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**Distributed Systems**  
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# Parallel Systems

- Multiprocessor systems (direct access to shared memory, UMA model)
  - ▶ Interconnection network - bus, multi-stage switch
  - ▶ E.g., Omega, Butterfly, Clos, Shuffle-exchange networks
  - ▶ Interconnection generation function, routing function
- Multicomputer parallel systems (no direct access to shared memory, NUMA model)
  - ▶ bus, ring, mesh (w w/o wraparound), hypercube topologies
  - ▶ E.g., NYU Ultracomputer, CM\* Conneciton Machine, IBM Blue gene
- Array processors (colocated, tightly coupled, common system clock)
  - ▶ Niche market, e.g., DSP applications

## UMA vs. NUMA Models

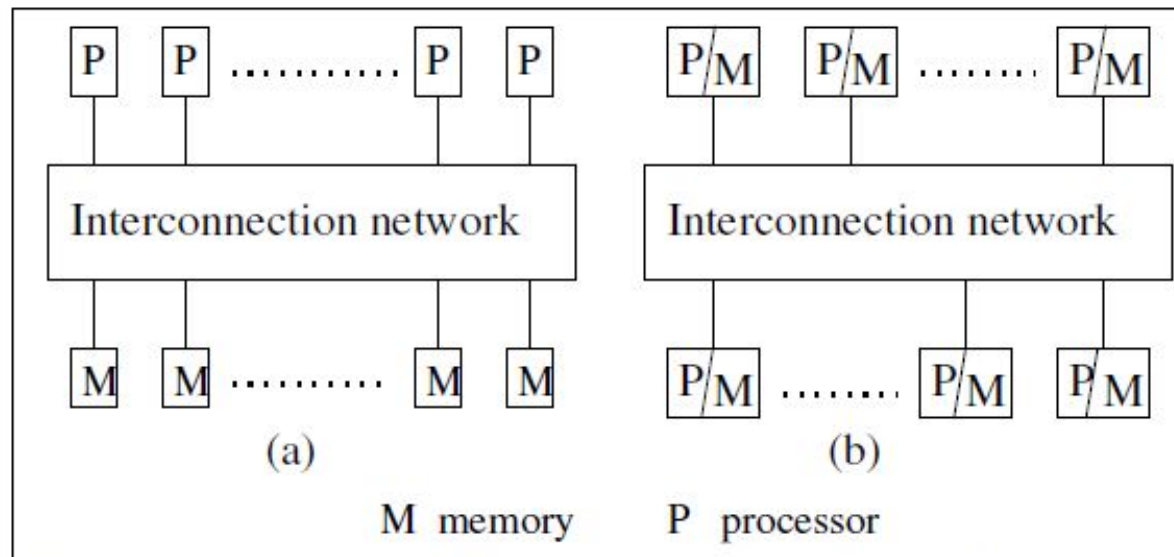


Figure 1.3: Two standard architectures for parallel systems. (a) Uniform memory access (UMA) multiprocessor system. (b) Non-uniform memory access (NUMA) multiprocessor. In both architectures, the processors may locally cache data from memory.

# Omega and Butterfly Networks

## Omega, Butterfly Interconnects

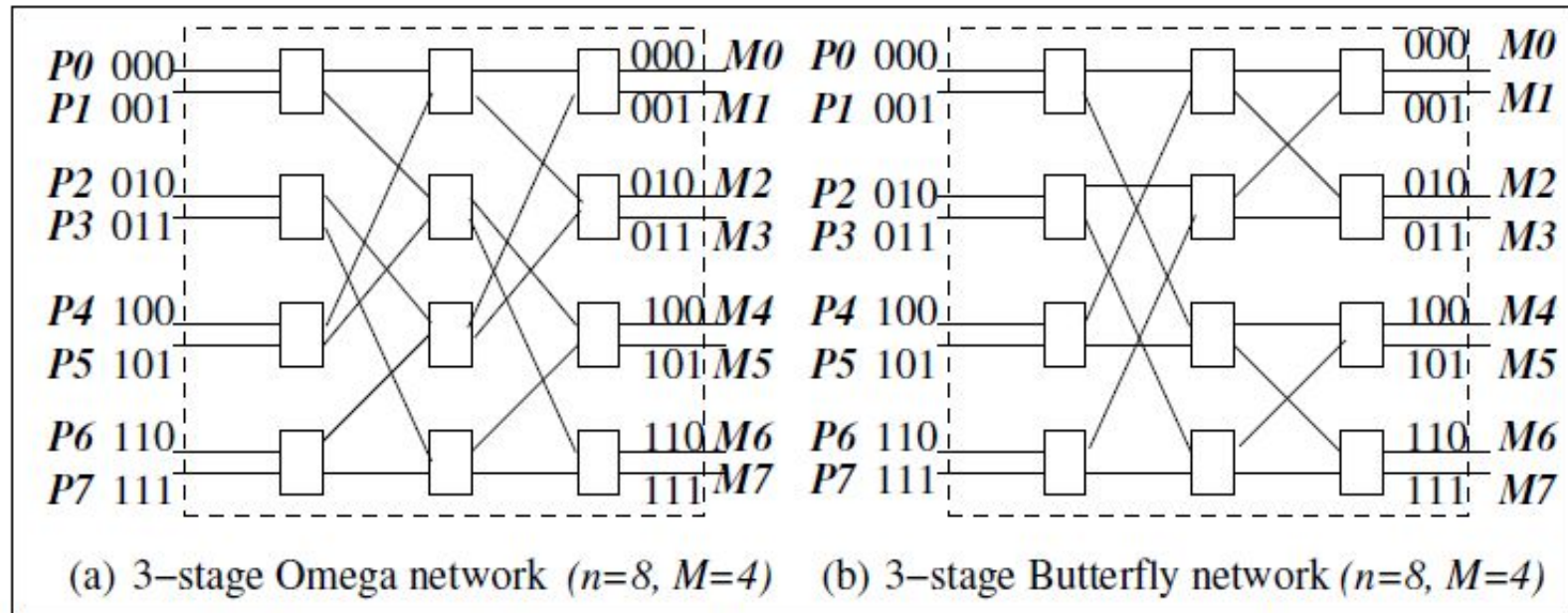


Figure 1.4: Interconnection networks for shared memory multiprocessor systems.  
(a) Omega network (b) Butterfly network.

# Interconnection Networks

- Common Highway or interconnection network for processors in parallel to communicate.
- Based on a topology interconnection network is built
- Topology can be
  - Fixed
  - Reconfigurable(multistage interconnection network)

## Omega Network

- Multistage switching network has self routing property.
- Multistage omega network used as connectors between CPUs and their shared memory, in order to decrease the probability of CPU-to-memory connection bottleneck.
- Outputs of each stages are connected to inputs of next stage using a perfect shuffle connection system

## 8x8 Omega Network (logical left shift)

000->000->000->000

001->010->100->001

010->100->001->010

011->110->101->011

100->001->010->100

101->011->110->101

110->101->011->110

111->111->111->111

Input	Output
0	0
1	2
2	4
3	6
4	1
5	3
6	5
7	7





## Omega Network

- $n$  processors,  $n$  memory banks
- $\log n$  stages: with  $n/2$  switches of size  $2 \times 2$  in each stage
- Interconnection function: Output  $i$  of a stage connected to input  $j$  of next stage:

$$j = \begin{cases} 2i & \text{for } 0 \leq i \leq n/2 - 1 \\ 2i + 1 - n & \text{for } n/2 \leq i \leq n - 1 \end{cases}$$

- Routing function: in any stage  $s$  at any switch:  
to route to dest.  $j$ ,  
if  $s + 1$ th MSB of  $j = 0$  then route on upper wire  
else [ $s + 1$ th MSB of  $j = 1$ ] then route on lower wire



# Omega Network using Routing function

Building 8X8 Omega Network using Routing  
Function