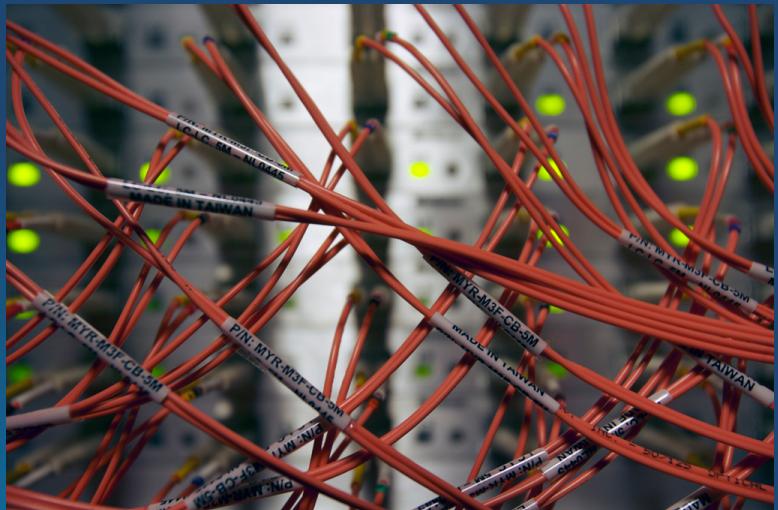


Interconnection Networks

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F. Desprez - UE Parallel alg. and prog.

2017-2018 - 1

Some References

- **Parallel Programming – For Multicore and Cluster System**, T. Rauber, G. Rünger
- Lecture “**Calcul hautes performance – architectures et modèles de programmation**”, Françoise Roch, Observatoire des Sciences de l’Univers de Grenoble Mesocentre CIMENT
- **4 visions about HPC - A chat**, X. Vigouroux, Bull
- **Parallel Computer Architecture – A Hardware/Software Approach**, D.E. Culler and J.P. Singh
- **Parallel Computer Architecture and Programming (CMU 15-418/618)**, Todd Mowry and Brian Railing
- **Interconnection Network Architectures for High-Performance Computing**, Cyriel Minkenberg, IBM

https://www.systems.ethz.ch/sites/default/files/file/Spring2013_Courses/AdvCompNetw_Spring2013/13-hpc.pdf



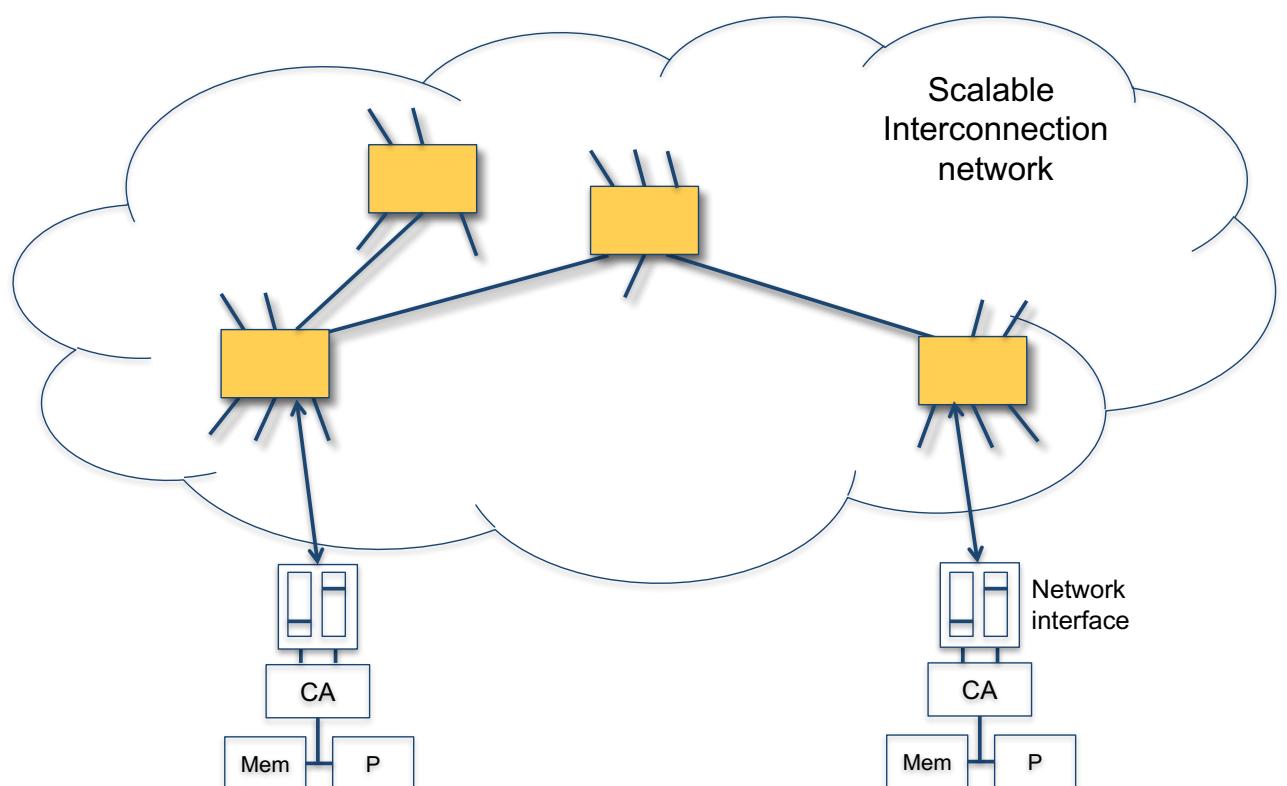
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Introduction

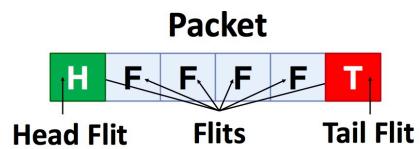
- Communications = overhead !!
- How should computation units be connected ?
 - For shared memory platforms, connecting memories with processors
 - For distributed memory platforms, need of a scalable high-performance network
 - Thousands of nodes exchanging data
- Relation between the topology of the network and the performance of global communication patterns
- Mathematical characteristics of networks + network models (latency, bandwidth, network protocols)

Introduction, Contd



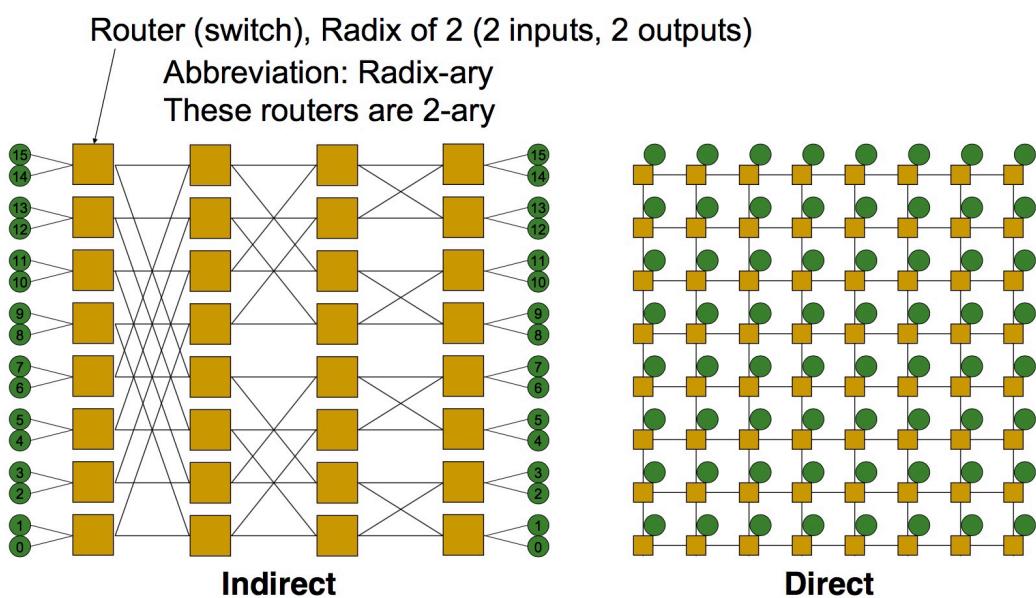
Terminology

- **Network interface**
 - Connects endpoints (e.g. cores) to network
 - Decouples computation/communication
- **Links**
 - Bundle of wires that carries a signal
- **Switch/router**
 - Connects fixed number of input channels to fixed number of output channels
- **Channel**
 - A single logical connection between routers/switches
- **Node**
 - A network endpoint connected to a router/switch
- **Message**
 - Unit of transfer for network clients (e.g. cores, memory)
- **Packet**
 - Unit of transfer for network
- **Flit**
 - Flow control digit
 - Unit of flow control within network



Terminology, Contd.

- **Direct or indirect networks**
 - Endpoints sit “inside” (direct) or “outside” (indirect) the network
 - E.g. mesh is direct; every node is both endpoint and switch



Formalism

- **Graph** $G=(V,E)$
 - V : switches and nodes
 - E : communication links
- **Route**: (v_0, \dots, v_k) path of length k between node 0 and node k ,
where $(v_i, v_{i+1}) \in E$
- **Routing distance**
- **Diameter**: maximum length between two nodes
- **Average distance**: average number of hops across all valid routes
- **Degree**: number of input (output) channels of a node
- **Bisection width**: Minimum number of parallel connections that must be removed to have two equal parts

What Characterizes a Network?

Latency

- Time taken by a message to go from one node to another
 - A memory load that misses the cache has a latency of 200 cycles
 - A packet takes 20 ms to be sent from my computer to Google

Bandwidth (available bandwidth)

- The rate at which operations are performed
- $b = wf$
 - Where w is the width (in bytes) and f is the send frequency: $f = 1 / t$ (in Hz)

Throughput (delivered bandwidth)

- How much bandwidth offered can be truly used
 - Memory can provide data to the processor at 25 GB/sec
 - A communication link can send 10 million messages per second

What Characterizes a Network? Contd.

Topology

- Physical network interconnection structure
- Specifies way switches are wired
- Affects routing, reliability, throughput, latency, building ease

Routing Algorithm

- How does a message get from source to destination
- Restricts all paths that messages can follow
- Many algorithms with different properties (static or adaptive)

Switching strategy

- How a message crosses a path
- Circuit switching vs. Packet switching

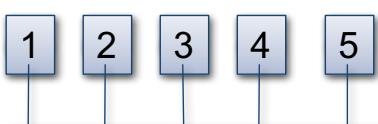
Flow control mechanism

- When a message (or piece of message) crosses a path, what happens when there is traffic? What do we store within the network?

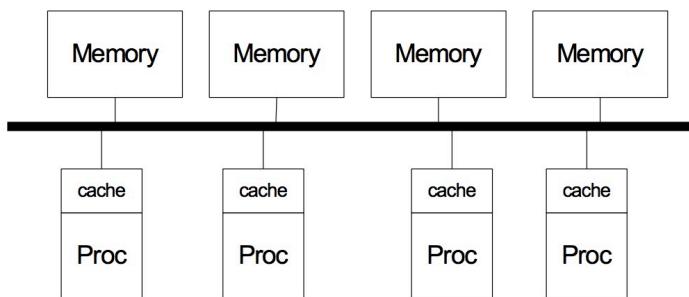
Goals

- Latency must be as small as possible
- High throughput
- As many concurrent transfers as possible
 - The bisection width gives the potential number of parallel connections
- Lowest possible cost/energy consumption

Bus (e.g. Ethernet)

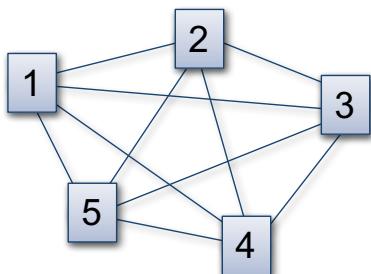


- Degree = 1
- Diameter = 1
- No routing
- Bisection width = 1
 - CSMA/CD protocol
 - Limited bus length



- Dynamic network
- Simplest one
- Lower cost

Fully Connected Network

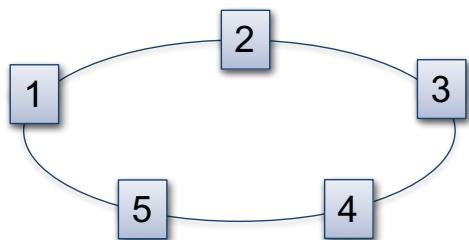


- Degree = $n-1$
 - too costly for large networks
- Diameter = 1
- Bisection width = $\lfloor n/2 \rfloor \lceil n/2 \rceil$

When the network is cut in two parts, each node has a connection to $n/2$ other nodes. There are $n/2$ nodes like that.

- Static network
- Connection between every pair of nodes

Ring



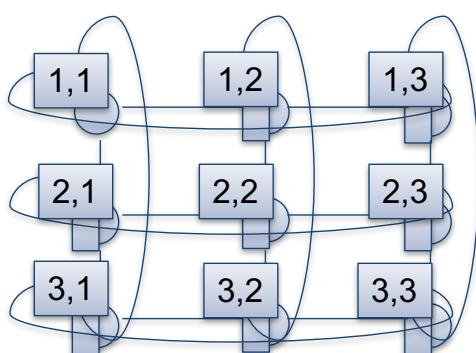
- Degree = 2
- Diameter = $\lfloor n/2 \rfloor$
 - slow for big networks
- Bisection width = 2

Static network

A node i is connected to nodes $i+1$ and $i-1$ modulo n .

Examples: FDDI, SCI, FiberChannel Arbitrated Loop, KSR1, IBM Cell

d-Dimensional Torus

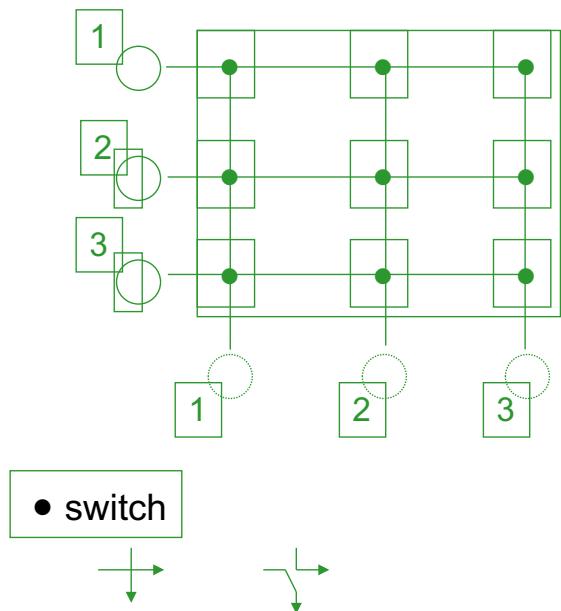


- For d dimensions
- Degree = d
- Diameter = $d (\sqrt[d]{n} - 1)$
- Bisection width = $(\sqrt[d]{n}) d - 1$

Static network

Crossbar

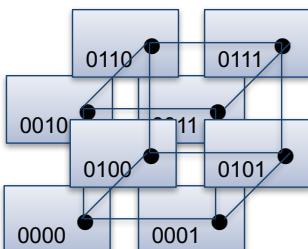
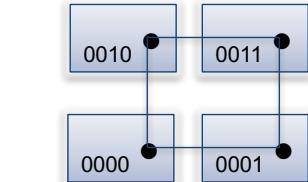
- Fast and costly (n^2 switches)
- Processor x memory



Dynamic network

Hypercube

- **Hamming distance** =
 - Number of bits that differ in the representation of two numbers
 - Two nodes are connected if their Hamming distance is 1
 - Routing from x to y reduces the Hamming distance

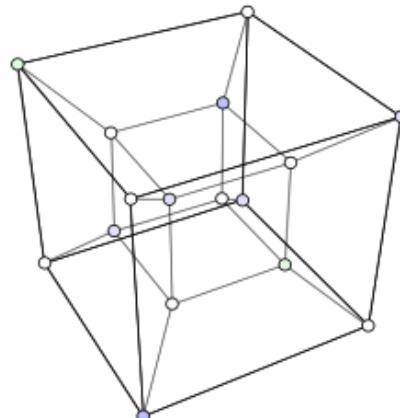
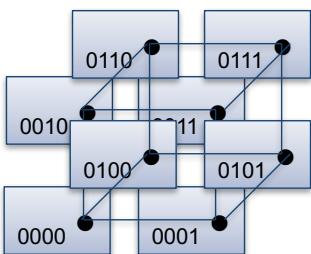
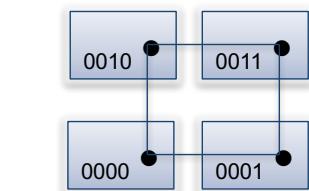


Static network

Hypercube, Contd

k dimensions, $n = 2^k$ nodes

- Degree = k
- Diameter = k
- Bisection width = $n/2$
 - Two $(k-1)$ -hypercubes are connected through $n/2$ links to produce a k -hypercube



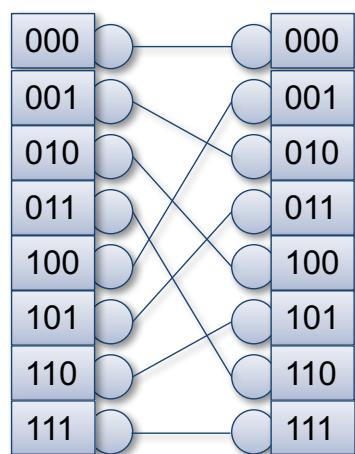
Intel iPSC/860,
SGI Origin 2000

Omega Network

Basic block: 2x2 Shuffle



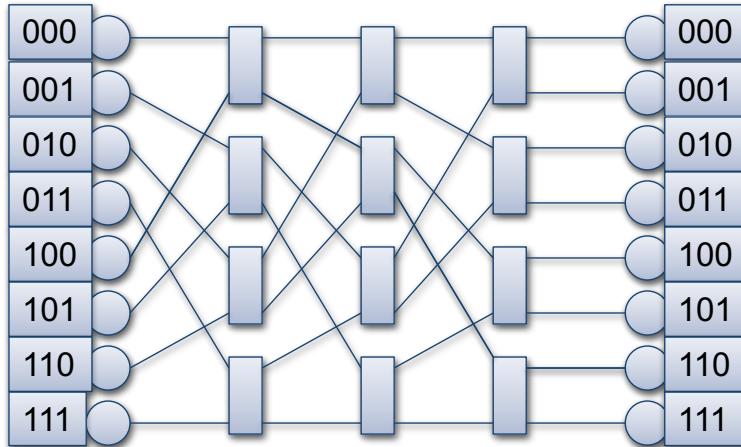
Perfect Shuffle



Omega Network, Contd.

$\log_2 n$ levels of 2×2 shuffle blocks

Dynamic network

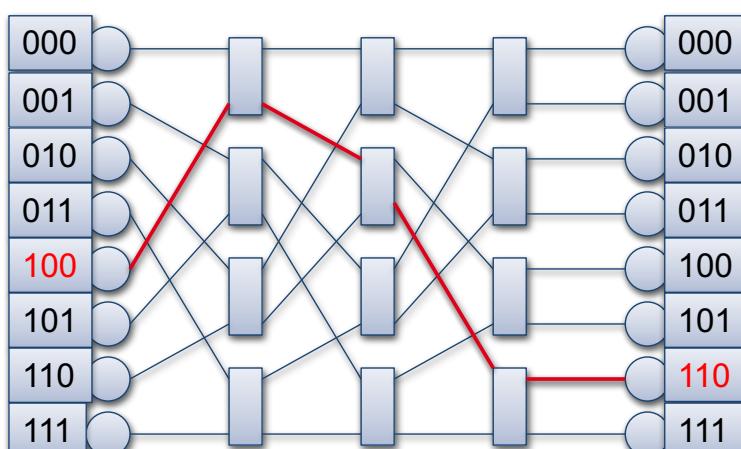


Level i looks for bit i
If 1 then go up
If 0 then go down

Omega Network, Contd.

$\log_2 n$ levels of 2×2 shuffle blocks

Dynamic network



Level i looks for bit i
If 1 then go up
If 0 then go down

Example 100 sends to 110

Omega Network, Contd.

- n nodes
- $(n/2) \log_2 n$ blocks
- Degree = 2 for the nodes, 4 for the blocks
- Diameter = $\log_2 n$
- Bisection width = $n/2$
 - For a random permutation, $n / 2$ messages are supposed to cross the network in parallel
 - Extreme cases
 - If all the nodes want to go to 0, a single message in parallel
 - If each node sends a message, n parallel messages

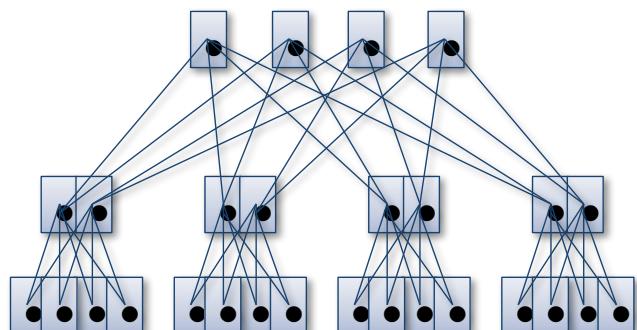
Fat Tree /Clos Network

- Nodes = tree leaves
- The tree has a diameter of $2\log_2 n$
- A simple tree has a bisection width = 1
 - bottleneck



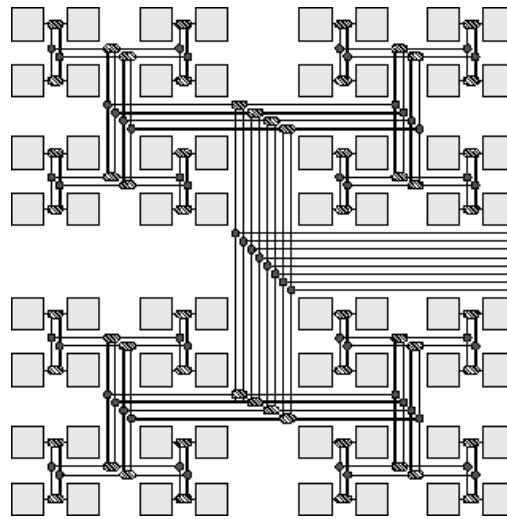
Fat Tree

- Links at level i have twice the capacity that those at level $i-1$
- At level i of the switches with 2^i inputs and 2^i outputs
- Also known as the Clos network



Fat Tree /Clos Network, Contd.

- **Routing**
 - Direct path to the lowest common parent
 - When there is an alternative one chooses at random
 - Fault-tolerant to nodes faults
- **Diameter:** $2\log_2 n$,
- **Bisection width:** n



CM-5

Summary

Network G with n nodes	Degree $g(G)$	Diameter $\delta(G)$	Edge connectivity	Bisection bandwidth
Complete Graph	$n - 1$	1	$n - 1$	$(\frac{n}{2})^2$
Linear Array	2	$n - 1$	1	1
Ring	2	$\lfloor \frac{n}{2} \rfloor$	2	2
d -dimensional mesh $n = r^d$	$2d$	$d(\sqrt[d]{n} - 1)$	d	$n^{\frac{d-1}{d}}$
d -dimensional torus $n = r^d$	$2d$	$d\lfloor \frac{\sqrt[d]{n}}{2} \rfloor$	$2d$	$2n^{\frac{d-1}{d}}$
k -dimensional hypercube ($n = 2^k$)	$\log n$	$\log n$	$\log n$	$\frac{n}{2}$
k -dimensional CCC network ($n = k2^k$ for $k \geq 3$)	3	$2k - 1 + \lfloor \frac{k}{2} \rfloor$	3	$\frac{n}{2k}$
Complete binary tree ($n = 2^k - 1$)	3	$2 \log \frac{n+1}{2}$	1	1
k -ary d -Cube ($n = k^d$)	$2d$	$d\lfloor \frac{k}{2} \rfloor$	$2d$	$2k^{d-1}$