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# Centralized (Indirect) switching networks

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Computer Architecture

AMANO, Hideharu

Textbook pp.92 ~ 130

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# Centralized interconnection networks

- Symmetric:
    - MIN (Multistage Interconnection Networks)
    - Each node is connected with equal latency and bandwidth
  - Asymmetric:
    - Fat-tree, base-m n-cube, etc.
    - Locality of communication can be used.
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# Properties of MIN

- Throughput for random communication
  - Permutation capability
  - Partition capability
  - Fault tolerance
  - Routing
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# MIN (Multistage Interconnection Network)

- Multistage connected switching elements form a large switch.
  - Symmetric
  - Smaller number of cross-points, high degree of expandability
  - Bandwidth is often degraded
  - Latency is stretched
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# Classification of MIN

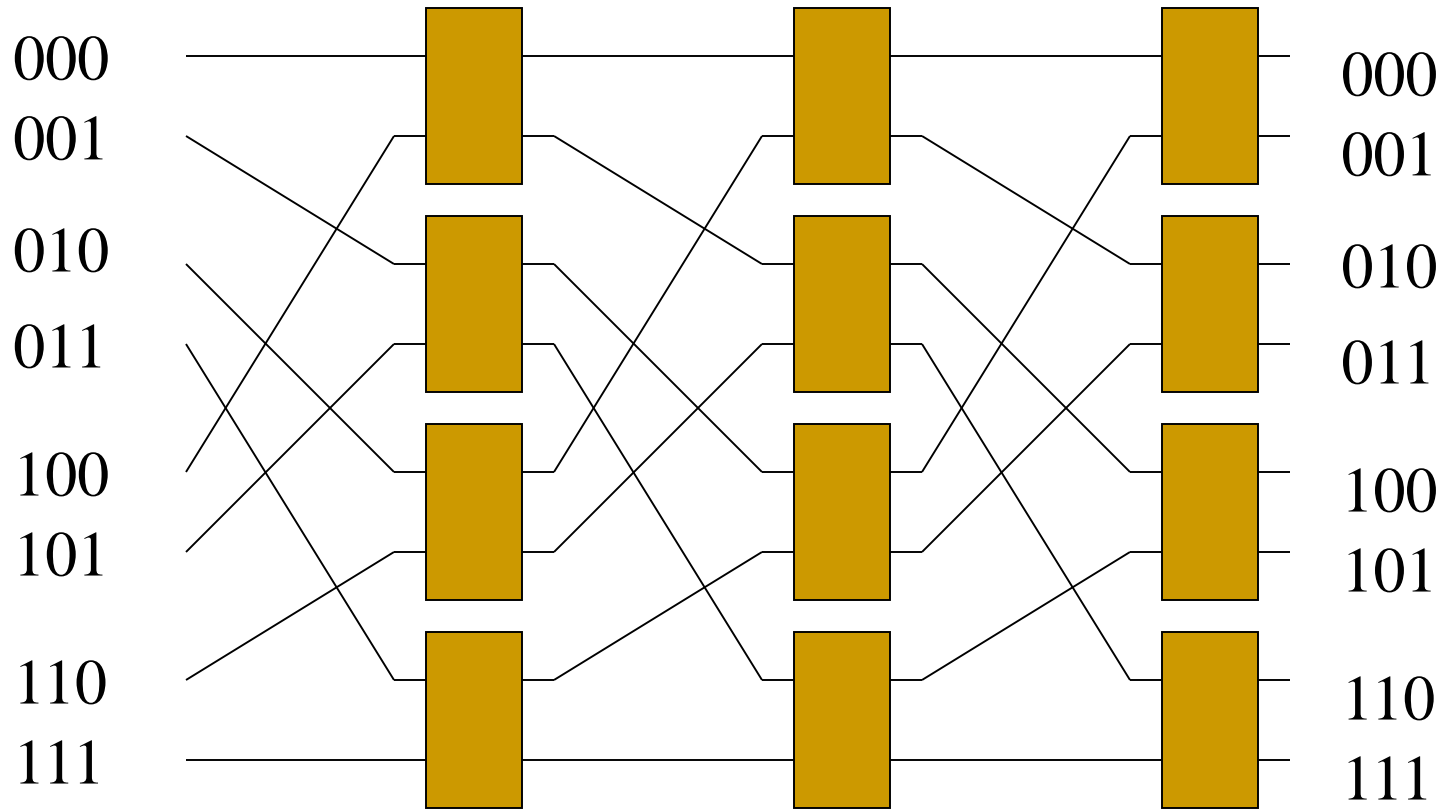
- Blocking network: Conflict may occur for destination is different:  $N \log N$  type standard MIN,  $\pi$  network,
  - Re-arrangeable: Conflict free scheduling is possible: Benes network, Clos network (rearrangeable configuration)
  - Non-blocking: Conflict free without scheduling: Clos network (non-blocking configuration), Batcher-Banyan network
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# Blocking Networks

- Standard  $N \log N$  networks
    - Omega network
    - Generalized Cube
    - Baseline
  - Pass through ratio (throughput) is the same.
  - $\Pi$  network
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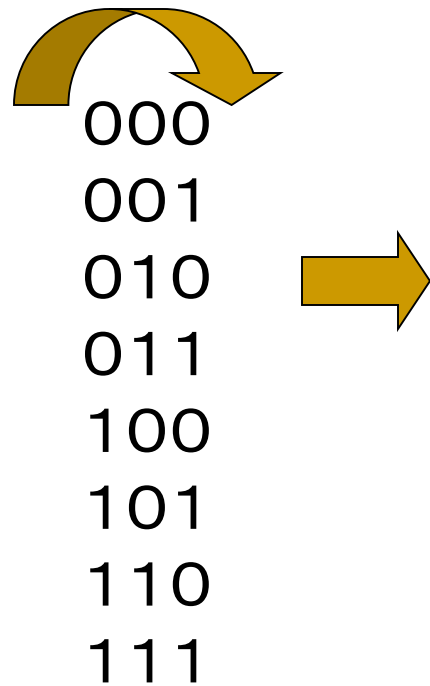
# Omega network



- The number of switching element ( $2 \times 2$ , in this case) is  $1/2 N \times \log N$

# Perfect Shuffle

- Rotate to left

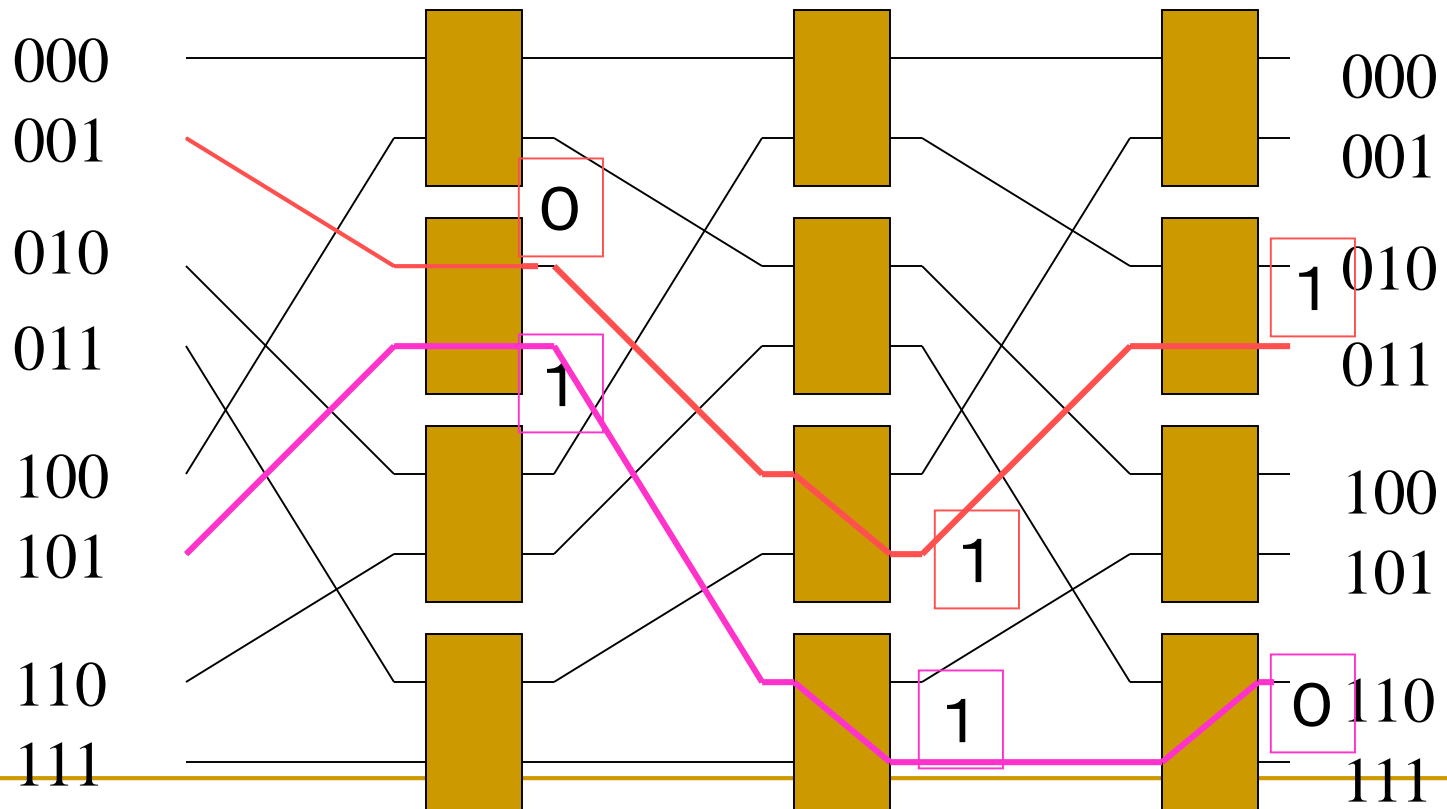


Inverse Shuffle  
Rotate to right



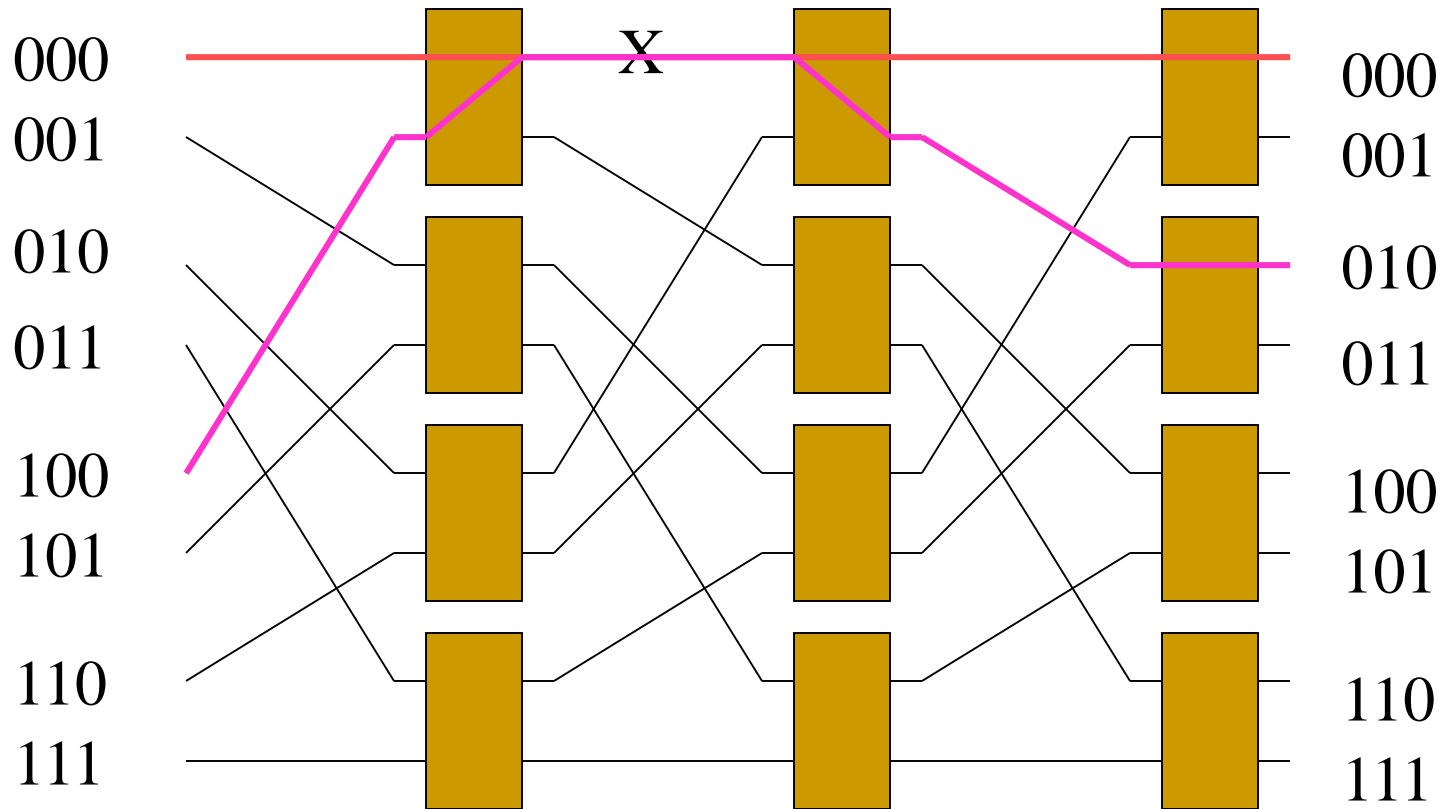
# Destination Routing

Check the destination tag from MSB  $1 \rightarrow 3$   
If 0 use upper link, else use lower link.  $5 \rightarrow 6$



# Blocking Property

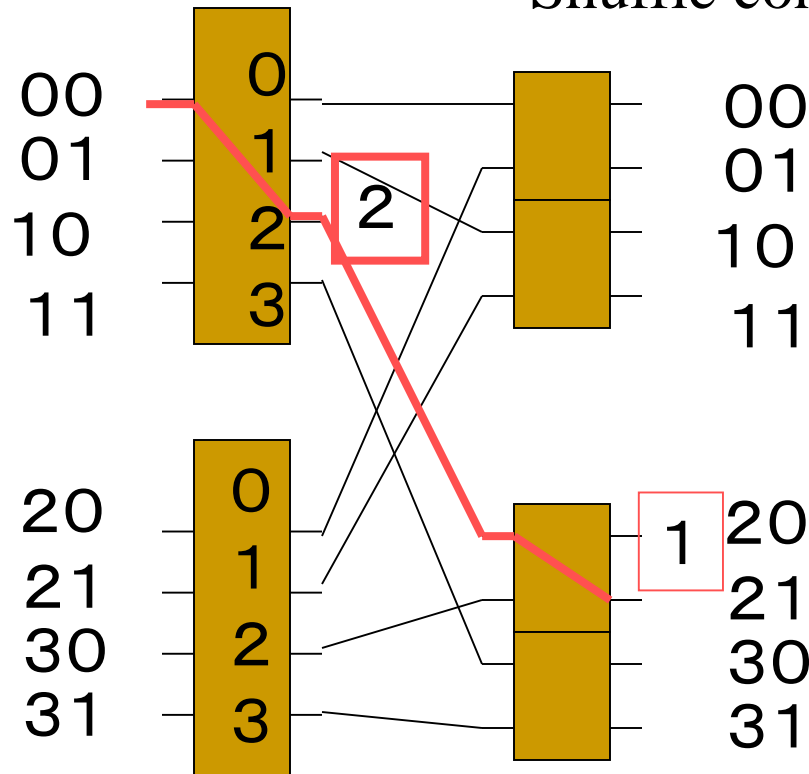
0 → 0  
4 → 2



- For different destination, multiple paths conflict

# For using large switching elements (Delta network)

Shuffle connection is also used.



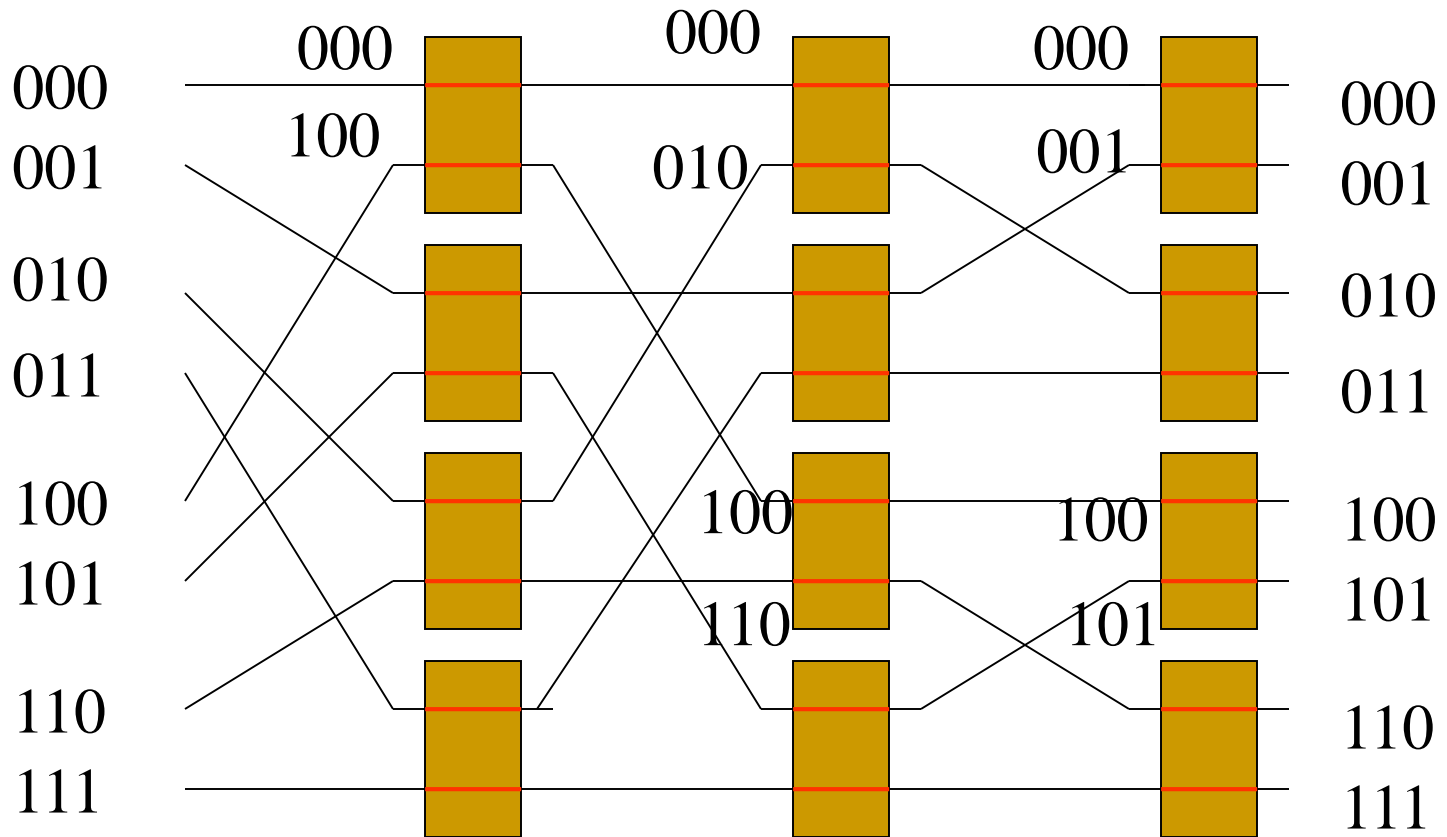
- In the current art of technology, 8x8 (4x4) crossbars are advantageous.

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# Omega network

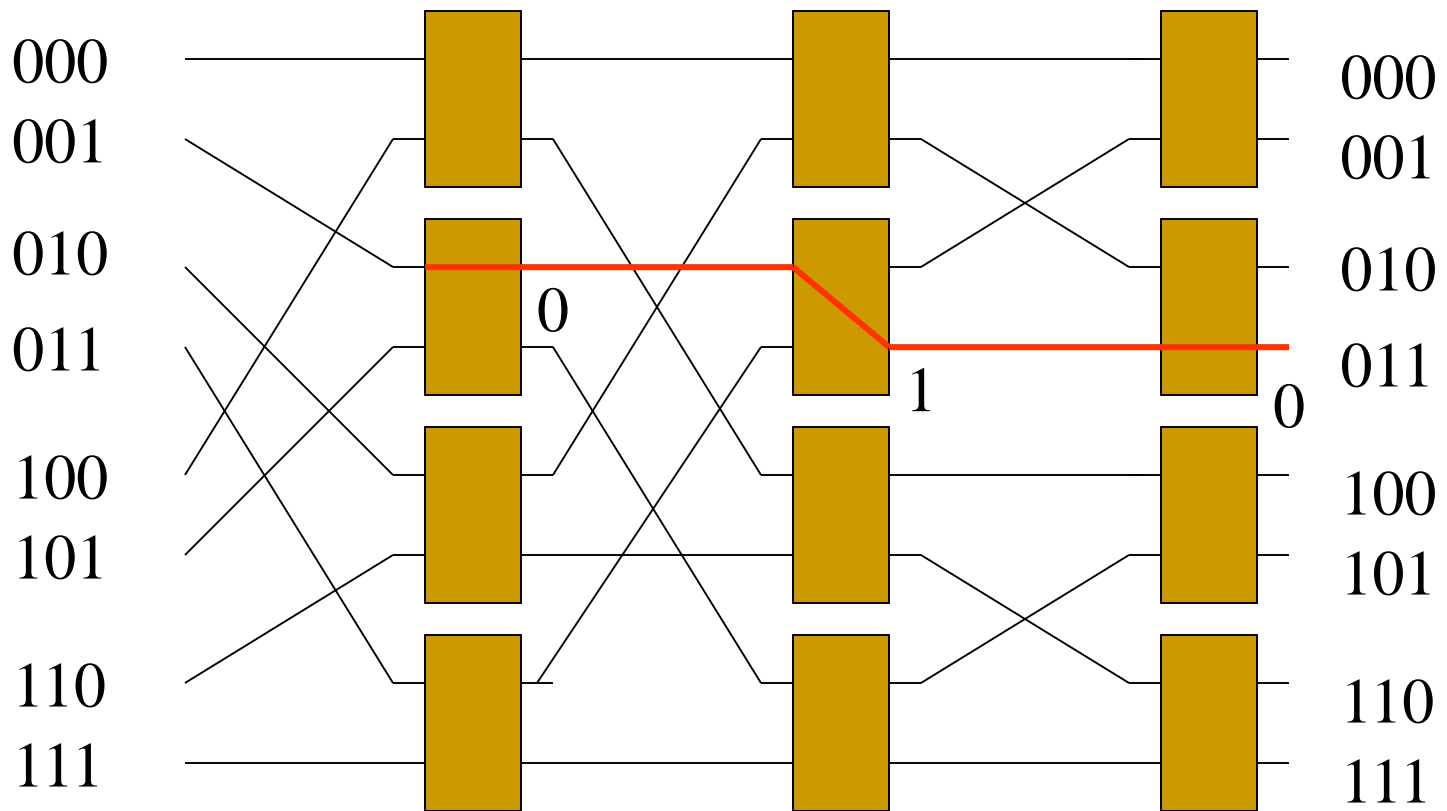
- The same connection is used for all stages.
  - Destination routing
  - A lot of useful permutations are available.
  - Problems on partitioning and expandability.
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# Generalized Cube



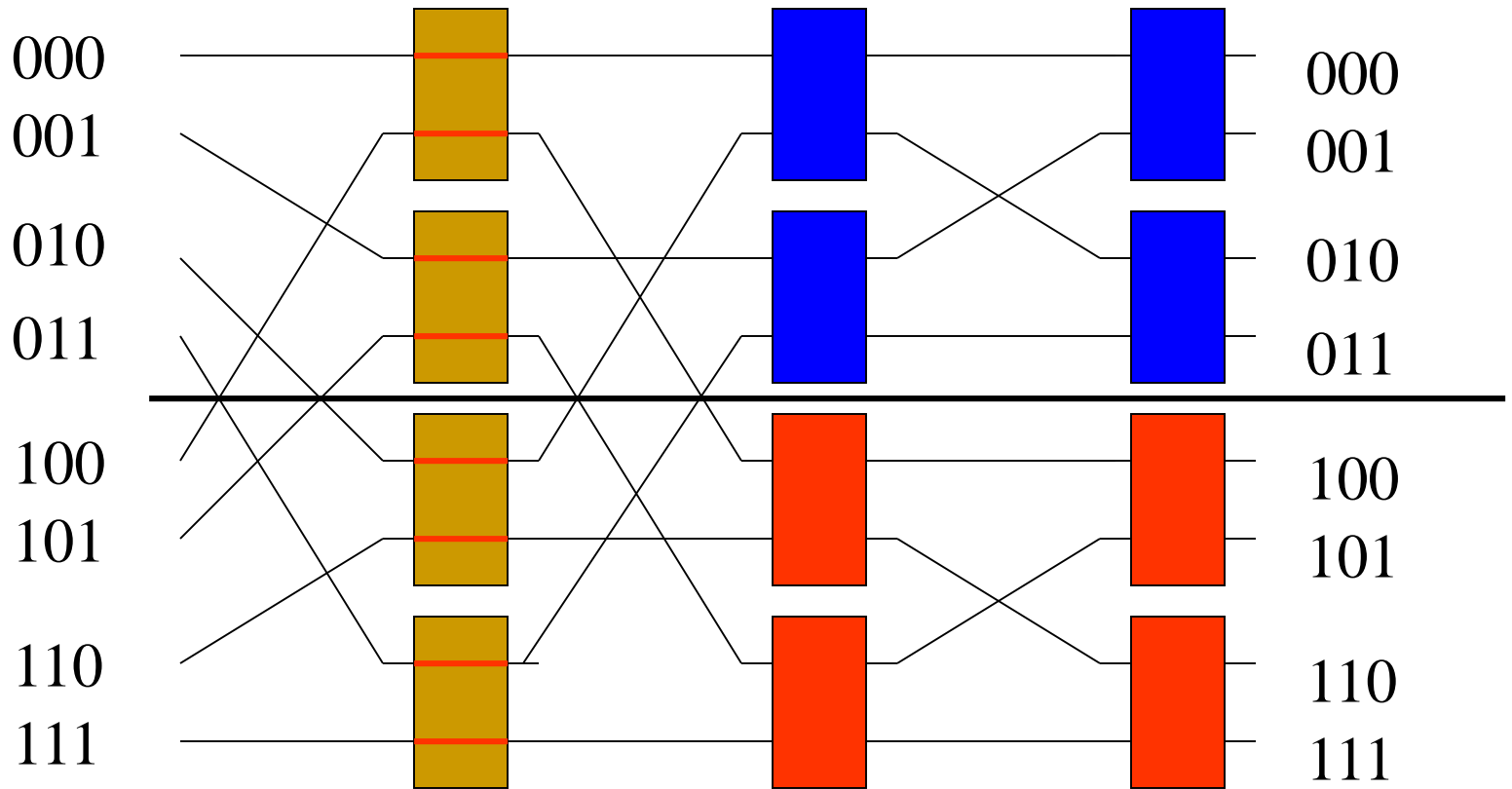
Links labeled with 1bit distance are connected to the same switching element.

# Routing in Generalized Cube



The source label and destination label is compared (Ex-Or) : 001→011  
Same(0):Straight Different (1):Exchange 010

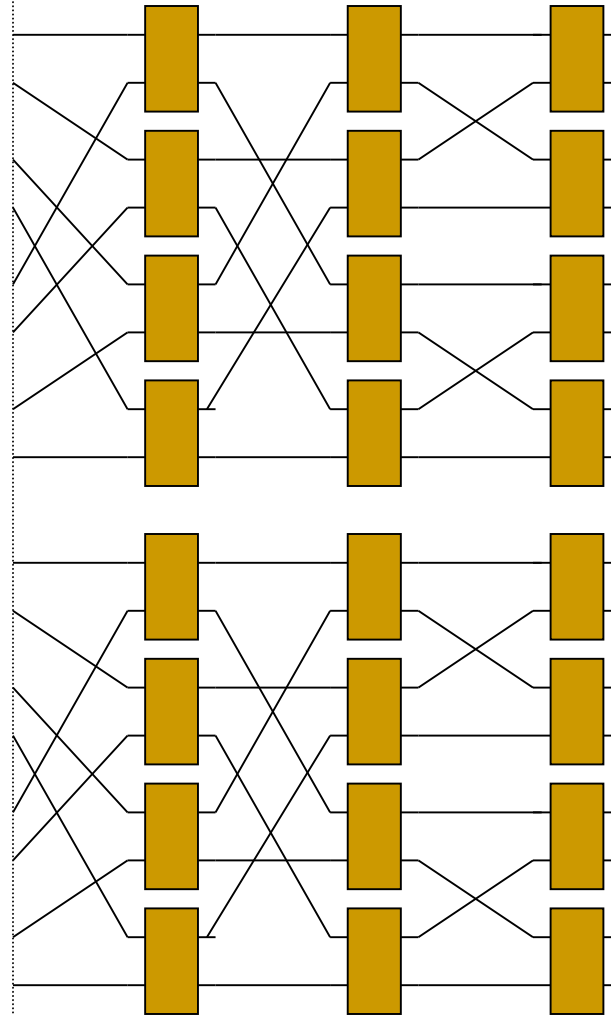
# Partitioning



The communication in the upper half never disturbs the lower half.

# Expandability

A size of network can be used as an element of larger size networks



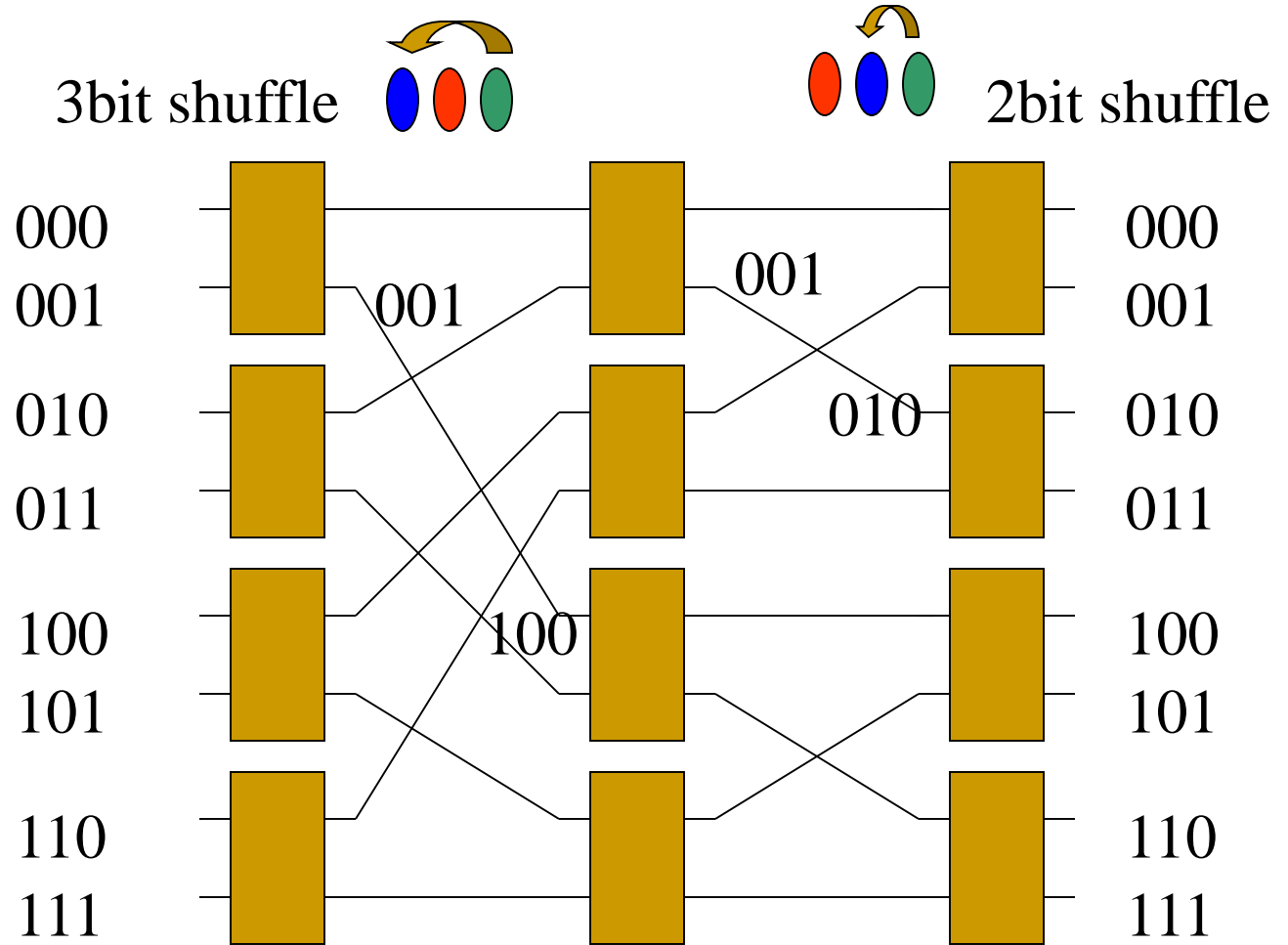


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# Generalized Cube

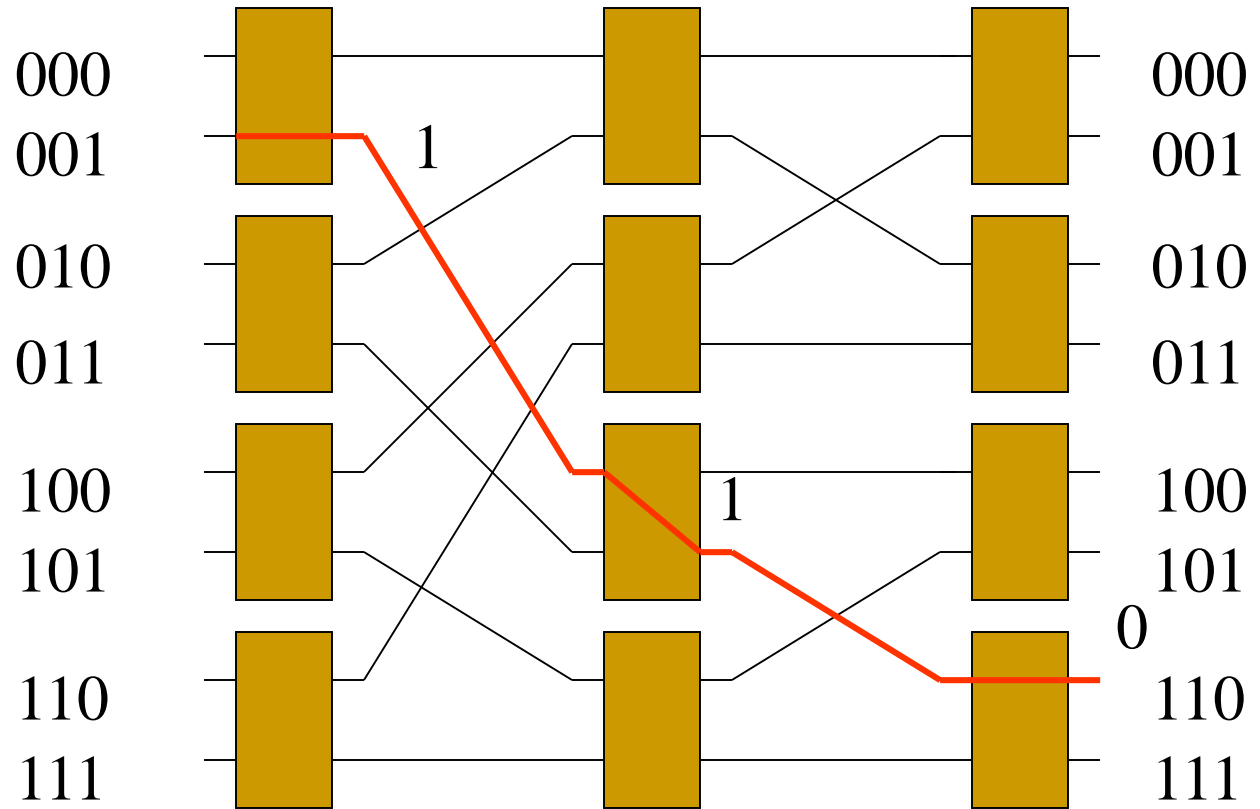
- Destination routing cannot be applied.
  - The routing tag is generated by exclusive or of source label and destination label.
  - Partitioning
  - Expandability
-

# Baseline Network



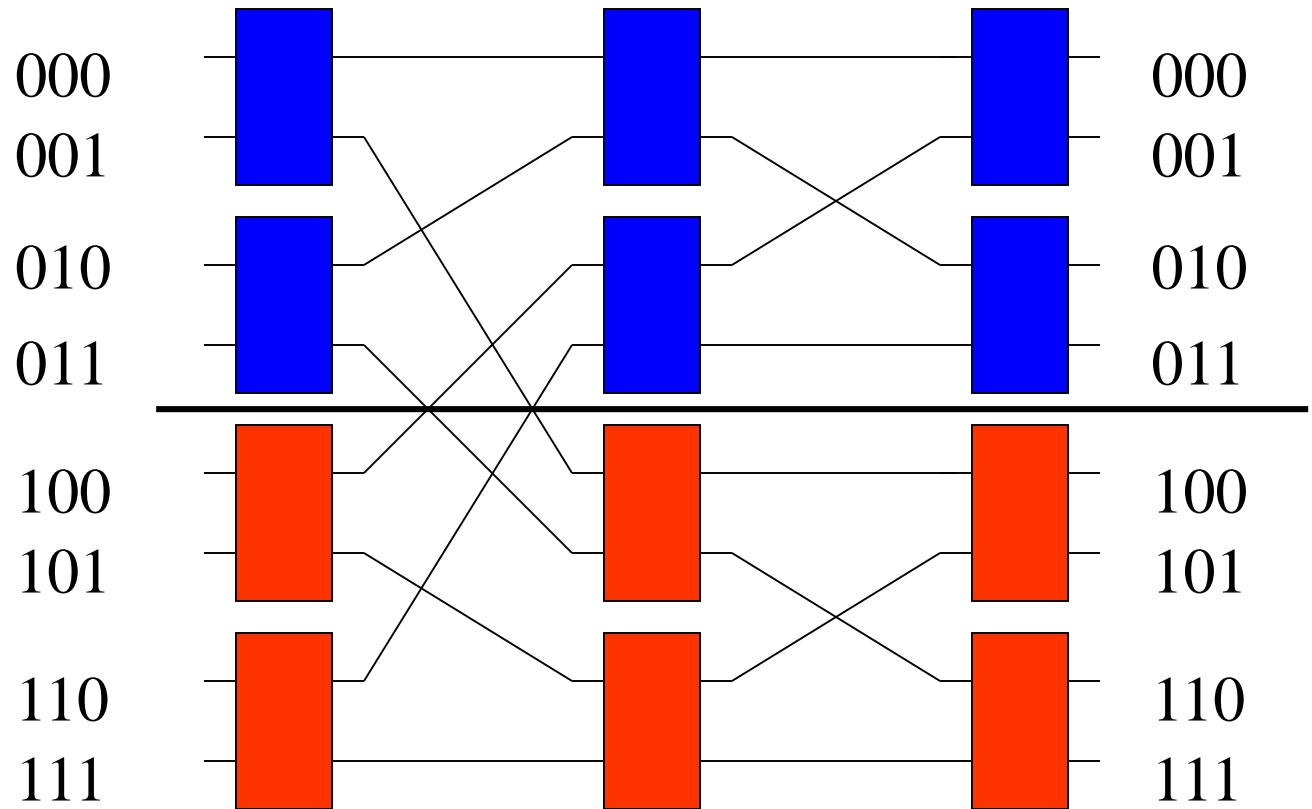
The area of shuffling is changed.

# Destination Routing in Baseline network



Just like Omega network

# Partitioning in Baseline



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# Baseline network

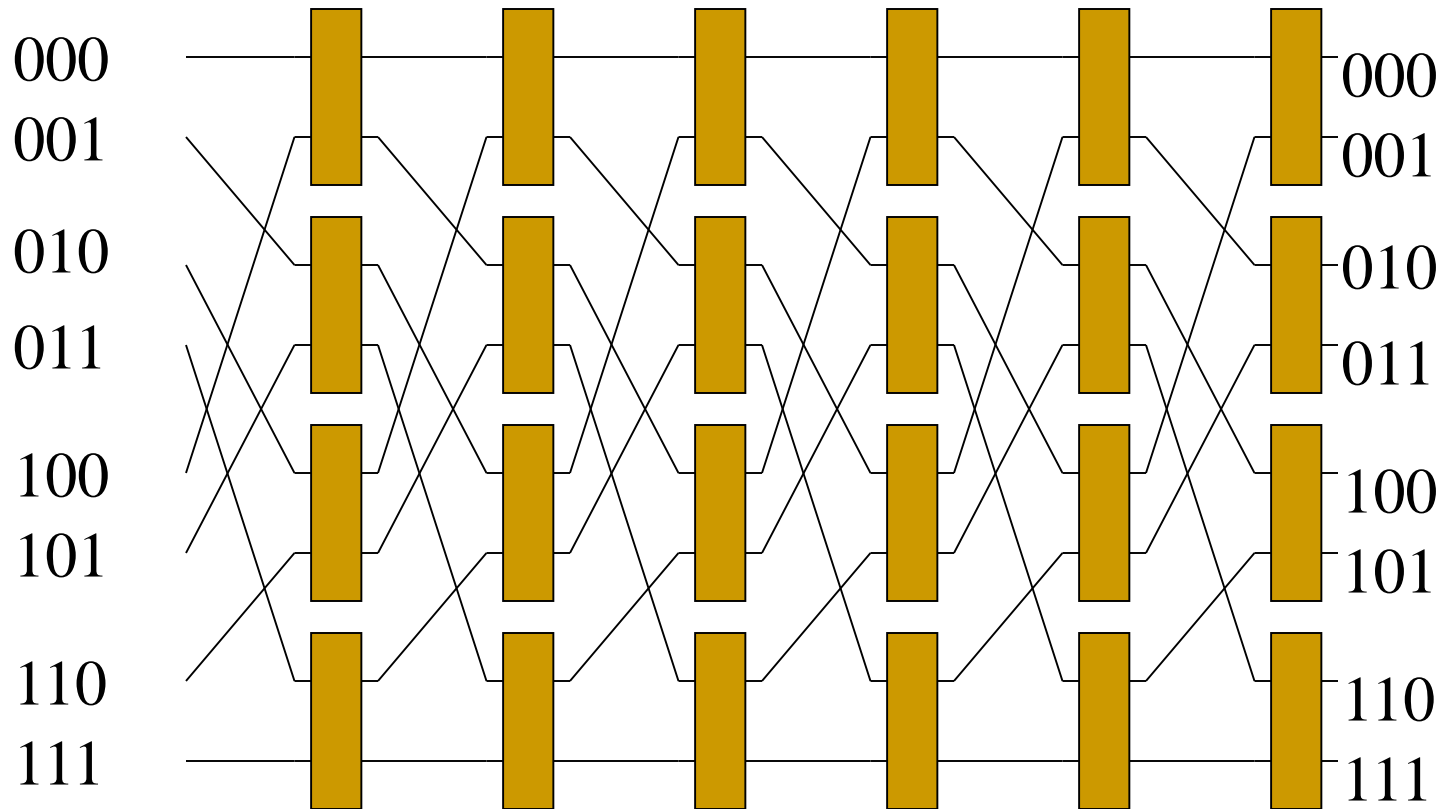
- Providing both benefits of Omega and Generalized Cube
    - Destination Routing
    - Partitioning
    - Expandability
  - Used in NEC's Cenju
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# Quiz

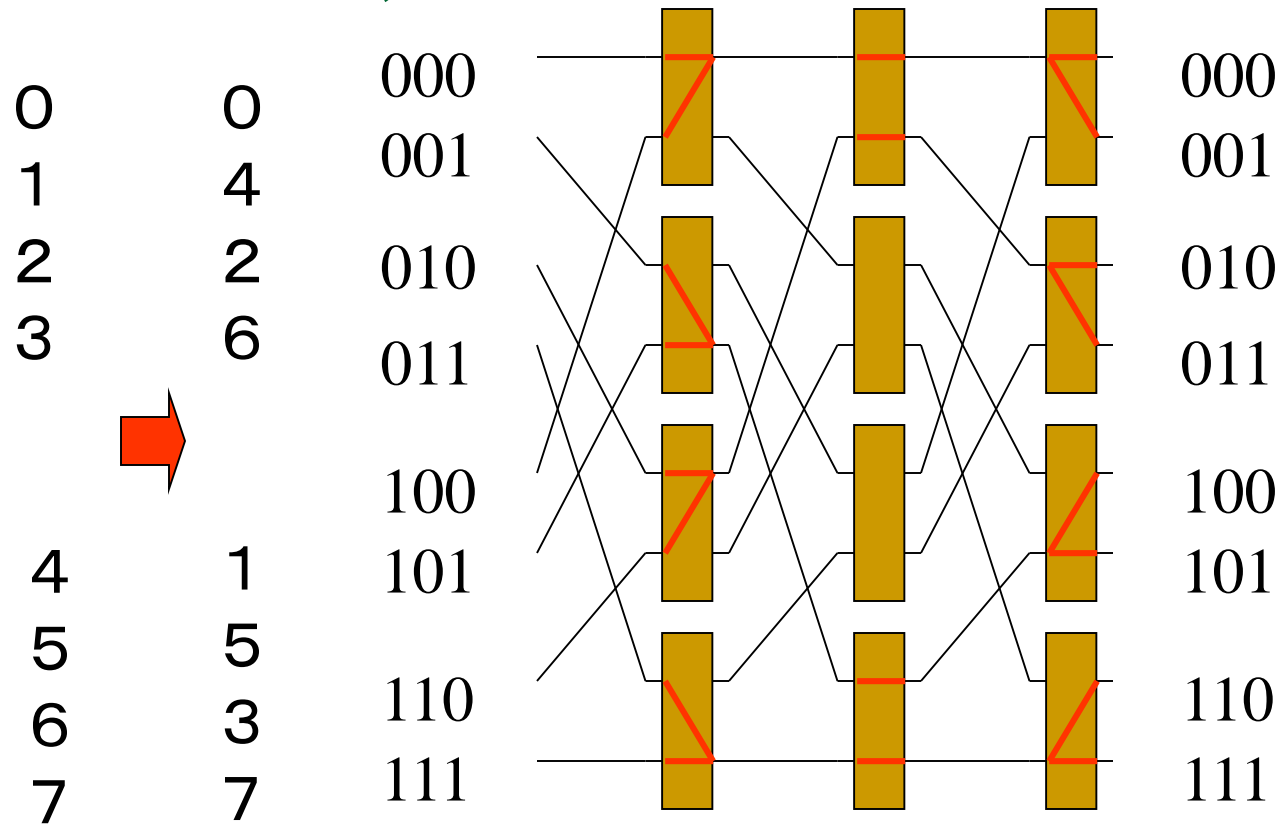
- Assume that  $2 \times 2$  crossbar is used for a switching element of 32-inputs Omega network. For making the calculation simple, only 1 bit is used for each input. Calculate the number of cross-points used in the network, and compare with 32-inputs crossbar switch.
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# $\Pi$ network



- Tandem connection of two Omega networks

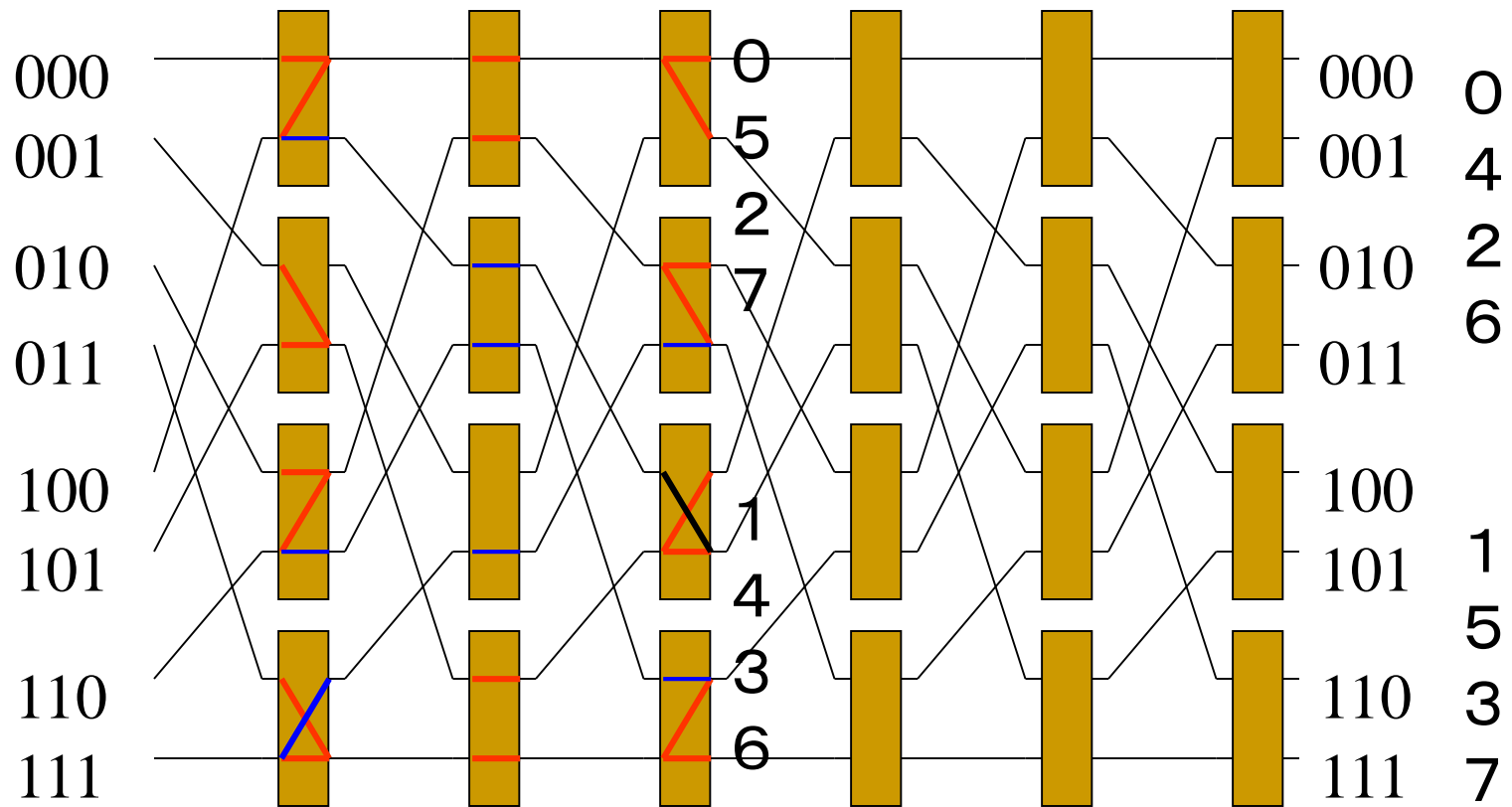
# Bit reversal permutation (Used in FFT)



- Conflicts occur in Omega network.



# Bit reversal permutation in $\Pi$ network



The first Omega: Upper input has priority.

The next Omega: Destination Routing



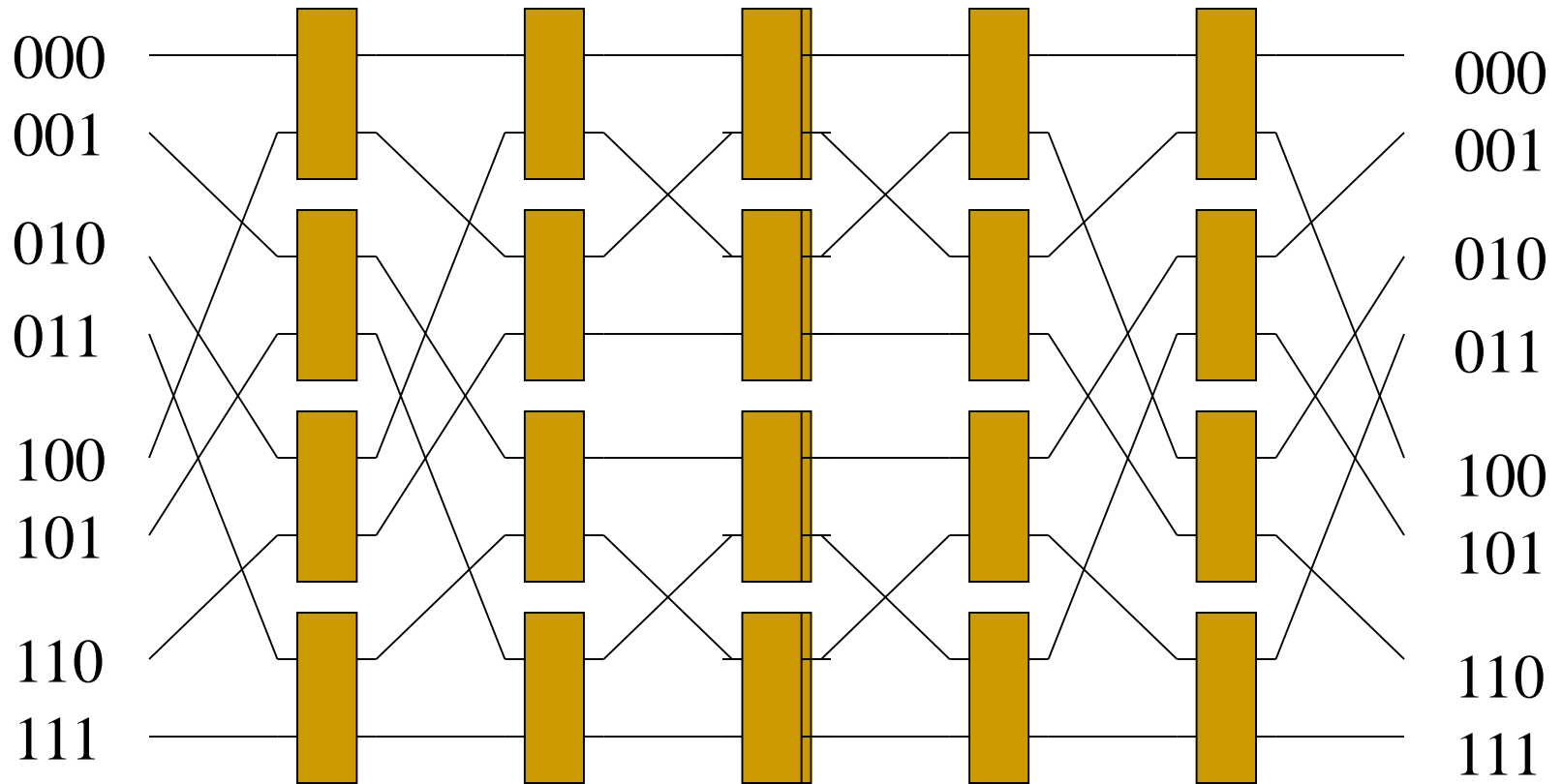
Conflict free

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# Permutation capacity

- All possible permutation is conflict free = Rearrangeable networks
  - Three tandem connection of Omega network is rearrangeable.
  - The tandem connection of Omega and Inverse Omega (Baseline and Inverse Baseline) is rearrangeable. Benes network
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# Benes Network



- Note that the center of stage is shared.
- The rearrangeable network with the smallest hardware requirement.

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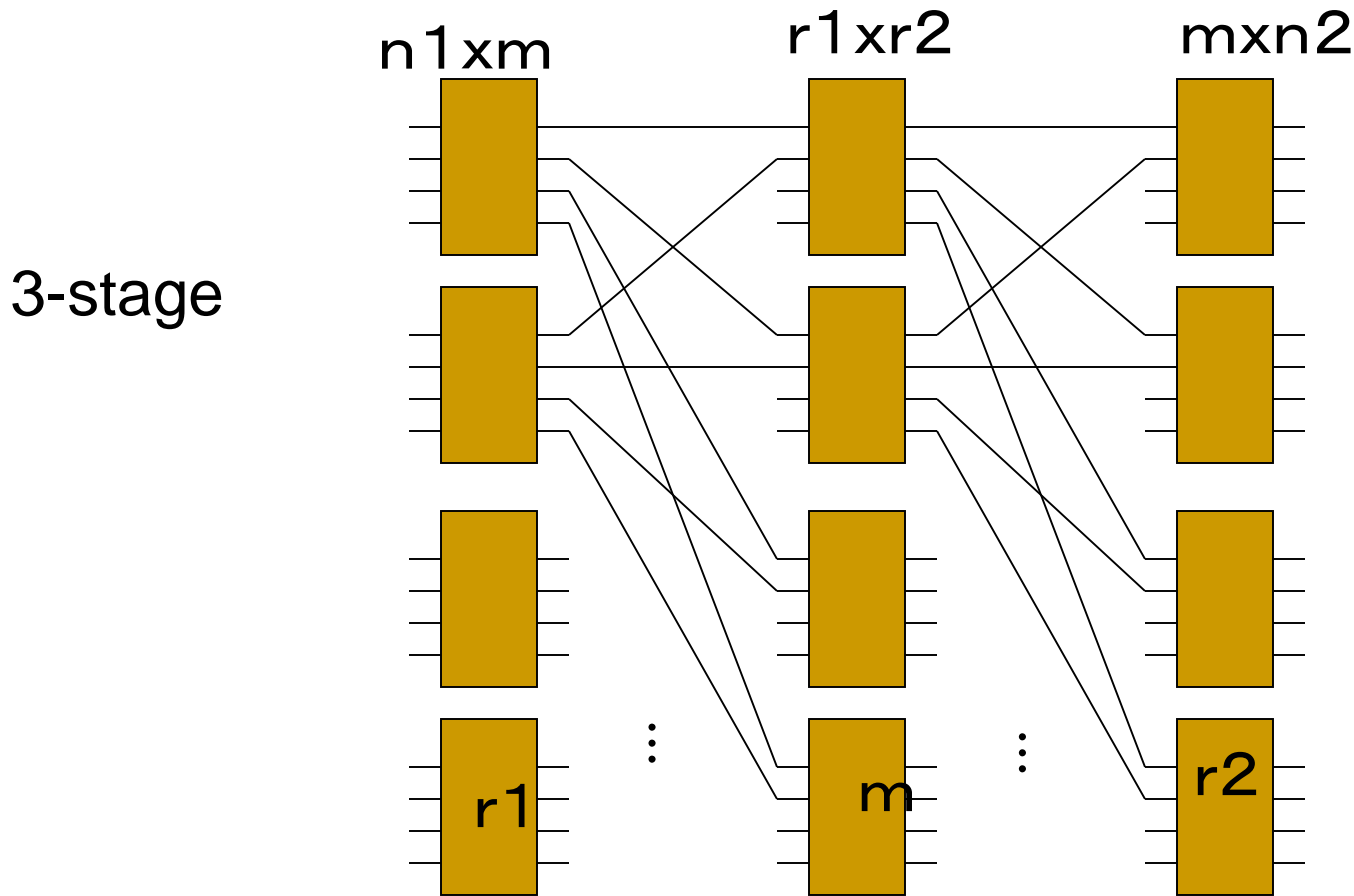
# Non-blocking network

- Clos network

- $m > n_1 + n_2 - 1$ : Non-blocking
- $m \geq n_2$ : Rearrangeable
- Else: Blocking



# Clos network



$m=n1+n2-1$ : Non-blocking

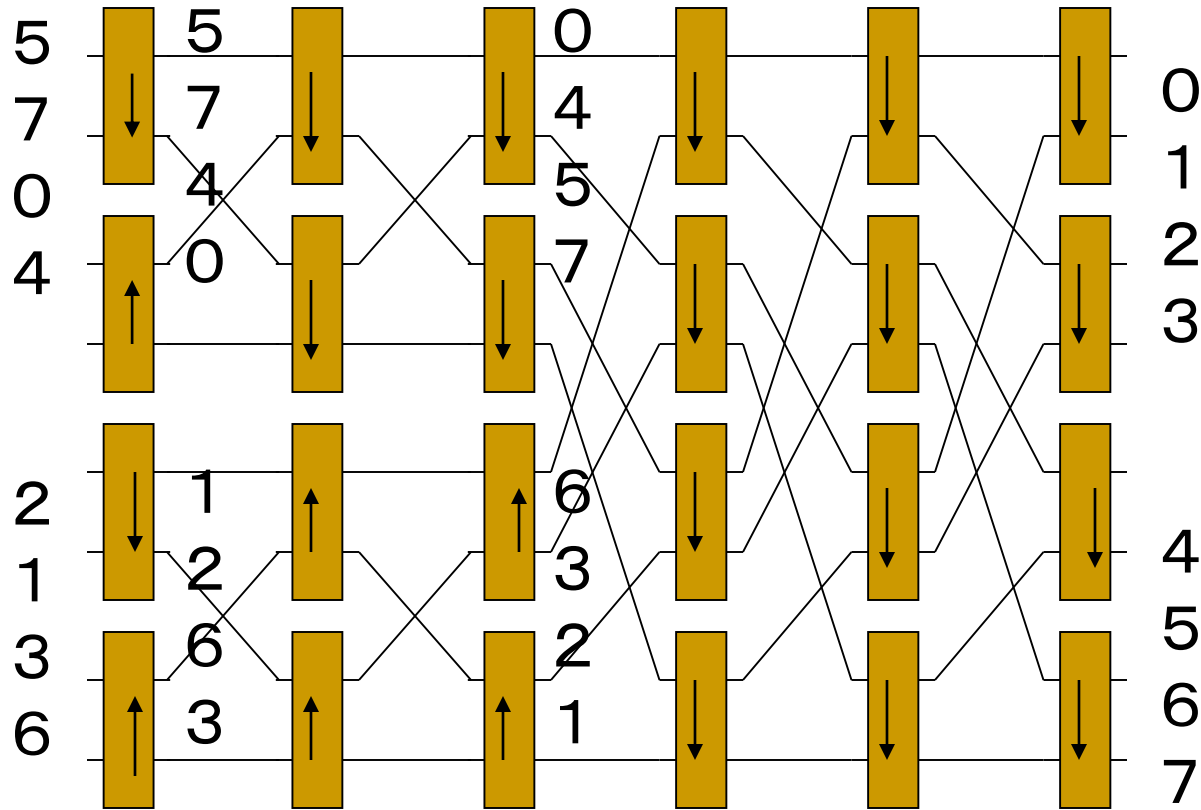
$m=n2$ : Rearrangeable

$m < n2$ : Blocking



The number of intermediate stage dominates the permutation capability.

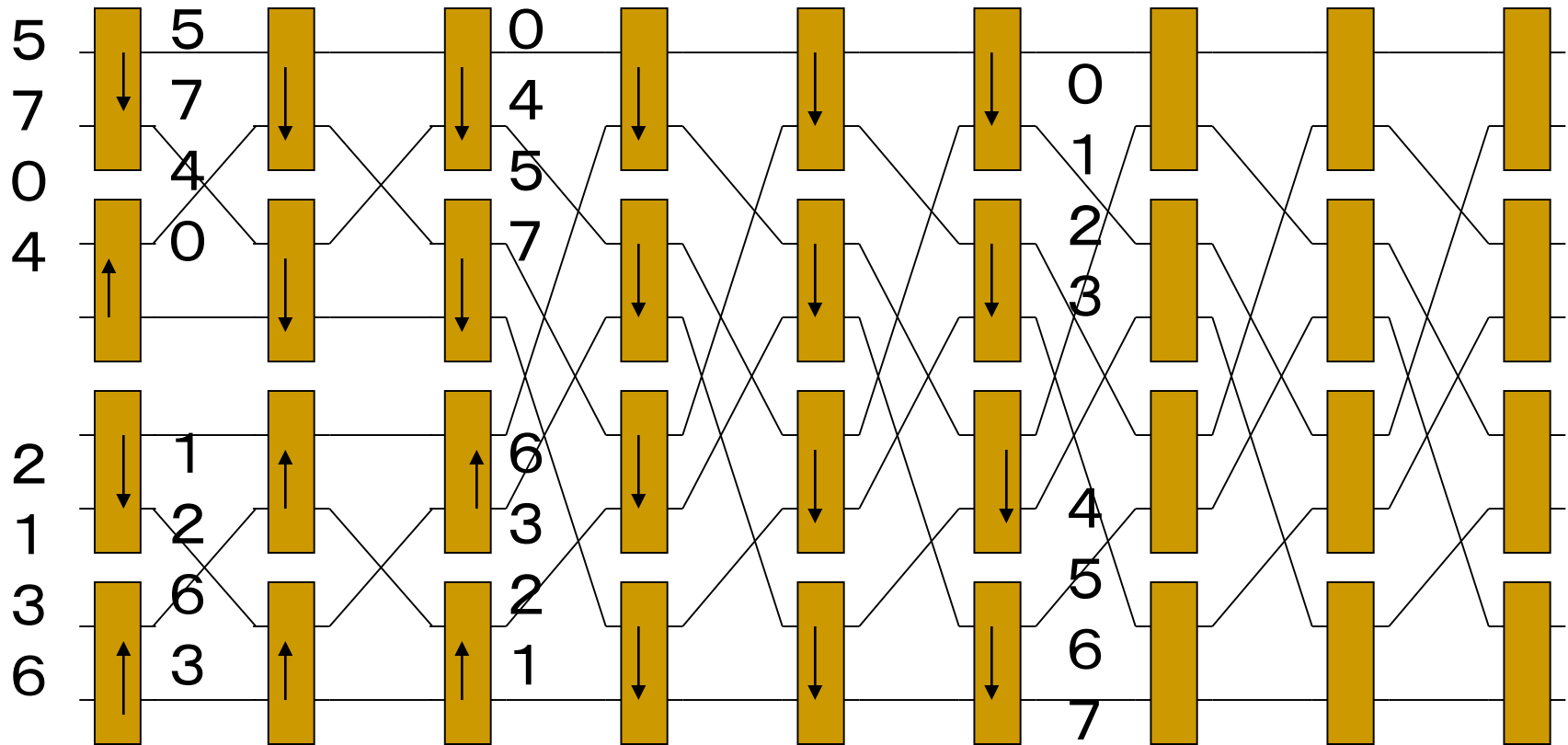
# Batcher network



Bitonic sorting network

# Batcher-Banyan

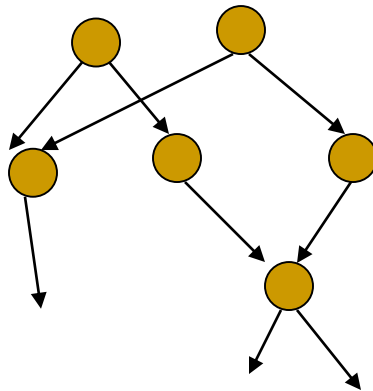
Omega  
Baseline



Sorted input is conflict free in the banyan network

# Banyan networks

- Only a path is provided between source and destination.
- The number of intermediate stages is flexible.
- Approach from graph theory
- SW-Banyan, CC-Banyan, Barrel Shifter



Irregular structure is allowed.

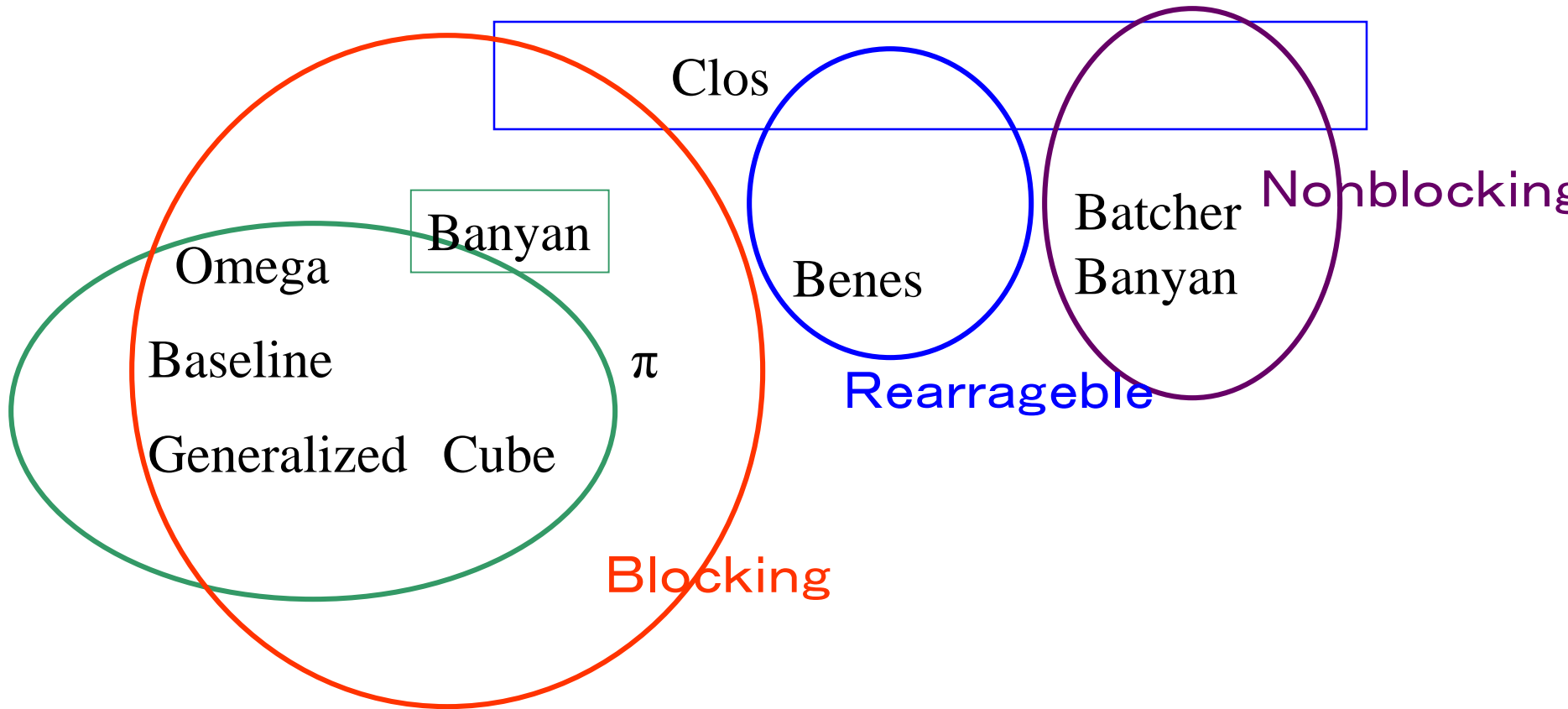


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# Batcher-banyan

- If there are multiple packets to the same destination, the conflict free condition is broken
    - The other packets may conflict.
    - The extension of banyan network is required.
  - The number of stages is large.
    - Large pass through time
    - The structure of sorting network is simple.
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# Classification of MINs

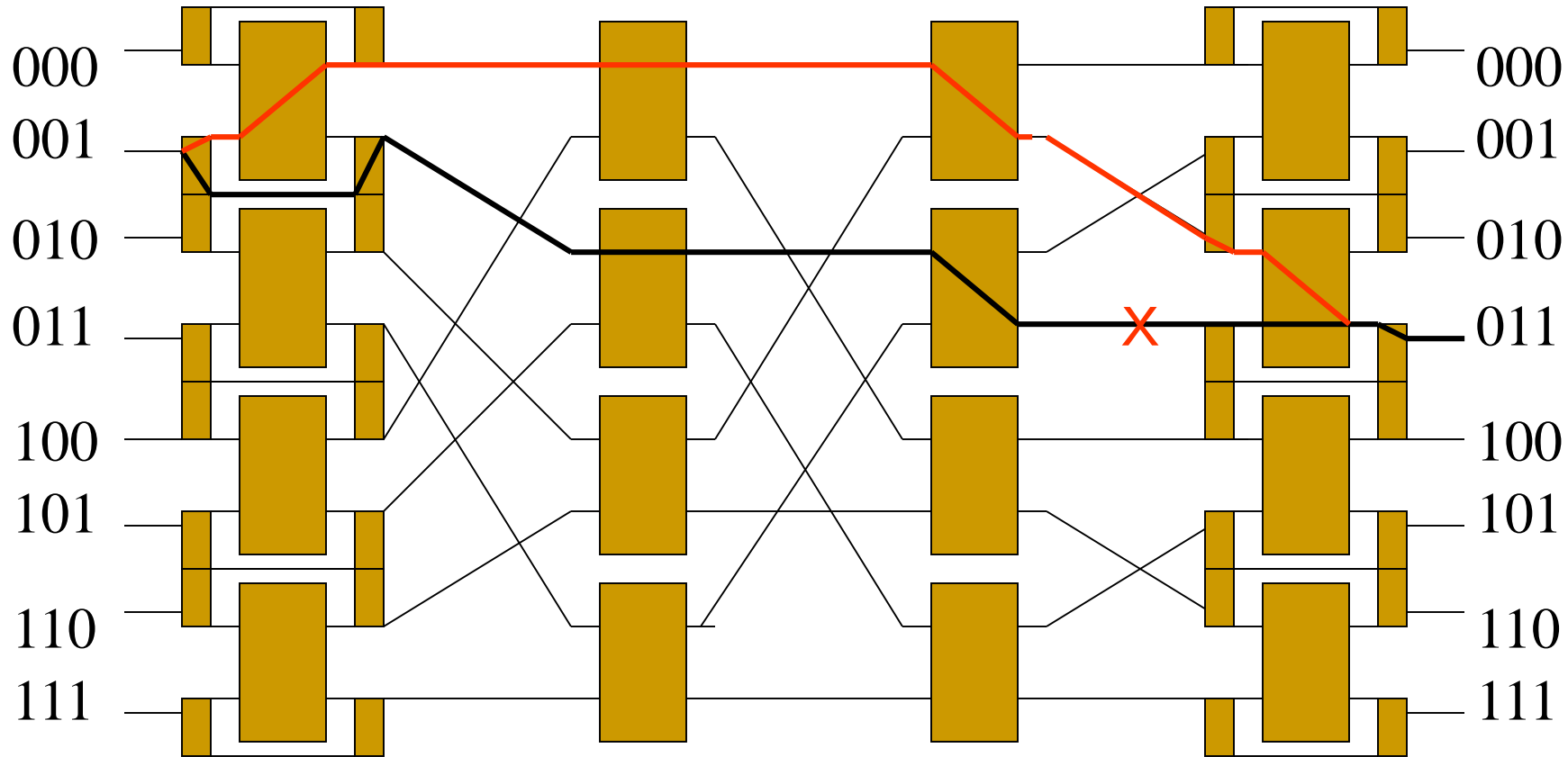


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# Fault tolerant MINs

- Multiple paths
  - Redundant structure is required.
  - On-the-fly fault recovery is difficult.
  - Improving chip yield.
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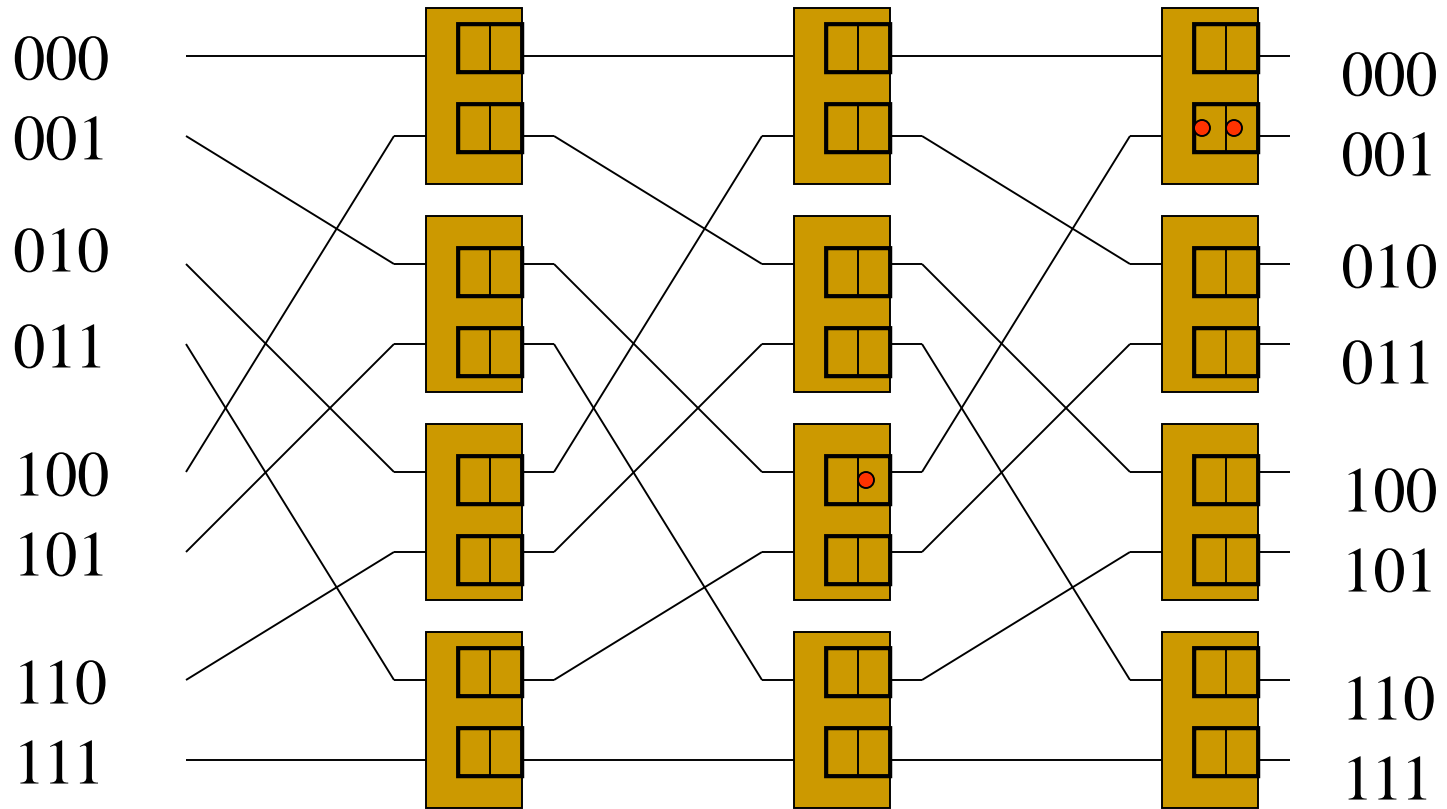
# Extra Stage Cube (ESC)



- An extra stage + Bypass mechanism

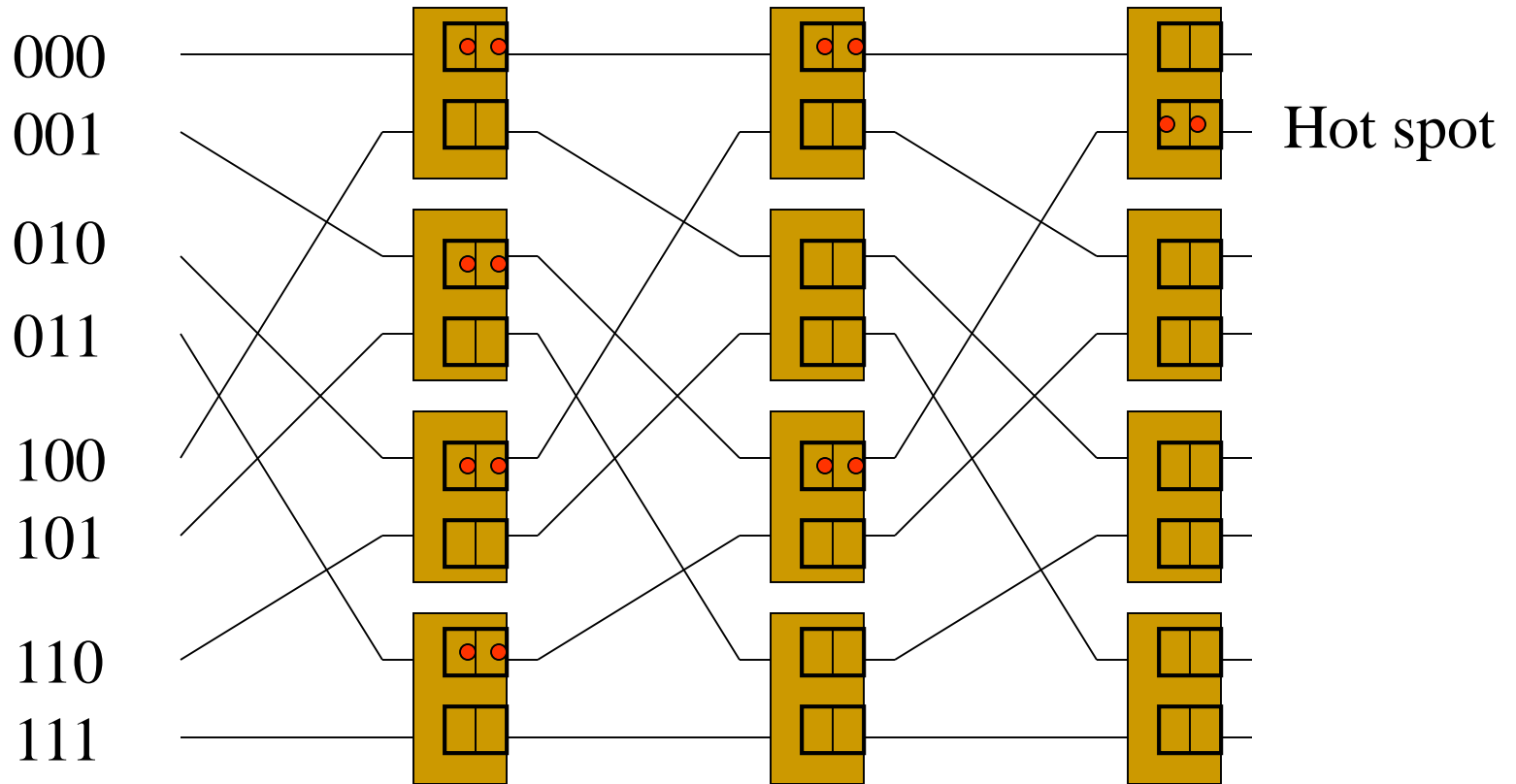
If there is a fault on stages or links, another path is used.

# The buffer in switching element



- Conflicting packets are stored into buffers.

# Hot spot contention



- Buffer is saturated in the figure of tree (Tree Saturation)

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# Relaxing the hot spot contention

- Wormhole routing with Virtual channels → Direct network
  - Message Combining
    - Multiple packets are combining to a packet inside a switching element (IBM RP3)
    - Implementation is difficult (Implemented in SNAIL)
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# Other issues in MINs

- MIN with cache control mechanism
  - Directory on MIN
  - Cache Controller on MIN
- MINs with U-turn path → Fat tree





# Glossary 1

- Rearrange-able: スケジュールすることにより、出力が重ならなければ内部で衝突しないようにできる構成
- Perfect shuffle: シャッフルは、トランプの札を切る時に使う単語だが、ここでは、配線のつなぎ方の方式のひとつ。Inverse shuffleは逆シャッフルと呼ばれ、逆接続方式。
- Destination routing: 目的地のラベルだけで経路を決める方法
- Permutation: 並び替え、順列のことだが、ここでは目的地ラベルが重ならない経路を無衝突で生成することができる能力のこと
- Partitioning: ネットワークを分離して独立に使える能力のこと
- Fault tolerance: 耐故障性。一部が故障しても全体がダウンしないような性質、Fault tolerant MINは複数経路を持たせたMIN
- Expandability: 拡張性、小さなものからサイズを大きくしていくことのできる性質
- Hot spot contention: 局所的に交信が集中して、これが全体に波及すること。
- Tree saturation: Hot spot contentionによりネットワークが木の形で飽和していく現象。特にMINで起きる。Message Combiningは、メッセージをくっつけてまとめることによりこれを防止する方法の一つ

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# Summary

- Recently, practical new topologies are not proposed.
  - A lot of “made-in-Japan” networks
  - Asymmetric indirect networks will be widely used.
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# Centralized interconnection networks

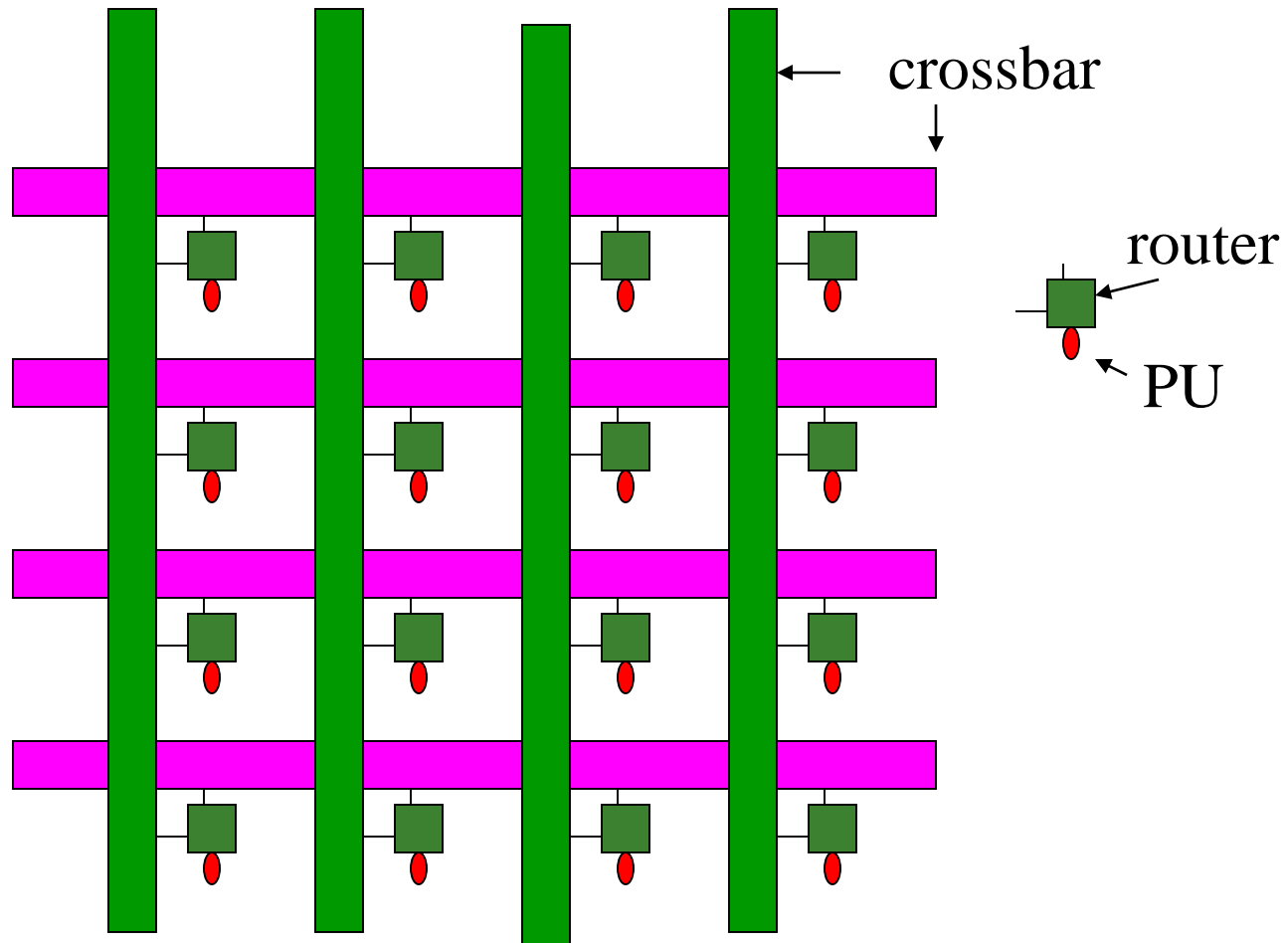
- Symmetric:
  - MIN (Multistage Interconnection Networks)
  - Each node is connected with equal latency and bandwidth
- Asymmetric:
  - Fat-tree, base-m n-cube, etc.
  - Locality of communication can be used.

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# Asymmetric indirect networks

- Intermediate position between direct and indirect networks
  - High communication capability considering cost
    - base-m n-cube (Hyper crossbar)
      - SR2000, CP-PACS
    - Fat Tree
      - CM-5, Some WS Clusters
    - Hyper-cross
      - ADENART
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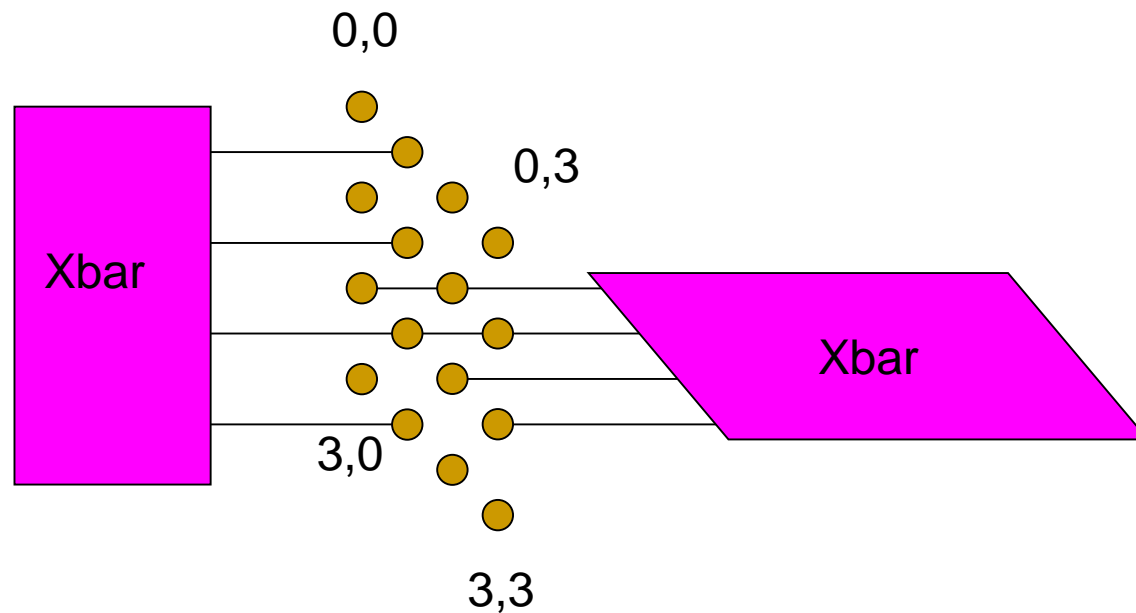
# base-m n-cube (Hyper crossbar)



Used in Toshiba's Prodigy and Hitachi's SR8000

# HyperCross

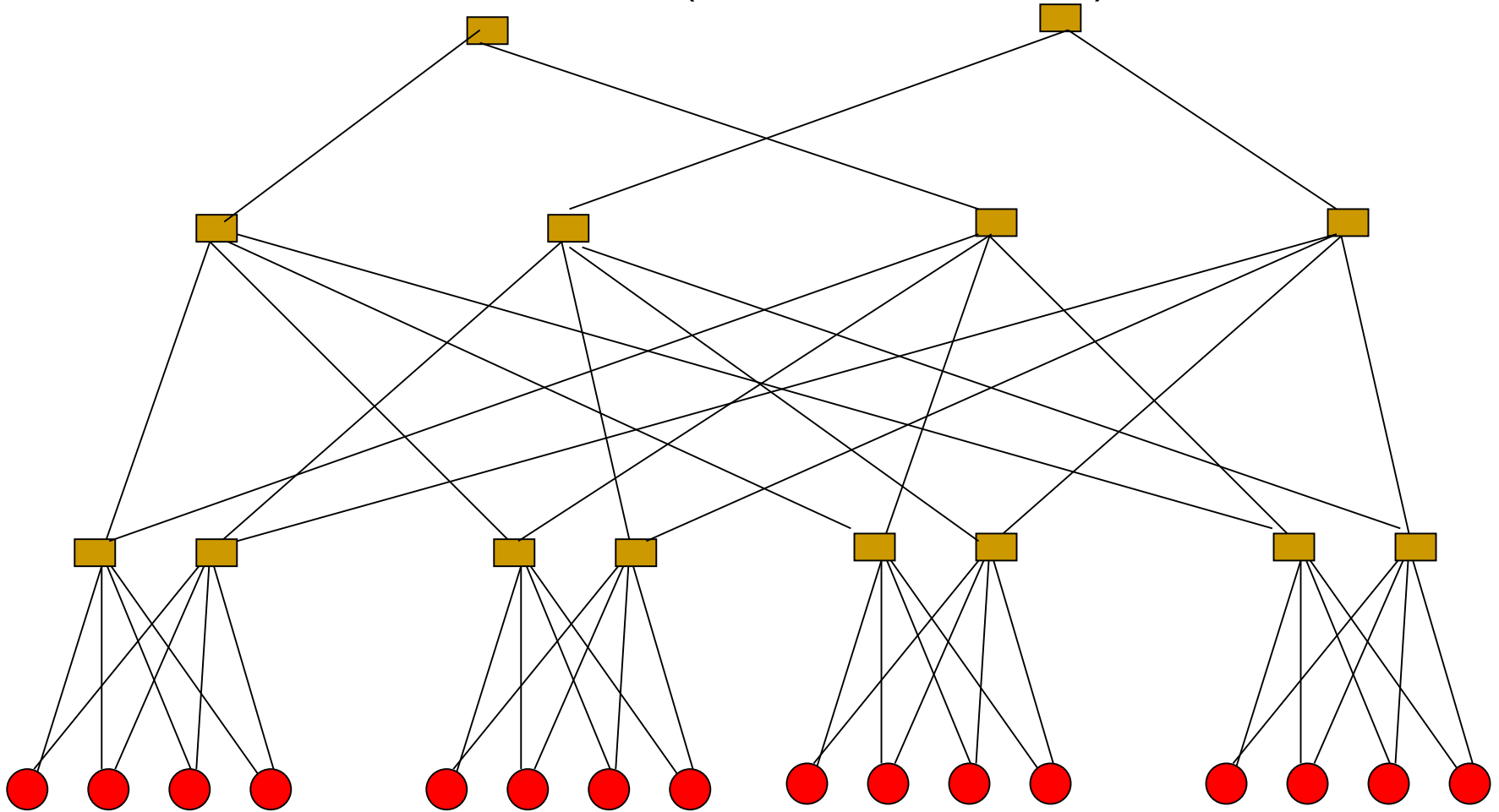
$$(p_i, p_j) \rightarrow (p_j, *), (*, p_i)$$



Used in ADENART by Matsushita

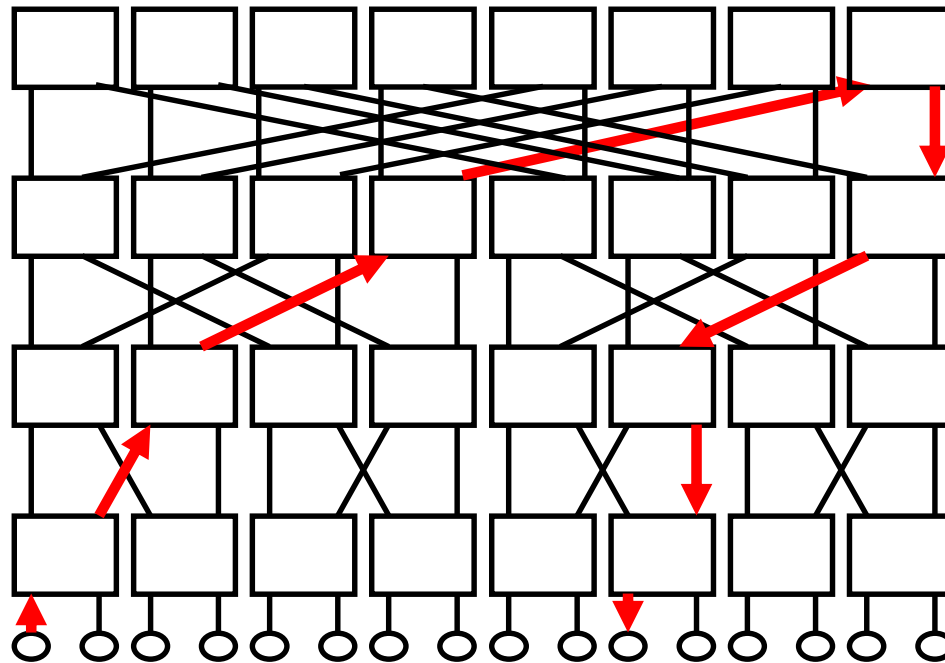
# Fat Tree

Used in CM-5 and  
PC Clusters( QsNet, Autonet )



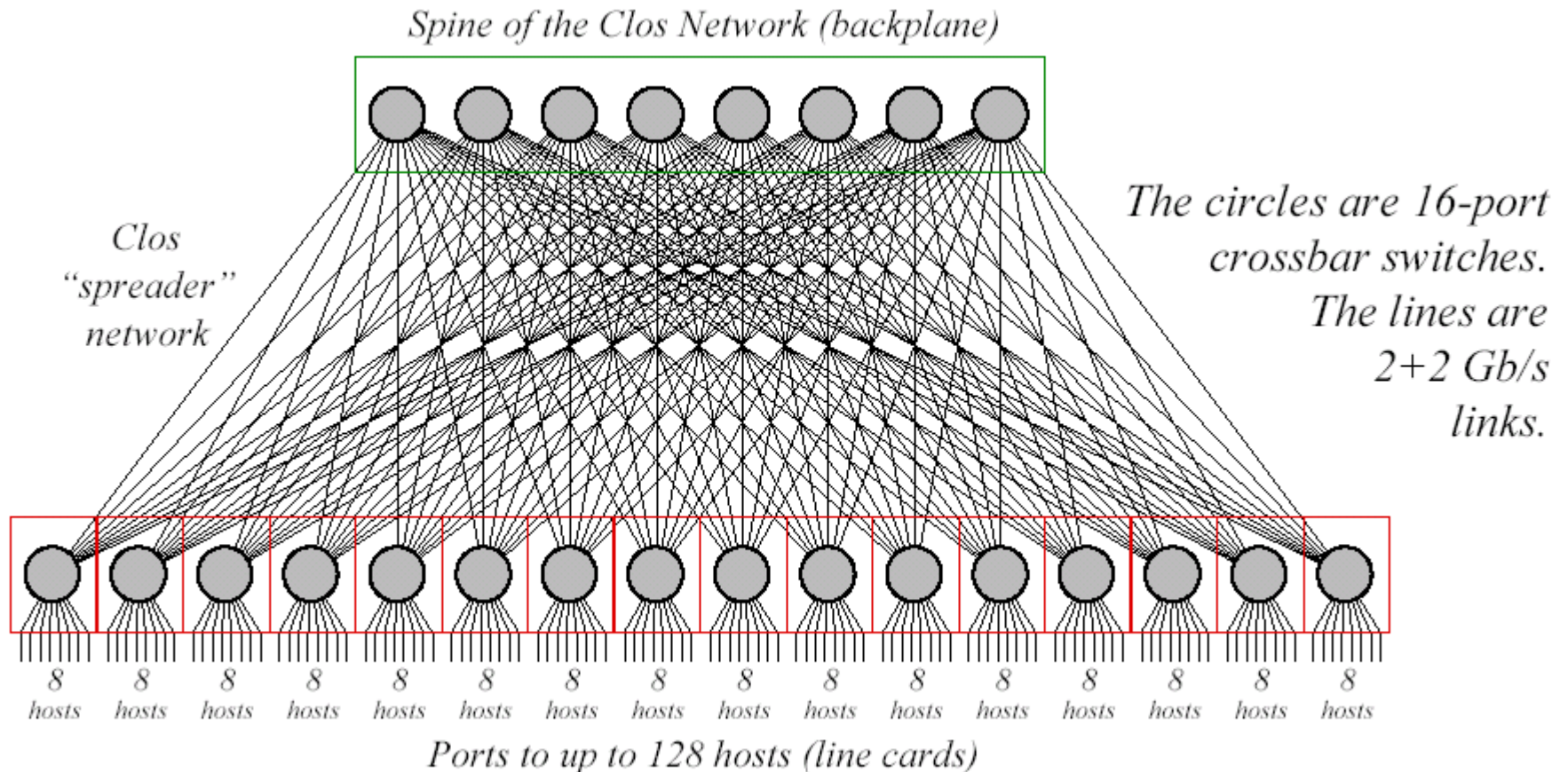
**Myrinet-Clos is actually a type of Fat-tree**

# Return paths with MIN = Fat tree



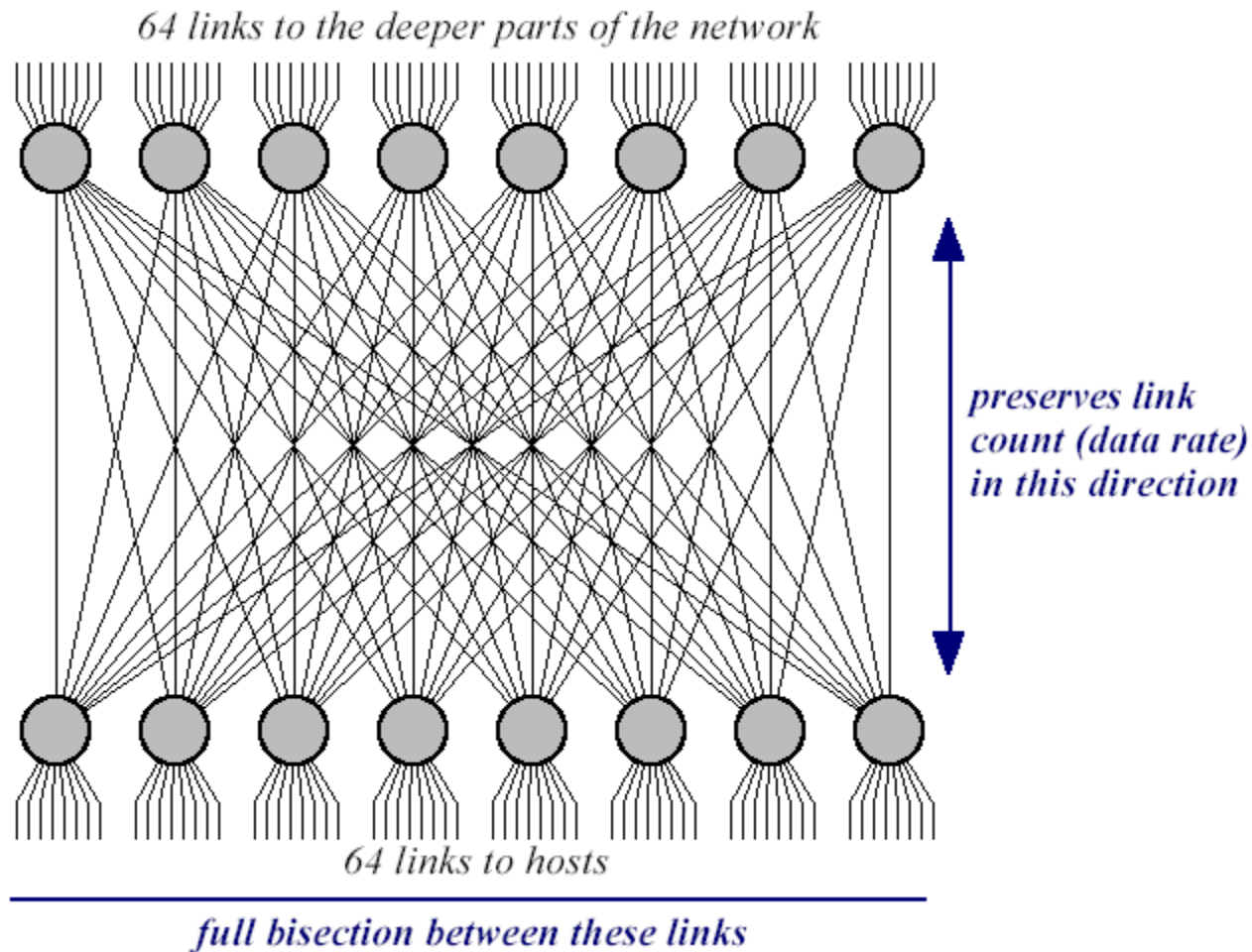


# Myrinet-Clos (1 / 2)

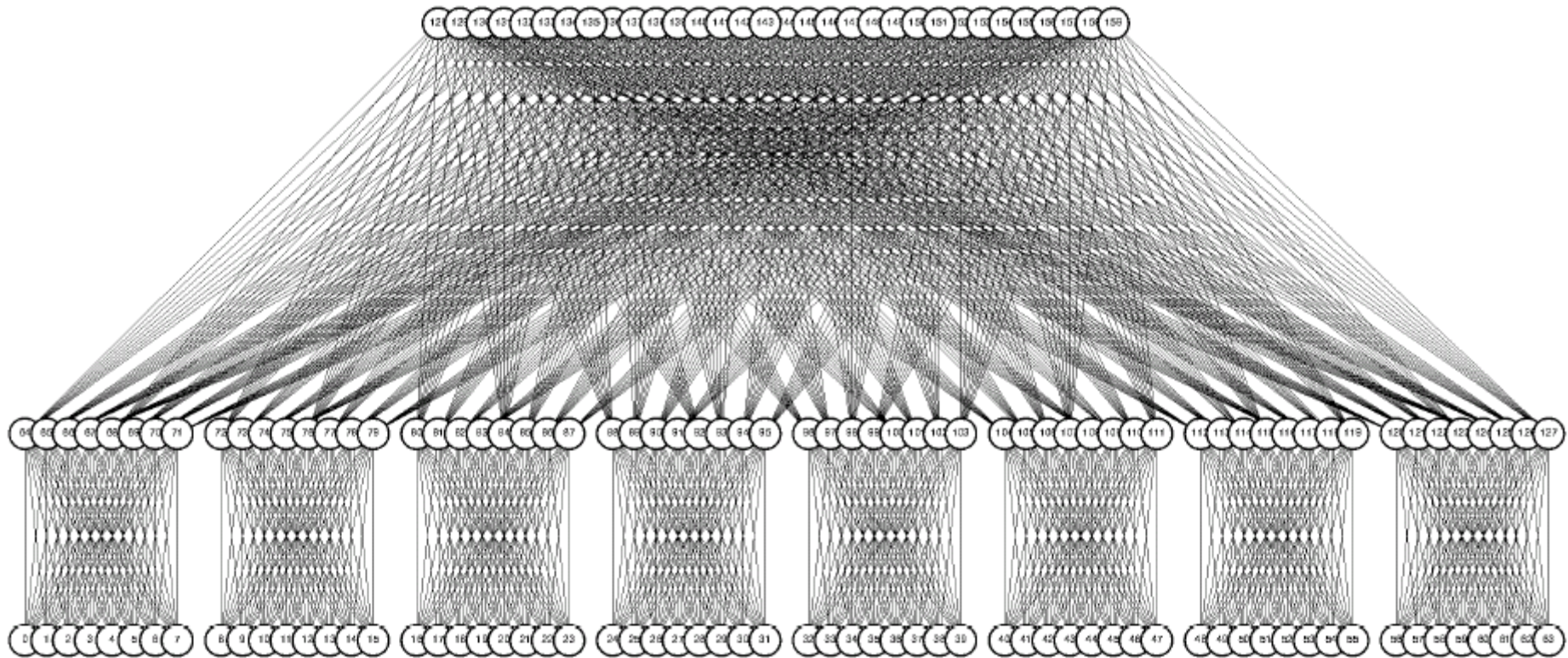


- 128nodes(Clos128)

# Clos64+64



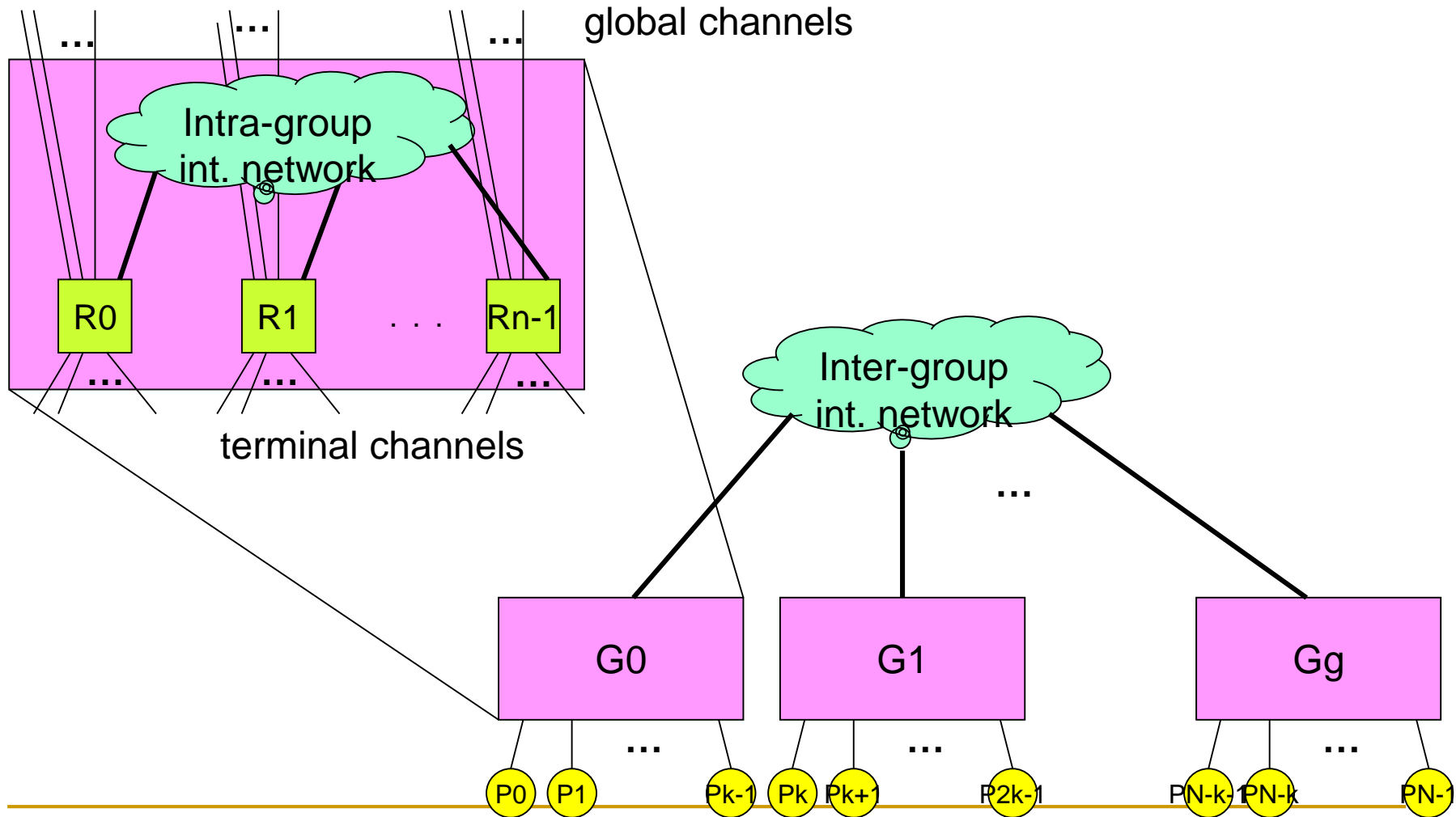
# Myrinet-Clos(2/2)

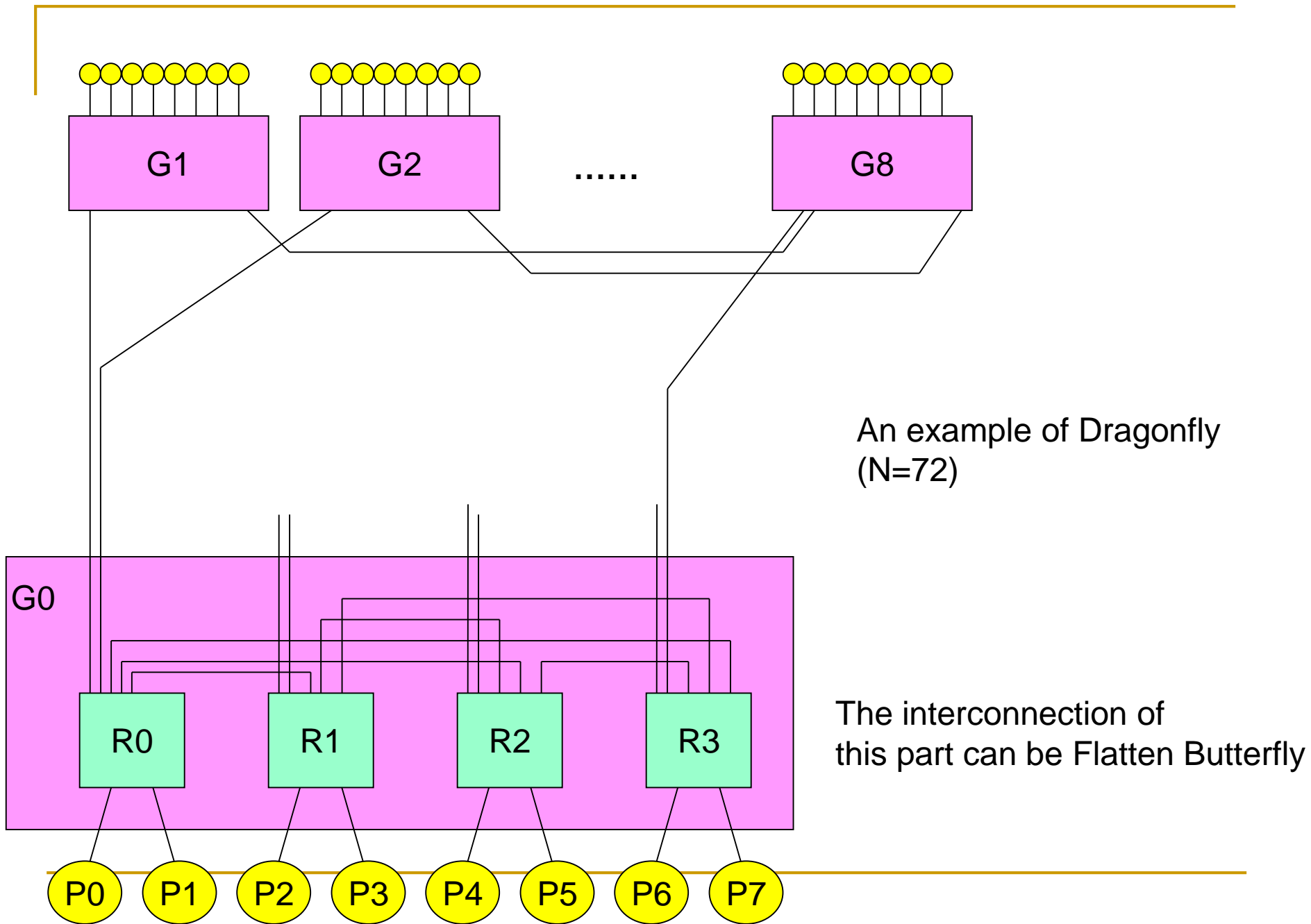


*The 512 hosts connect to 8 ports on each of these 64 “leaf” switches*

- 512nodes

# Dragonfly



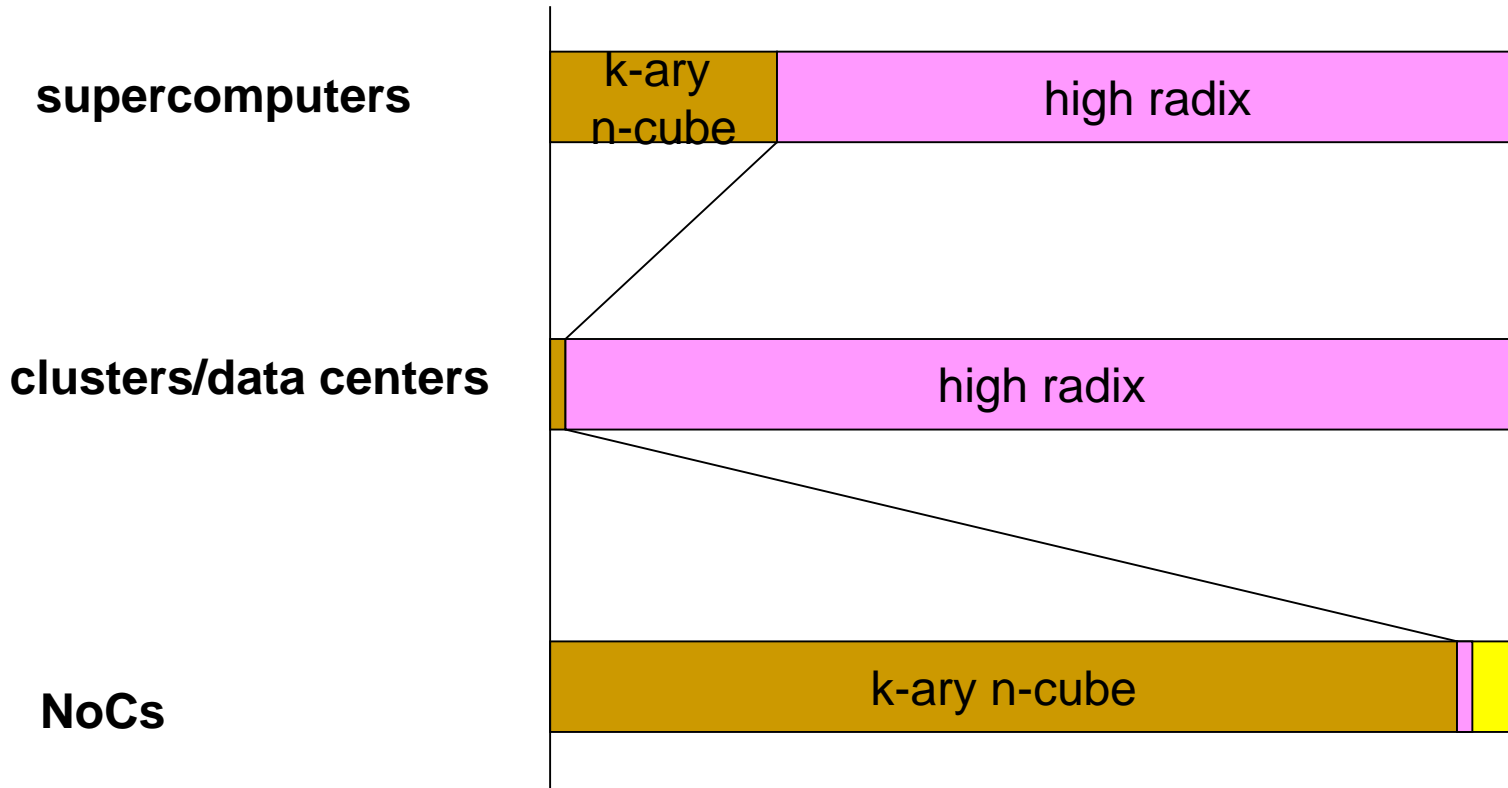


An example of Dragonfly  
(N=72)

The interconnection of  
this part can be Flatten Butterfly

# k-ary n-cube vs. high radix

Sorry. This figure is not based on accurate data.



Now, they dominate the world of Interconnection Networks

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# Exercise

- Every path between source and destination is determined with the destination routing in Omega network. Prove (or explain) the above theory in Omega network with 8-input/output.
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