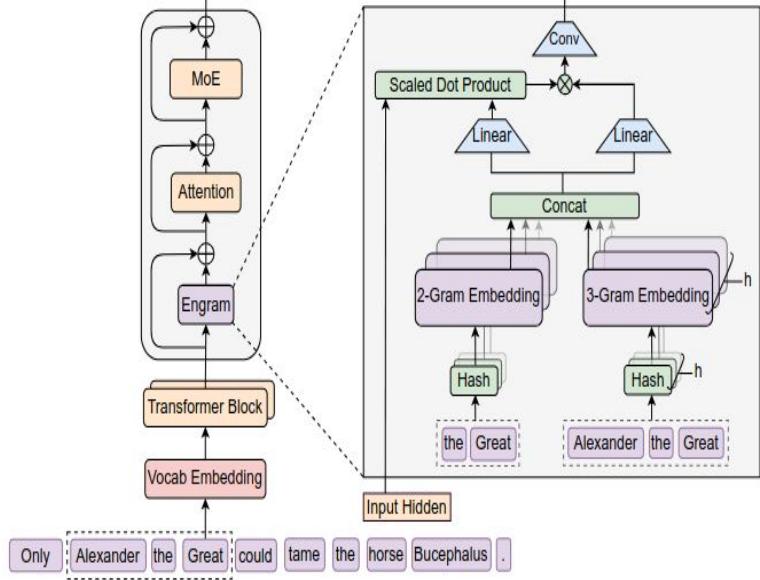
KubeFlash HCI mode best utilizing local native SSD



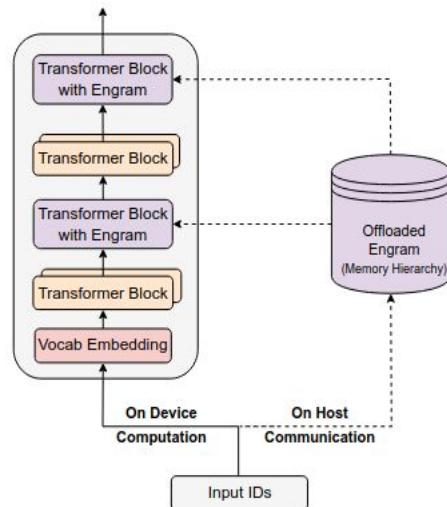
Cost effective, best investment/performance ratio

PCIE switch port limitation

Engram & Implication

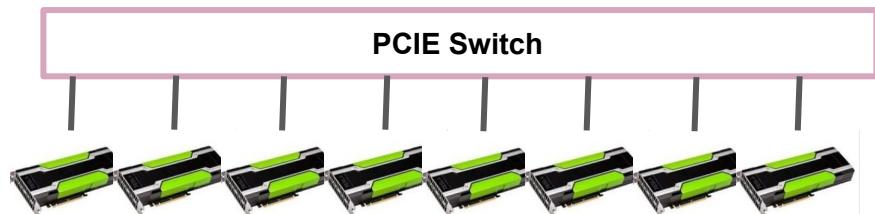


(a) Engram at training

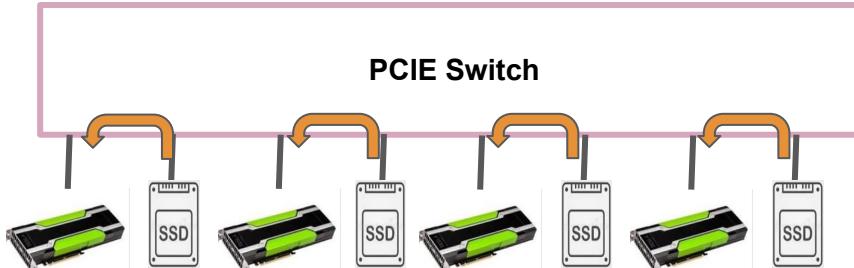


(b) Engram at inference

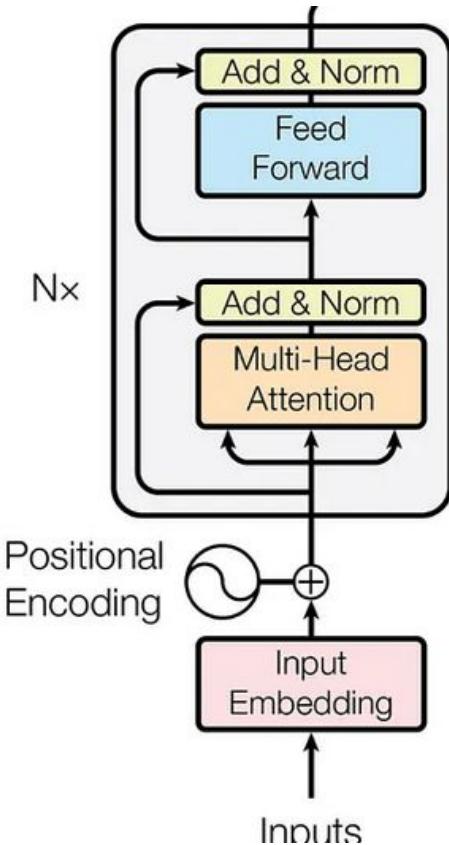
GPU Server Restructured



- GPU paired with SSD
- GPU now have dedicated computing scratch pad
- SSD will hold all model parameters, Gradients, optimizer states
- GPU exchange data through neighbour SSD

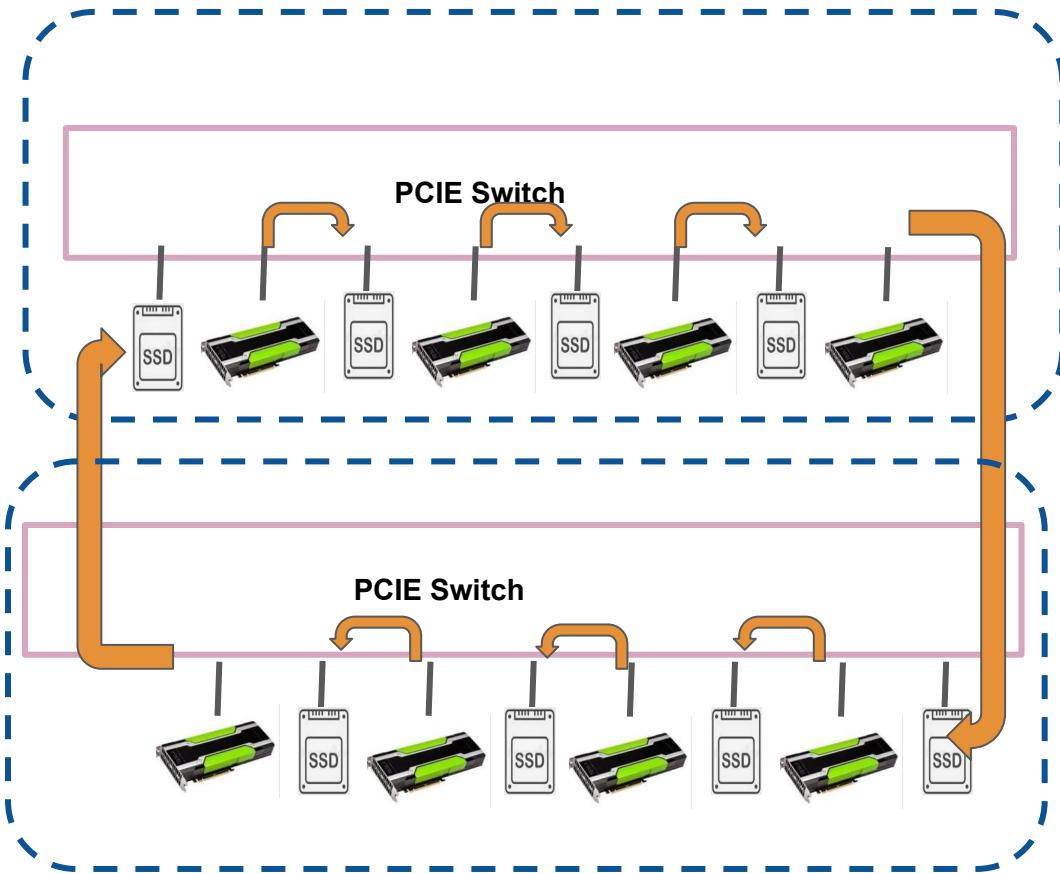


SSD LLM inference Streaming Computing



- GPT-3 175B, 96 layer
- Each layer ~1.8B, 3.6G Bytes
- Gen5x16 SSD bandwidth ~ 100GB/s
- Model loading time for one layer: $3.6/100 \sim 35\text{ms}$
- Computing: $100\text{K} \times 1.8\text{B} / 1000 \text{ T} \sim 180 \text{ ms}$

GPU Server Ring Extension



- Commodity GPU, less HBM dependency
- No NVlink dependency
- Better parallelism
- Training largest LLM with a few tens of GPU