

Networks, Routers and Transputers:

Function, Performance, and Applications

Edited by: M.D. May

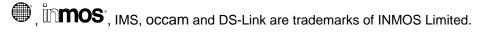
P.W. Thompson

P.H. Welch



ISBN 90 5199 129 0

INMOS Limited 1993



SGS-THOMSON is a registered trademark of the SGS-THOMSON Microelectronics Group.

INMOS Limited is a member of the SGS-THOMSON Microelectronics Group.

Preface

High speed networks are an essential part of public and private telephone and computer communications systems. An important new development is the use of networks within electronic systems to form the connections between boards, chips and even the subsystems of a chip. This trend will continue over the 1990s, with networks becoming the preferred technology for system interconnection.

Two important technological advances have fuelled the development of interconnection networks. First, it has proved possible to design high—speed links able to operate reliably between the terminal pins of VLSI chips. Second, high levels of component integration permit the construction of VLSI routers which dynamically route messages via their links. These same two advances have allowed the development of embedded VLSI computers to provide functions such as network management and data conversion.

Networks built from VLSI routers have important properties for system designers. They can provide high data throughput and low delay; they are scalable up to very large numbers of terminals; and they can support communication on all of their terminals at the same time. In addition, the network links require only a small number of connection points on chips and circuit boards. The most complex routing problems are moved to the place where they can be done most easily and economically – within the VLSI routers.

The first half of this book brings together a collection of topics in the construction of communication networks. The first chapters are concerned with the technologies for network construction. They cover the design of networks in terms of standard links and VLSI routing chips, together with those aspects of the transputer which are directly relevant to its use for embedded network computing functions. Two chapters cover performance modelling of links and networks, showing the factors which must be taken into consideration in network design.

The second half of the book brings together a collection of topics in the application of communication networks. These include the design of interconnection networks for high–performance parallel computers, and the design of parallel database systems. The final chapters discuss the construction of large–scale networks which meet the emerging ATM protocol standards for public and private communications systems.

The 1990s will see the progressive integration of computing and communications: networks will connect computers; computers will be embedded within networks; networks will be embedded within computers. Thus this book is intended for all those involved in the design of the next generation of computing and communications systems.

February 1993

Credits

This book has been assembled from a number of sources. The authors of the chapters are as follows:

Chapter 1	M.D. May and P.W. Thompson		
Chapter 2	M.D. May, R.M. Shepherd and P.W. Thompson		
Chapter 3	M. Simpson and P.W. Thompson		
Chapter 4	H. Gurney and C.P.H. Walker		
Chapter 5	J.M. Wilson		
Chapter 6	C. Barnaby, V.A. Griffiths and P.W. Thompson		
Chapter 7	C. Barnaby and M.D. May		
Chapter 8	C. Barnaby, M.D. May and D.A. Nicole		
Chapter 9	J.M. Kerridge		
Chapter 10	C. Barnaby and N. Richards		
Chapter 11	C.J. Adams, J.W. Burren, J.M. Kerridge, P.F. Linnington, N. Richards and P.H. Welch		
Appendix A	C.P.H. Walker		
Appendix B	C.P.H. Walker		
Appendix C	R. Francis		
Appendix D	R. Francis		

The editors would also like to thank all those who assisted with the preparation of the manuscript, particularly Alan Pinder and Glenn Hill of the INMOS documentation group, who provided vital support for the use of the document preparation system.

Work on this subject has been supported under various ESPRIT projects, in particular 'Parallel Universal Message-passing Architecture' (PUMA, P2701), and more recently also under the 'General Purpose MIMD' (P5404) project. The assistance of the EC is gratefully acknowledged.

Contents

	Pref	ace	V
1	Trai	nsputers and Routers: Components for Concurrent Machines .	1
	1.1	Introduction	1
	1.2	Transputers	1
	1.3	Routers	2
	1.4	Message Routing	6
	1.5	Addressing	9
	1.6	Universal Routing	12
	1.7	Conclusions	14
2	The	T9000 Communications Architecture	15
	2.1	Introduction	15
	2.2	The IMS T9000	15
	2.3	Instruction set basics and processes	16
	2.4	Implementation of Communications	18
	2.5	Alternative input	24
	2.6	Shared channels and Resources	28
	2.7	Use of resources	34
	2.8	Conclusion	36
3	DS-	Links and C104 Routers	39
	3.1	Introduction	39
	3.2	Using links between devices	39
	3.3	Levels of link protocol	39
	3.4	Channel communication	42
	3.5	Errors on links	45
	3.6	Network communications: the IMS C104	46
	3.7	Conclusion	54
4	Con	necting DS-Links	55
	4.1	Introduction	55
	4.2	Signal properties of transputer links	55
	4.3	PCB connections	56
	4.4	Cable connections	58
	15	Error Rates	6/

	4.6	Optical interconnections	65	
	4.7	Standards	67	
	4.8	Conclusions	68	
	4.9	References	69	
	4.10	Manufacturers and products referred to	70	
5	Usin	g Links for System Control	7 1	
	5.1	Introduction	71	
	5.2	Control networks	73	
	5.3	System initialization	75	
	5.4	Debugging	78	
	5.5	Errors	79	
	5.6	Embedded applications	81	
	5.7	Control system	81	
	5.8	Commands	83	
	5.9	Conclusions	84	
6	Mod	lels of DS-Link Performance	85	
	6.1	Performance of the DS–Link Protocol	85	
	6.2	Bandwidth Effects of Latency	90	
	6.3	A model of Contention in a Single C104	95	
	6.4	Summary	103	
7	Perf	ormance of C104 Networks	105	
	7.1	The C104 switch	105	
	7.2	Networks and Routing Algorithms	105	
	7.3	The Networks Investigated	107	
	7.4	The traffic patterns	109	
	7.5	Universal Routing	110	
	7.6	Results	110	
	7.7	Performance Predictability	116	
	7.8	Conclusions	117	
8	Gen	General Purpose Parallel Computers		
	8.1	Introduction	119	
	8.2	Universal message passing machines	119	
	8.3	Networks for Universal message passing machines	122	
	8.4	Building Universal Parallel Computers from T9000s and C104s	126	
	8.5	Summary	131	

9.2 Review of the T8 Design 9.3 An Interconnection Strategy 9.4 Data Storage 9.5 Interconnection Strategy 9.6 Relational Processing 9.7 Referential Integrity Processing 9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS—Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.1	Database Machines
9.3 An Interconnection Strategy 9.4 Data Storage 9.5 Interconnection Strategy 9.6 Relational Processing 9.7 Referential Integrity Processing 9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.2	
9.4 Data Storage 9.5 Interconnection Strategy 9.6 Relational Processing 9.7 Referential Integrity Processing 9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.3	
9.5 Interconnection Strategy 9.6 Relational Processing 9.7 Referential Integrity Processing 9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS—Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry — the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	9.4	
9.6 Relational Processing 9.7 Referential Integrity Processing 9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.5	-
9.8 Concurrency Management 9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions O A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.6	Relational Processing
9.9 Complex Data Types 9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions O A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.7	Referential Integrity Processing
9.10 Recovery 9.11 Resource Allocation and Scalability 9.12 Conclusions 0 A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.8	Concurrency Management
9.11 Resource Allocation and Scalability 9.12 Conclusions O A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS—Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry — the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.9	Complex Data Types
9.11 Resource Allocation and Scalability 9.12 Conclusions O A Generic Architecture for ATM Systems 10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS—Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry — the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.10	Recovery
10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS—Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry — the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.11	Resource Allocation and Scalability
10.1 Introduction 10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	9.12	Conclusions
10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	0 A G	eneric Architecture for ATM Systems
10.2 An Introduction to Asynchronous Transfer Mode 10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	10.1	Introduction
10.3 ATM Systems 10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	10.2	An Introduction to Asynchronous Transfer Mode
10.4 Mapping ATM onto DS-Links 10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology	10.3	•
10.5 Conclusions 1 An Enabling Infrastructure for a Distributed Multimedia Industry 11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	10.4	
11.1 Introduction 11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	10.5	Conclusions
11.2 Network Requirements for Multimedia 11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	1 An I	Enabling Infrastructure for a Distributed Multimedia Industry
11.3 Integration and Scaling 11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	11.1	Introduction
11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	11.2	Network Requirements for Multimedia
11.4 Directions in networking technology 11.5 Convergence of Applications, Communications and Parallel Processing 11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	11.3	Integration and Scaling
11.6 A Multimedia Industry – the Need for Standard Interfaces 11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	11.4	Directions in networking technology
11.7 Outline of a Multimedia Architecture 11.8 Levels of conformance 11.9 Building stations from components 11.10 Mapping the Architecture onto Transputer Technology Appendices: New link cable connector	11.5	Convergence of Applications, Communications and Parallel Processing
11.8 Levels of conformance	11.6	A Multimedia Industry – the Need for Standard Interfaces
11.9 Building stations from components	11.7	Outline of a Multimedia Architecture
11.10 Mapping the Architecture onto Transputer Technology	11.8	Levels of conformance
Appendices: A New link cable connector	11.9	Building stations from components
New link cable connector	11.10	Mapping the Architecture onto Transputer Technology
	Append	dices:
B Link waveforms	A New	link cable connector
		k waveforms
C DS-Link Electrical specification	3 Link	<u> </u>