Classes of Circuit-Switched Networks

Circuit-switched networks are classified based upon:

- the connection assignments they can realize and
- how they can change from satisfying one CA to satisfying another.

Types of Connection Assignments

Permutation CA: a set of requests in which each input and output appears exactly once.

The symbol Σ_N will denote the set of all permutation connection assignments for N-input, N-output networks.

Note: $|\Sigma_N| = N!$

A network is called a *permutation network* if it can satisfy all permutation connection assignments.

d-limited generalized CA: a set of requests in which no input appears more than d times and no output appears more than once.

A network is called a *d-limited generalized connector* if it can satisfy all d-limited generalized connection assignments.

Generalized CA: a set of requests in which no output appears more than once.

A network is called a *generalized connector* if it can satisfy all generalized connection assignments.

Ways in Which Networks Change Connection Assignments

Consider two CAs, A and B.

Suppose a network is to satisfy A and then B.

The following might occur:

- Paths are set up for A.
- Data for A is transmitted.
- Paths for A are torn down.
- Paths are set up for B.
- Data for B is transmitted.
- Paths for B are torn down.

In most cases this would be fine, but suppose:

$A = C \cup \{(a, \alpha)\}$ and $B = C \cup \{(b, \beta)\}$ and $|C| = 99,999$.

In this case, $99,999$ paths are being torn down and then being immediately rebuilt. Imagine the waste!

Q: Would it be possible to only tear down the paths that change?

A: It depends upon the type of network.

For banyans the answer is yes. But these aren't permutation networks.

For inexpensive permutation networks the answer is no.

Network Types

A network is *non-blocking* if it can change from satisfying A to satisfying B without tearing down paths in $A \cap B$, where A and B are any two connection assignments the network can realize.

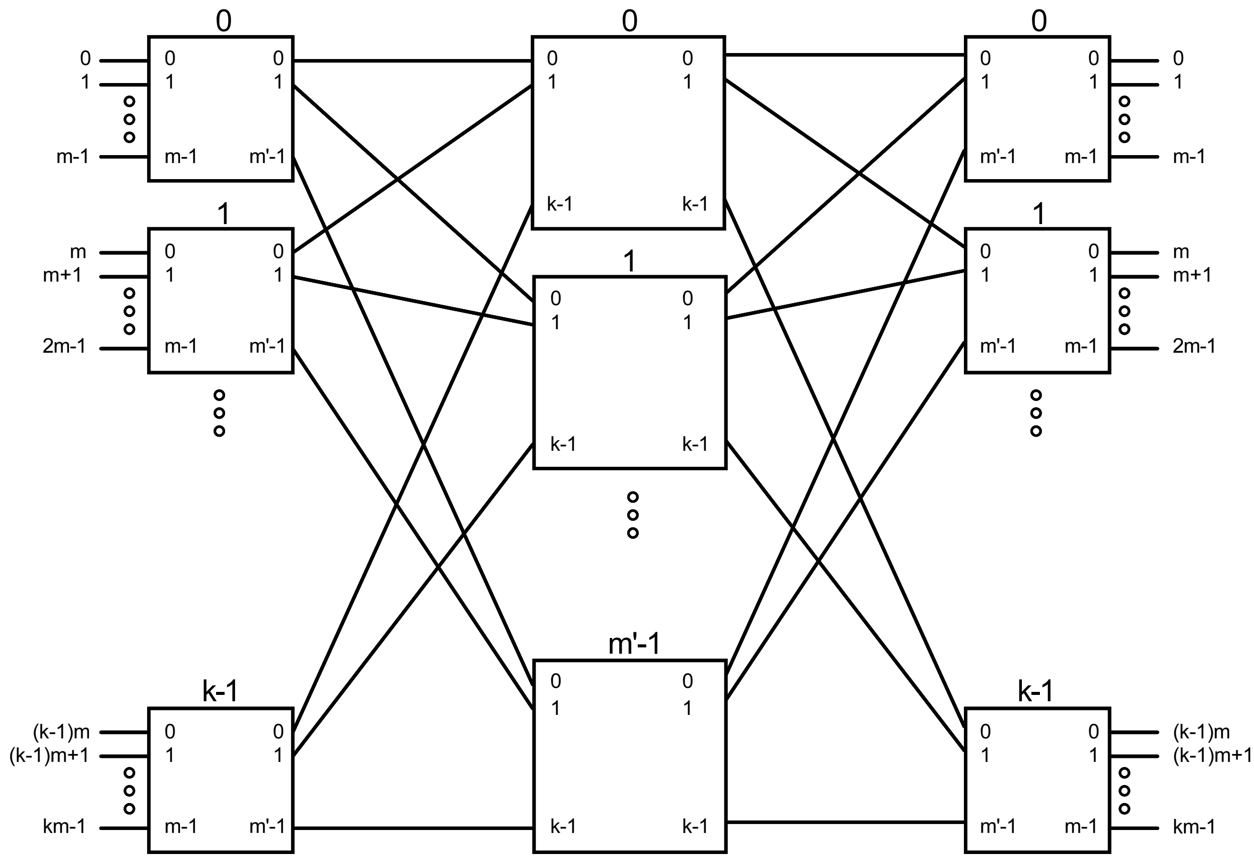
A network is *rearrangeably non-blocking* if when changing from satisfying A to satisfying B it may tear down and rebuild some paths in $A \cap B$, where A and B are any two connection assignments the network can realize. These networks are called *rearrangeable* for short.

A network is *strictly non-blocking* if it can change from satisfying A to satisfying B without tearing down paths in $A \cap B$ for any routing of A, where A and B are any two connection assignments the network can realize.

A network is *wide-sense non-blocking* if it can change from satisfying A to satisfying B without tearing down paths in $A \cap B$ if a proper routing procedure had been followed for A, where A and B are any two connection assignments the network can realize.

Generic Clos Network

One of several networks described by Clos in BSTJ 1953.



- First stage consists of $m \times m'$ cells.
- Middle stage starts with $\sigma_{k,m'}$ link pattern.
- Middle stage consists of $k \times k$ cells.
- Last stage starts with $\sigma_{m',k}$ link pattern.
- Last stage consists of $m' \times m$ cells.

Characteristics determined by m'; two to be considered:

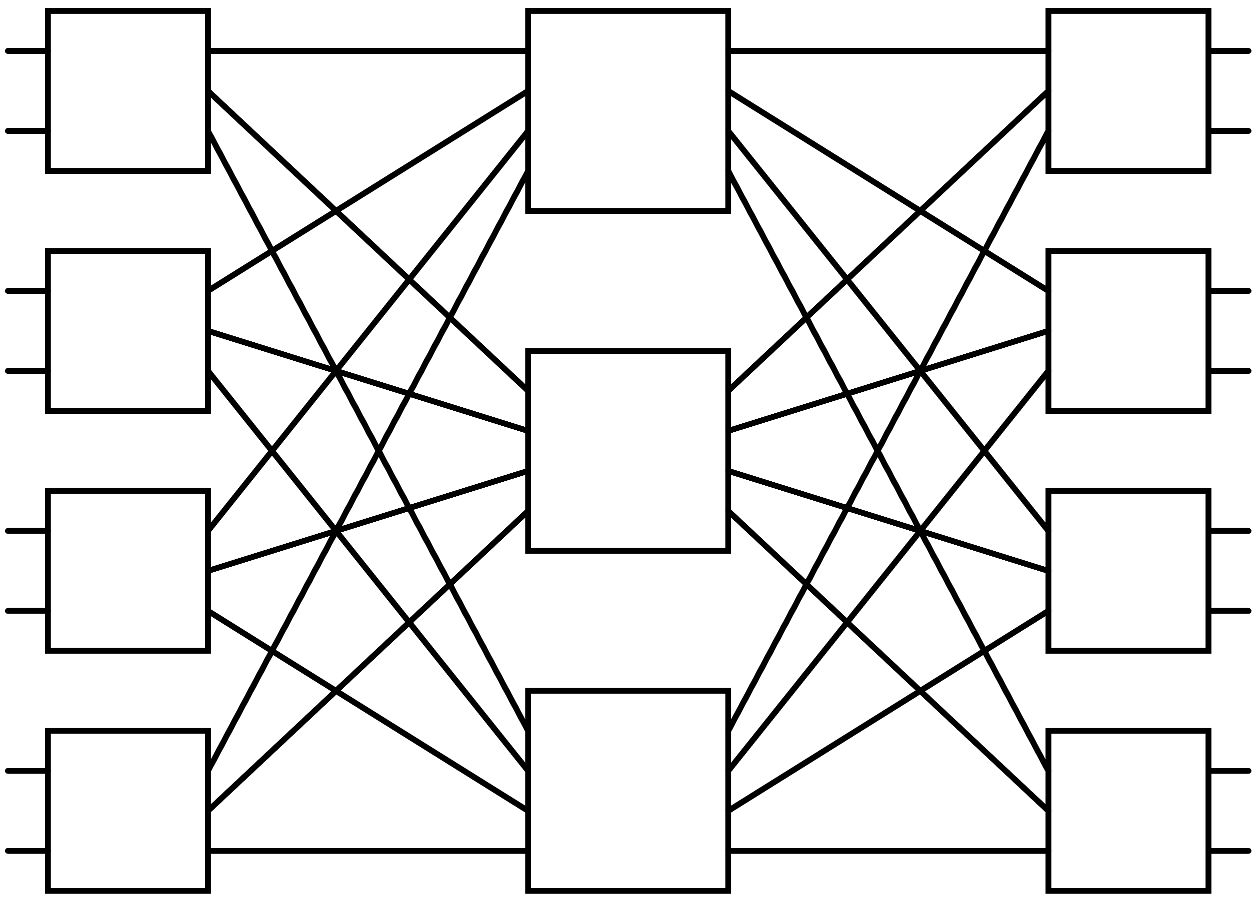
- Non-blocking.
- Rearrangeable.

Non-Blocking Clos Network

The *non-blocking Clos network* is a strictly non-blocking permutation network.

For non-blocking Clos networks $m' = 2m - 1$.

Example, $k = 4$, $m = 2$:



Why $2m - 1$?

Proof the Network is Strictly Non-Blocking

Plan: find route for request $(0,0)$ under worst-case conditions.

In first stage $(0,0)$ can be blocked by $\leq m-1$ requests.

In center stage $(0,0)$ can be blocked by $\leq m-1$ requests.

Therefore, $2(m-1)+1=2m-1$ center-stage cells needed.

Cost of Strictly Non-Blocking Clos Network

Cost $C(m,k) = 4km^2 - 2km + 2mk^2 - k^2$ crosspoints.

Minimum cost for fixed N:

First, eliminate k from equation.

$N = mk$, so, $k = N/m$.

$$C(m,N) = 4Nm - 2N + \frac{2N^2}{m} - \left(\frac{N}{m}\right)^2 \quad \text{crosspoints}$$

Take the derivative with respect to m:

$$\frac{d}{dm}C(m,N) = 4N - \frac{2N^2}{m^2} + \frac{2N^2}{m^3}$$

Cost is minimal for values of m that solve:

$$0 = \frac{2m^3}{N} - m + 1$$

$m \approx \sqrt{N/2}$.

Cost of approx.-minimum-cost network $4\sqrt{2}N^{1.5} - 4N$ crosspoints.

Cost is better than a crossbar, but not nearly the $O(N \log N)$ of the banyan.

Rearrangeable Clos Network

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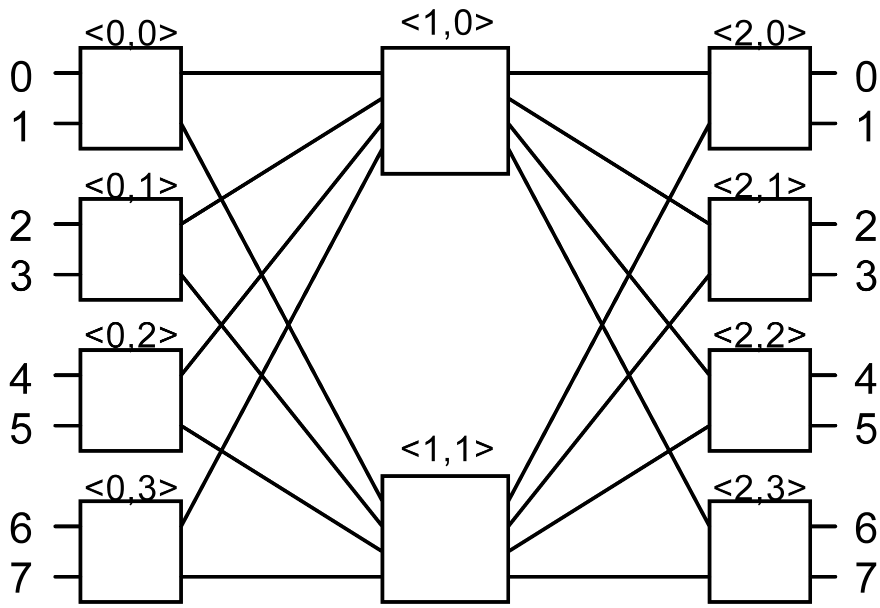
The *rearrangeable Clos network* is a permutation network.

Usually just called a *Clos network*.

A generic Clos network with $m' = m$.

Example, $k = 4$, $m = 2$:



Why m?

Answer not as simple as strictly non-blocking Clos.

Will be covered after routing.

EE 7725 Lecture Transparency. Formatted 11:57, 8 June 2001 from lsli18.

The Looping Algorithm

Looping algorithm used to route Clos networks in which $m = 2$.

It can also route Clos networks in which m is a power of 2.

Developed by Opferman and Wu.[1]

Definition

The *dual* of a 2×2 cell input is the other input to that cell.

The *dual* of a 2×2 cell output is the other output of that cell.

[1] D. C. Opferman and N. T. Tsao-Wu, "On a class of rearrangeable switching networks part I: control algorithms, part II: enumeration studies and fault diagnosis," *Bell System Technical Journal*, vol. 50, no. 5, pp. 1579-1618, May 1971.

The Looping Algorithm, Informally

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1: **Start loop:** If all inputs routed, then done. Otherwise, choose an unrouted request, set input-stage cell arbitrarily.

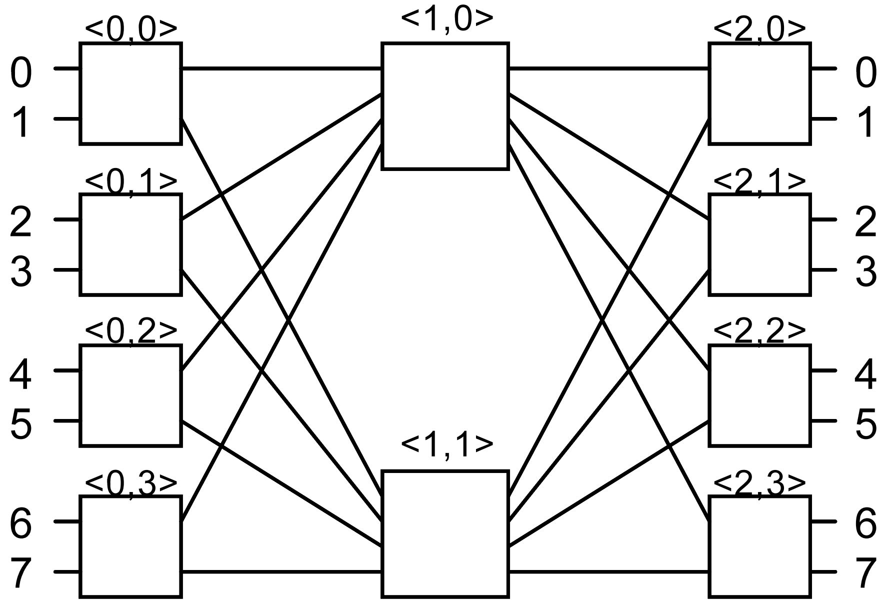
2: **Continue loop:** Set middle and output stage cells.

3: For dual of output just routed:

4: Set middle-stage cell (back towards inputs).

5: If input-stage cell already set, goto **Start loop**. Otherwise consider dual of input, goto **Continue loop**.

$$P = \begin{pmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 4 & 3 & 6 & 7 & 2 & 1 & 5 & 0 \end{pmatrix} \quad P^{-1} = \begin{pmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 7 & 5 & 4 & 1 & 0 & 6 & 2 & 3 \end{pmatrix}$$



$$\pi(\langle 0,\,0\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix} \quad \pi(\langle 0,\,1\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix}$$

$$\pi(\langle 0,\,2\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix} \quad \pi(\langle 0,\,3\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix}$$

$$\pi(\langle 1,\,0\rangle) = \begin{pmatrix} 0 & 1 & 2 & 3 \\ & & & \end{pmatrix} \quad \pi(\langle 1,\,1\rangle) = \begin{pmatrix} 0 & 1 & 2 & 3 \\ & & & \end{pmatrix}$$

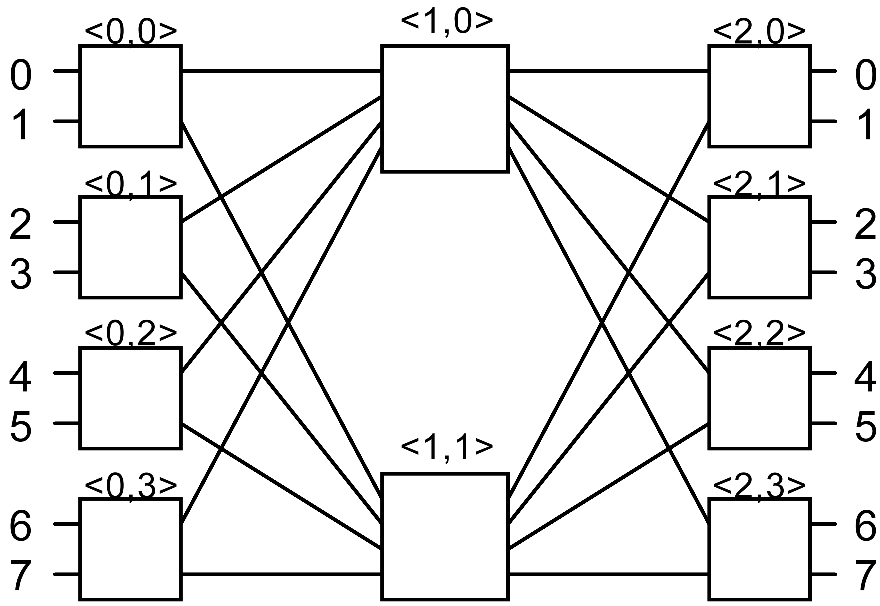
$$\pi(\langle 2,\,0\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix} \quad \pi(\langle 2,\,1\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix}$$

$$\pi(\langle 2,\,2\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix} \quad \pi(\langle 2,\,3\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix}$$

```
INPUT
 INT N /* the number of inputs. */, P[N] /* the permutation */.

CONSTANTS
 INT top=0, bottom=1, unset=N

INITIALIZE
 INT unrouted=0, left=0, right, PI=Inverse(P)
 INT LeftCell[i]=RightCell[i]=unset FOR i = 0 to N/2-1

BEGIN
 DO{
  WHILE( LeftCell[unrouted] != unset ){unrouted++}
  IF unrouted >= N/2 THEN RETURN ELSE left=2*unrouted ENDIF

  DO{
   SWITCH
    CASE (left MOD 2 == top):    LeftCell[left/2]=0 /* Identity */
    CASE (left MOD 2 == bottom): LeftCell[left/2]=1 /* Transpose */
   ENDSWITCH

   right=P[left]

   SWITCH
    CASE (right MOD 2 == top):   RightCell[right/2]=0 /* Identity */
    CASE (right MOD 2 == bottom):RightCell[right/2]=1 /* Transpose */
   ENDSWITCH

   left=( PI[ right XOR 1 ] ) XOR 1
   IF LeftCell[left/2] != unset THEN QUITLOOP ENDIF

  }ENDDO
 }ENDDO
```

Looping Algorithm Example

$$P = \begin{pmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 4 & 3 & 6 & 7 & 2 & 1 & 5 & 0 \end{pmatrix} \quad P^{-1} = \begin{pmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\ 7 & 5 & 4 & 1 & 0 & 6 & 2 & 3 \end{pmatrix}$$



$$\pi(\langle 0,\, 0\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix} \quad \pi(\langle 0,\, 1\rangle) = \begin{pmatrix} 0 & 1 \\ & \end{pmatrix}$$

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Looping Algorithm

12-13

Time Complexity

Initialization

Most of time spent computing permutation inverse: $O(N)$.

Number of iterations: $N/2$ (one for each input-stage cell).

Operations per iteration:

(Iteration includes inner `DO` loops.)

Several operations, each taking $O(1)$ time.

Time complexity: $O(N)$.

Irony

Time to traverse network, 3 crosspoints.

Time to find path through, $O(N)$.

There are parallel algorithms which can route Clos network $m = 2$ in $O(\log N)$ time.

There is no way that a permutation connection assignment could route itself, as in an omega network.

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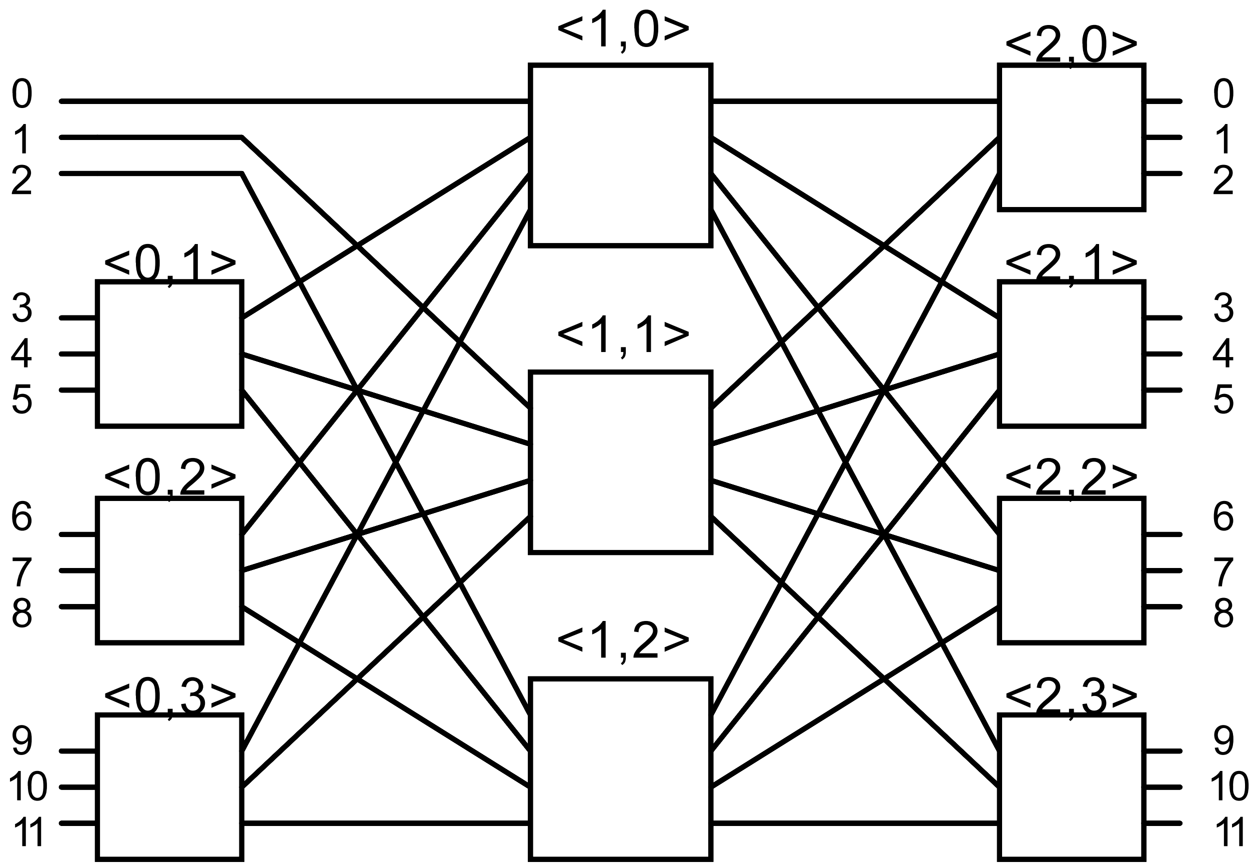
Clos Network Cost

$$C(m,k) = 2km^2 + k^2m \quad \text{xp.}$$

Slightly Lower Cost Rearrangeable Clos Network

Replace any input- or output-stage cell with a link pattern.

This simplification due to Waksman[1] and others.



Now how much do we pay?

$$C(m,k) = (2k-1)m^2 + k^2m \quad \text{xp.}$$

[1] Abraham Waksman, "A permutation network," *Journal of the Association for Computing Machinery,* vol. 15, no. 1, pp. 159-163, January 1968.

Proof of Rearrangeability of Clos Network

Due to Slepian (1952, unpublished) and Duguid (1959, just a technical report).

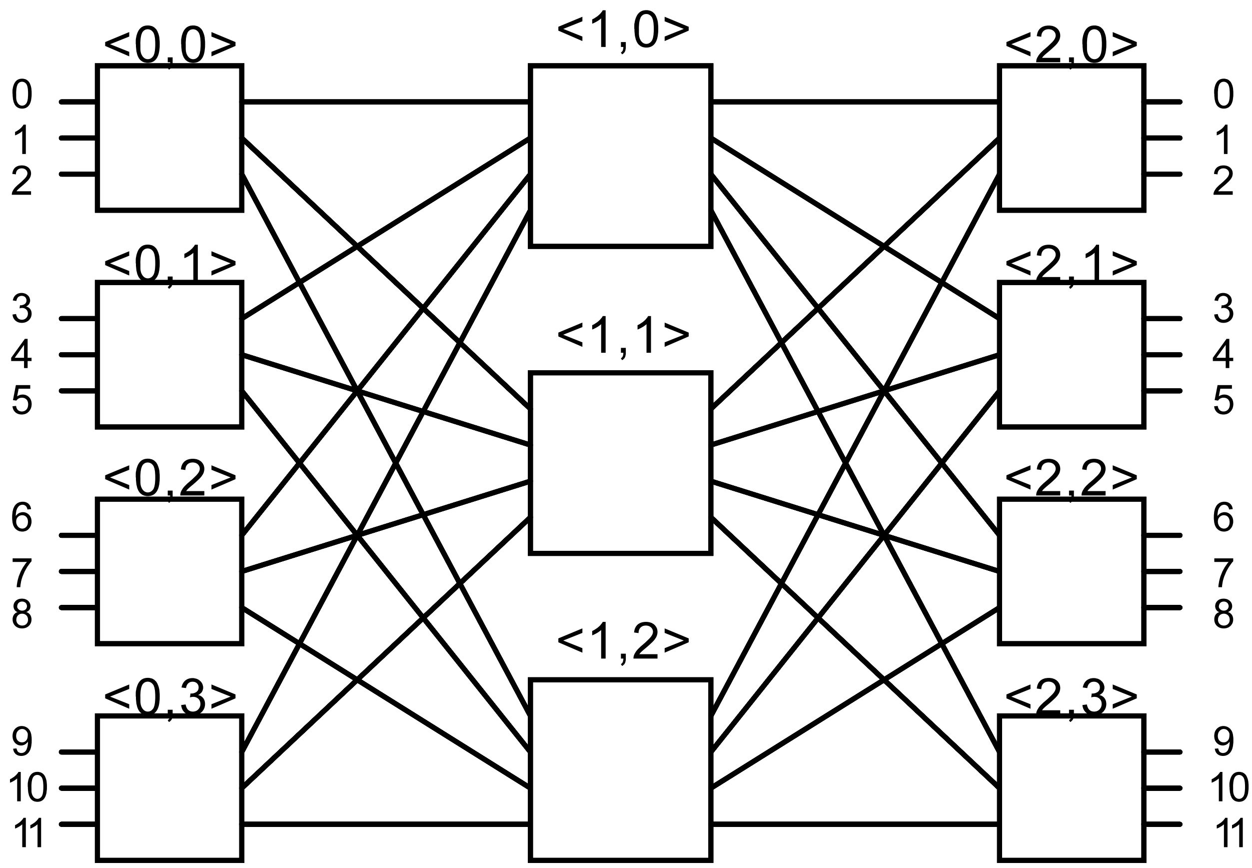
Called the *Slepian-Duguid* proof.

Proof outline:

I Show that a single center-stage cell can always be routed.

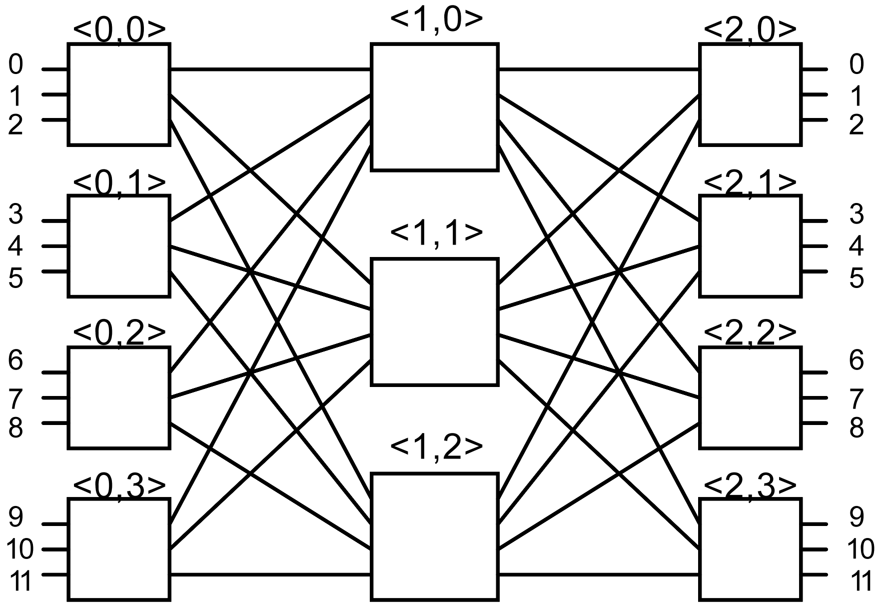
II Show that routing the remaining cells is equivalent to routing a smaller Clos network.

III Use induction on size.



Part I of Proof

Assertion: *For any rearrangeable Clos network and any permutation connection assignment there is always a set of requests that can be routed through a middle-stage cell.*



$$P = \begin{pmatrix} 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 & 9 & 10 & 11 \\ 7 & 3 & 6 & 5 & 2 & 1 & 0 & 10 & 11 & 8 & 4 & 9 \end{pmatrix}$$

Part I proof outline:

- Description of something called a *set of distinct representatives (SoDR)*.
- Description of how a SoDR relates to routing a single middle-stage cell.
- Use of *Hall's Theorem*[2] to prove the existence of a SoDR, in general.
- Use of *Hall's Theorem* to prove the existence of a SoDR, for Clos networks.

[2] P. Hall, "On representatives of subsets," *Journal of the London Mathematics Society*, vol. 10, pp. 26-30, 1935.

Theorem of Distinct Representatives (Hall's Theorem)

Let S be a set, $A_i \subseteq S$, and $a_i \in A_i$ for $0 \leq i < k$.

The elements a_i are *a set of distinct representatives (SoDR)* of A_i if $a_i \neq a_j$ when $i \neq j$.

The theorem: *there exists a set of distinct representatives of A_i if the union of any $\kappa \leq k$ subsets have at least κ distinct elements.*

Stated another way: there exists a set of distinct representatives of A_i if

$$\forall\, K \subseteq \langle k \rangle, \quad \left| \bigcup_{i \in K} A_i \right| \geq |K|.$$

Stated Using Balls and Urns

Let S be a set of balls, each of a different color.

$S = \{\mathrm{r}, \mathrm{w}, \mathrm{b}\}$.

Let there be k urns, denoted A_i, for $0 \leq i < k$.

Each urn has zero or more balls (the same kind as in S).

$A_0 = \{\mathrm{r}, \mathrm{w}\}$, $A_1 = \{\mathrm{r}, \mathrm{b}\}$, $A_2 = \{\mathrm{w}\}$.

Remove one ball from each urn.

These are a SoDR if each ball is a different color.

$a_0 = \mathrm{r}$, $a_1 = \mathrm{b}$, and $a_2 = \mathrm{w}$.

It's not always possible to find a SoDR.

A SoDR exists iff there are $\kappa \leq k$ different color balls inside any combination of κ urns.

In the example above:

For $\kappa = 1$: Urn 0, 2 colors; urn 1, 2 colors; urn 2, 1 color.

For $\kappa = 2$: Urn 0 & 1, 3 colors; urn 0 & 2, 2 colors; urn 1 & 2, 3 colors.

For $\kappa = 3$: Urn 0 & 1 & 2: 3 colors.

So there exists a SoDR. (But we already knew that.)

Hall's Theorem and Clos' Network

The set S is a set of output-stage cell labels.

Consider request (a, α).

This request enters through cell $\langle 0,\ \lfloor a/m \rfloor \rangle$ and

exits through cell $\langle 2,\ \lfloor \alpha/m \rfloor \rangle$.

Define $c(\,(a,\alpha)\,) = \lfloor \alpha/m \rfloor$.

The subsets A_i are the output-stage cells through which requests entering $\langle 0,\ i \rangle$ pass. That is,

$$A_i = \{\, c(\,(a,\alpha)\,) \mid (a,\alpha) \in P,\ \lfloor a/m \rfloor = i \,\},$$

where P is a permutation connection assignment.

The SoDR are used to find the permutation to be realized by a middle-stage cell:

$$\pi(\langle 1,\ 0 \rangle) = \begin{pmatrix} 0 & 1 & \cdots & k-1 \\ a_0 & a_1 & \cdots & a_{k-1} \end{pmatrix}.$$

For permutation

$$P = \begin{pmatrix} 0 & 1 & 2 & & 3 & 4 & 5 & & 6 & 7 & 8 & & 9 & 10 & 11 \\ 7 & 3 & 6 & & 5 & 2 & 1 & & 0 & 10 & 11 & & 8 & 4 & 9 \end{pmatrix},$$

$A_0 = \{2,1,2\}$, $A_1 = \{1,0,0\}$, $A_2 = \{0,3,3\}$, and $A_3 = \{2,1,3\}$.

One possible SoDR: $a_0 = 2$, $a_1 = 1$, $a_2 = 0$, $a_3 = 3$.

Proof That a SoDR Can Always be Found for a Clos Network

Consider the requests associated with input-stage cells in $K \subseteq \langle k \rangle$, $\kappa = |K|$:

$$P' = \{ (a, \alpha) \mid (a, \alpha) \in P,\ \lfloor a/m \rfloor \in K \}.$$

Consider the output-stage cells that these requests pass through:

$$\mathcal{A} = \{ c(A) \mid A \in P' \}$$

Obviously, $|P'| = m\kappa$.

Since each output-stage cell can appear at most m times:

$$|\mathcal{A}| \geq \frac{|P'|}{m} = \frac{m\kappa}{m} = \kappa$$

In other words, for any set of $\kappa \leq k$ input-stage cells there are requests to pass through at least κ output-stage cells.

Therefore, by Hall's Theorem, one request passing through each input-stage cell can be chosen that goes through a different output-stage cell.

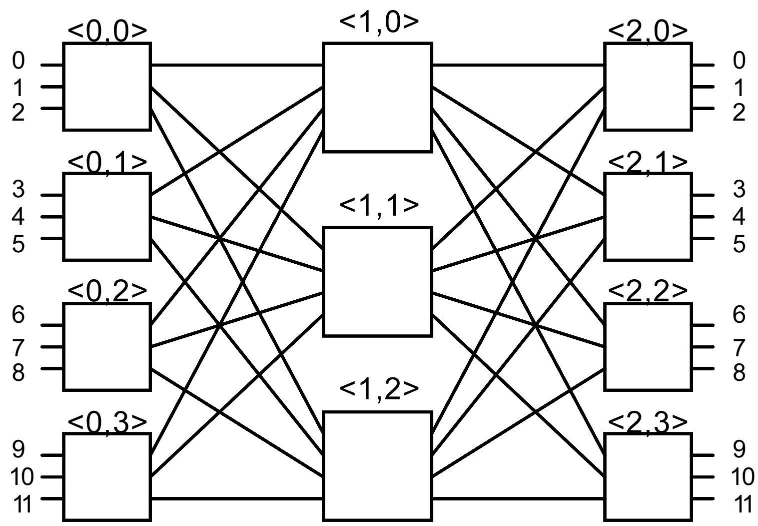
These requests can be used to route a middle-stage cell.

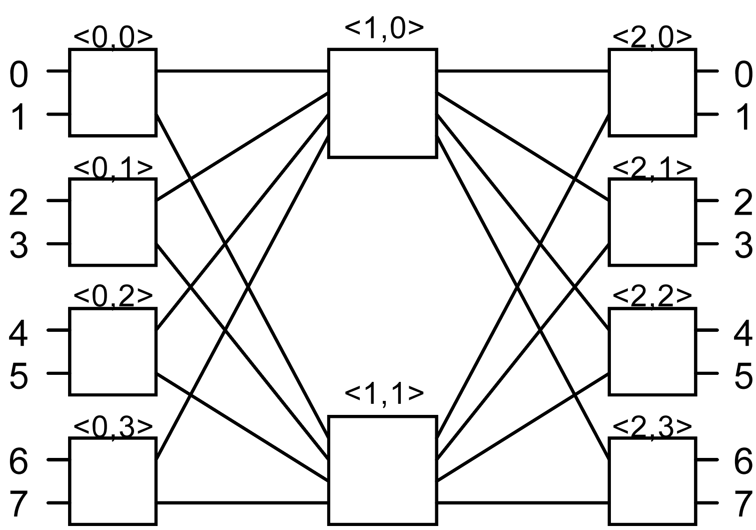
This completes the proof of Part I.

Proof of Part II

Assertion: *Finishing the routing of a* $(3,(m,k,m),(k,m,k),\mathrm{T},\mathrm{T})$ *Clos network in which a single middle-stage cell is routed is equivalent to the problem of routing an entire* $(3,(m-1,k,m-1),(k,m-1,k),\mathrm{T},\mathrm{T})$ *Clos network.*

This can easily be visualized:





Details will be omitted. (This would make a good homework or final-exam question.)

Part III: Denouement

Theorem: *All of the* $(3,(m,k,m),(k,m,k),\mathrm{T},\mathrm{T})$ *Clos Networks are permutation networks.*

Proof by induction on m:

Basis: *A Clos network with one center-stage cell (i.e.,* $m=1$*) can always be routed.*

Proof: By definition of the crossbar, or using Hall's Theorem as in Part I.

Inductive Hypothesis: *All Clos Networks of size*

$$(3,(m',k,m'),(k,m',k),\mathrm{T},\mathrm{T})$$

for, $0<m'<m$*, can be routed.*

Assertion: *If the IH is true then a* $(3,(m,k,m),(k,m,k),\mathrm{T},\mathrm{T})$ *Clos Network can be routed.*

Proof:

By Part I a single center-stage cell can be routed.

By Part II and the IH the remainder of the network can be routed by routing an appropriately constructed $(3,(m-1,k,m-1),(k,m-1,k),\mathrm{T},\mathrm{T})$ network.

Thus, a $(3,(m,k,m),(k,m,k),\mathrm{T},\mathrm{T})$ Clos Network can be routed.