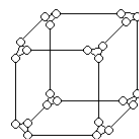


For preparing solutions for the following exercises you need to read the complete chapter 2 of the course book.

### Exercise 1

Static Network Topology

We discussed the static network topology  $d$ -dimensional hypercube. A disadvantage of a hypercube-based architecture is that the degree grows with growing values for  $d$ . A modification of the hypercube is the so called cube-connected cycle (CCC-graph), that doesn't have that property.



Cube-connected cycle  
graph for  $d = 3$

For a CCC-graph each node of a hypercube is replaced by a ring of  $d$  nodes. The set of nodes is defined by  $V_{CCC} = V_H \times \{0, \dots, d-1\}$ . In a CCC-graph there is an edge between nodes  $(v, i)$  and  $(v', i')$  if

- $i = i'$  and  $v$  and  $v'$  differ only in the  $i$ -th bit, or
- $|i - i'| = 1$  and  $v = v'$ , or
- $i - i' = d$  and  $v = v'$ .

- Determine the number of shortest paths between two nodes  $v_1$  and  $v_2$  in a standard hypercube. Hint: use the binary node labeling.
- Determine the number of nodes and edges in a CCC-graph and of a hypercube with dimensionality  $d$ .
- Determine the diameter of a CCC-graph for  $d = 3$ .
- Determine the diameter of a CCC-graph for  $d \geq 4$ . Explain how you derived the formula and give an example for the case of  $d = 4$ . (A proof would be very complicated and is not necessary).
- \* Explain an optimal routing algorithm in a CCC-graph. (The solution for this question is quite complicated, we won't discuss the solution for this part in detail.)

## Exercise 2

Routing

Consider the routing of messages in a parallel computer that uses store-and-forward routing. In such a network, the cost of sending a single message of size  $m$  from  $P_{\text{source}}$  to  $P_{\text{destination}}$  via a path of length  $d$  is  $t_s + t_w \times d \times m$ . An alternate way of sending a message of size  $m$  is as follows. The user breaks the message into  $k$  parts each of size  $m/k$ , and then sends these  $k$  distinct messages one by one from  $P_{\text{source}}$  to  $P_{\text{destination}}$ . For this new method, derive the expression for the time to transfer a message of size  $m$  to a node  $d$  hops away under the following two cases:

- Assume that another message can be sent from  $P_{\text{source}}$  as soon as the previous message has reached the next node in the path.
- Assume that another message can be sent from  $P_{\text{source}}$  only after the previous message has reached  $P_{\text{destination}}$ .

For each case, comment on the value of this expression as the value of  $k$  varies between 1 and  $m$ . Also, what is the optimal value of  $k$  if  $t_s$  is very large, or if  $t_s = 0$ ?

## Exercise 3

Mesh of Trees

A mesh of trees is a network that imposes a tree interconnection on a grid of processing nodes. A  $\sqrt{p} \times \sqrt{p}$  mesh of trees is constructed as follows. Starting with a  $\sqrt{p} \times \sqrt{p}$  grid, a complete binary tree is imposed on each row of the grid. Then a complete binary tree is imposed on each column of the grid. Figure 1 illustrates the construction of a  $4 \times 4$  mesh of trees. Assume that the nodes at intermediate levels are switching nodes. Determine the bisection width, diameter, and total number of switching nodes in a mesh of trees.

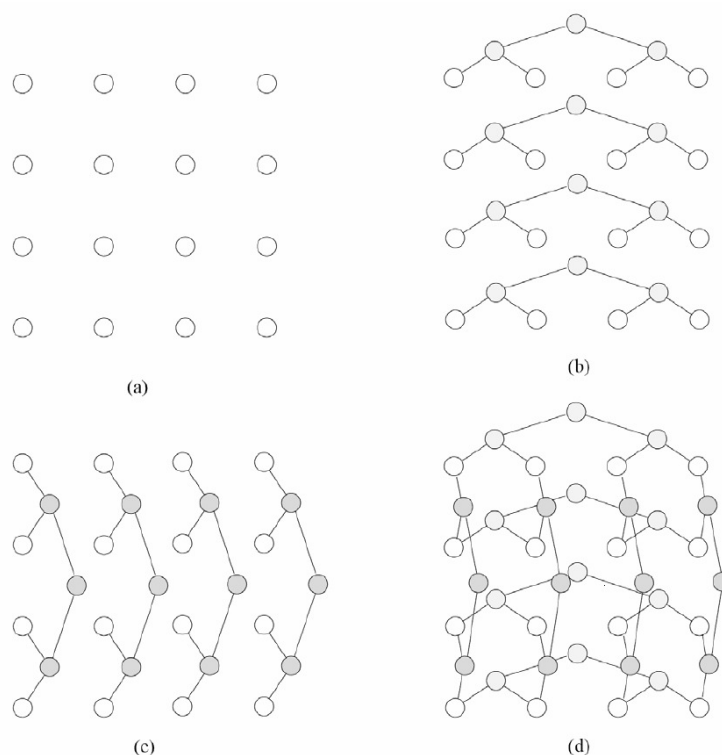


Figure 1: Mesh of Trees (Exercise 3)

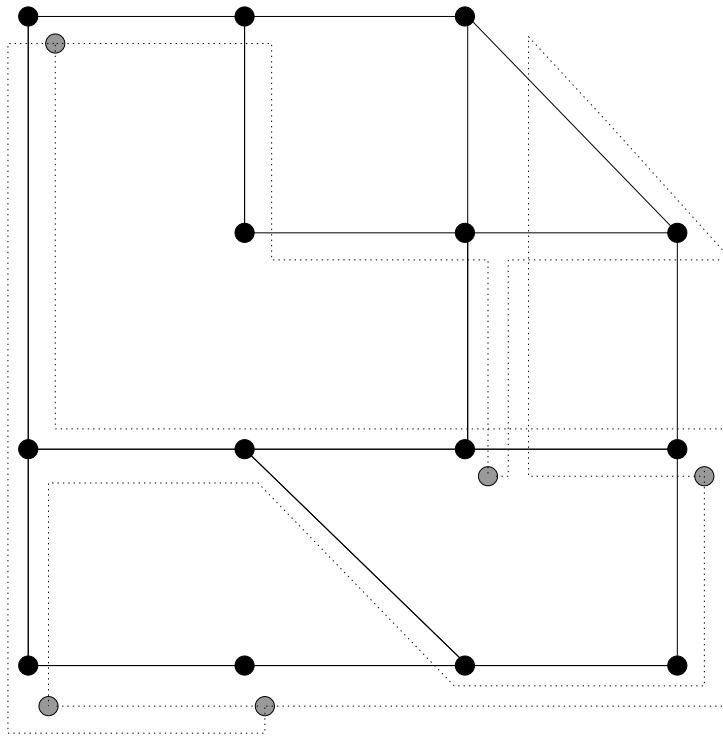


Figure 2: Embedding (Exercise 4)

#### Exercise 4

Embedding

Let  $G = (V_G, E_G)$  and  $H = (V_H, E_H)$  be two graphs. An embedding of  $G$  into  $H$  is a pair of mappings  $(f_V, f_E)$ , where  $f_V : V_G \rightarrow V_H$  is a mapping of node sets and  $f_E : E_G \rightarrow E_H^*$  maps edges in  $G$  to paths in  $H$ . For an embedding it holds that for every edge  $e = (u, v) \in E_G$  the path  $f_E(e)$  is a path from  $f_V(u)$  to  $f_V(v)$  in  $H$ .

- Formalize congestion and dilation using the definition above.
- Determine congestion and dilation of the embedding of graph  $G$  (dotted edges, gray nodes) into graph  $H$  (solid edges, black nodes) in Figure 2.
- Proof the following: There is no injective embedding with dilation 1 of a complete binary tree with depth  $d > 2$  (and having therefore  $2^d - 1$  nodes) into an hypercube of dimension  $d$ .