



Tutorial : Network ASIC Architecture Review and Case Study

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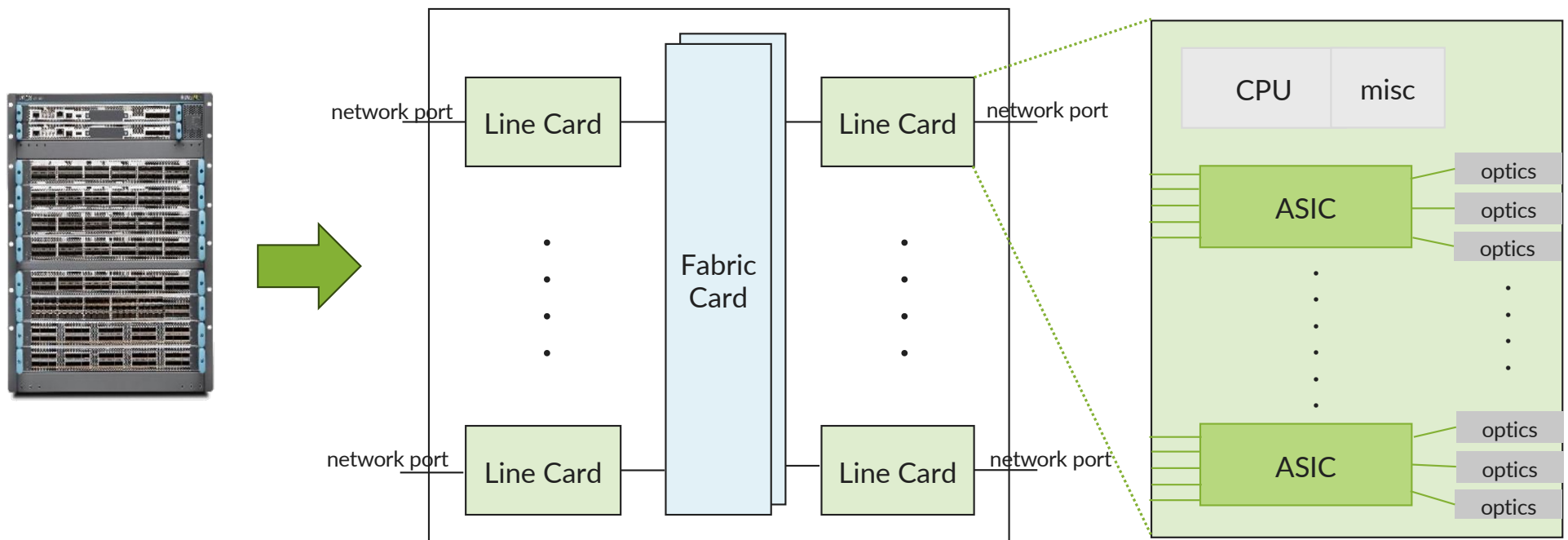


- Network ASIC Basics Review
 - Packet Processing Architectures
 - Buffer Architectures
- Network ASIC Trends
 - Landscape
 - Case study

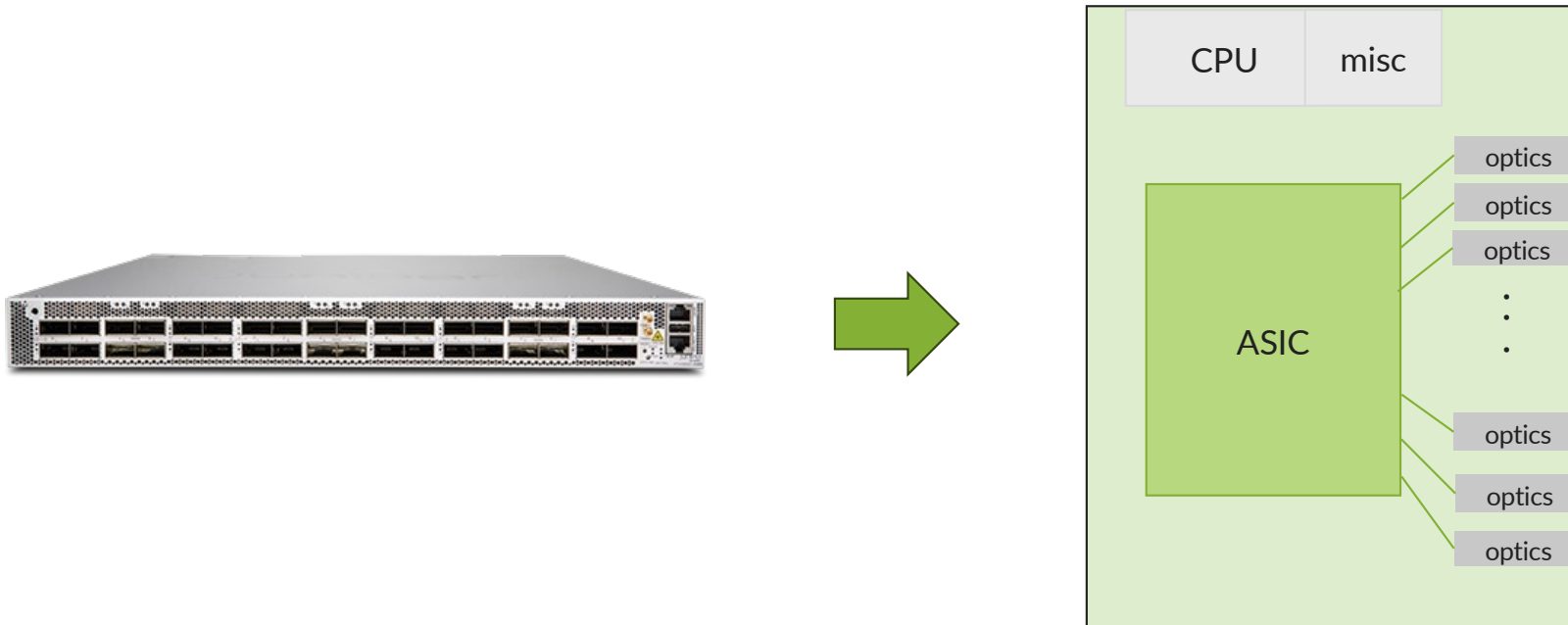
Quick review of Network ASIC architecture

- Following few slides serve as quick review of network ASIC architecture presented by my colleague Nancy Shaw at NANOG93
- Here's link to her presentation and video
 - https://storage.googleapis.com/site-media-prod/meetings/NANOG93/5312/20250202_Shaw_Network_Asics_v1.pdf
 - <https://www.youtube.com/watch?v=HUAAnjNmZ0OQ>

Network ASIC In The Router (Chassis System)



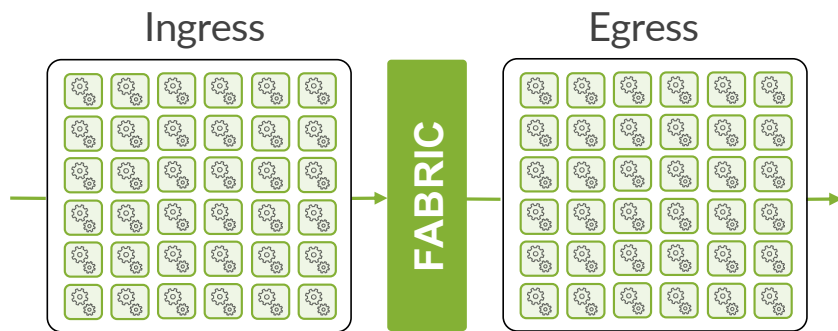
Network ASIC In The Router (Stand-alone Box)



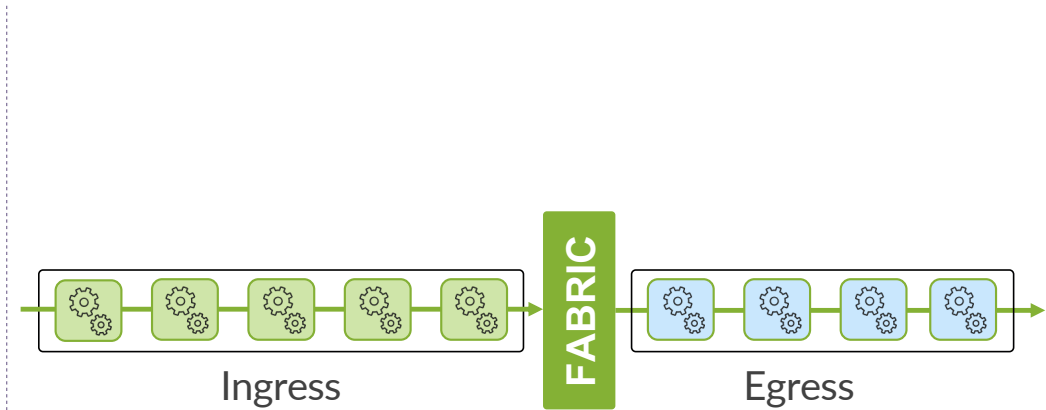


Packet Processing Architectures

Packet Processing Architectures



Multiple Packet Processing Engines (PPE) Architectures



Pipeline Architectures

Packet Processing Architectures Pros and Cons

Multiple PPEs

- ✓ Infinite programmability
 - **All features** can be supported
- ✓ Highest level of flexibility
 - Each PPE can access a fungible memory
- ! Can't get the Power/Speed that pipelines offer

Pipeline

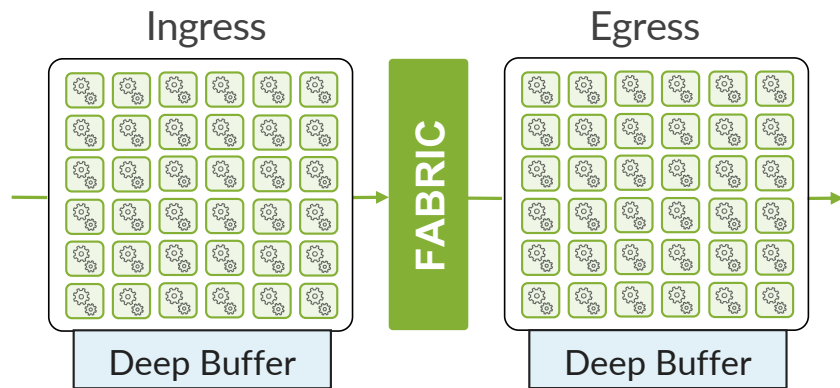
- ✓ Higher performance
 - Higher Speed / Lower power
- ✓ Lower latency
- ✓ Covers “**most**” of the major use-cases
- ✓ Can't reach the flexibility a multiple PPE architecture offers



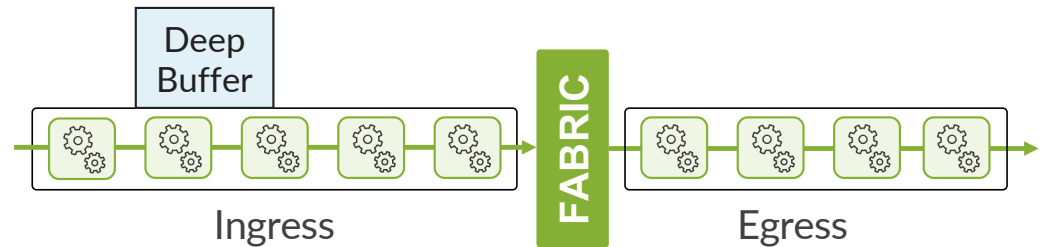
Buffer Architectures

Buffering and Queues

- Buffer provides packet storage during periods of transient congestion
- Queues store packets according to priority or Quality of Service (QoS)

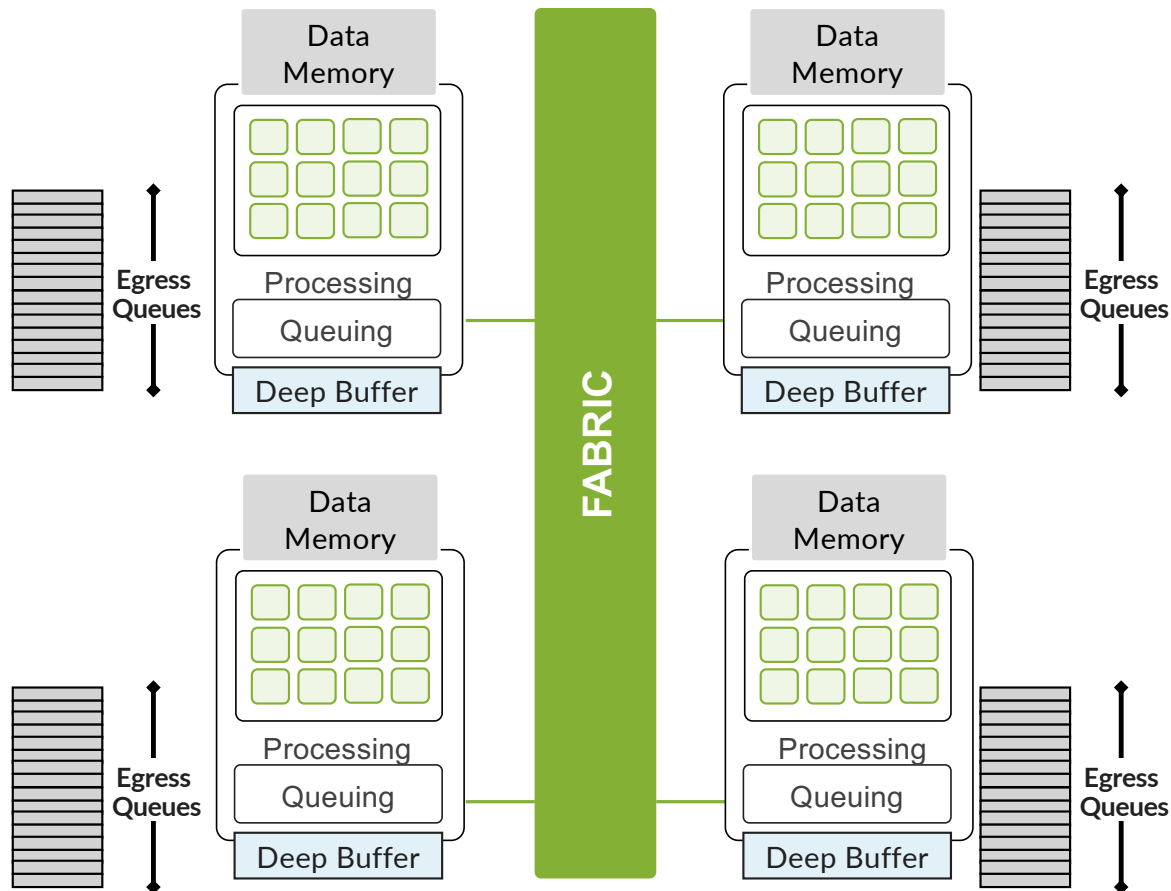


Two-Stage



Ingress-Only Single-Stage

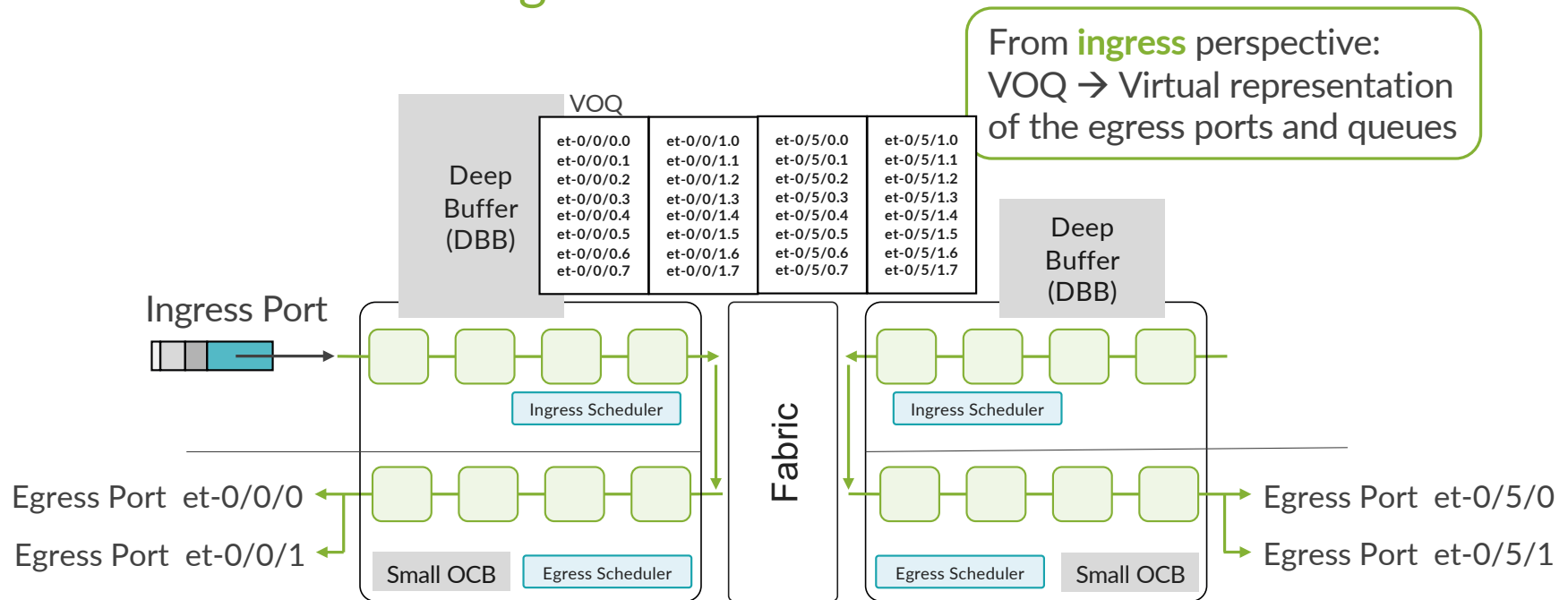
Two-Stage Buffering Architecture



- Packet gets buffered first on ingress to be scheduled across fabric
 - Low number of queues
- Packet gets buffered a second time on egress to be scheduled out the local port
 - Large number of queues
 - All queues are only for “local” egress ports
- **More line cards, more ASICs, more queues!**
 - Total queues = #cards x #ASICs x #queues/ASIC

Ingress-Only Buffering: VOQ system

- VOQ = Virtual Output Queue
- No head of line blocking



Buffering Architectures Pros and Cons

Two-Stage Buffering

- ✓ Many more queues per egress port
- ✓ Supports complex Subscriber and QoS management
- ❗ Head of Line Blocking
- ❗ Packet write/read to external memory twice in the system

Ingress-Only Single-Stage Buffering

- ✓ No Head of line blocking
- ✓ Packet write/read to external memory only once in the system
- ❗ Low Scale Queueing



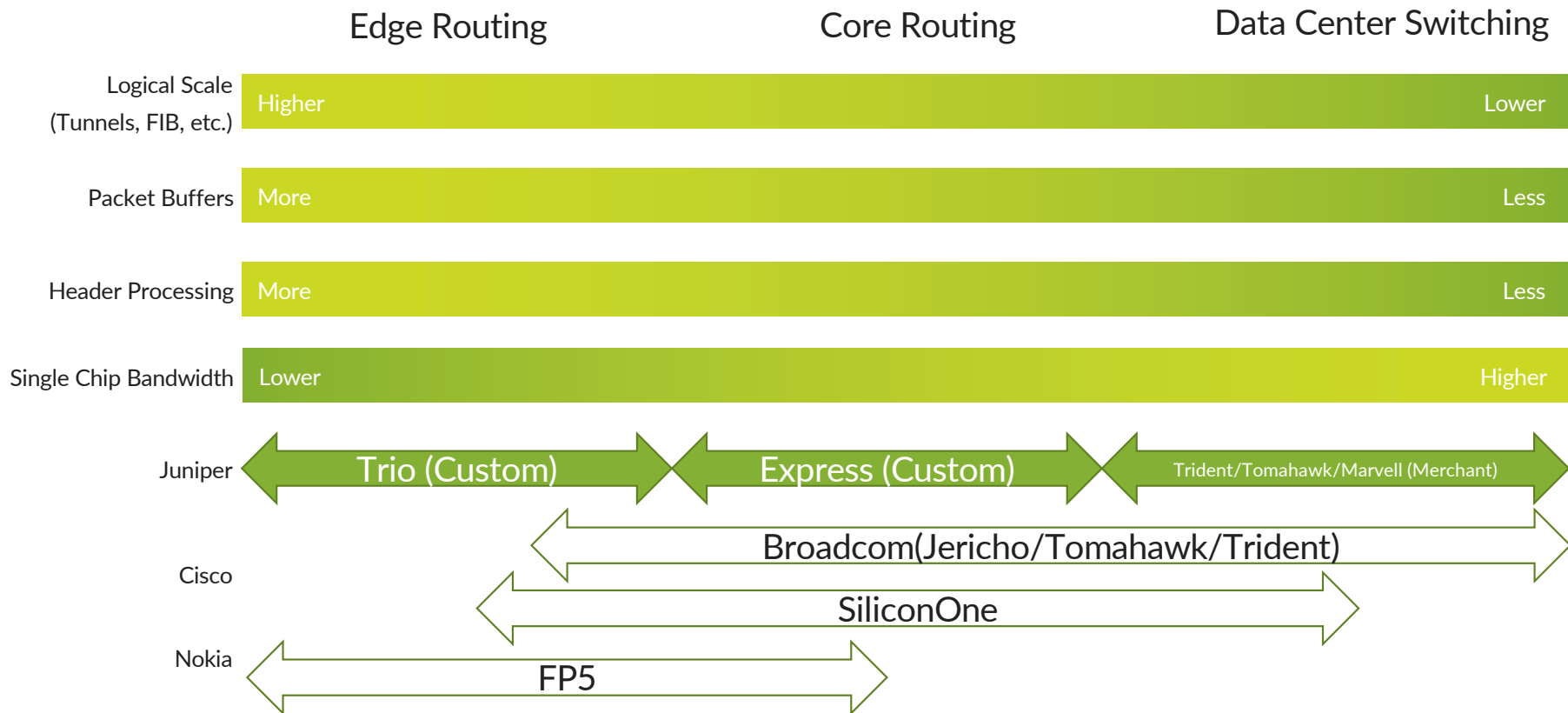
NETWORKING INDUSTRY TRENDS AND MARKET SEGMENTS WITH DIFFERENT ARCHITECTURES

Recent Networking Industry Trends

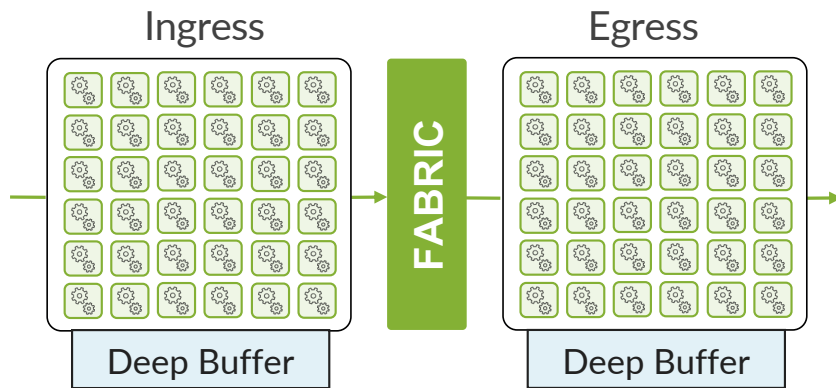
- Bandwidth growth continues with no end in sight!
- AI is main force today to drive some key technology for networking
- Increased network specialization with different equipment requirements
- Leads to network silicon domain segmentation

Networking Silicon Domains

One Size Does Not Fit All

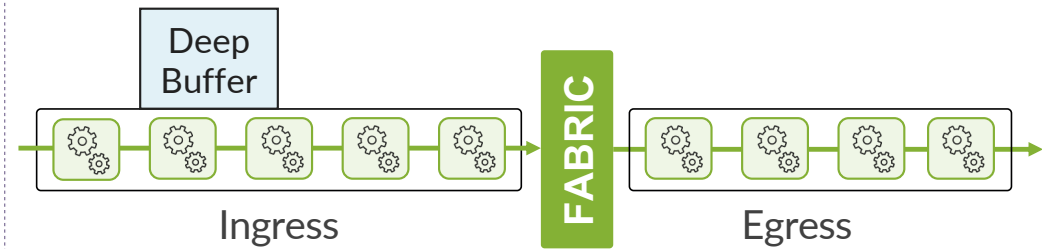


Two different Architectures



Multiple Packet Processing Engines

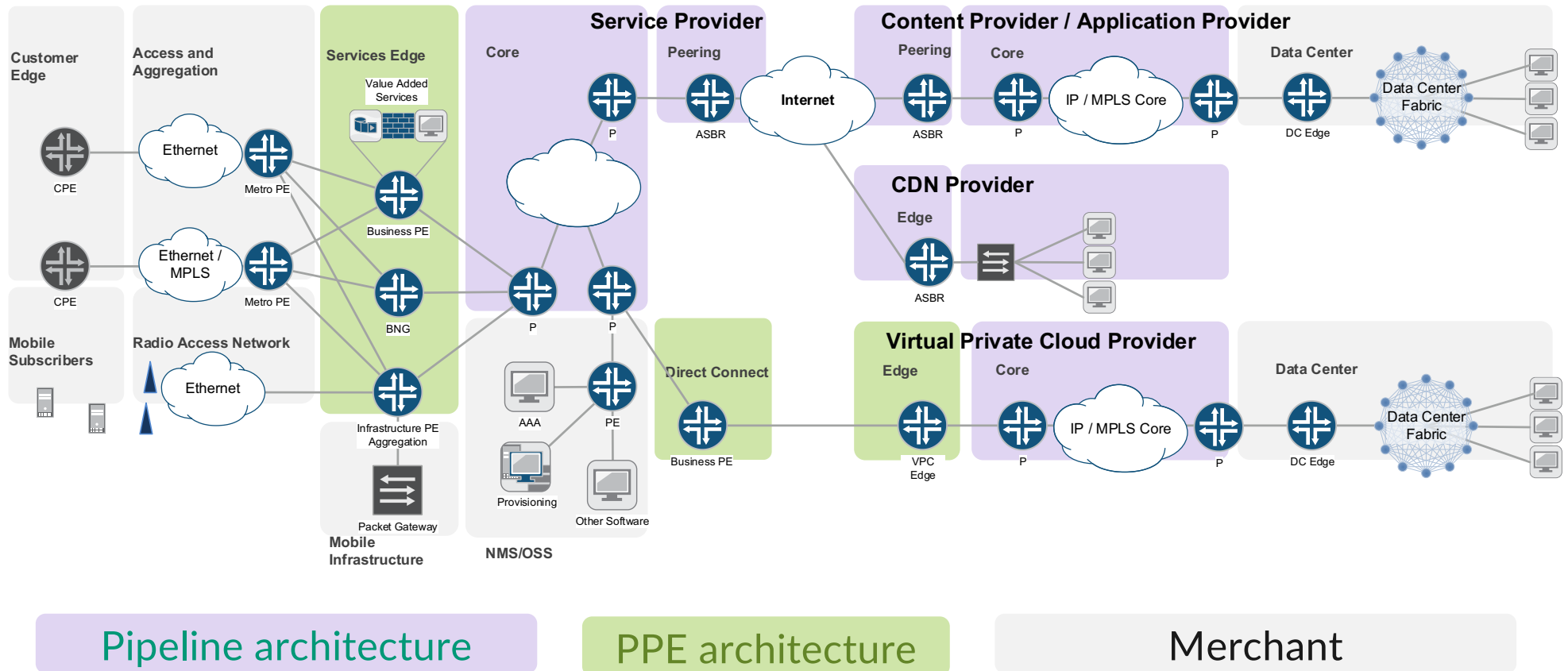
- Juniper Trio Architecture
- Nokia FP5



Pipeline Architectures

- Juniper Express Architecture
- Cisco SiliconOne
- Broadcom Jericho family

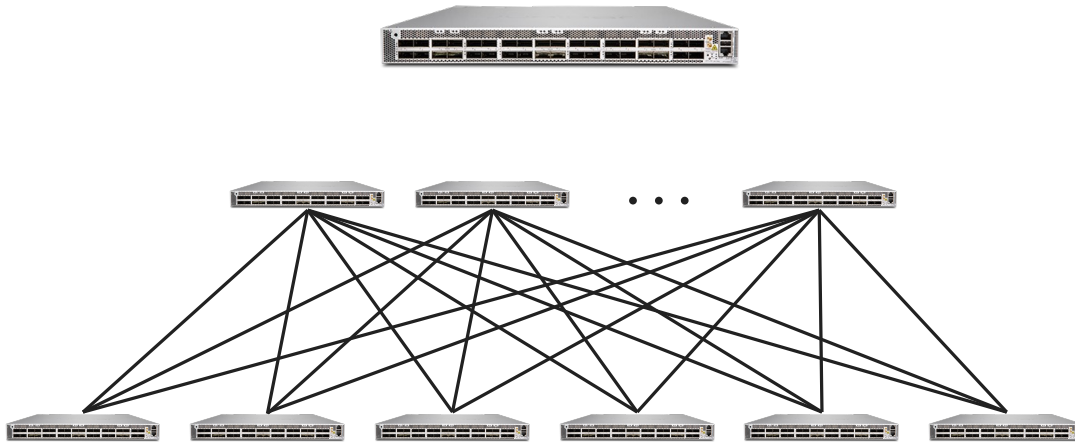
Network Taxonomy and Product Mapping



AI Driving New Network Demand

Scale Out

Using Many Small-Form-Factor Systems



Scale Up & Scale out

Using Fewer Large Modular Systems



Midplane-less chassis

Efficient cooling

Architecture choices

- Multiple packet processing engines vs Pipeline architectures
- Two stage buffering vs Ingress-only VOQ scheme
- Deep buffer with external DRAM (HBM) vs Shallow buffer without external DRAM
- New emerging silicon technology
 - Advancing Silicon technology 3nm → 2nm → 1.4nm
 - New 2.5D/3D package technology – Chip on Wafer on Substrate (CoWoS)
 - Co-packaged optics (CPO)



Case Study

Express ASIC Evolution



Express 1



Express 2



Express 3



Express 4



Express 5



Express 6

Slot Capacities, Gbps

120G/chip
1T / slot

500G/chip
3T / slot
3T / RU - fixed

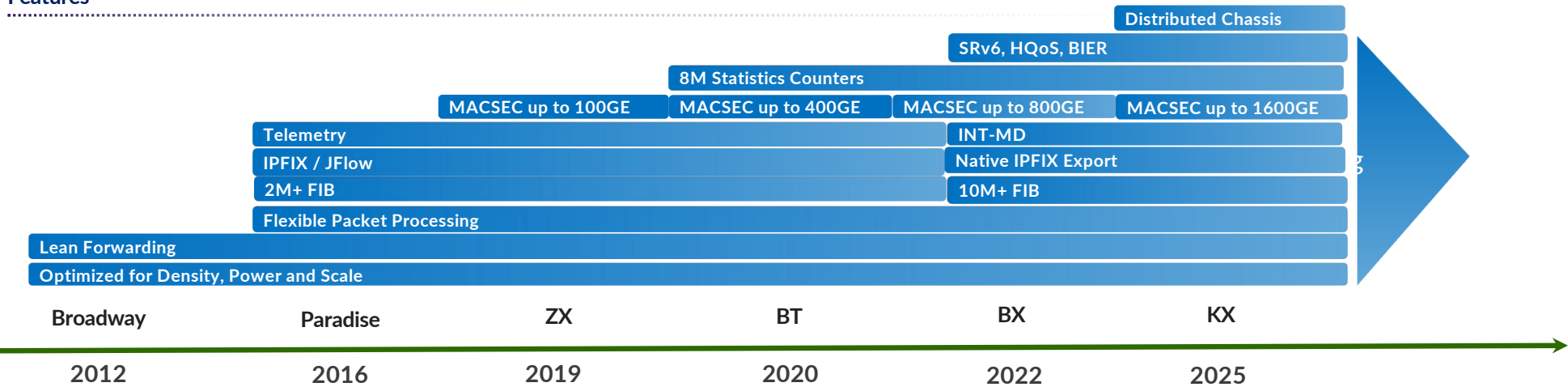
1T/chip
8T and 16T fixed

3.6T/chip
14.4T / slot
9.6T fixed

28.8T/chip
28.8T / slot
28.8T fixed
Designed for 800GE

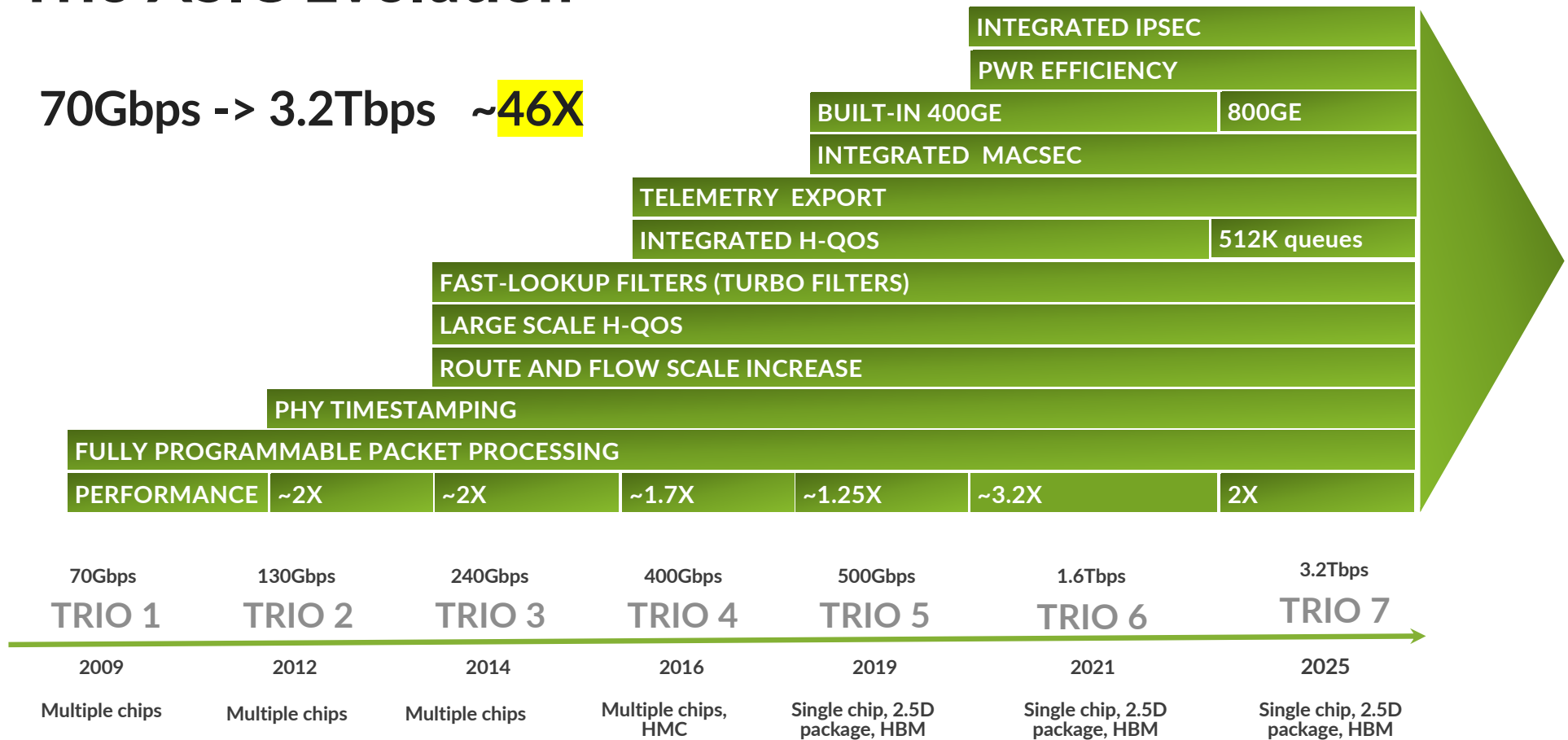
57.6T/chip
Design for
1600GE

Features



Trio ASIC Evolution

70Gbps -> 3.2Tbps ~46X



Broadcom Tomahawk Evolution

Feature	Tomahawk 1	Tomahawk 2	Tomahawk 3	Tomahawk 4	Tomahawk 5	Tomahawk 6
Max Bandwidth	3.2 Tb/s	6.4 Tb/s	12.8 Tb/s	25.6 Tb/s	51.2 Tb/s	102.4 Tb/s
Key Innovation	High-density 25/100G Ethernet for cloud scale networks.	Doubled performance while maintaining software compatibility.	56G-PAM4 SerDes, 400GbE, and advanced telemetry.	100G-PAM4 SerDes, higher performance, and broader interconnect options.	Monolithic 5nm die, AI/ML acceleration, and Cognitive Routing.	3nm chiplet design, Co-Packaged Optics, and 200G/100G PAM4 SerDes.
Notable Feature	Early cloud-scale adoption.	Maintained backward compatibility.	Enhanced telemetry, elephant flow detection, and shared buffers.	Expanded family with different SerDes variants.	Unmatched power efficiency for 51.2T, optimized for AI/ML.	Multi-die architecture, lowest power per bit, and support for CPO.
Process Node	28nm	16nm	16nm	7nm	5nm	3nm
SerDes Speed	25G NRZ	25G NRZ	50G PAM4	50G PAM4 / 100G PAM4	100G PAM4	100G PAM4 / 200G PAM4
year	2014	2016	2017	2019	2022	2025



Thank you