

- *Switching via a bus.* In this approach, an input port transfers a packet directly to the output port over a shared bus, without intervention by the routing processor. This is typically done by having the input port pre-pend a switch-internal label (header) to the packet indicating the local output port to which this packet is being transferred and transmitting the packet onto the bus. The packet is received by all output ports, but only the port that matches the label will keep the packet. The label is then removed at the output port, as this label is only used within the switch to cross the bus. If multiple packets arrive to the router at the same time, each at a different input port, all but one must wait since only one packet can cross the bus at a time. Because every packet must cross the single bus, the switching speed of the router is limited to the bus speed; in our roundabout analogy, this is as if the roundabout could only contain one car at a time. Nonetheless, switching via a bus is often sufficient for routers that operate in small local area and enterprise networks. The Cisco 5600 [Cisco Switches 2012] switches packets over a 32 Gbps backplane bus.
- *Switching via an interconnection network.* One way to overcome the bandwidth limitation of a single, shared bus is to use a more sophisticated interconnection network, such as those that have been used in the past to interconnect processors in a multiprocessor computer architecture. A crossbar switch is an interconnection network consisting of $2N$ buses that connect N input ports to N output ports, as shown in Figure 4.8. Each vertical bus intersects each horizontal bus at a crosspoint, which can be opened or closed at any time by the switch fabric controller (whose logic is part of the switching fabric itself). When a packet arrives from port A and needs to be forwarded to port Y, the switch controller closes the crosspoint at the intersection of busses A and Y, and port A then sends the packet onto its bus, which is picked up (only) by bus Y. Note that a packet from port B can be forwarded to port X at the same time, since the A-to-Y and B-to-X packets use different input and output busses. Thus, unlike the previous two switching approaches, crossbar networks are capable of forwarding multiple packets in parallel. However, if two packets from two different input ports are destined to the same output port, then one will have to wait at the input, since only one packet can be sent over any given bus at a time.

More sophisticated interconnection networks use multiple stages of switching elements to allow packets from different input ports to proceed towards the same output port at the same time through the switching fabric. See [Tobagi 1990] for a survey of switch architectures. Cisco 12000 family switches [Cisco 12000 2012] use an interconnection network.

4.3.3 Output Processing

Output port processing, shown in Figure 4.9, takes packets that have been stored in the output port's memory and transmits them over the output link. This includes selecting and de-queueing packets for transmission, and performing the needed link-layer and physical-layer transmission functions.