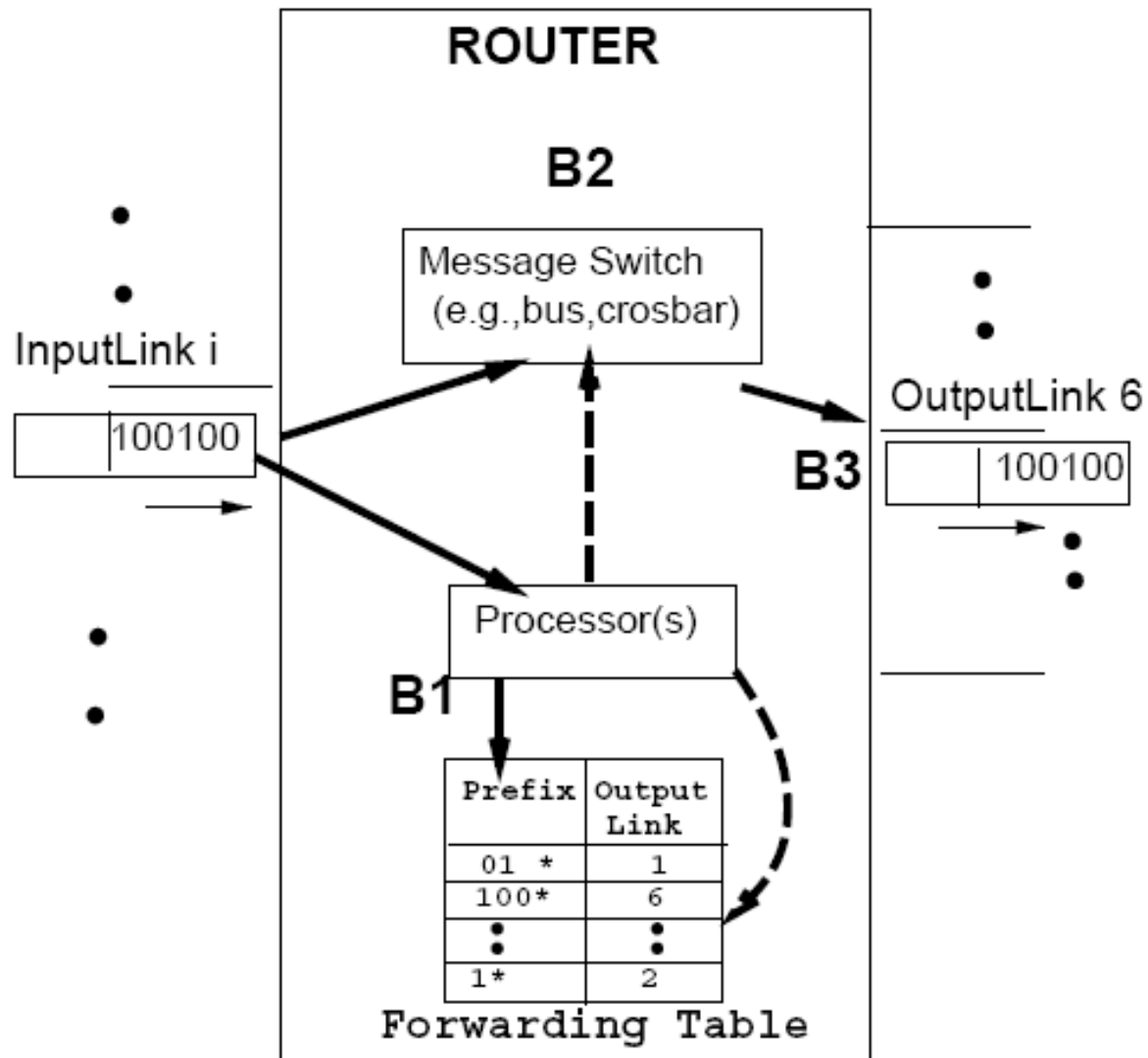
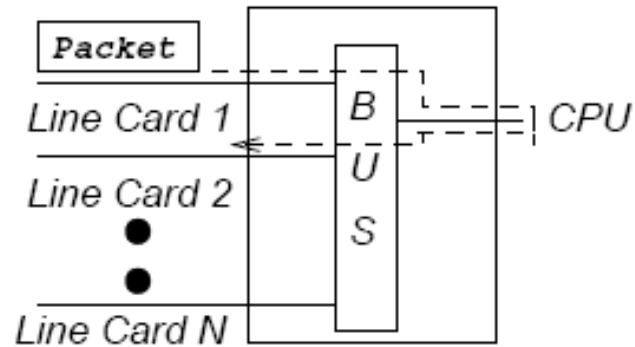
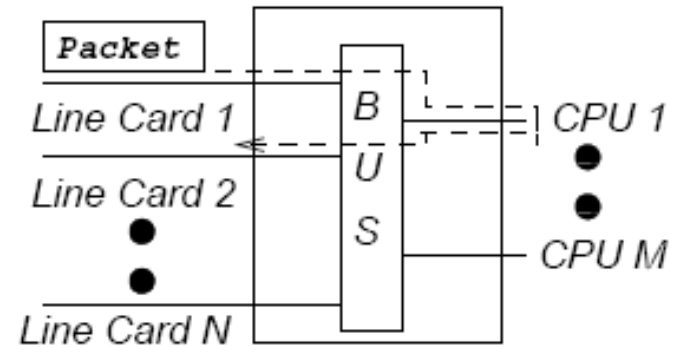


Packet Switching (basics)

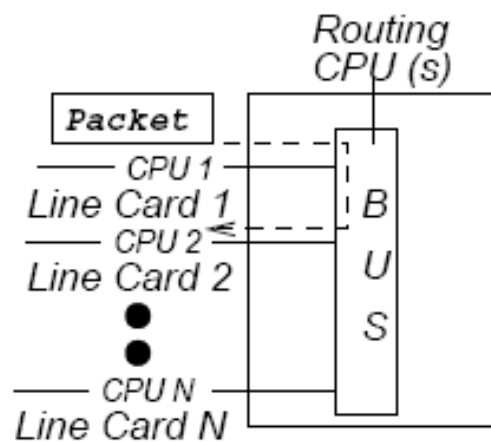




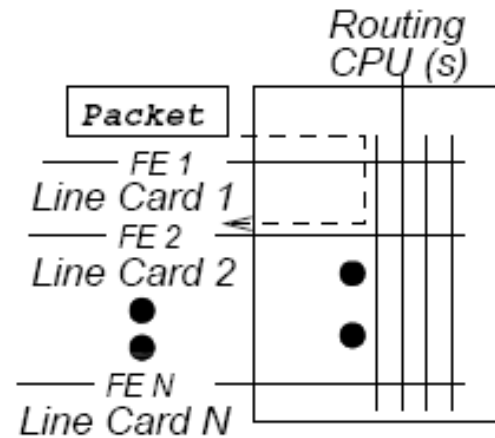
A) PALEOZOIC: BUS, SHARED CPU



B) PALEOLITHIC: BUS, SHARED CPUs



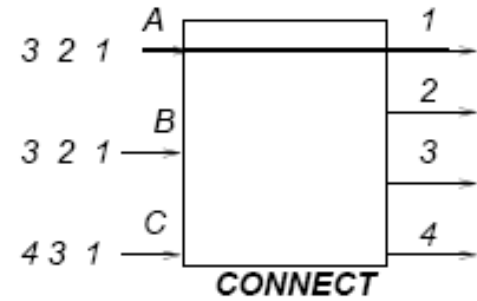
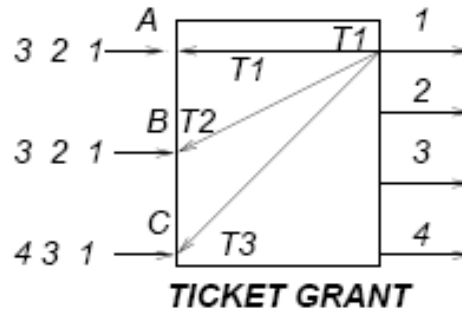
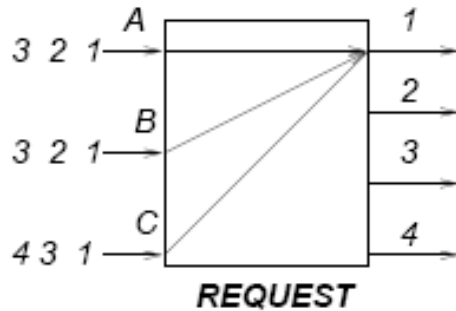
**C) NEOLITHIC: BUS,
PER LINE CARD CPUs**



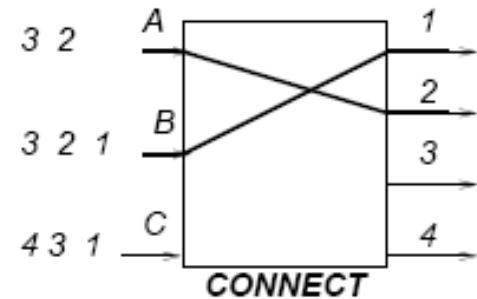
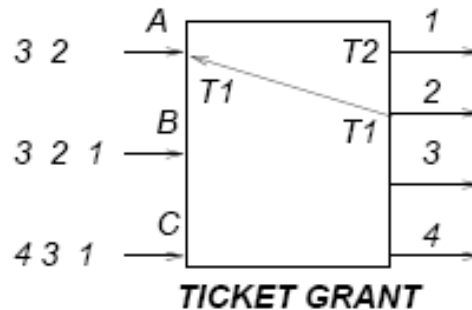
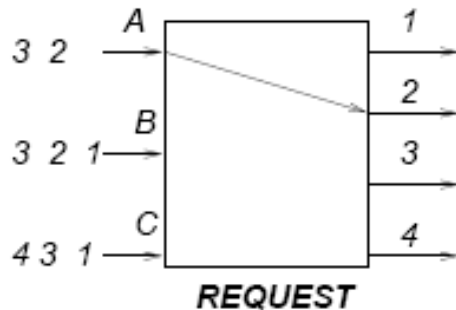
**D) MODERN: CROSSBAR,
PER LINE CARD FORWARDING ENGINES**

Crossbar scheduling: “Take-a-ticket”

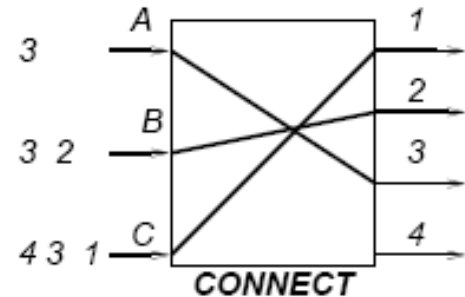
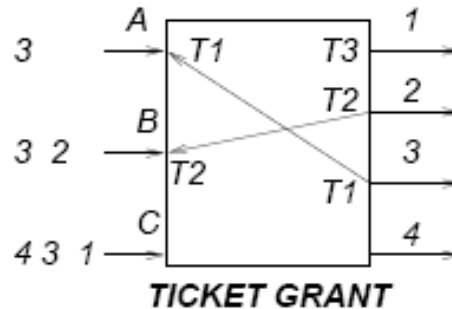
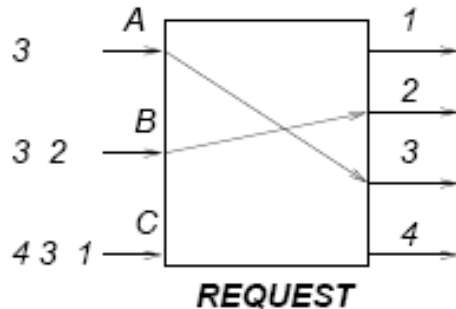
Round 1



Round 2



Round 3

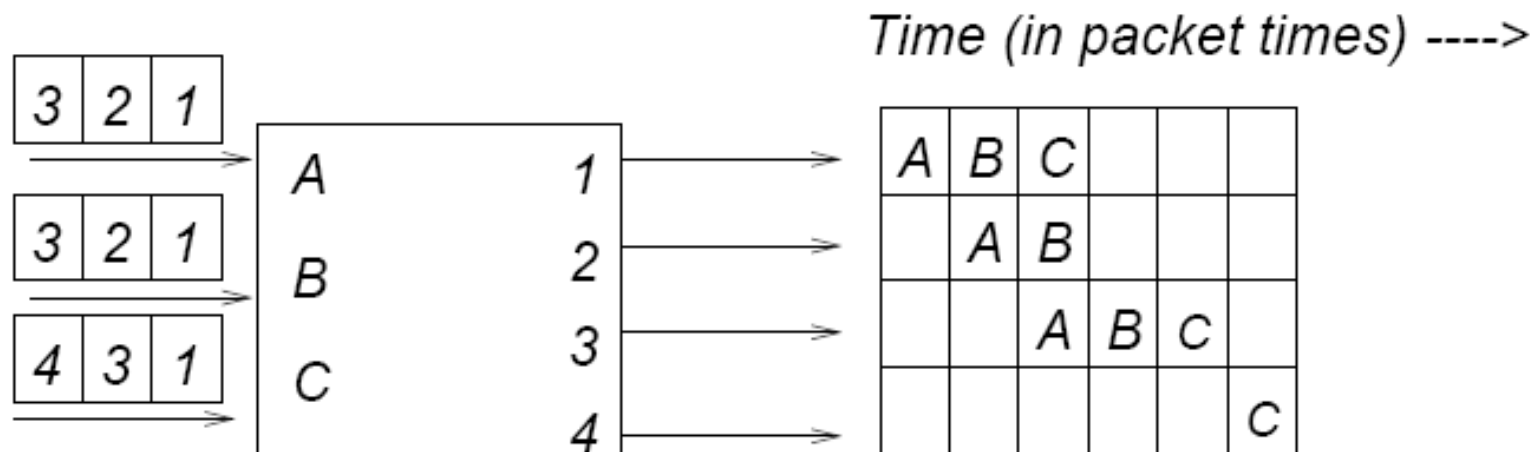


HOL

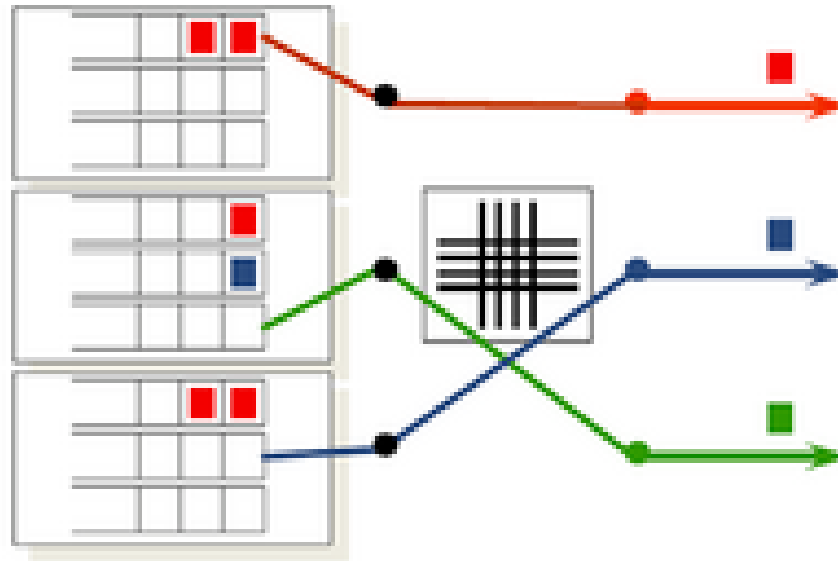
Probability that none of the N input ports chooses a given output port is $(1-1/N)^N \approx 37\%$

So, max throughput of this switch is: 63%

Head-of-Line Blocking

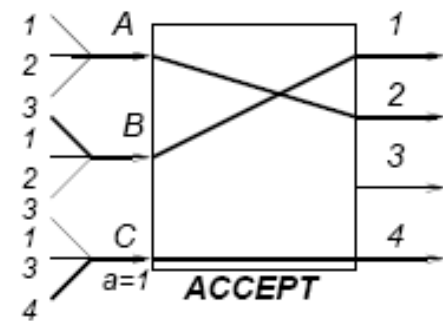
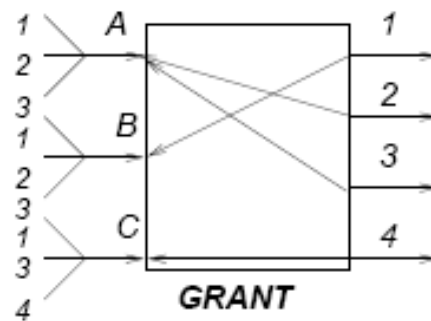
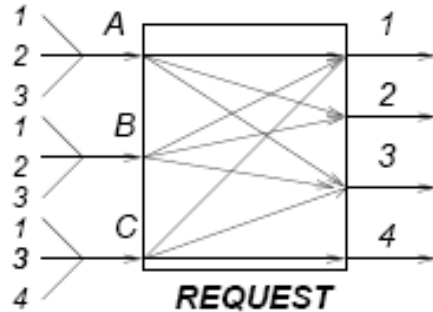


Avoid HOL-blocking with multiple input queues (one per output port)

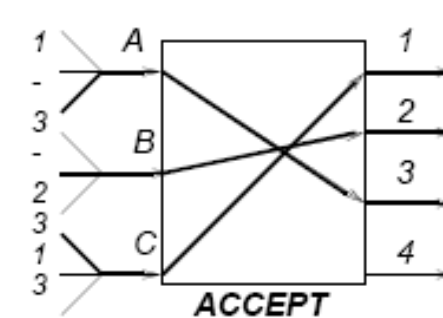
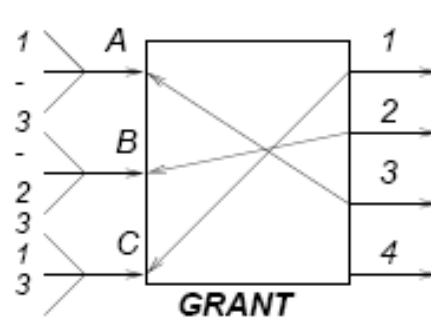
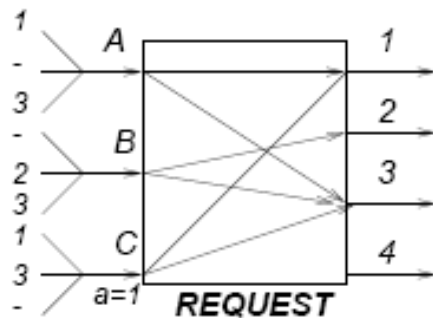


PIM: Parallel Iterative Matching

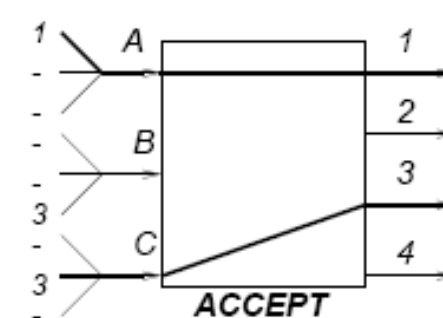
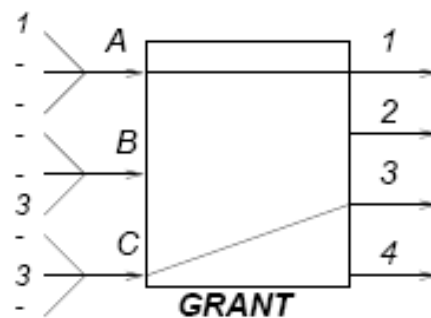
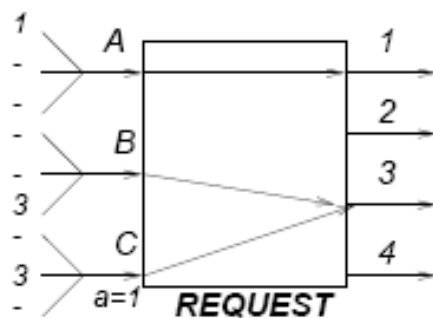
Round 1



Round 2

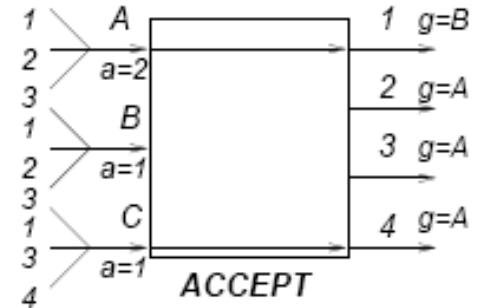
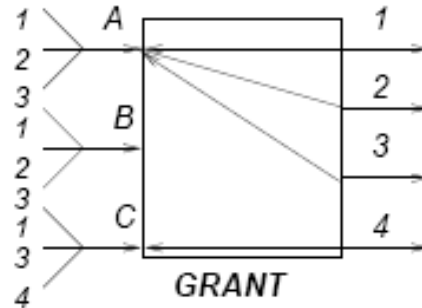
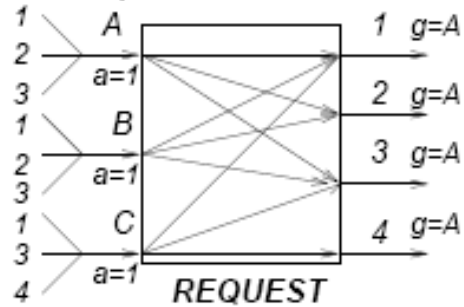


Round 3

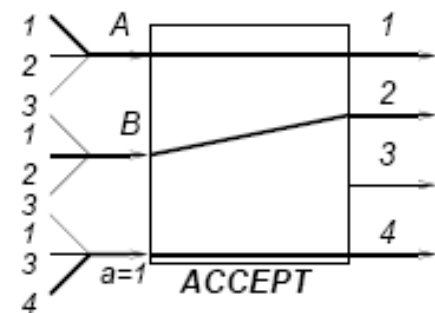
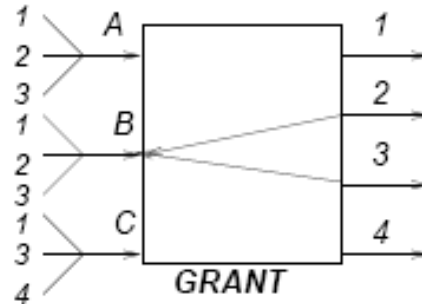
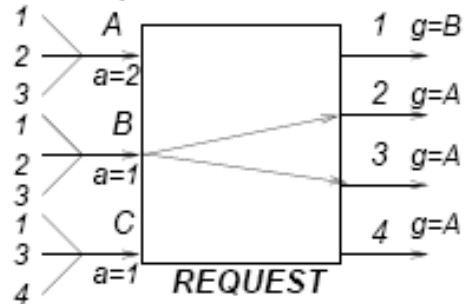


iSLIP (avoids randomization of PIM)

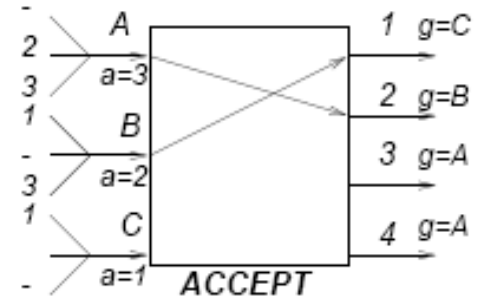
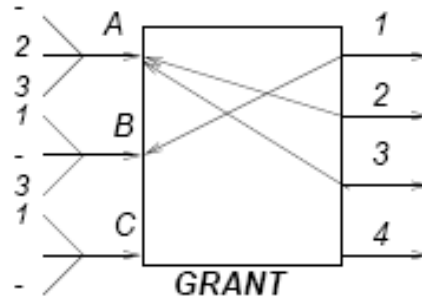
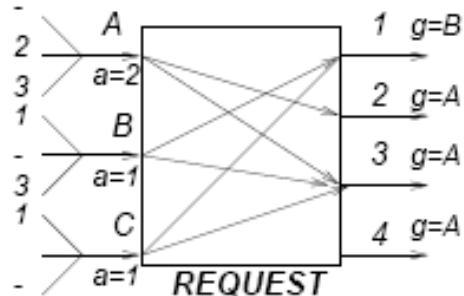
Round 1, Iteration 1



Round 1, Iteration 2

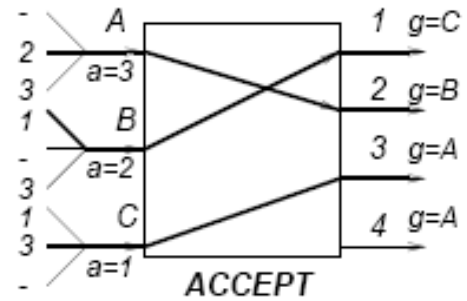
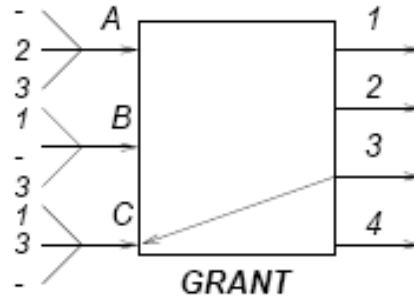
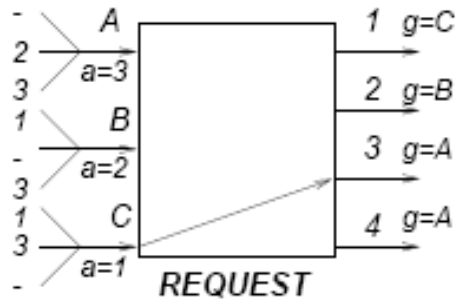


Round2, Iteration 1

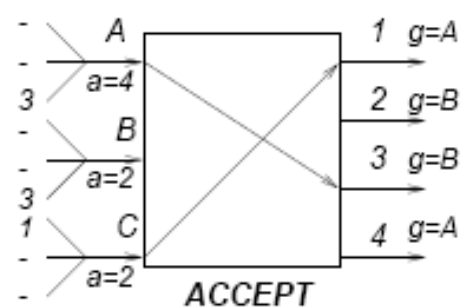
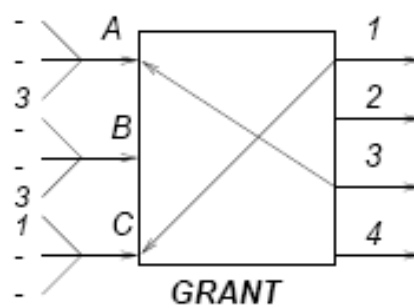
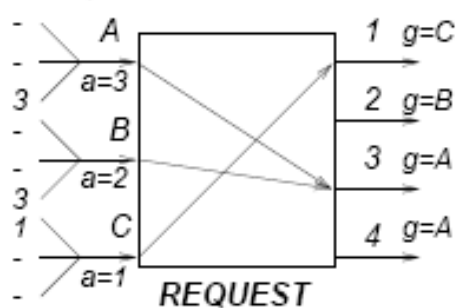


iSLIP (cont')

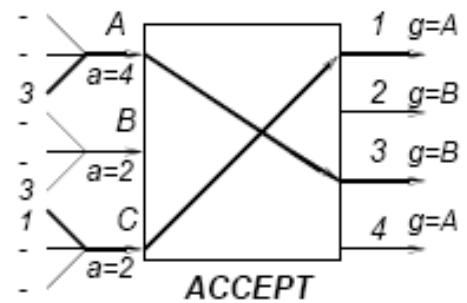
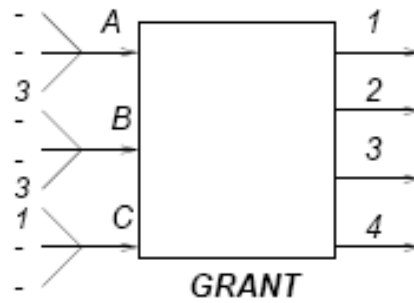
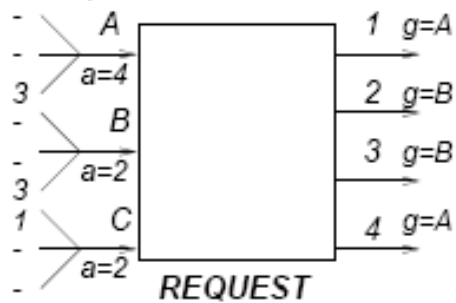
Round 2, Iteration 2



Round 3, Iteration 1

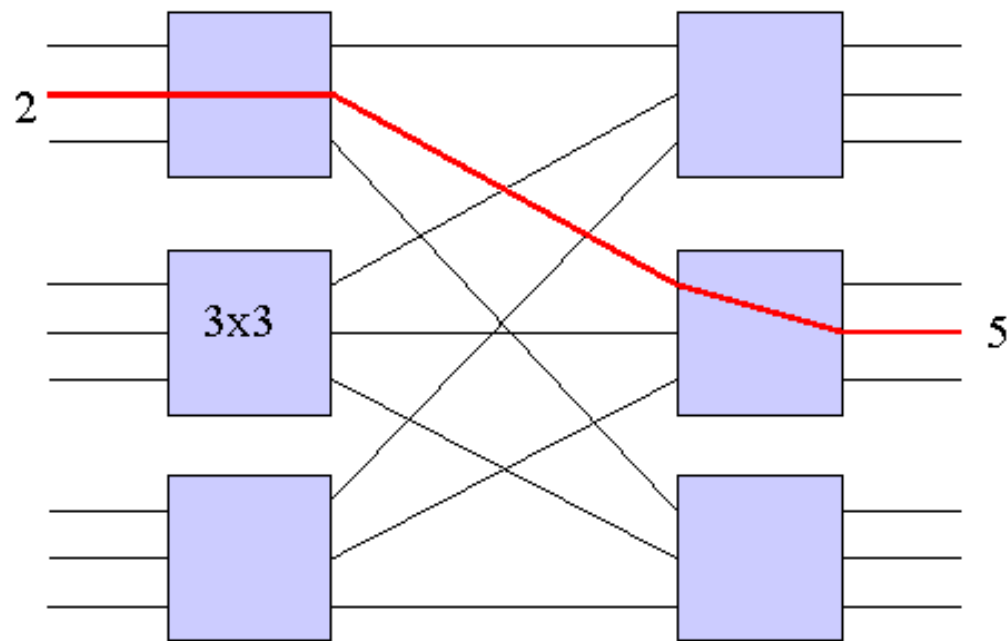


Round 3, Iteration 2



Multistage switching

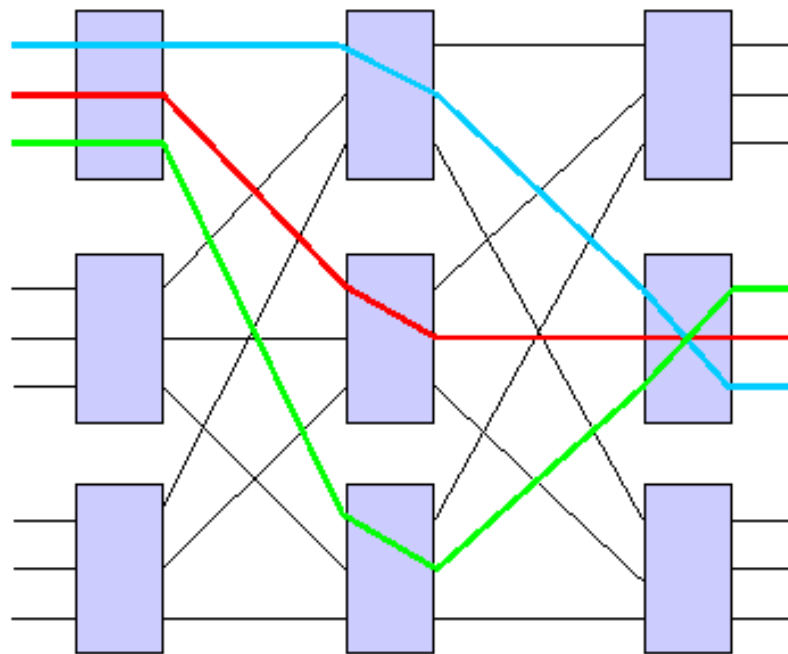
2 layer switch



- only uses $6 \times 9 = 54$ crosspoints rather than $9 \times 9 = 81$
- penalty is loss of connectivity

Blocking vs non-blocking switching networks

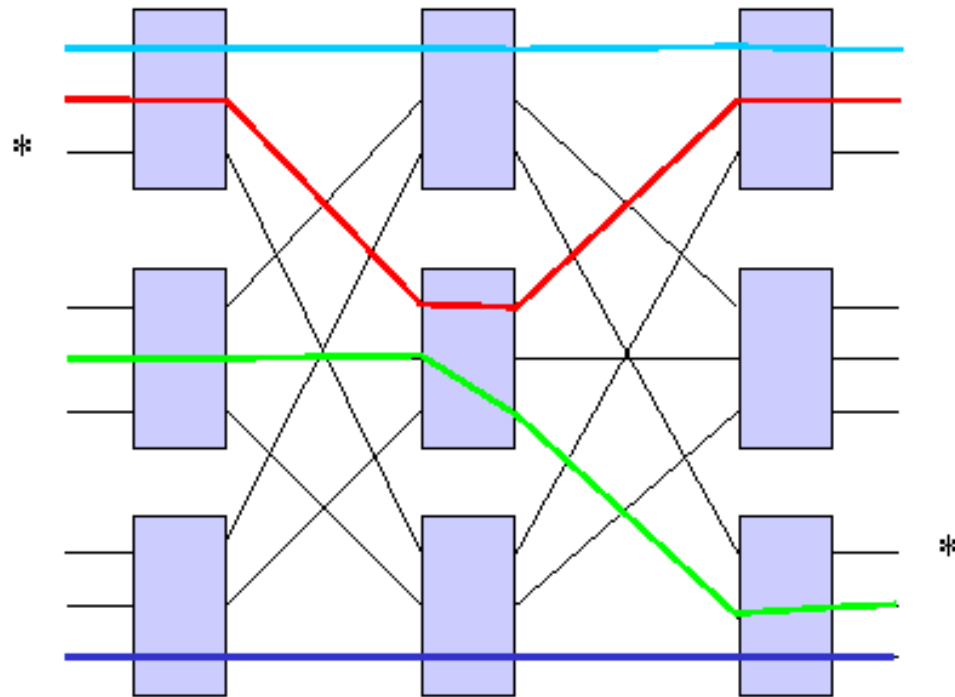
3 layer switch



- Connect
- 2-5 as before
- 1-6
- 3-4
- Blocking still possible

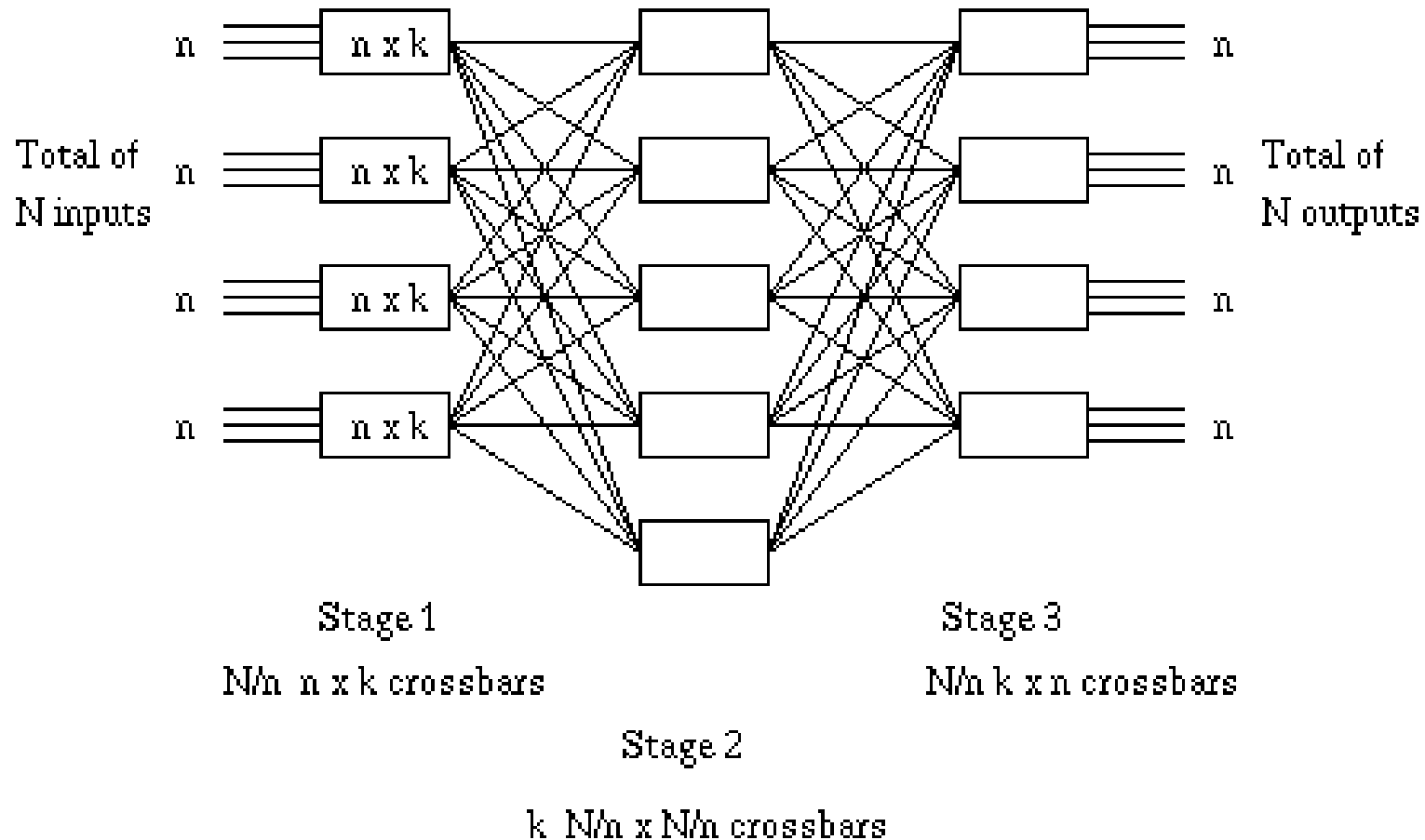
Blocking vs non-blocking switching networks

Blocked 3 layer switch



Clos network (N, n, k):

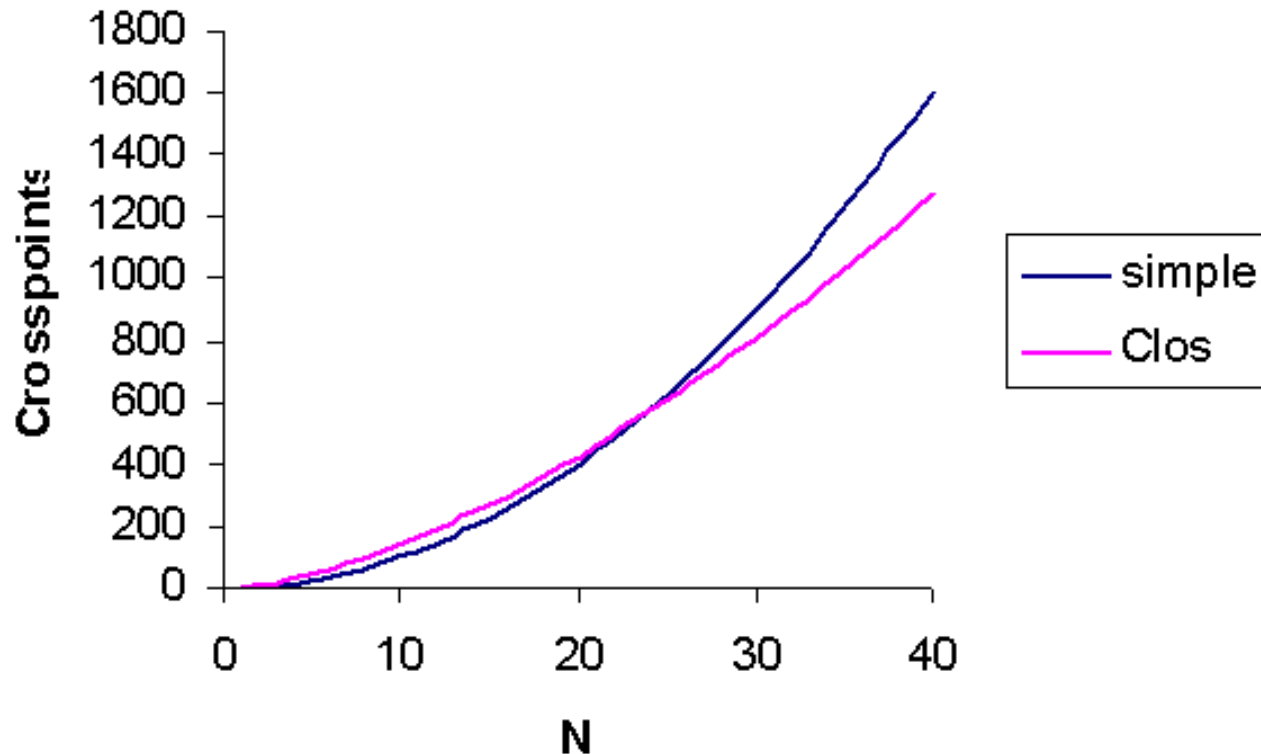
Non-blocking if $k \geq 2n-1$ (Prove this!)



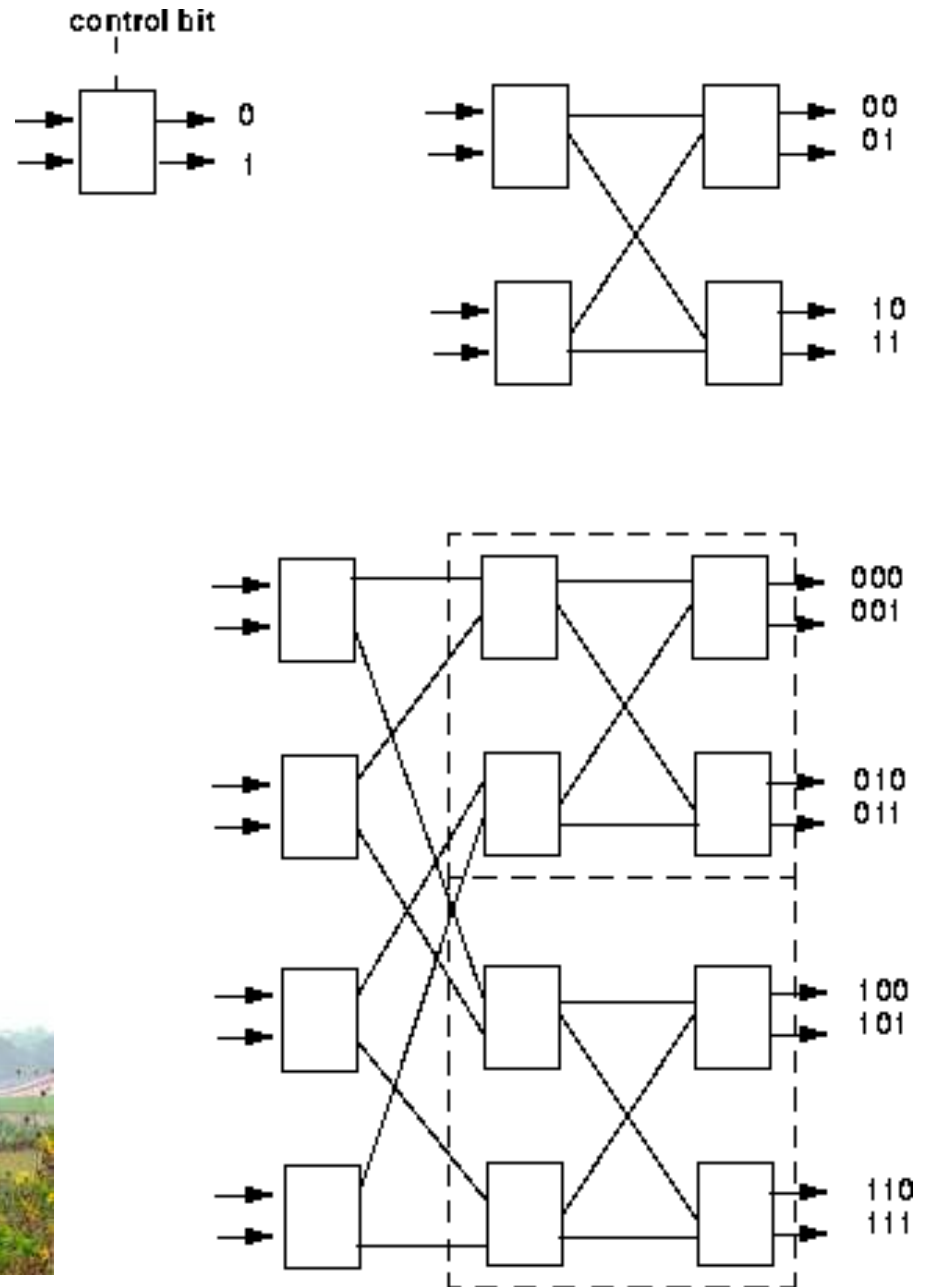
Clos network ($N, n, k=2n-1$):

Prove that min number of crosspoints = $5.6N\sqrt{N}$
(for $n = \sqrt{N/2}$)

Clos Network vs Simple Switch

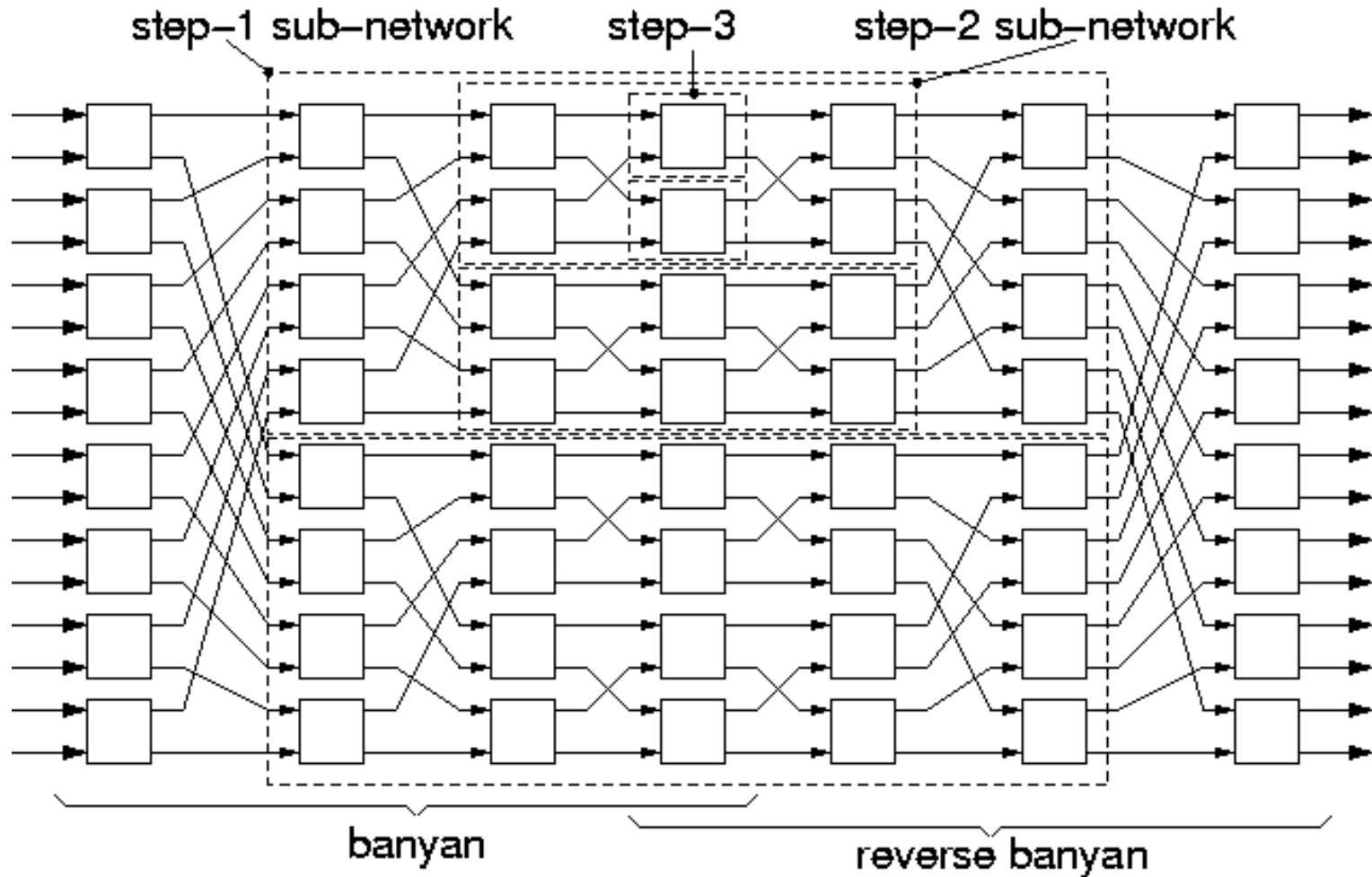


Banyan networks and the self-routing property

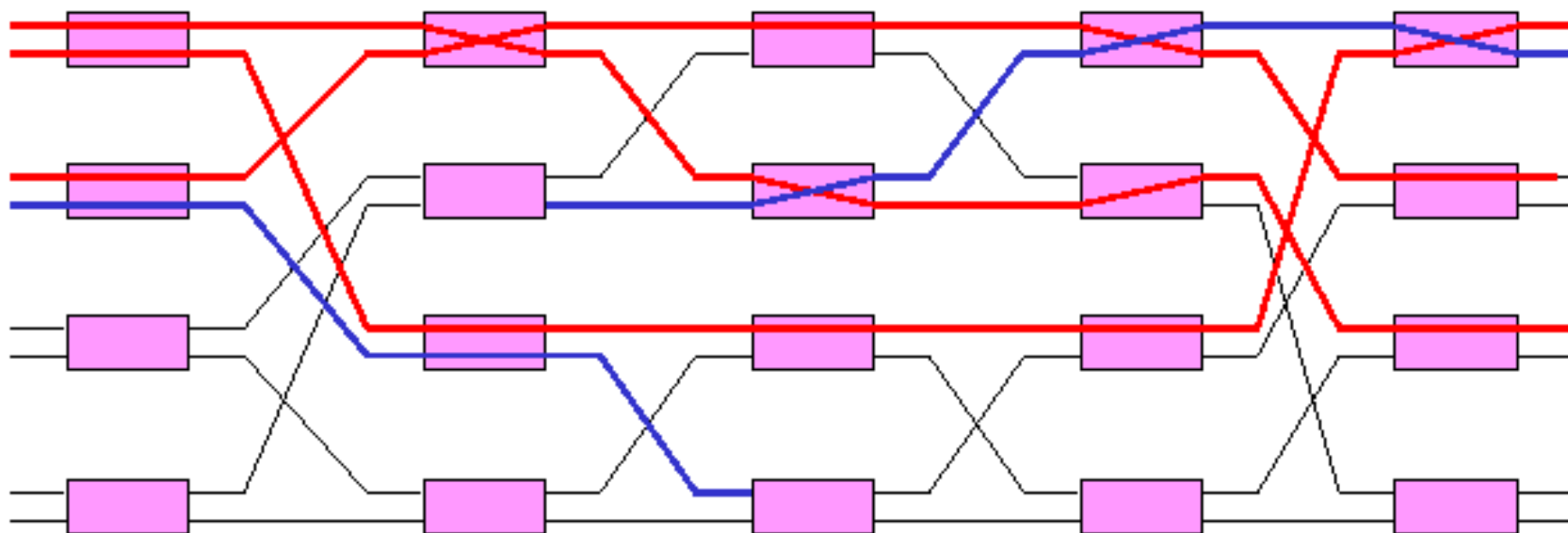


Benes network

Recursive Construction of 16x16 Benes Network out of 2x2 Switches

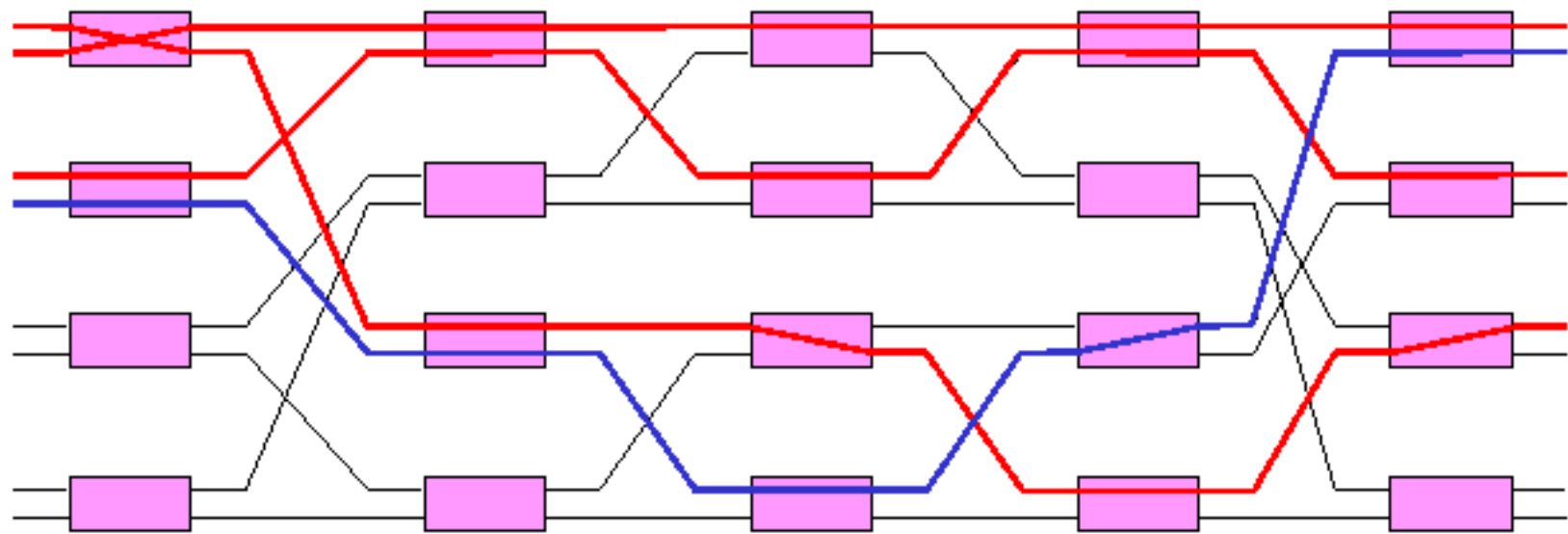


Benes Network



- Rearrangably non-blocking
- e.g. 2 to 1, 1 to 5, 3 to 3, 4 to 2

Benes Network



- Now use different connections
- e.g. 2 to 1, 1 to 5, 3 to 3, 4 to 2