## **Processor Organization**

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- □ Criteria:
  - Diameter, bisection width, etc.
- □ Processor Organizations:
  - Mesh, binary tree, hypertree, pyramid, butterfly, hypercube, shuffle-exchange



- Diameter
  - The largest distance between two nodes
  - Lower diameter is better
- Bisection width

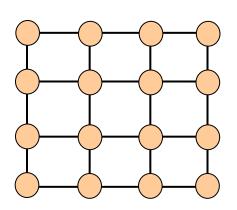
The minimum number of edges that must be removed in order to divide the network into two halves (within one)

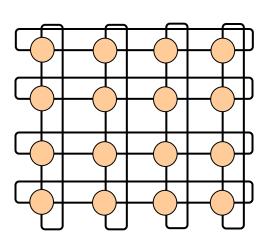
- Number of edges per node
- Maximum edge length

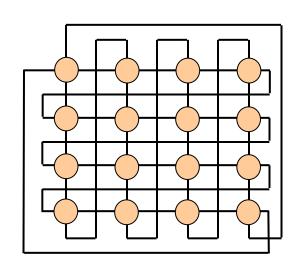


## Q-dimensional lattice

Communication is allowed only between neighboring nodes. Interior nodes communicate with 2q other nodes.





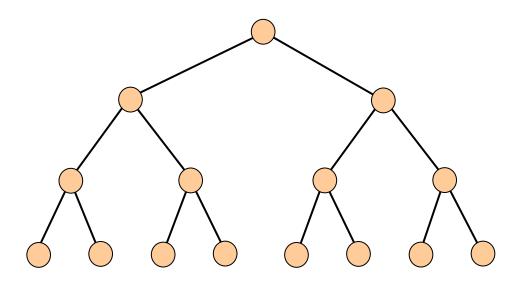




- □ Q-dimensional mesh with kq nodes
  - Diameter: q(k-1)
  - Bisection width: k<sup>q-1</sup>
  - The maximum number of edges per node: 2q
  - The maximum edge length is a constant

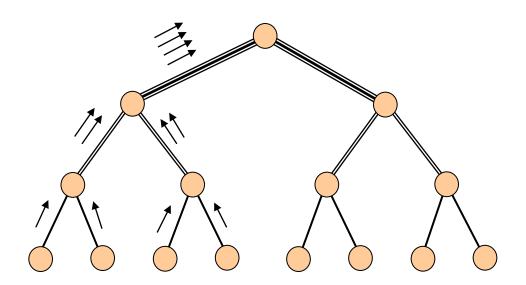


- □ Depth k-1: 2<sup>k</sup>-1 nodes
- □ Diameter: 2(k-1)
- □ Bisection width: 1
- □ Length of the longest edge: increasing



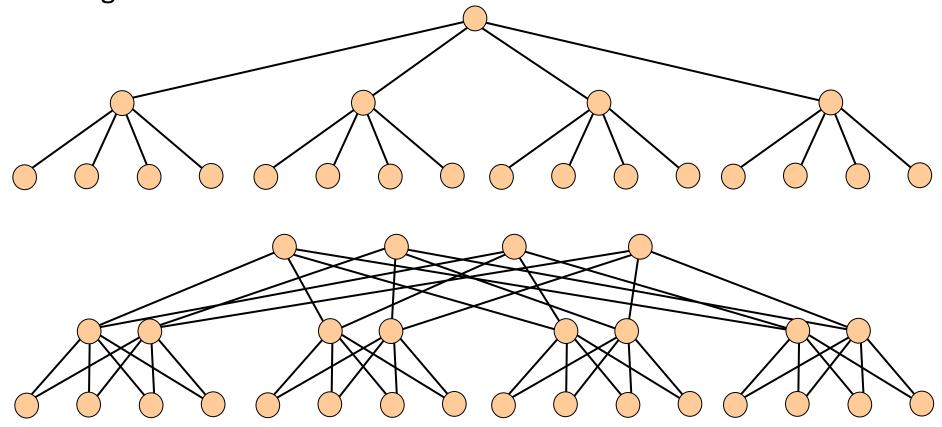


## □ Bandwidth problem on binary tree

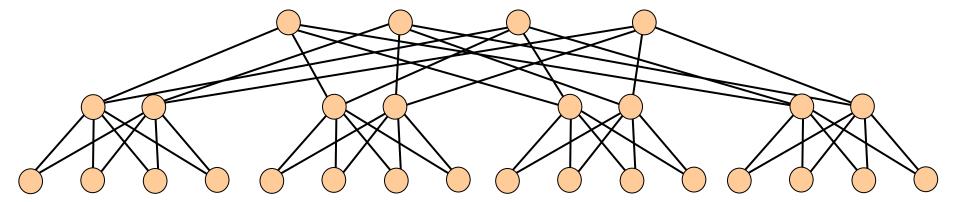




☐ Hypertree of degree k and depth d: a complete k-ary tree of height d.



- □ A 4-ary hypertree with depth d has 4<sup>d</sup> leaves and 2<sup>d</sup>(2<sup>d+1</sup>-1) nodes in all
  - Diameter: 2d
  - Bisection width: 2<sup>d+1</sup>
  - The number of edges per node ≤ 6
  - Length of the longest edge: increasing





□ Size k²: base a 2D mesh network containing k² processors, the

total number of processors= $(4/3)k^2-1/3$ 

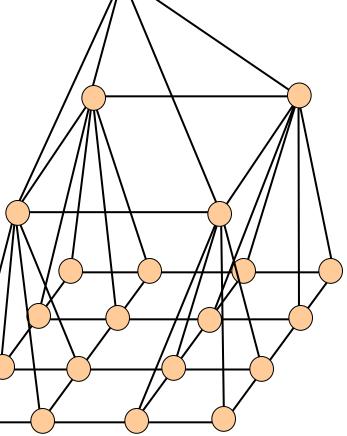
 $\Box$  A pyramid of size  $k^2$ :

Diameter: 2logk

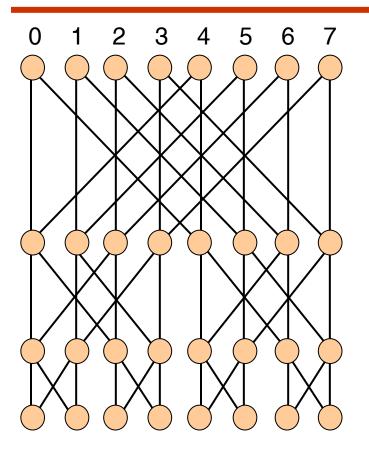
Bisection width: 2k

Maximum of links per node: 9

Length of the longest edge: increasing



- □ (k+1)2<sup>k</sup> nodes divided into k+1 rows (rank), each contains n=2<sup>k</sup> nodes.
- □ Ranks are labeled 0 through k
- Node(i,j): j-th node on the i-th rank
- □ Node(i,j) is connected to two nodes on rank i-1: node(i-1,j) and node (i-1,m), where m is the integer found by inverting the i-th most significant bit in the binary representation of j
- ☐ If node(i,j) is connected to node(i-1,m), then node(i,m) is connected to node(i-1,j)
- □ Diameter=2k
- □ Bisection width=2k
- □ Length of the longest edge: increasing



Rank 0

Rank 1

Rank 2

Rank 3

Node(1,5): i=1, j=5

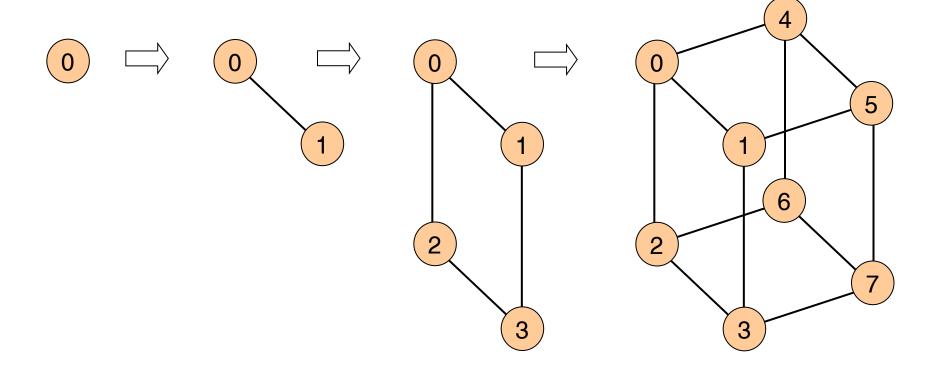
$$j = 5 = 101 (binary)$$
 $\downarrow i=1$ 

001 = 1

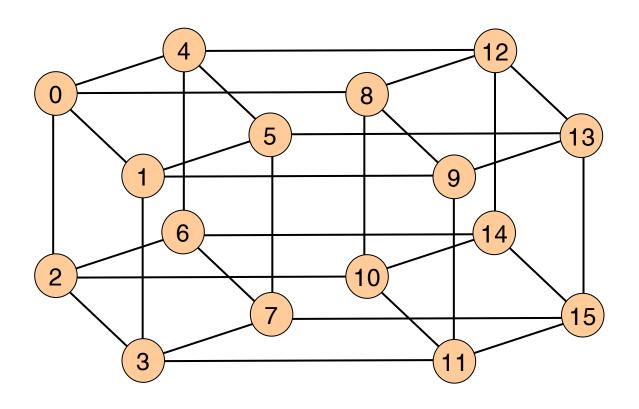
Node(1,5) is connected to node(0,1)

- □ 2<sup>k</sup> nodes form a k-dimensional hypercube
- Nodes are labeled 0, 1, 2,..., 2<sup>k</sup>-1
- Two nodes are adjacent if their labels differ in exactly one bit position
- □ Diameter=k
- $\Box$  Bisection width=  $2^{k-1}$
- Number of edges per node is k
- Length of the longest edge: increasing





## Hypercube (3)



- $\Box$  5 = **0101**
- 1 = 0001
- 4 = 0100
- □ 13 = **1101**



- □ Torus
  - http://clusterdesign.org/torus/
  - http://www.fujitsu.com/global/about/tech/k/whatis/network/
- □ Cube-Connected cycles
- □ Shuffle-Exchange
- □ De Bruijn