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Barry et al.

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(54) **METHODS AND APPARATUS FOR MANARRAY PE-PE SWITCH CONTROL**

(75) Inventors: **Edwin F. Barry**, Vilas, NC (US); **Gerald G. Pechanek**, Cary, NC (US); **Thomas L. Drabenstott**, Cary, NC (US); **Edward A. Wolff**, Chapel Hill, NC (US); **Nikos P. Pitsianis**, Durham, NC (US); **Grayson Morris**, Durham, NC (US)

(73) Assignee: **PTS Corporation**, San Jose, CA (US)

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US 2002/0144082 A1 Oct. 3, 2002

Related U.S. Application Data

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(60) Provisional application No. 60/088,148, filed on Jun. 5, 1998.

(51) **Int. Cl.**[7] **G06F 15/17**; G06F 15/80

(52) **U.S. Cl.** **712/15**; 712/14; 712/17; 712/21; 712/22

(58) **Field of Search** 712/14, 15, 17, 712/21, 22, 10, 11, 20, 28, 227, 18, 242, 19; 709/221, 228, 238, 242; 370/227, 228, 236; 710/113

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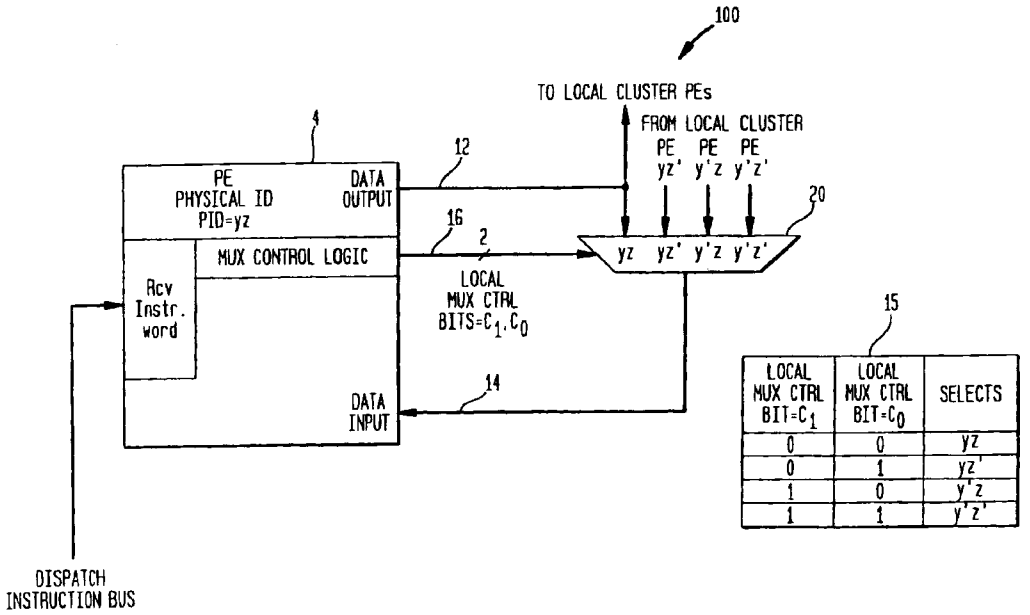
Primary Examiner—Daniel H. Pan
(74) *Attorney, Agent, or Firm*—Priest & Goldstein, PLLC

(57) **ABSTRACT**

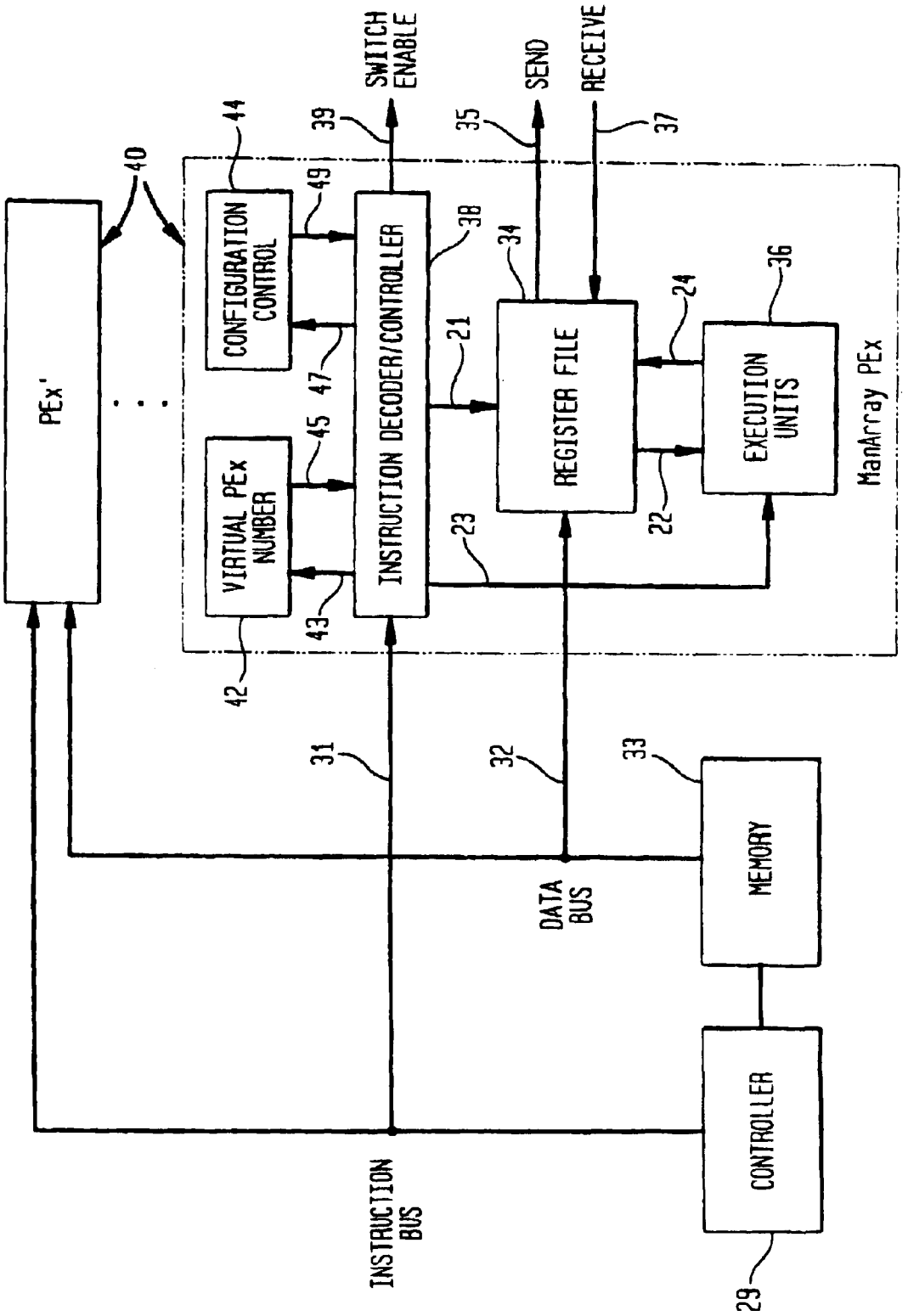
Processing element to processing element switch connection control is described using a receive model that precludes communication hazards from occurring in a synchronous MIMD mode of operation. Such control allows different communication topologies and various processing effects such as an array transpose, hypercomplement or the like to be efficiently achieved utilizing architectures, such as the manifold array processing architecture. An encoded instruction method reduces the amount of state information and setup burden on the programmer taking advantage of the recognition that the majority of algorithms will use only a small fraction of all possible mux settings available. Thus, by means of transforming the PE identification based upon a communication path specified by a PE communication instruction an efficient switch control mechanism can be used. This control mechanism allows PE register broadcast operations as well as the standard mesh and hypercube communication paths over the same interconnection network. PE to PE communication instructions PEXCHG, SPRECV and SPSEND are also defined and implemented.

20 Claims, 35 Drawing Sheets



LOCAL MUX CTRL BIT=C_1	LOCAL MUX CTRL BIT=C_0	SELECTS
0	0	yz
0	1	yz'
1	0	y'z
1	1	y'z'

FIG. 1A


PEx'
40
CONFIGURATION CONTROL
44
49
47
VIRTUAL PEx NUMBER
45
43
42
INSTRUCTION DECODER/CONTROLLER
38
39
SWITCH ENABLE
21
23
REGISTER FILE
34
35
SEND
RECEIVE
37
24
22
EXECUTION UNITS
36
ManArray PEx
31
32
33
DATA BUS
MEMORY
CONTROLLER
29
INSTRUCTION BUS

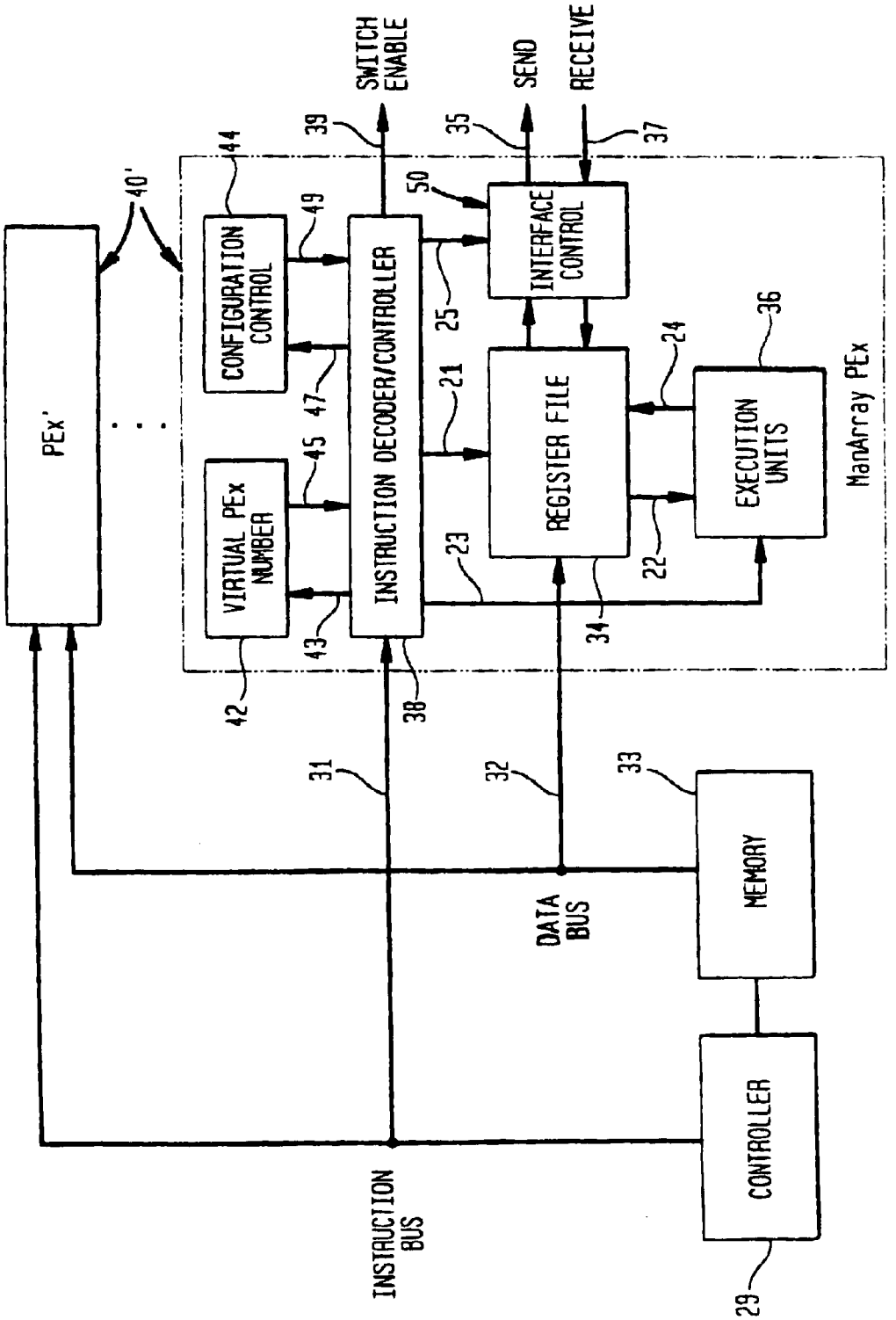
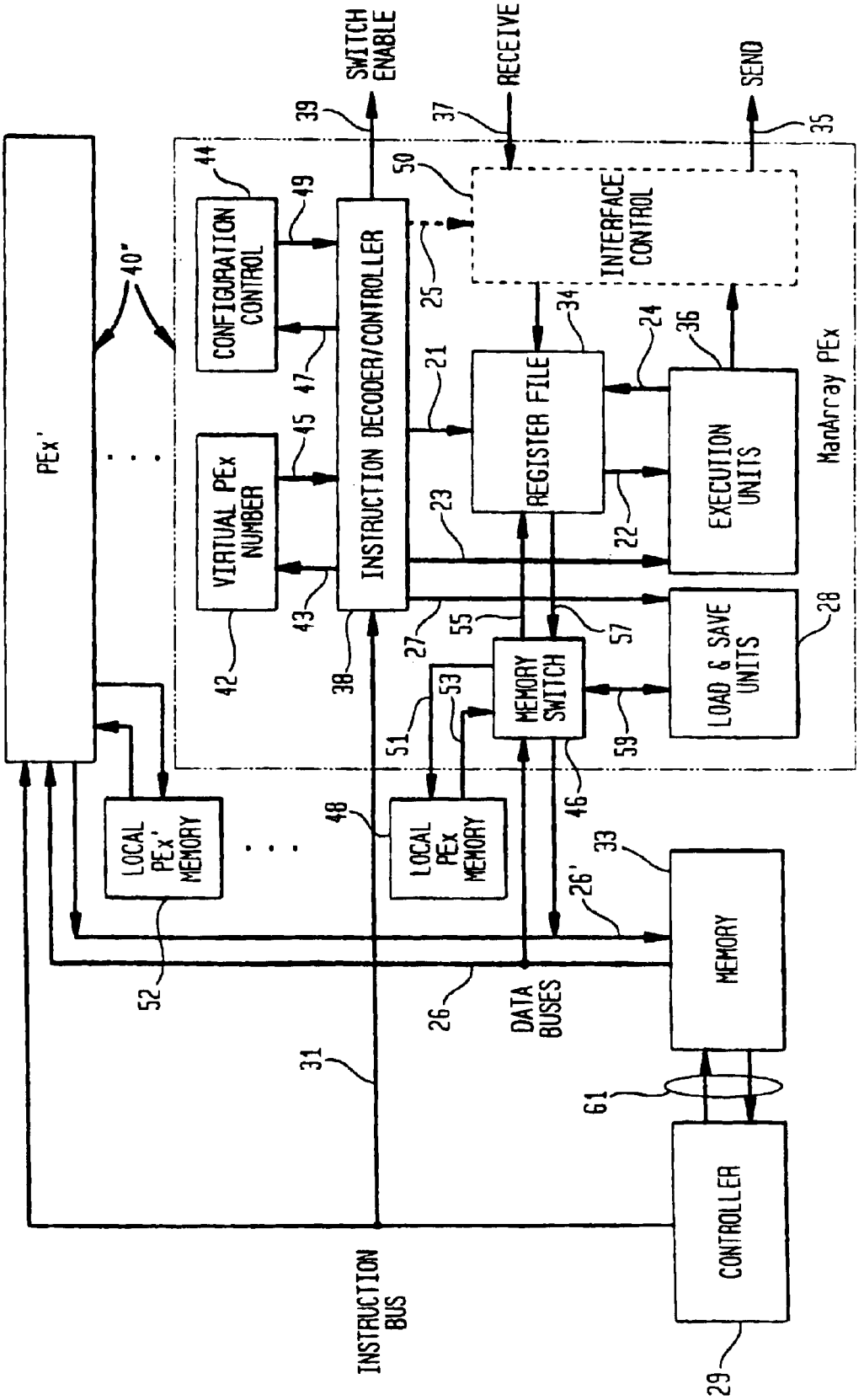

PEx'
40'
CONFIGURATION CONTROL
VIRTUAL PEx NUMBER
INSTRUCTION DECODER/CONTROLLER
INTERFACE CONTROL
REGISTER FILE
EXECUTION UNITS
ManArray PEx
SWITCH ENABLE
SEND
RECEIVE
MEMORY
CONTROLLER
DATA BUS
INSTRUCTION BUS
21
22
23
24
25
29
31
32
33
34
35
36
37
38
39
42
43
44
45
47
49
50

FIG. 1B

FIG. 1C


PEx'
40"
CONFIGURATION CONTROL
44
49
47
VIRTUAL PEx NUMBER
45
43
42
INSTRUCTION DECODER/CONTROLLER
38
SWITCH ENABLE
39
RECEIVE
37
SEND
35
INTERFACE CONTROL
50
25
21
REGISTER FILE
34
24
36
EXECUTION UNITS
22
23
27
55
57
MEMORY SWITCH
46
LOAD & SAVE UNITS
28
59
51
53
LOCAL PEx' MEMORY
52
LOCAL PEx MEMORY
48
26'
33
MEMORY
26
DATA BUSES
31
61
CONTROLLER
29
INSTRUCTION BUS
ManArray PEx

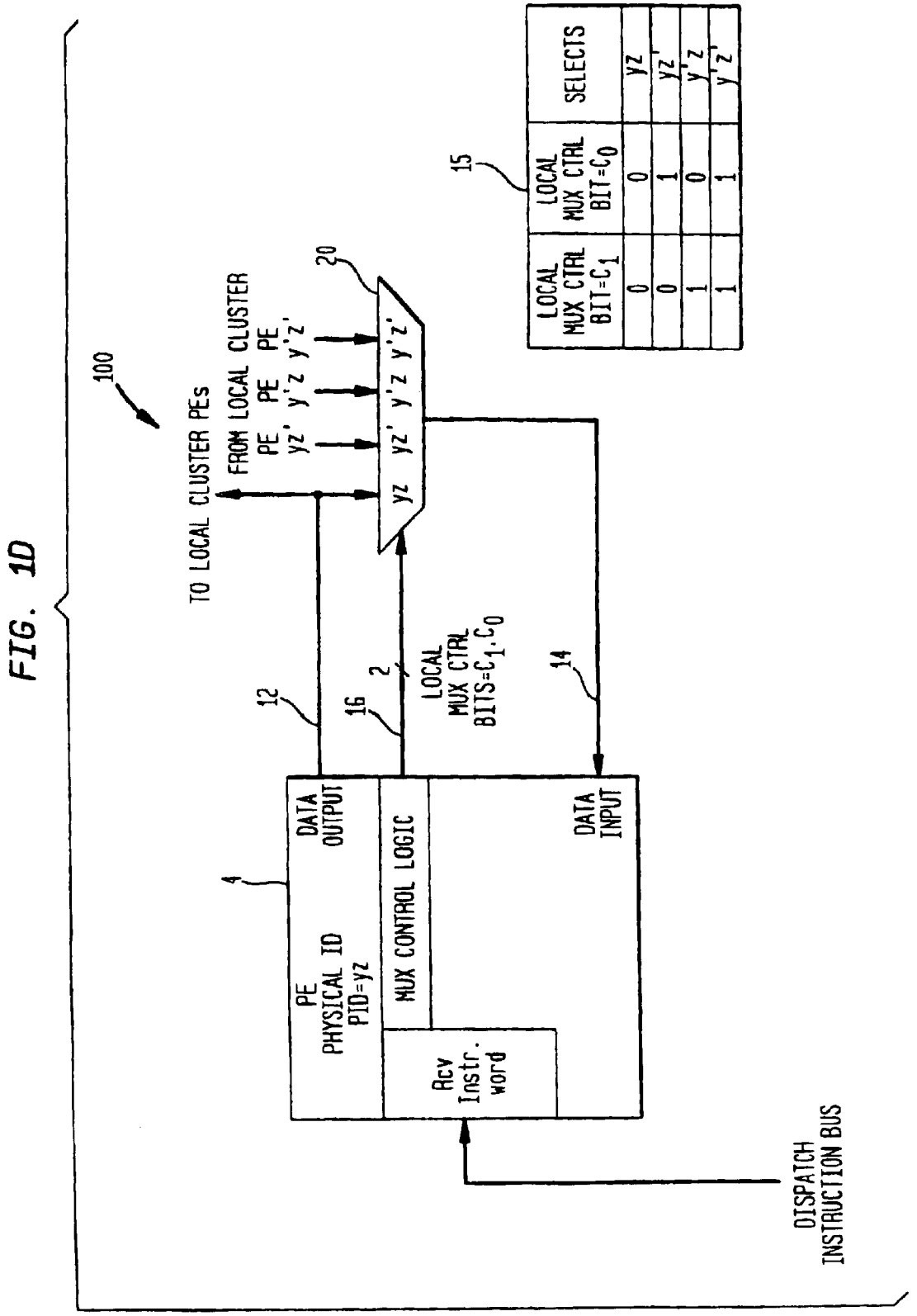

100
TO LOCAL CLUSTER PEs
FROM LOCAL CLUSTER
PE PE PE
yz' y'z y'z'
yz yz' y'z y'z'
20
12
16
2
LOCAL
MUX CTRL
BITS=C1.C0
14
4
PE
PHYSICAL ID
PID=yz
DATA
OUTPUT
MUX CONTROL LOGIC
Rcv
Instr.
word
DATA
INPUT
DISPATCH
INSTRUCTION BUS
15
LOCAL
MUX CTRL
BIT=C1
LOCAL
MUX CTRL
BIT=C0
SELECTS
0 0 yz
0 1 yz'
1 0 y'z
1 1 y'z'

FIG. 1D

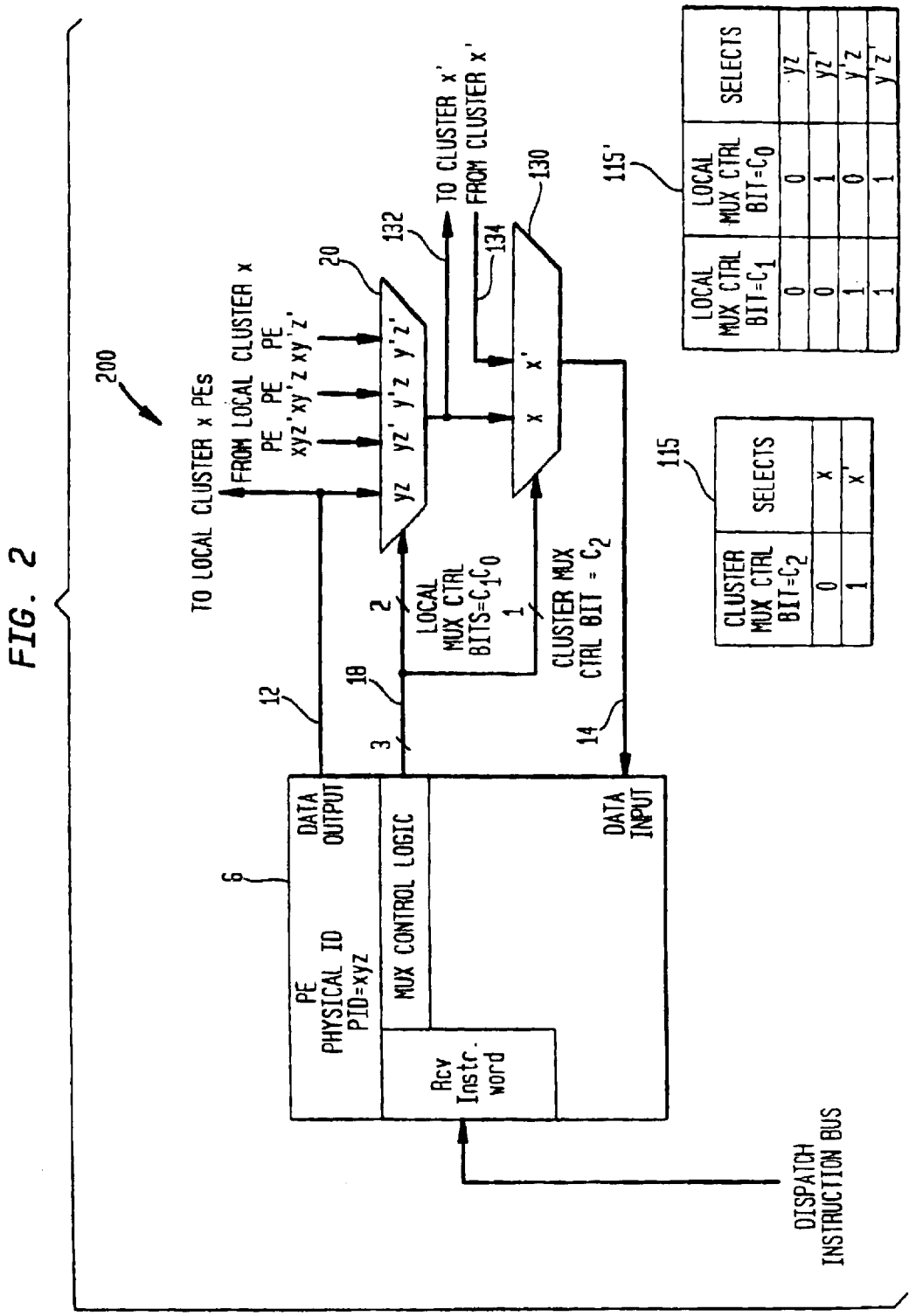


FIG. 2
200
TO LOCAL CLUSTER x PEs
FROM LOCAL CLUSTER x
PE PE PE
xyz' xy'z xy'z'
20
yz yz' y'z y'z'
132
TO CLUSTER x'
FROM CLUSTER x'
134
130
x x'
115'
LOCAL MUX CTRL BIT=C1
LOCAL MUX CTRL BIT=C0
SELECTS
0 0 yz
0 1 yz'
1 0 y'z
1 1 y'z'
115
CLUSTER MUX CTRL BIT=C2
SELECTS
0 x
1 x'
LOCAL MUX CTRL BITS=C1C0
2
1
CLUSTER MUX CTRL BIT = C2
12
18
3
14
6
DATA OUTPUT
PE PHYSICAL ID PID=xyz
MUX CONTROL LOGIC
Rcv Instr. word
DATA INPUT
DISPATCH INSTRUCTION BUS

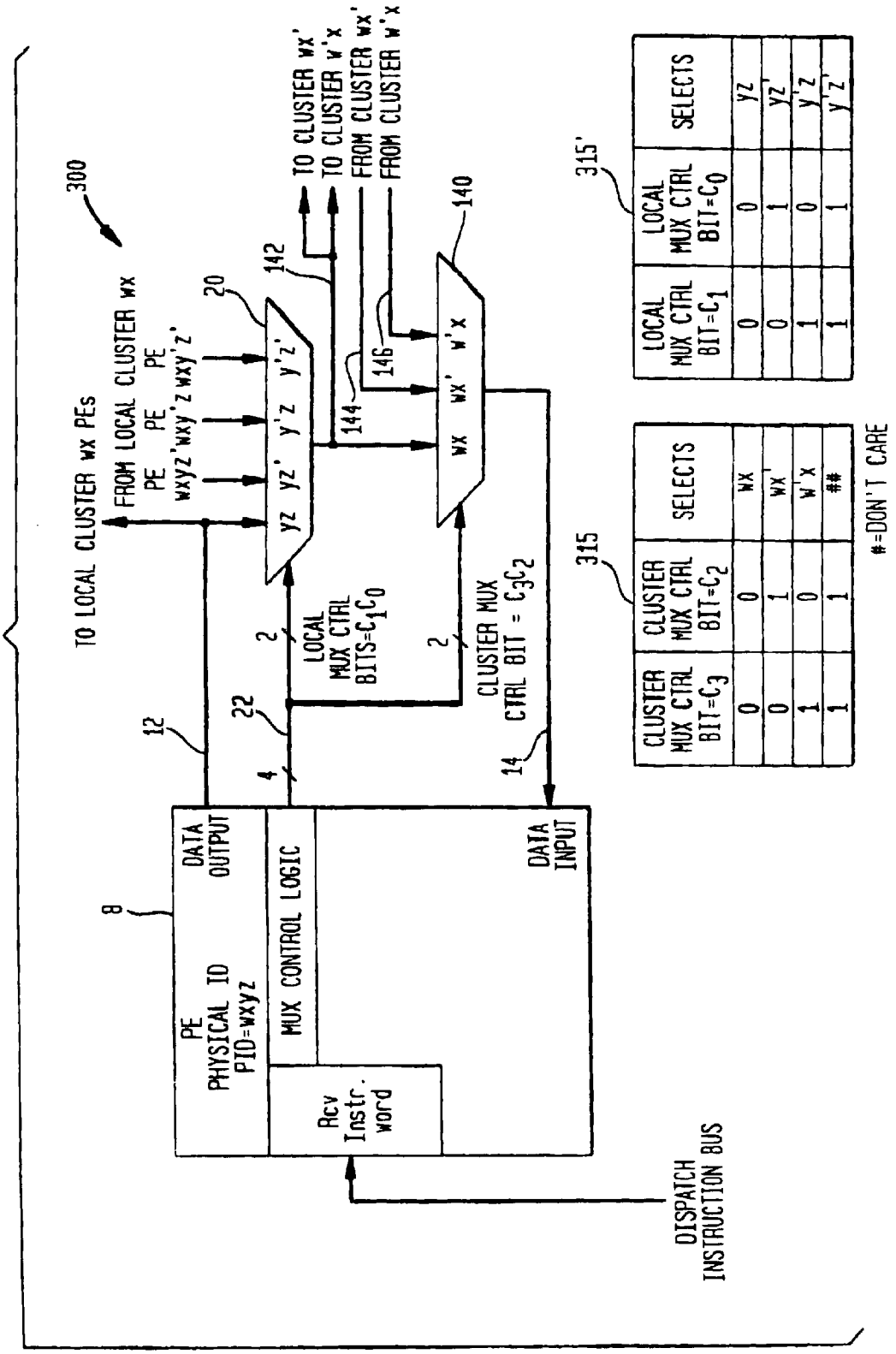

300
TO LOCAL CLUSTER wx PEs
FROM LOCAL CLUSTER wx
PE wxyz
PE wxy'z
PE wxy'z'
yz yz' y'z y'z'
20
142
144
146
TO CLUSTER wx'
TO CLUSTER w'x
FROM CLUSTER wx'
FROM CLUSTER w'x
140
wx wx' w'x
LOCAL MUX CTRL BITS=C_1C_0
CLUSTER MUX CTRL BIT = C_3C_2
12
22
4
2
2
14
8
PE PHYSICAL ID PID=wxyz
DATA OUTPUT
MUX CONTROL LOGIC
Rcv Instr. word
DATA INPUT
DISPATCH INSTRUCTION BUS
315'
LOCAL MUX CTRL BIT=C_1
LOCAL MUX CTRL BIT=C_0
SELECTS
0 0 yz
0 1 yz'
1 0 y'z
1 1 y'z'
315
CLUSTER MUX CTRL BIT=C_3
CLUSTER MUX CTRL BIT=C_2
SELECTS
0 0 wx
0 1 wx'
1 0 w'x
1 1 ##
#=DON'T CARE

FIG. 3

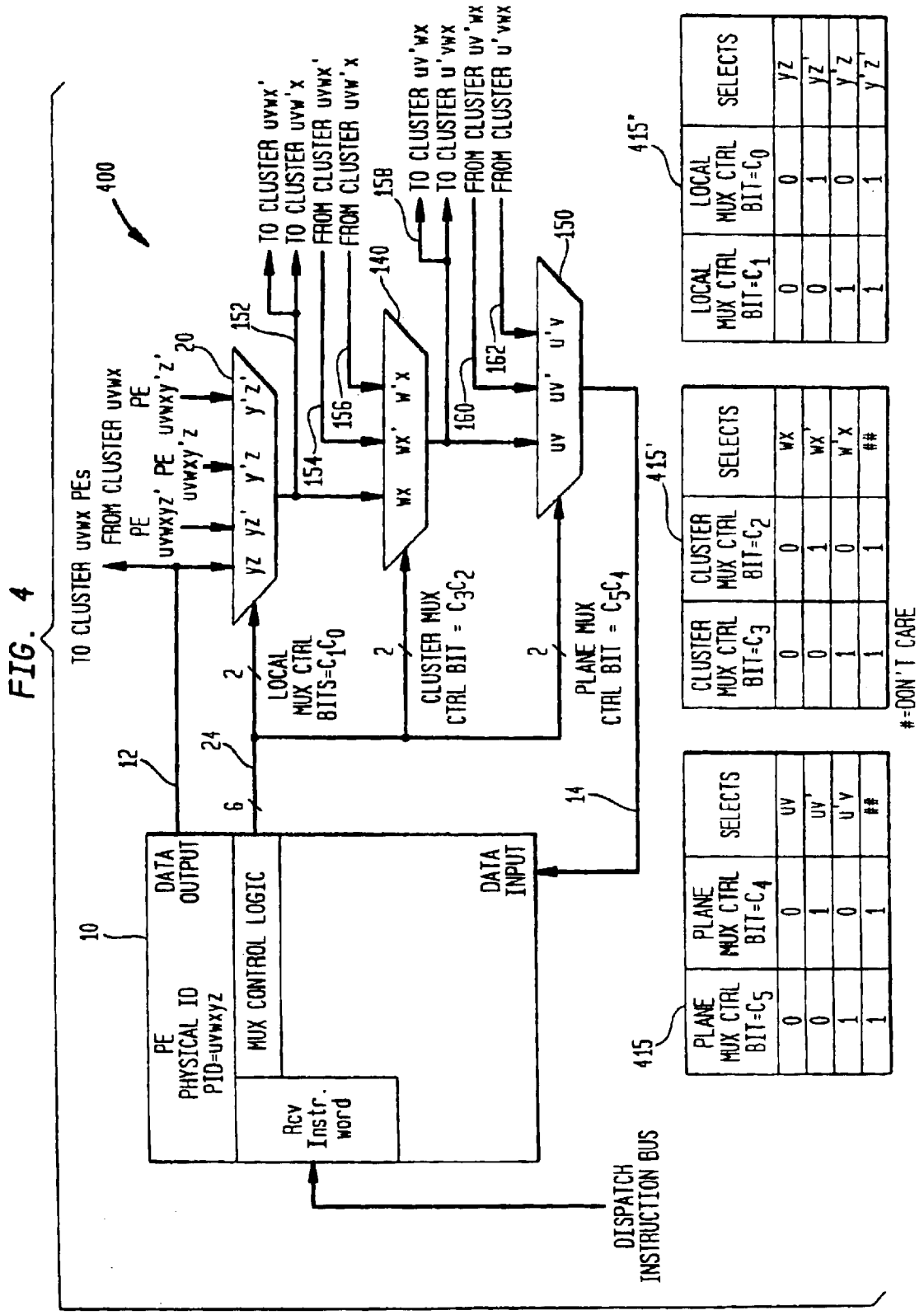


FIG. 4
400
TO CLUSTER uvwx PEs
FROM CLUSTER uvwx PE
PE uvwxyz'
PE uvwxy'z
PE uvwxy'z'
yz yz' y'z y'z'
20
152
TO CLUSTER uvwx'
TO CLUSTER uvw'x
FROM CLUSTER uvwx'
FROM CLUSTER uvw'x
154
156
140
wx wx' w'x
158
TO CLUSTER uv'wx
TO CLUSTER u'vwx
FROM CLUSTER uv'wx
FROM CLUSTER u'vwx
160
162
150
uv uv' u'v
12
24
6
2
LOCAL MUX CTRL BITS=C1C0
CLUSTER MUX CTRL BIT = C3C2
PLANE MUX CTRL BIT = C5C4
14
10
DATA OUTPUT
PE PHYSICAL ID PID=uvwxyz
MUX CONTROL LOGIC
Rcv Instr. word
DATA INPUT
DISPATCH INSTRUCTION BUS
415
PLANE MUX CTRL BIT=C5 | PLANE MUX CTRL BIT=C4 | SELECTS
0 0 uv
0 1 uv'
1 0 u'v
1 1 ##
415'
CLUSTER MUX CTRL BIT=C3 | CLUSTER MUX CTRL BIT=C2 | SELECTS
0 0 wx
0 1 wx'
1 0 w'x
1 1 ##
#=DON'T CARE
415"
LOCAL MUX CTRL BIT=C1 | LOCAL MUX CTRL BIT=C0 | SELECTS
0 0 yz
0 1 yz'
1 0 y'z
1 1 y'z'

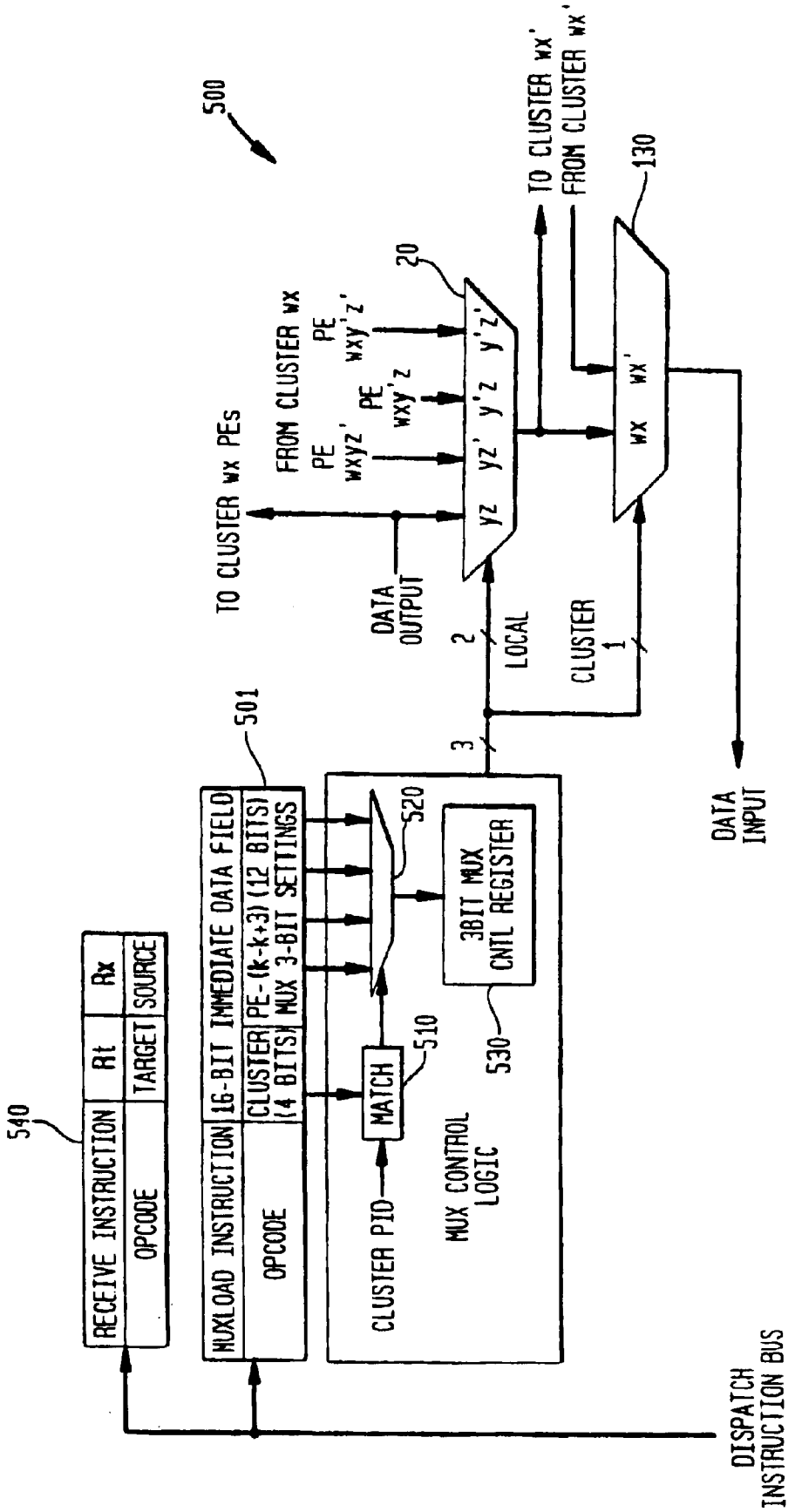

500
TO CLUSTER wx PEs
FROM CLUSTER wx
PE wxyz'
PE wxy'z
PE wxy'z'
20
yz
yz'
y'z
y'z'
DATA OUTPUT
2
LOCAL
CLUSTER 1
TO CLUSTER wx'
FROM CLUSTER wx'
130
wx
wx'
DATA INPUT
3
501
MUXLOAD INSTRUCTION
16-BIT IMMEDIATE DATA FIELD
OPCODE
CLUSTER (4 BITS)
PE-(k-k+3) (12 BITS) MUX 3-BIT SETTINGS
520
3BIT MUX CNTL REGISTER
530
510
MATCH
CLUSTER PID
MUX CONTROL LOGIC
540
RECEIVE INSTRUCTION
OPCODE
Rt
TARGET
Rx
SOURCE
DISPATCH INSTRUCTION BUS

FIG. 5

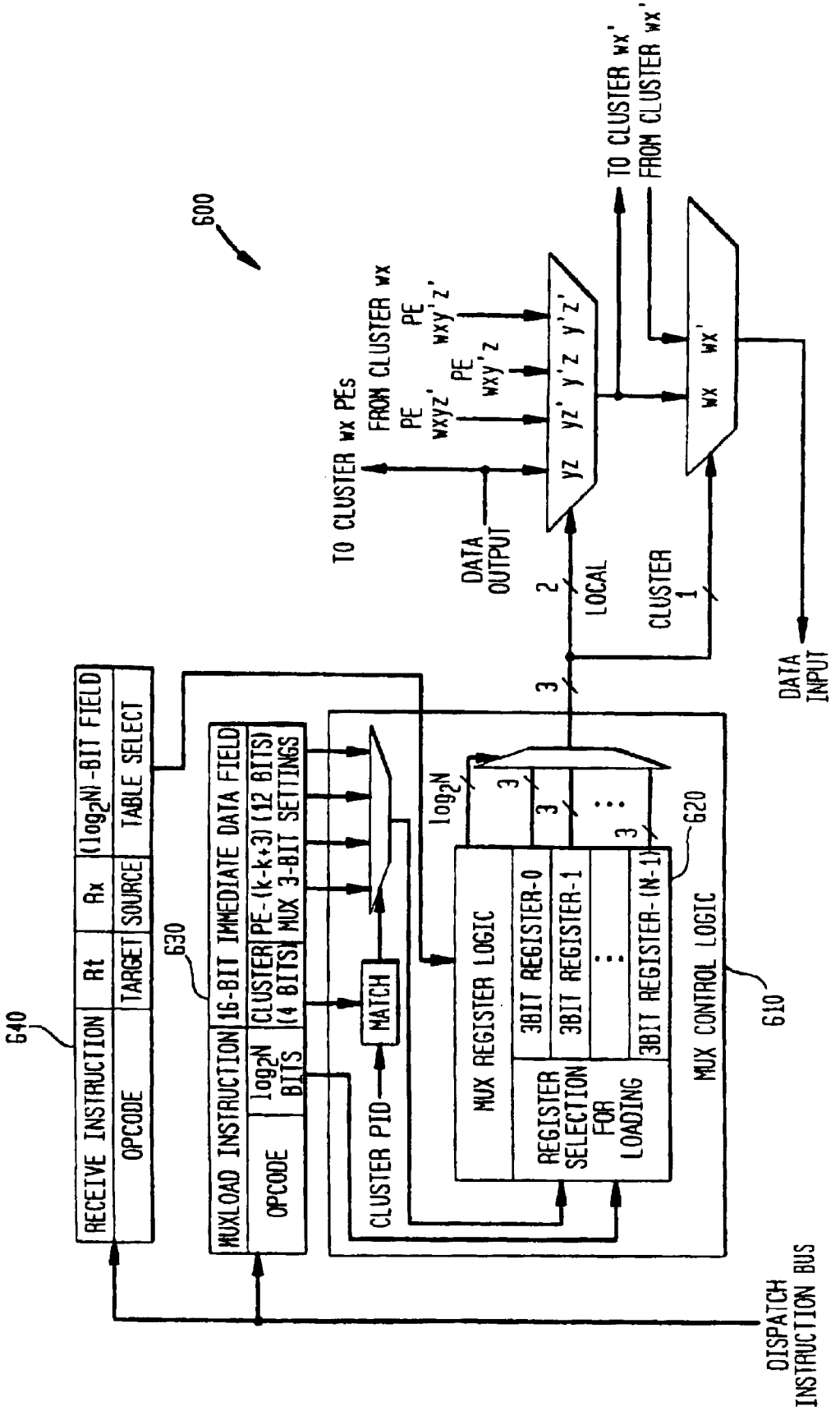


FIG. 6
600
640
RECEIVE INSTRUCTION
OPCODE
Rt
TARGET
Rx
SOURCE
($\log_2$N)-BIT FIELD
TABLE SELECT
630
MUXLOAD INSTRUCTION
OPCODE
$\log_2$N BITS
16-BIT IMMEDIATE DATA FIELD
CLUSTER (4 BITS)
PE-(k-k+3) (12 BITS) MUX 3-BIT SETTINGS
CLUSTER PID
MATCH
$\log_2$N
3
3
3
620
MUX REGISTER LOGIC
3BIT REGISTER-0
3BIT REGISTER-1
3BIT REGISTER-(N-1)
REGISTER SELECTION FOR LOADING
MUX CONTROL LOGIC
610
DISPATCH INSTRUCTION BUS
3
LOCAL
CLUSTER 1
2
DATA OUTPUT
TO CLUSTER wx PEs
FROM CLUSTER wx
PE wxyz'
PE wxy'z
PE wxy'z'
yz
yz'
y'z
y'z'
TO CLUSTER wx'
FROM CLUSTER wx'
wx
wx'
DATA INPUT

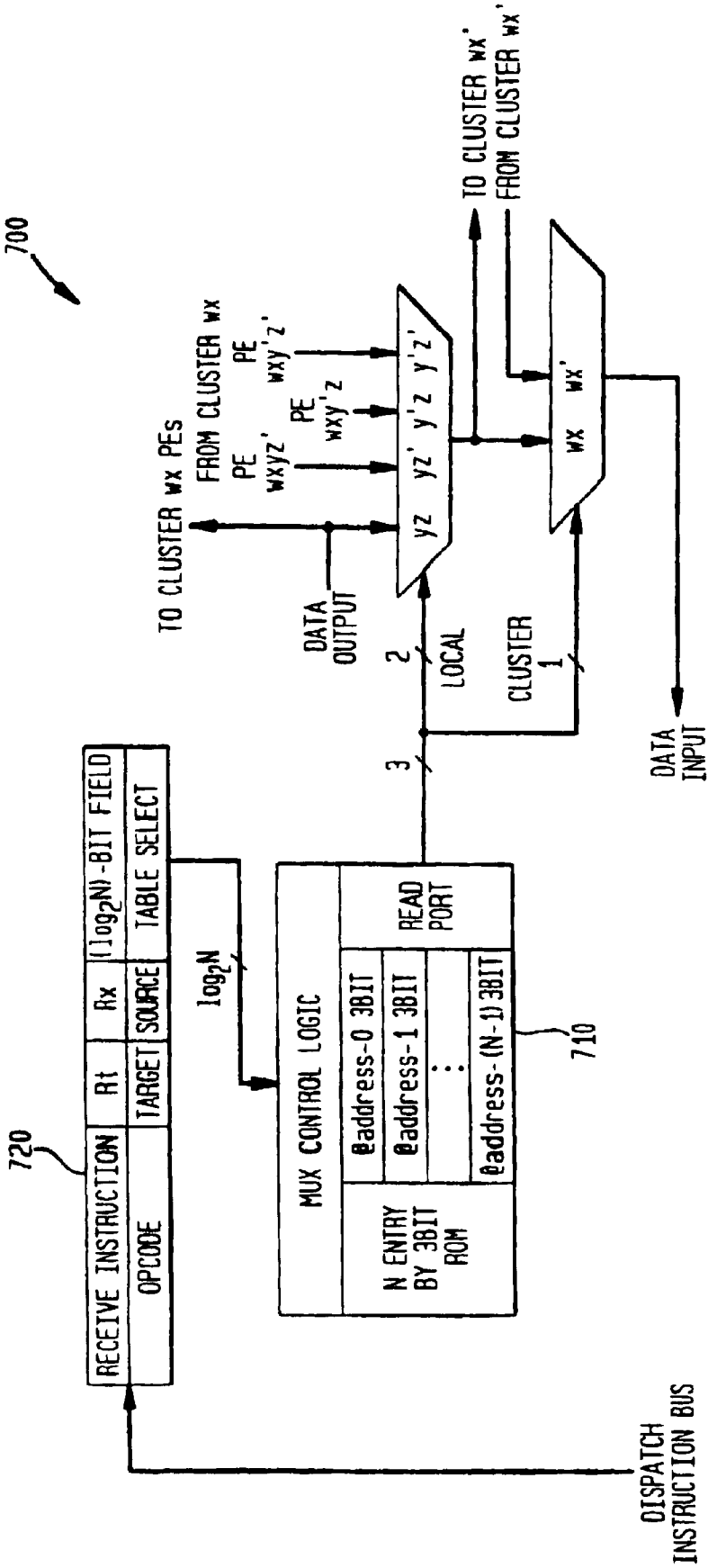

700
720
RECEIVE INSTRUCTION
OPCODE
Rt
TARGET
Rx
SOURCE
(log2N)-BIT FIELD
TABLE SELECT
log2N
MUX CONTROL LOGIC
N ENTRY BY 3BIT ROM
@address-0 3BIT
@address-1 3BIT
@address-(N-1) 3BIT
READ PORT
710
3
2
LOCAL
CLUSTER 1
DATA OUTPUT
TO CLUSTER wx PEs
FROM CLUSTER wx
PE wxyz'
PE wxy'z
PE wxy'z'
yz
yz'
y'z
y'z'
TO CLUSTER wx'
FROM CLUSTER wx'
wx
wx'
DATA INPUT
DISPATCH INSTRUCTION BUS

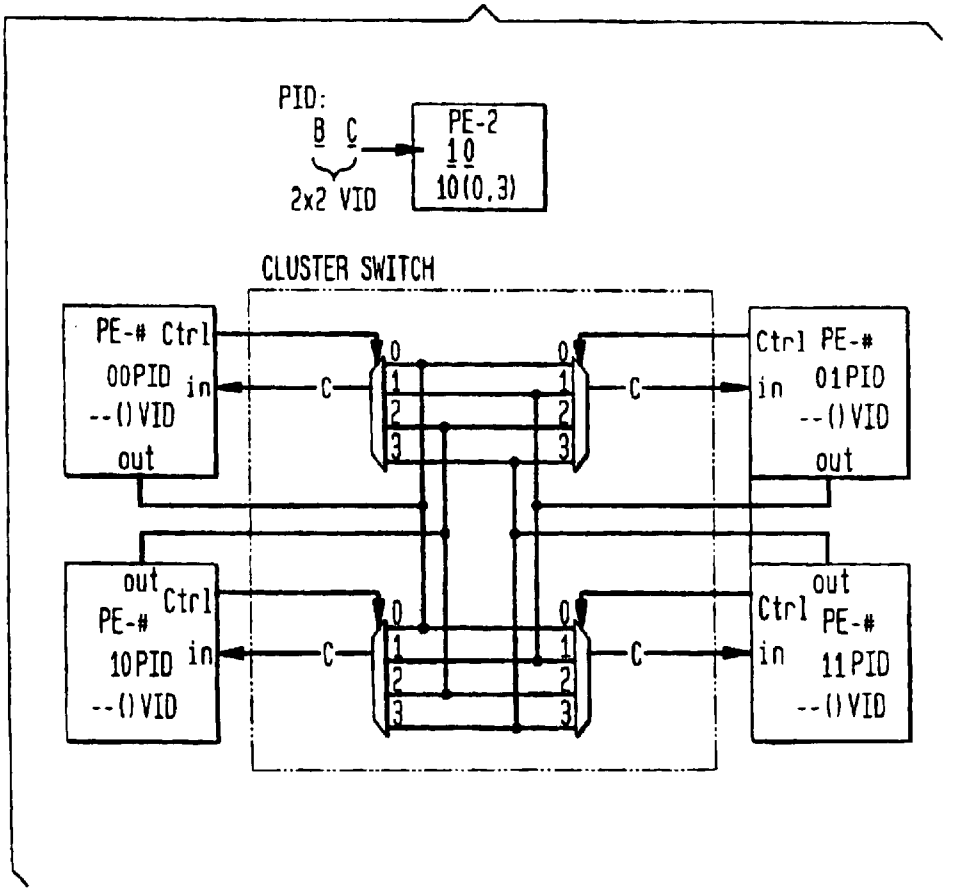
FIG. 7

FIG. 8A

ENCODING

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GROUP		S/P	UNIT		DSUopcode						Rt					Rx					PeXchgSS									CE3		

FIG. 8B



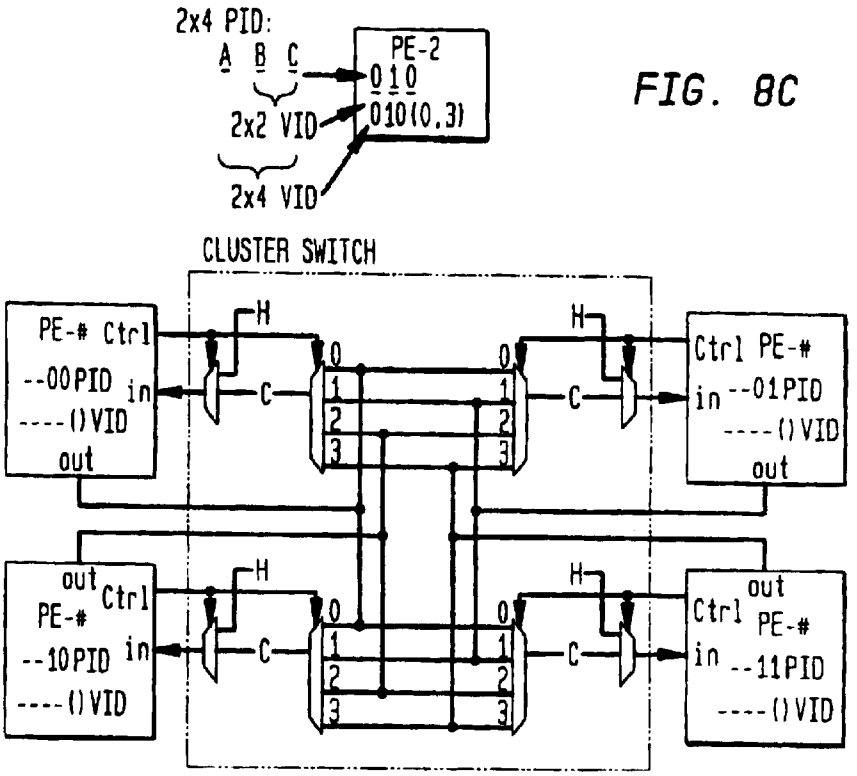

2x4 PID:
A B C
2x2 VID
2x4 VID
PE-2
010
010(0,3)
CLUSTER SWITCH
PE-# Ctrl
--00PID in
----()VID
out
Ctrl PE-#
in --01PID
----()VID
out
out Ctrl
PE-#
--10PID in
----()VID
out
Ctrl PE-#
in --11PID
----()VID
H
C
0
1
2
3

FIG. 8C

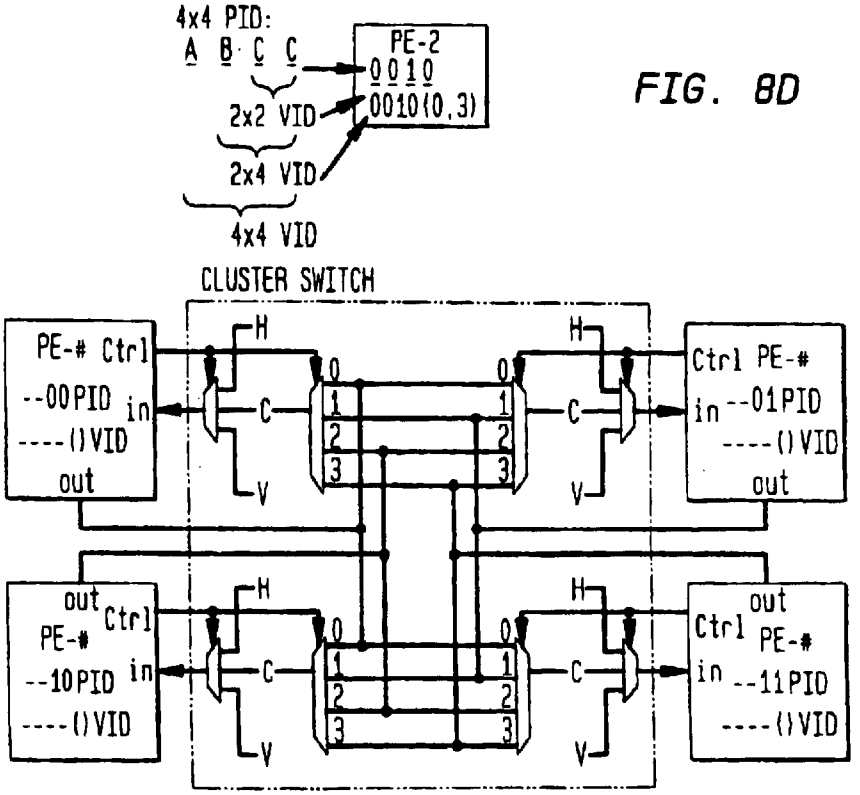

4x4 PID:
A B C C
2x2 VID
2x4 VID
4x4 VID
PE-2
0010
0010(0,3)
CLUSTER SWITCH
PE-# Ctrl
--00PID in
----()VID
out
Ctrl PE-#
in --01PID
----()VID
out
out Ctrl
PE-#
--10PID in
----()VID
out
Ctrl PE-#
in --11PID
----()VID
H
C
V
0
1
2
3

FIG. 8D

FIG. 8E

SYNTAX/OPERATION

INSTRUCTION	OPERANDS	OPERATION	ACF
			WORD
PEXCHG.PD.W	Rt,Rx, PEXCHGSS	DO OPERATION BELOW BUT DO NOT AFFECT ACFs	NONE
PEXCHG[CVNZ].PD.W	Rt,Rx, PEXCHGSS	PEPID: Rt ← INPUT PORT PEPID: Rx → OUTPUT PORT	F0
[TF].PEXCHG.PD.W	Rt,Rx, PEXCHGSS	DO OPERATION ONLY IF T/F CONDITION IS SATISFIED IN F0	NONE

ARITHMETIC FLAGS AFFECTED
N = MSB OF RESULT
Z = 1 IF A ZERO RESULT IS GENERATED, 0 OTHERWISE
V = NOT AFFECTED
C = NOT AFFECTED
CYCLES: 1

FIG. 9B

PEXCHG 2x2 OPERATION TABLE

TARGET PE →	0		1		2		3	
PEXCHG SWITCH SETTINGS	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs
2x2SWP0	1	C,1	0	C,0	3	C,3	2	C,2
2x2SWP1	2	C,2	3	C,3	0	C,0	1	C,1
2x2SWP2*	3	C,3	2	C,2	1	C,1	0	C,0
TRANSPOSE	0	C,0	2	C,2	1	C,1	3	C,3
DIAGONAL	3	C,3	1	C,1	2	C,2	0	C,0
SELF	0	C,0	1	C,1	2	C,2	3	C,3
2x2PE0	0	C,0	0	C,0	0	C,0	0	C,0
2x2PE1	1	C,1	1	C,1	1	C,1	1	C,1
2x2PE2	2	C,2	2	C,2	2	C,2	2	C,2
2x2PE3	3	C,3	3	C,3	3	C,3	3	C,3
2x2RING1F	2	C,2	0	C,0	3	C,3	1	C,1
2x2RING1R	1	C,1	3	C,3	0	C,0	2	C,2
2x2RING2F	3	C,3	0	C,0	1	C,1	2	C,2
2x2RING2R	1	C,1	2	C,2	3	C,3	0	C,0

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F = FORWARD
R = REVERSE

FIG. 9A

TARGET PE	0		1		2		3	
PEXCHG SWITC	Src	Mux	Src	Mux	Src PE	Mux stgs	Src PE	Mux stgs
2x2SW					3	C,3	2	C,2
2x2SW					0	C,0	1	C,1
2x2SW					1	C,1	0	C,0
TRANSPOSE	0	C,0	2	C,2	1	C,1	3	C,3
DIAGONAL	3	C,3	1	C,1	2	C,2	0	C,0
SELF	0	C,0	1	C,1	2	C,2	3	C,3
2x2PE0	0	C,0	0	C,0	0	C,0	0	C,0
2x2PE1	1	C,1	1	C,1	1	C,1	1	C,1
2x2PE2	2	C,2	2	C,2	2	C,2	2	C,2
2x2PE3	3	C,3	3	C,3	3	C,3	3	C,3
2x2RING1F	2	C,2	0	C,0	3	C,3	1	C,1
2x2RING1R	1	C,1	3	C,3	0	C,0	2	C,2
2x2RING2F	3	C,3	0	C,0	1	C,1	2	C,2
2x2RING2R	1	C,1	2	C,2	3	C,3	0	C,0

SIMD OPERATIONS: TARGET PE (HERE 0) RECEIVING FROM THE SOURCE PE (HERE 3)

TARGET PE's MUX SETTINGS

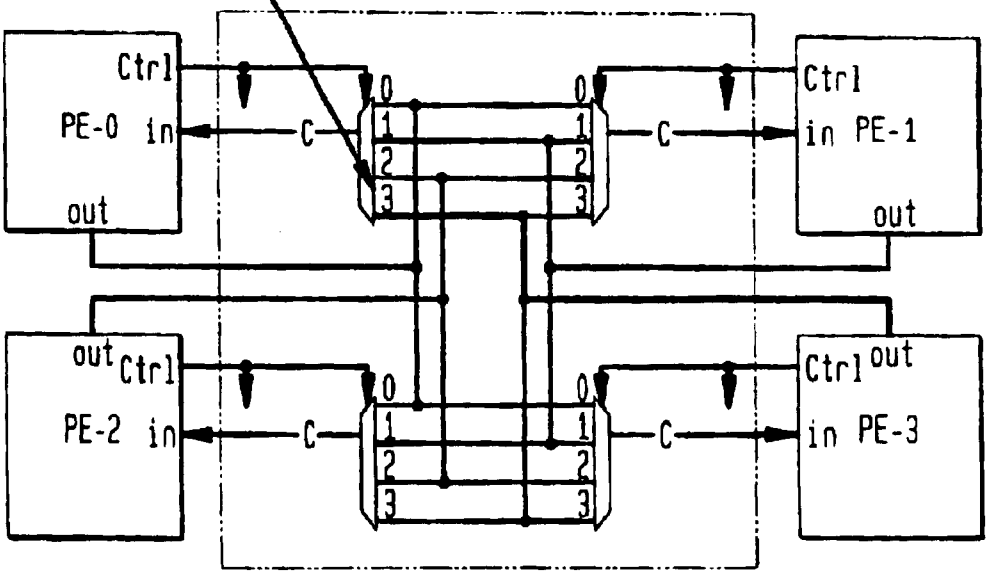


FIG. 9C

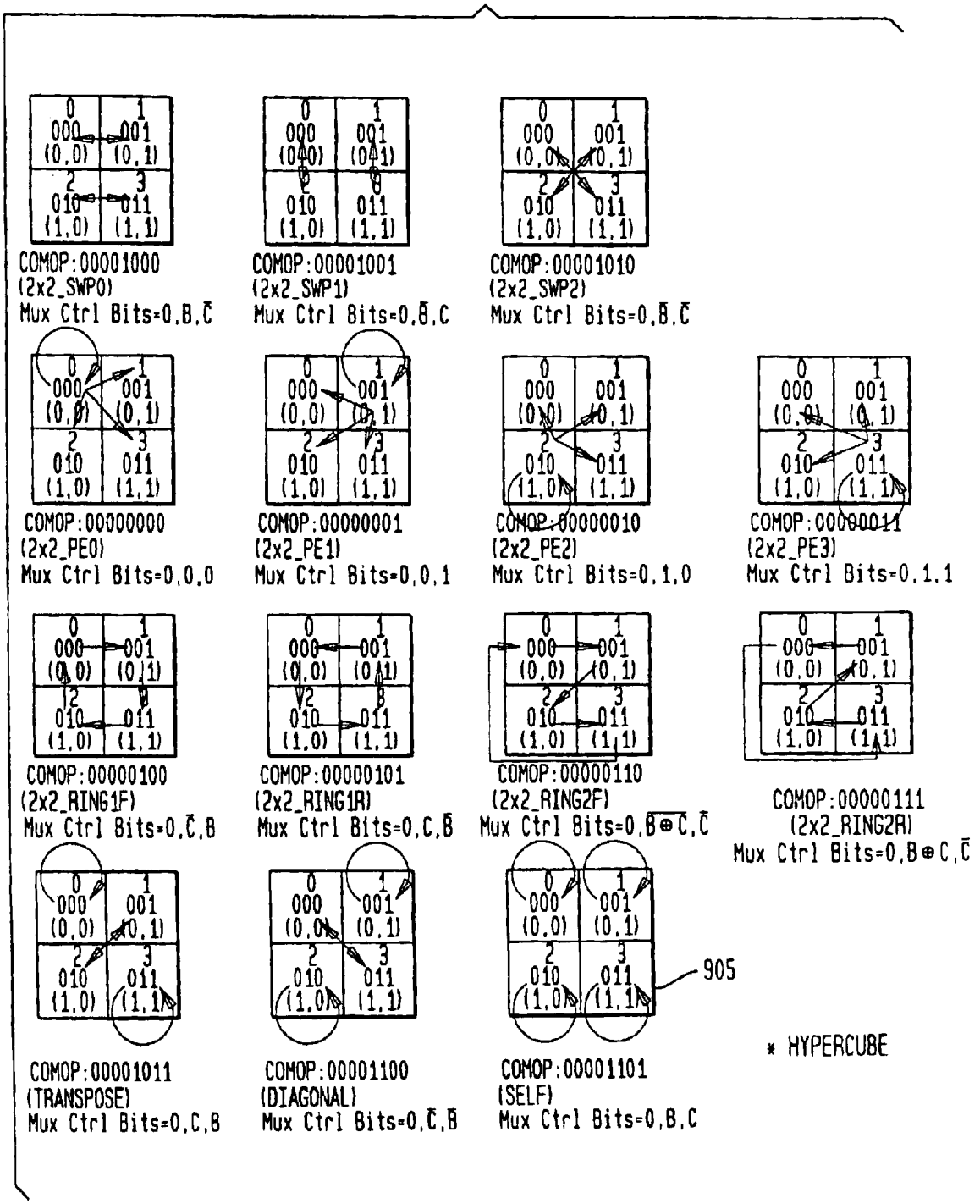
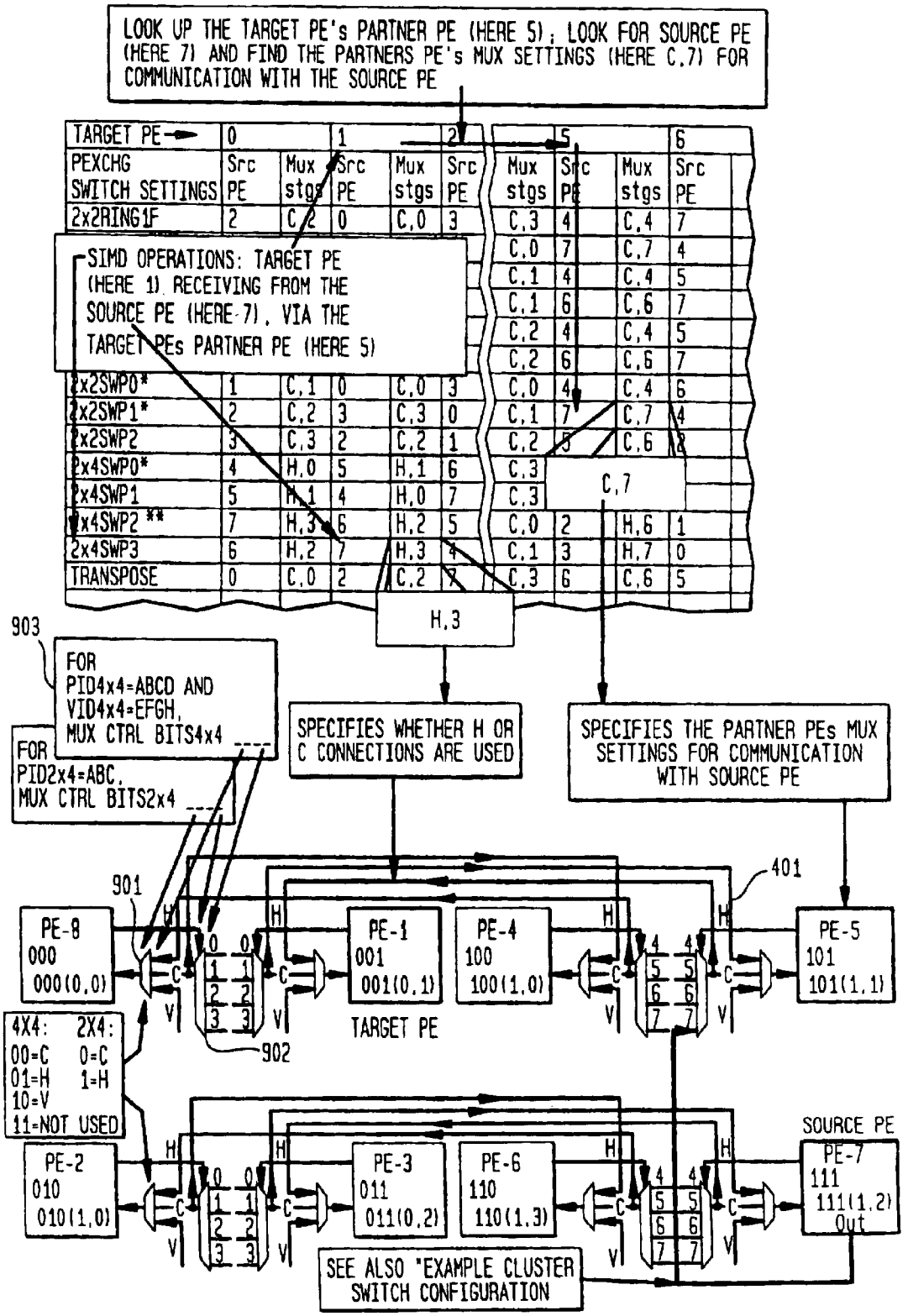

COMOP:00001000
(2x2_SWP0)
Mux Ctrl Bits=0,B,C̄
COMOP:00001001
(2x2_SWP1)
Mux Ctrl Bits=0,B̄,C
COMOP:00001010
(2x2_SWP2)
Mux Ctrl Bits=0,B̄,C̄
COMOP:00000000
(2x2_PE0)
Mux Ctrl Bits=0,0,0
COMOP:00000001
(2x2_PE1)
Mux Ctrl Bits=0,0,1
COMOP:00000010
(2x2_PE2)
Mux Ctrl Bits=0,1,0
COMOP:00000011
(2x2_PE3)
Mux Ctrl Bits=0,1,1
COMOP:00000100
(2x2_RING1F)
Mux Ctrl Bits=0,C̄,B
COMOP:00000101
(2x2_RING1R)
Mux Ctrl Bits=0,C,B̄
COMOP:00000110
(2x2_RING2F)
Mux Ctrl Bits=0,B̄⊕C̄,C̄
COMOP:00000111
(2x2_RING2R)
Mux Ctrl Bits=0,B⊕C,C̄
COMOP:00001011
(TRANSPOSE)
Mux Ctrl Bits=0,C,B
COMOP:00001100
(DIAGONAL)
Mux Ctrl Bits=0,C̄,B̄
COMOP:00001101
(SELF)
Mux Ctrl Bits=0,B,C
905
* HYPERCUBE

FIG. 10A



TARGET PE	0		1		2		5		6
PEXCHG SWITCH SETTINGS	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE
2x2RING1F	2	C,2	0	C,0	3	C,3	4	C,4	7
						C,0	7	C,7	4
						C,1	4	C,4	5
						C,1	6	C,6	7
						C,2	4	C,4	5
						C,2	6	C,6	7
2x2SWP0*	1	C,1	0	C,0	3	C,0	4	C,4	6
2x2SWP1*	2	C,2	3	C,3	0	C,1	7	C,7	4
2x2SWP2	3	C,3	2	C,2	1	C,2	5	C,6	2
2x4SWP0*	4	H,0	5	H,1	6	C,3			
2x4SWP1	5	H,1	4	H,0	7	C,3			
2x4SWP2 **	7	H,3	6	H,2	5	C,0	2	H,6	1
2x4SWP3	6	H,2	7	H,3	4	C,1	3	H,7	0
TRANSPOSE	0	C,0	2	C,2	7	C,3	6	C,6	5

FIG. 10B

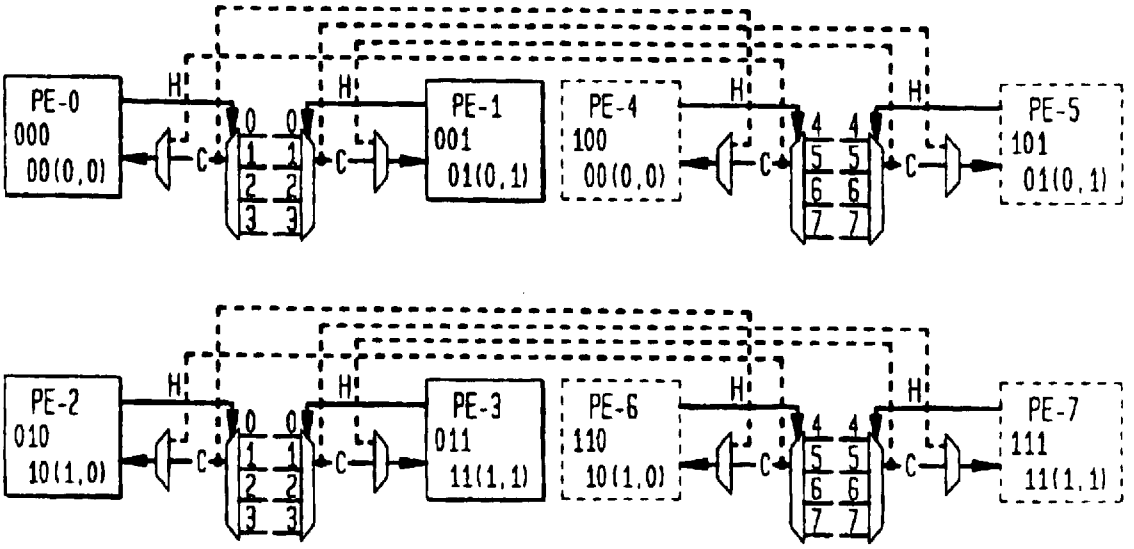


FIG. 10C

TARGET PE →	0		1		2		3	
PEXCHG SWITCH SETTINGS	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs
2x2SWP0	1	C,1	0	C,0	3	C,3	2	C,2
2x2SWP1	2	C,2	3	C,3	0	C,0	1	C,1
2x2SWP2*	3	C,3	2	C,2	1	C,1	0	C,0
TRANSPOSE	0	C,0	2	C,2	1	C,1	3	C,3
DIAGONAL	3	C,3	1	C,1	2	C,2	0	C,0
SELF	0	C,0	1	C,1	2	C,2	3	C,3
2x2PE0	0	C,0	0	C,0	0	C,0	0	C,0
2x2PE1	1	C,1	1	C,1	1	C,1	1	C,1
2x2PE2	2	C,2	2	C,2	2	C,2	2	C,2
2x2PE3	3	C,3	3	C,3	3	C,3	3	C,3
2x2RING1F	2	C,2	0	C,0	3	C,3	1	C,1
2x2RING1R	1	C,1	3	C,3	0	C,0	2	C,2
2x2RING2F	3	C,3	0	C,0	1	C,1	2	C,2
2x2RING2R	1	C,1	2	C,2	3	C,3	0	C,0

F = FORWARD
R = REVERSE

FIG. 10D

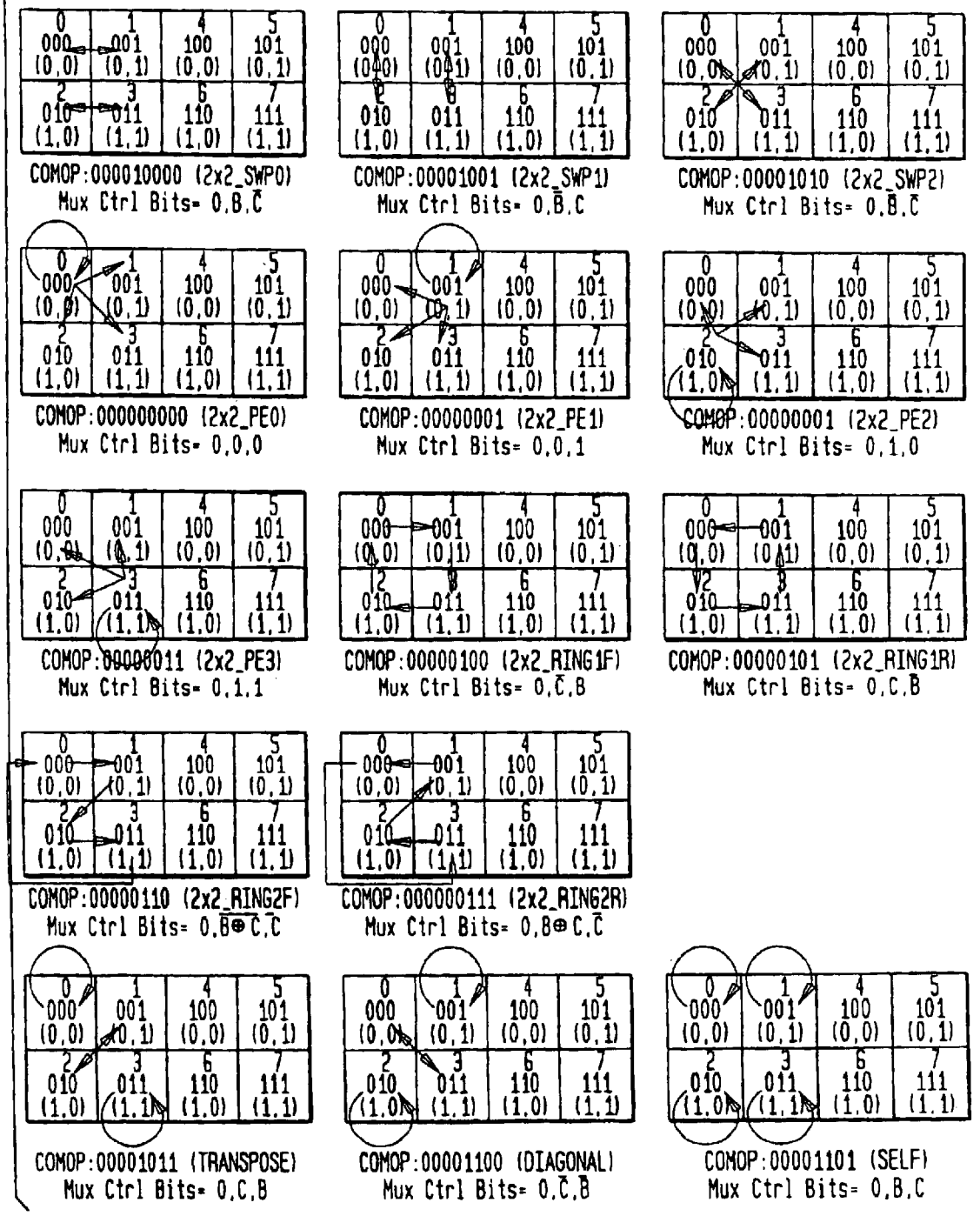

COMOP:000010000 (2x2_SWP0)
Mux Ctrl Bits= 0,B,C̄
COMOP:00001001 (2x2_SWP1)
Mux Ctrl Bits= 0,B̄,C
COMOP:00001010 (2x2_SWP2)
Mux Ctrl Bits= 0,B̄,C̄
COMOP:000000000 (2x2_PE0)
Mux Ctrl Bits= 0,0,0
COMOP:00000001 (2x2_PE1)
Mux Ctrl Bits= 0,0,1
COMOP:00000001 (2x2_PE2)
Mux Ctrl Bits= 0,1,0
COMOP:00000011 (2x2_PE3)
Mux Ctrl Bits= 0,1,1
COMOP:00000100 (2x2_RING1F)
Mux Ctrl Bits= 0,C̄,B
COMOP:00000101 (2x2_RING1R)
Mux Ctrl Bits= 0,C,B̄
COMOP:00000110 (2x2_RING2F)
Mux Ctrl Bits= 0,B̄⊕C̄,C̄
COMOP:000000111 (2x2_RING2R)
Mux Ctrl Bits= 0,B⊕C,C̄
COMOP:00001011 (TRANSPOSE)
Mux Ctrl Bits= 0,C,B
COMOP:00001100 (DIAGONAL)
Mux Ctrl Bits= 0,C̄,B̄
COMOP:00001101 (SELF)
Mux Ctrl Bits= 0,B,C

FIG. 11A

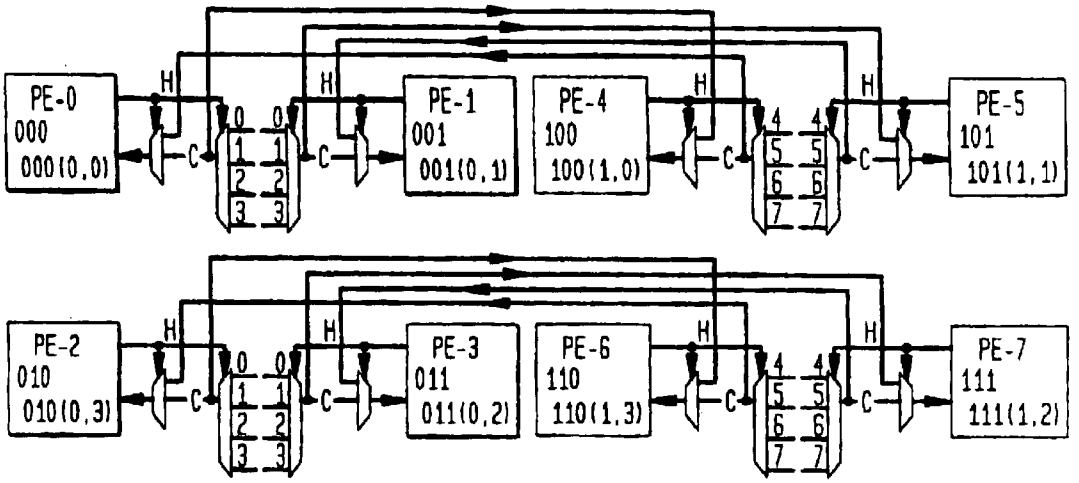


FIG. 11B

TARGET PE →	0		1		2		3		4		5		6		7	
PEXCHG SWITCH SETTINGS	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs	Src PE	Mux stgs
2x2RING1F	2	C,2	0	C,0	3	C,3	1	C,1	6	C,6	4	C,4	7	C,7	5	C,5
2x2RING1R	1	C,1	3	C,3	0	C,0	2	C,2	5	C,5	7	C,7	4	C,4	6	C,6
2x2RING2F	3	C,3	0	C,0	1	C,1	2	C,2	7	C,7	4	C,4	5	C,5	6	C,6
2x2RING2R	1	C,1	2	C,2	3	C,3	0	C,0	5	C,5	6	C,6	7	C,7	4	C,4
2x4RING1F	7	H,3	0	C,0	1	C,1	2	C,2	3	H,7	4	C,4	5	C,5	6	C,6
2x4RING1R	1	C,1	2	C,2	3	C,3	4	H,0	5	C,6	6	C,6	7	C,7	0	H,4
2x2SWP0*	1	C,1	0	C,0	3	C,3	2	C,2	5	C,5	4	C,4	6	C,6	7	C,7
2x2SWP1*	2	C,2	3	C,3	0	C,0	1	C,1	6	C,6	7	C,7	4	C,00	5	C,5
2x2SWP2	3	C,3	2	C,2	1	C,1	0	C,0	7	C,7	6	C,6	5	C,5	4	C,4
2x4SWP0*	4	H,0	5	H,1	6	H,2	7	H,3	0	H,4	1	H,5	2	H,6	3	H,7
2x4SWP1	5	H,1	4	H,0	7	H,3	6	H,2	1	H,5	0	H,4	3	H,7	2	H,6
2x4SWP2**	7	H,3	6	H,2	5	H,1	4	H,0	3	H,7	2	H,6	1	H,5	0	H,4
2x4SWP3	6	H,2	7	H,3	4	H,0	5	H,1	2	H,6	3	H,7	0	H,4	1	H,5
TRANSPOSE	0	C,0	2	C,2	1	C,1	3	C,3	4	C,4	6	C,6	5	C,1	7	C,7
DIAGONAL	3	C,3	1	C,1	2	C,2	0	C,0	7	C,7	5	C,5	6	C,6	4	C,4
SELF	0	C,0	1	C,1	2	C,2	3	C,3	4	C,4	5	C,5	6	C,6	7	C,7
2x2PE0	0	C,0	0	C,0	0	C,0	0	C,0	4	C,4	4	C,4	4	C,4	4	C,4
2x2PE1	1	C,1	1	C,1	1	C,1	1	C,1	5	C,1	5	C,1	5	C,1	5	C,1
2x2PE2	2	C,2	2	C,2	2	C,2	2	C,2	6	C,6	6	C,6	6	C,6	6	C,6
2x2PE3	3	C,3	3	C,3	3	C,3	3	C,3	7	C,7	7	C,7	7	C,7	7	C,7
2x4PE0	0	C,0	0	C,0	0	C,0	0	C,0	0	H,(4)	0	H,(4)	0	H,(4)	0	H,(4)
2x4PE1	1	C,1	1	C,1	1	C,1	1	C,1	1	H,(5)	1	H,(5)	1	H,(5)	1	H,(5)
2x4PE2	2	C,2	2	C,2	2	C,2	2	C,2	2	H,(6)	2	H,(6)	2	H,(6)	2	H,(6)
2x4PE3	3	C,3	3	C,3	3	C,3	3	C,3	3	H,(7)	3	H,(7)	3	H,(7)	3	H,(7)
2x4PE4	4	H,(0)	4	H,(0)	4	H,(0)	4	H,(0)	4	C,4	4	C,4	4	C,4	4	C,4
2x4PE5	5	H,(1)	5	H,(1)	5	H,(1)	5	H,(1)	5	C,5	5	C,5	5	C,5	5	C,5
2x4PE6	6	H,(2)	6	H,(2)	6	H,(2)	6	H,(2)	6	C,6	6	C,6	6	C,6	6	C,6
2x4PE7	7	H,(3)	7	H,(3)	7	H,(3)	7	H,(3)	7	C,7	7	C,7	7	C,7	7	C,7

F = FORWARD
R = REVERSE

H,() = H SELECTED, ()NOT NECESSARY FOR OPERATION BUT HARDWARE WILL SET TARGET PE's C MUX FOR SYNCHRONOUS MIND USE

FIG. 11C

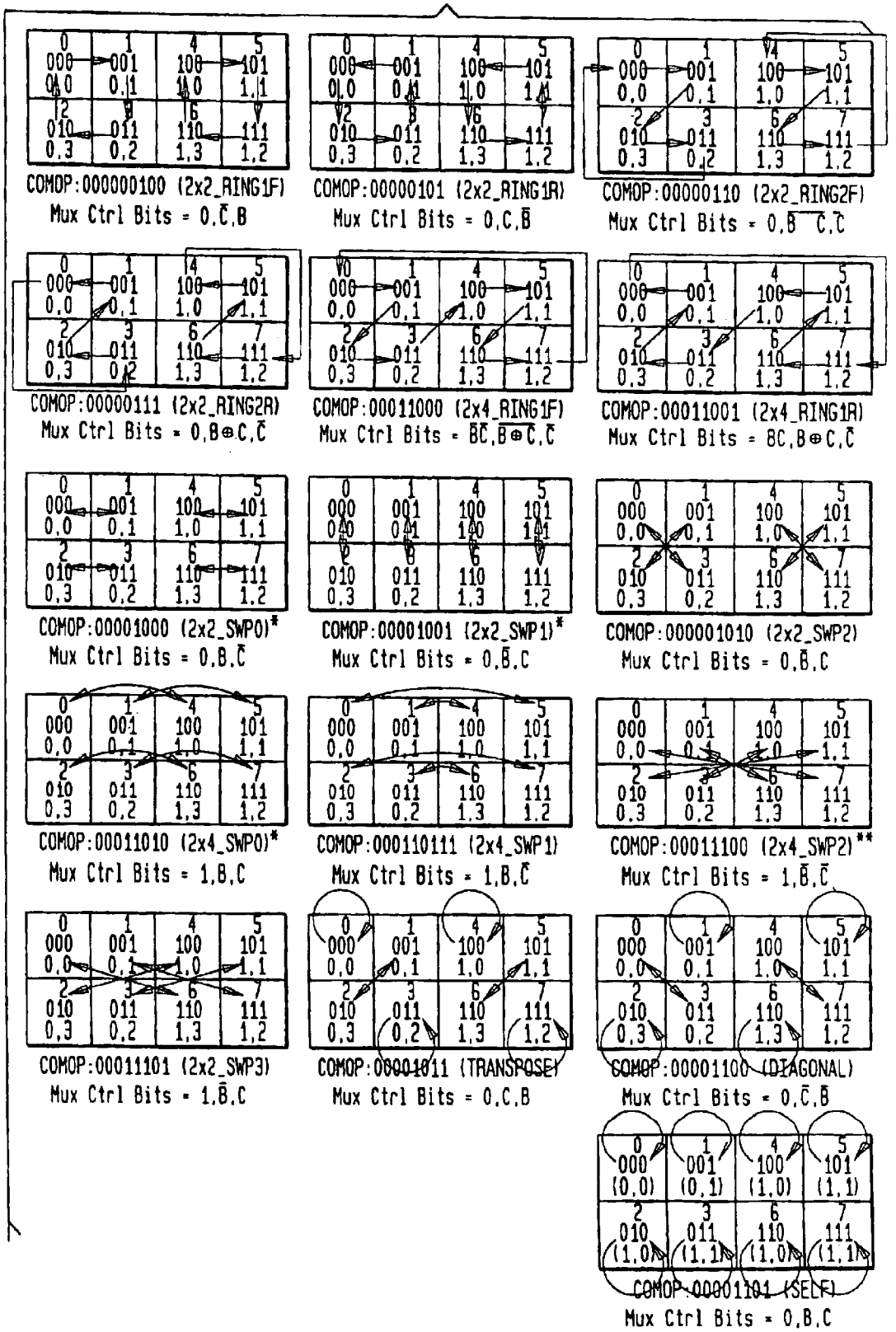
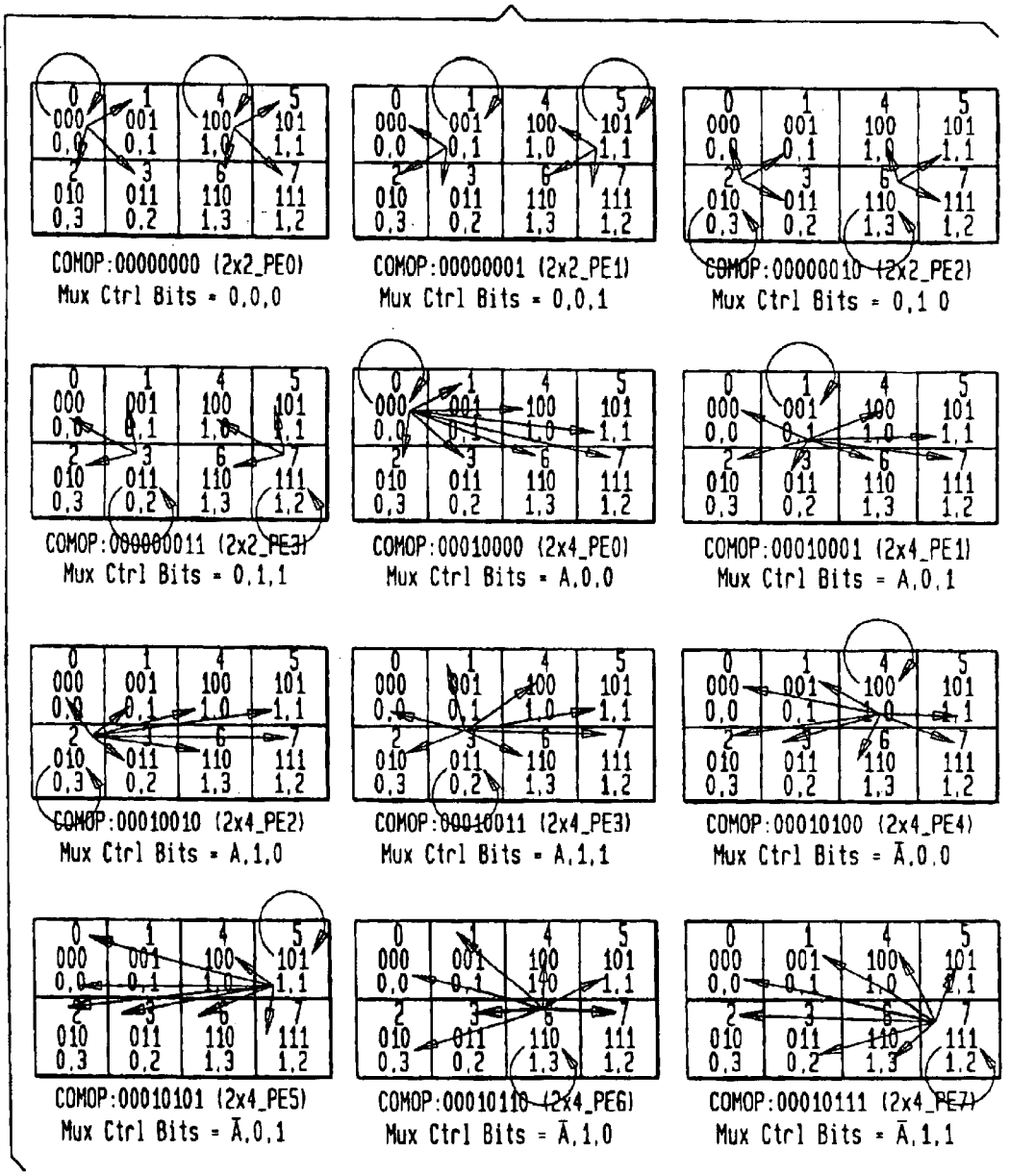

COMOP:000000100 (2x2_RING1F)
Mux Ctrl Bits = 0,C̄,B
COMOP:00000101 (2x2_RING1R)
Mux Ctrl Bits = 0,C,B̄
COMOP:00000110 (2x2_RING2F)
Mux Ctrl Bits = 0,B̄ C̄,C̄
COMOP:00000111 (2x2_RING2R)
Mux Ctrl Bits = 0,B⊕C,C̄
COMOP:00011000 (2x4_RING1F)
Mux Ctrl Bits = B̄C̄,B⊕C̄,C̄
COMOP:00011001 (2x4_RING1R)
Mux Ctrl Bits = BC,B⊕C,C̄
COMOP:00001000 (2x2_SWP0)*
Mux Ctrl Bits = 0,B,C̄
COMOP:00001001 (2x2_SWP1)*
Mux Ctrl Bits = 0,B̄,C
COMOP:000001010 (2x2_SWP2)
Mux Ctrl Bits = 0,B̄,C
COMOP:00011010 (2x4_SWP0)*
Mux Ctrl Bits = 1,B,C
COMOP:000110111 (2x4_SWP1)
Mux Ctrl Bits = 1,B,C̄
COMOP:00011100 (2x4_SWP2)**
Mux Ctrl Bits = 1,B̄,C̄
COMOP:00011101 (2x2_SWP3)
Mux Ctrl Bits = 1,B̄,C
COMOP:00001011 (TRANSPOSE)
Mux Ctrl Bits = 0,C,B
COMOP:00001100 (DIAGONAL)
Mux Ctrl Bits = 0,C̄,B̄
COMOP:00001101 (SELF)
Mux Ctrl Bits = 0,B,C

FIG. 11D


COMOP:00000000 (2x2_PE0)
Mux Ctrl Bits = 0,0,0
COMOP:00000001 (2x2_PE1)
Mux Ctrl Bits = 0,0,1
COMOP:00000010 (2x2_PE2)
Mux Ctrl Bits = 0,1 0
COMOP:00000011 (2x2_PE3)
Mux Ctrl Bits = 0,1,1
COMOP:00010000 (2x4_PE0)
Mux Ctrl Bits = A,0,0
COMOP:00010001 (2x4_PE1)
Mux Ctrl Bits = A,0,1
COMOP:00010010 (2x4_PE2)
Mux Ctrl Bits = A,1,0
COMOP:00010011 (2x4_PE3)
Mux Ctrl Bits = A,1,1
COMOP:00010100 (2x4_PE4)
Mux Ctrl Bits = Ā,0,0
COMOP:00010101 (2x4_PE5)
Mux Ctrl Bits = Ā,0,1
COMOP:00010110 (2x4_PE6)
Mux Ctrl Bits = Ā,1,0
COMOP:00010111 (2x4_PE7)
Mux Ctrl Bits = Ā,1,1

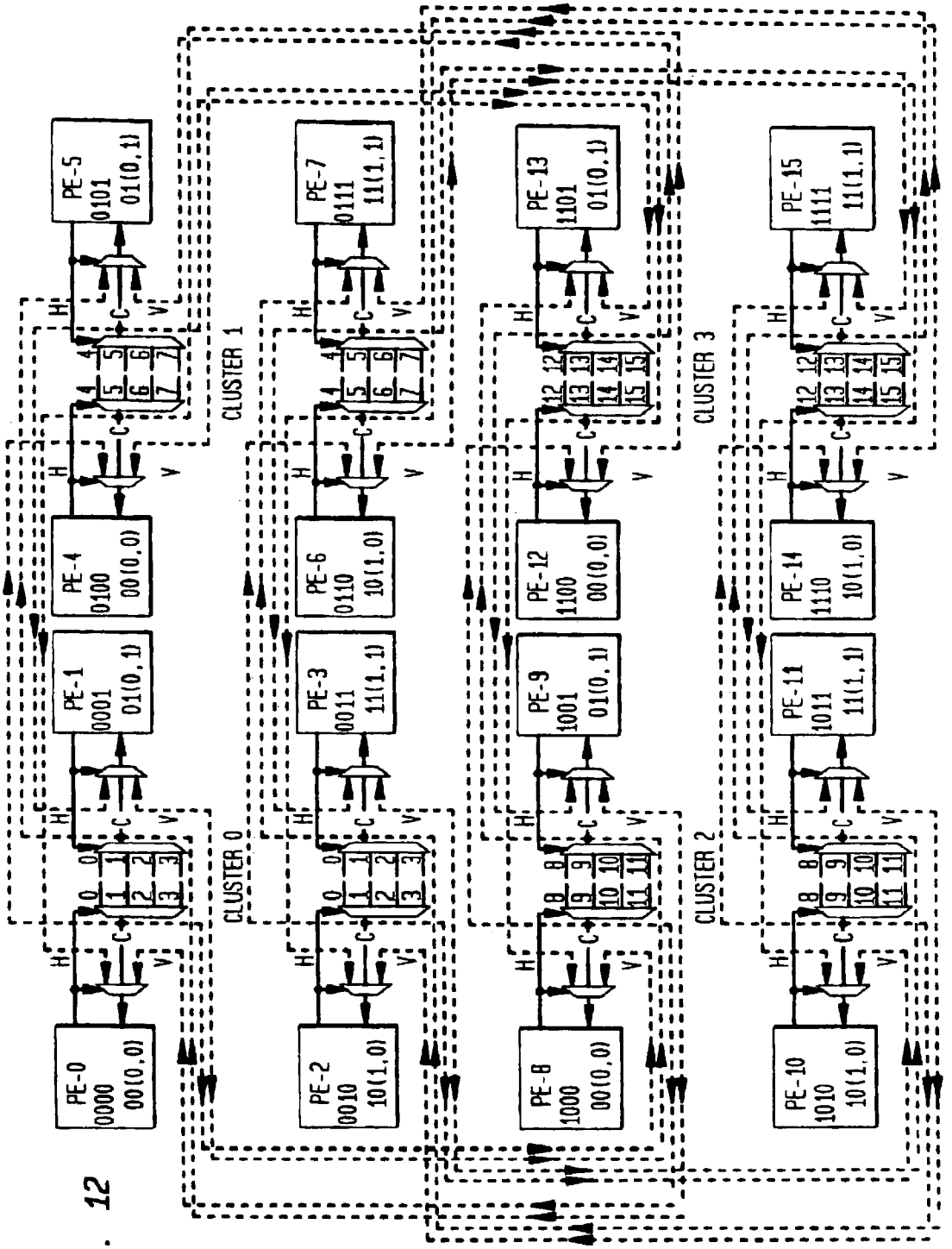

PE-0
0000
00(0,0)
PE-1
0001
01(0,1)
PE-4
0100
00(0,0)
PE-5
0101
01(0,1)
PE-2
0010
10(1,0)
PE-3
0011
11(1,1)
PE-6
0110
10(1,0)
PE-7
0111
11(1,1)
PE-8
1000
00(0,0)
PE-9
1001
01(0,1)
PE-12
1100
00(0,0)
PE-13
1101
01(0,1)
PE-10
1010
10(1,0)
PE-11
1011
11(1,1)
PE-14
1110
10(1,0)
PE-15
1111
11(1,1)
CLUSTER 0
CLUSTER 1
CLUSTER 2
CLUSTER 3

FIG. 12

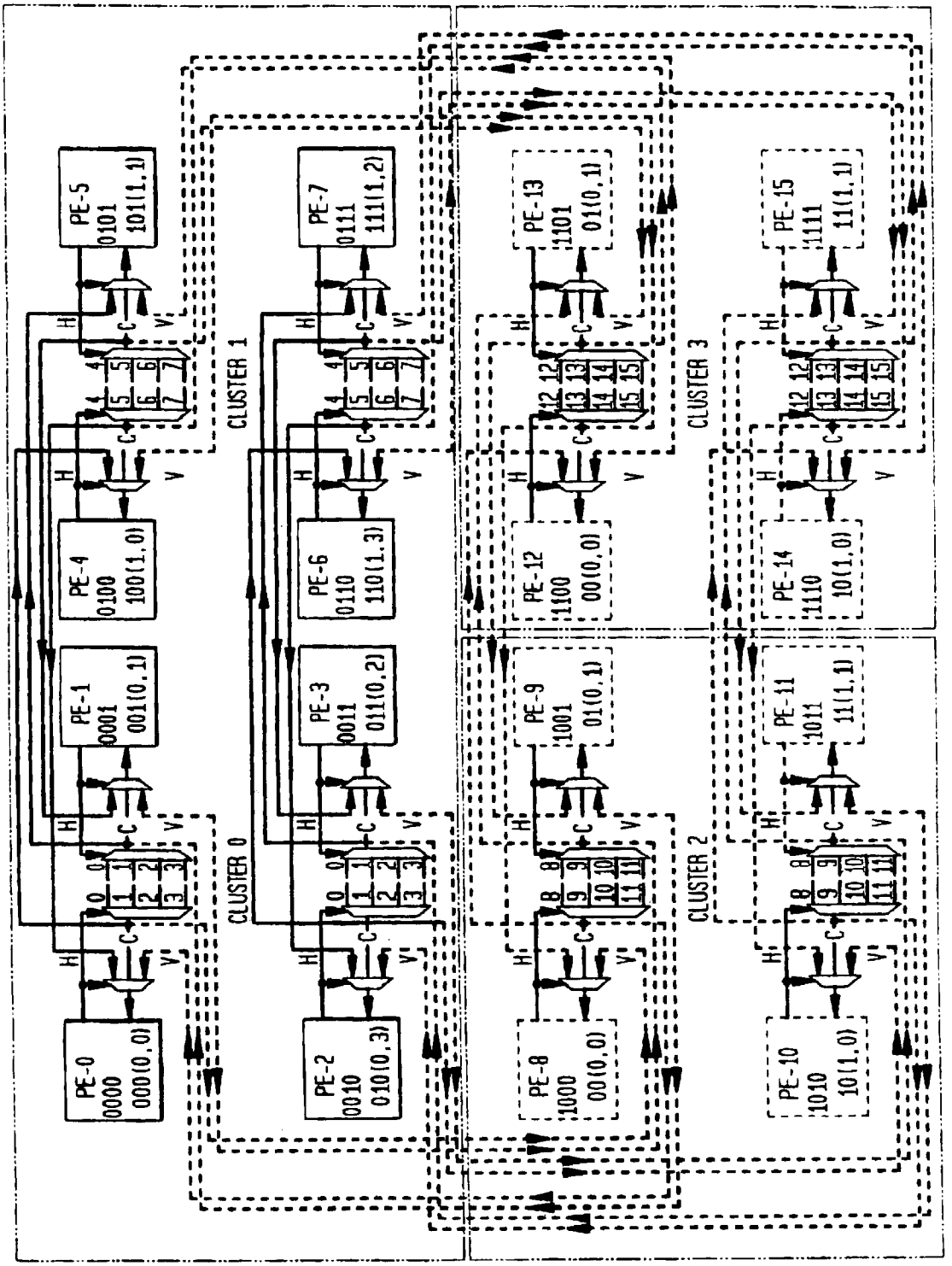

PE-0
0000
000(0,0)
PE-1
0001
001(0,1)
PE-4
0100
100(1,0)
PE-5
0101
101(1,1)
PE-2
0010
010(0,3)
PE-3
0011
011(0,2)
PE-6
0110
110(1,3)
PE-7
0111
111(1,2)
PE-8
1000
00(0,0)
PE-9
1001
01(0,1)
PE-12
1100
00(0,0)
PE-13
1101
01(0,1)
PE-10
1010
10(1,0)
PE-11
1011
11(1,1)
PE-14
1110
10(1,0)
PE-15
1111
11(1,1)
CLUSTER 0
CLUSTER 1
CLUSTER 2
CLUSTER 3

FIG. 13

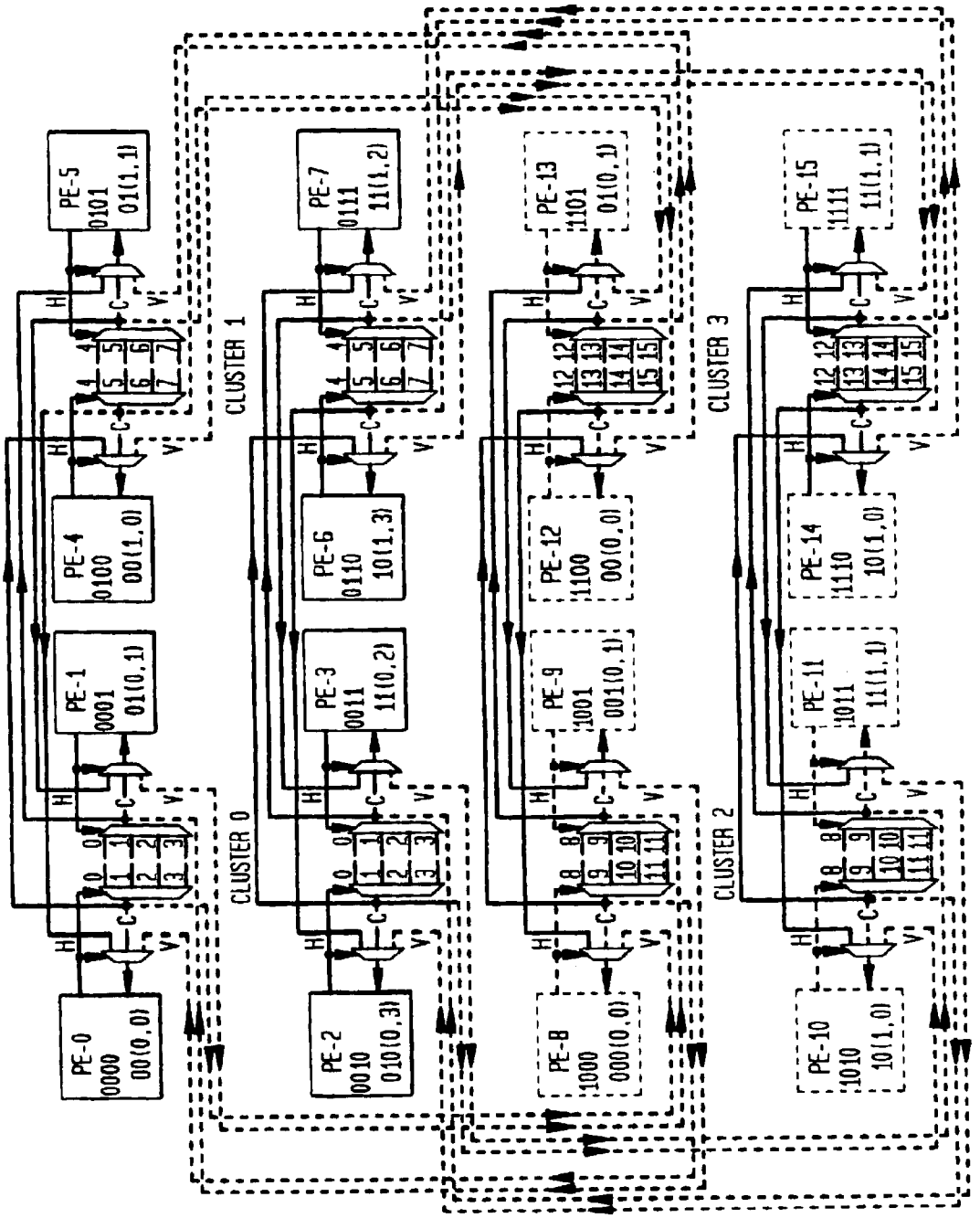

PE-0
0000
00(0,0)
PE-1
0001
01(0,1)
PE-4
0100
00(1,0)
PE-5
0101
01(1,1)
PE-2
0010
010(0,3)
PE-3
0011
11(0,2)
PE-6
0110
10(1,3)
PE-7
0111
11(1,2)
PE-8
1000
000(0,0)
PE-9
1001
001(0,1)
PE-12
1100
00(0,0)
PE-13
1101
01(0,1)
PE-10
1010
10(1,0)
PE-11
1011
11(1,1)
PE-14
1110
10(1,0)
PE-15
1111
11(1,1)
CLUSTER 0
CLUSTER 1
CLUSTER 2
CLUSTER 3

FIG. 14

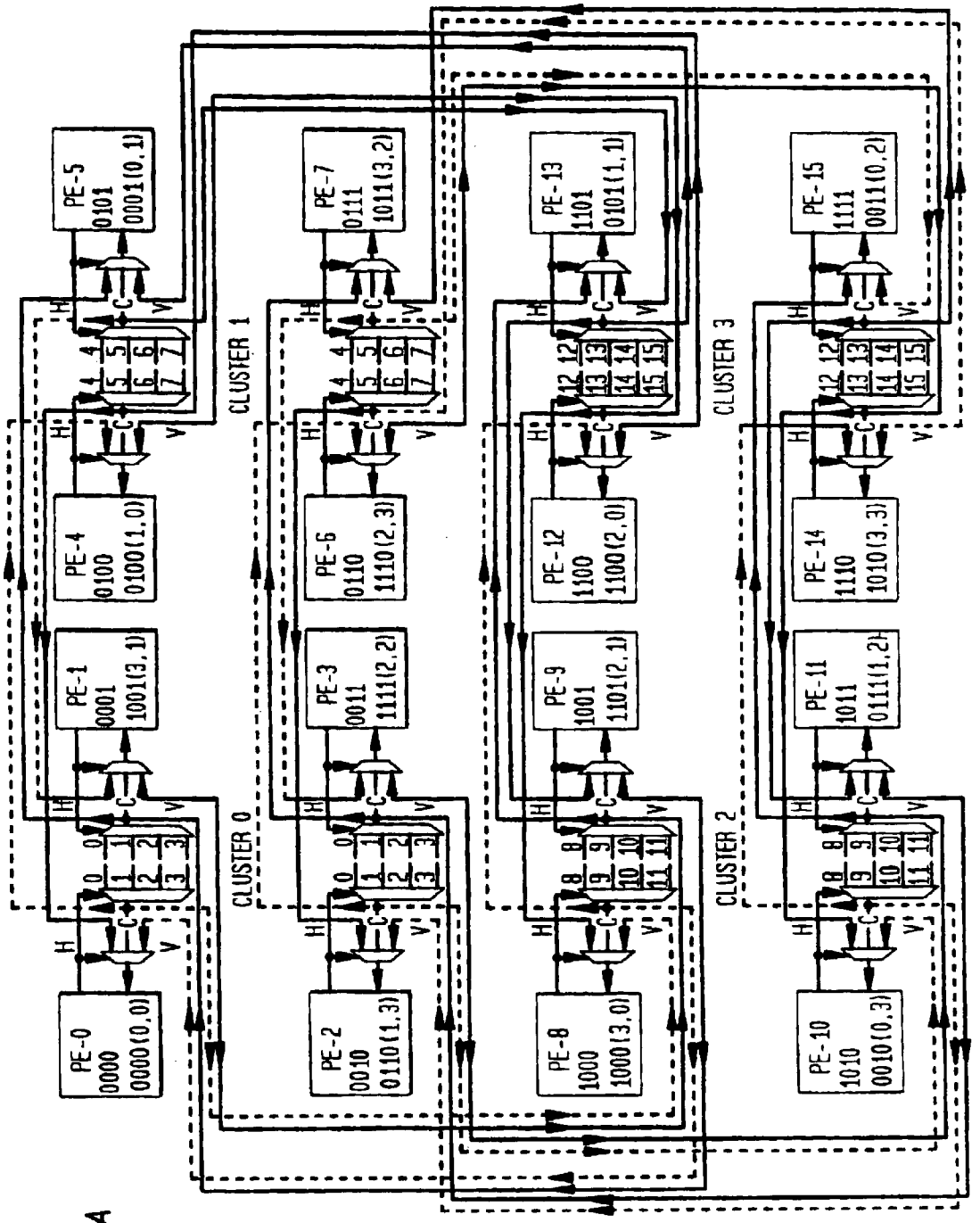
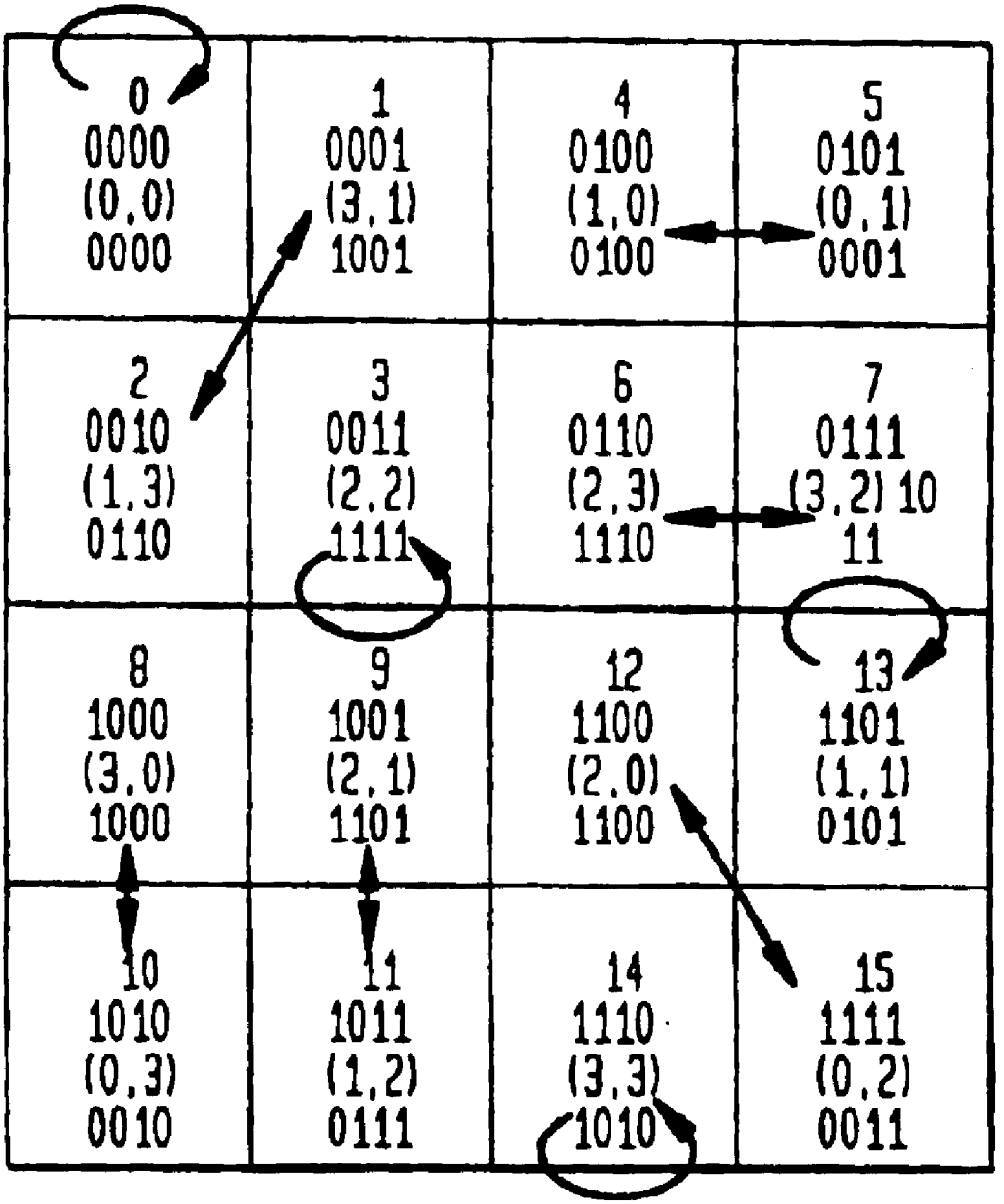

PE-0
0000
0000(0,0)
PE-1
0001
1001(3,1)
PE-4
0100
0100(1,0)
PE-5
0101
0001(0,1)
PE-2
0010
0110(1,3)
PE-3
0011
1111(2,2)
PE-6
0110
1110(2,3)
PE-7
0111
1011(3,2)
PE-8
1000
1000(3,0)
PE-9
1001
1101(2,1)
PE-12
1100
1100(2,0)
PE-13
1101
0101(1,1)
PE-10
1010
0010(0,3)
PE-11
1011
0111(1,2)
PE-14
1110
1010(3,3)
PE-15
1111
0011(0,2)
CLUSTER 0
CLUSTER 1
CLUSTER 2
CLUSTER 3

FIG. 15A

FIG. 16



COMOP: 00100000(4X4 TRANSPOSE)
Mux Ctrl Bits=0,0,E,F

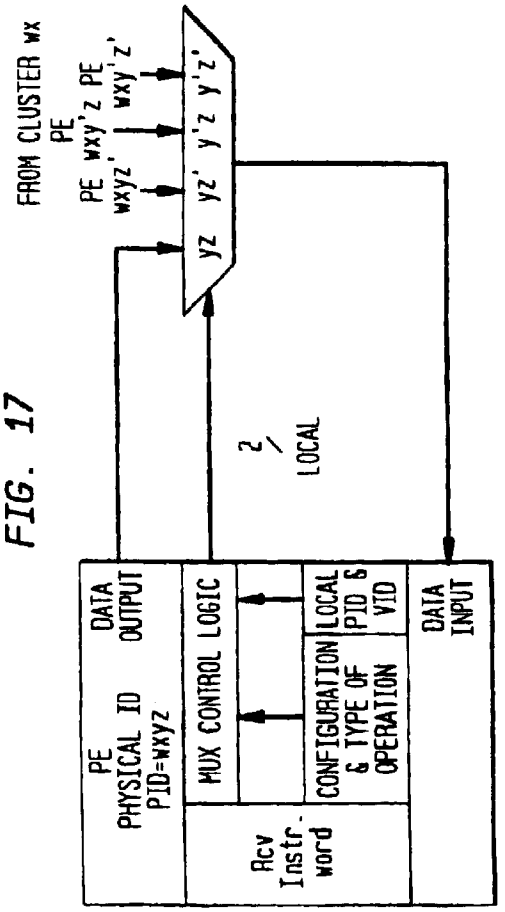

FROM CLUSTER wx
PE
PE wxy'z PE
wxyz' wxy'z'
yz yz' y'z y'z'
2
LOCAL
PE
PHYSICAL ID
PID=wxyz
DATA
OUTPUT
MUX CONTROL LOGIC
Rcv
Instr.
word
CONFIGURATION
& TYPE OF
OPERATION
LOCAL
PID &
VID
DATA
INPUT

FIG. 17

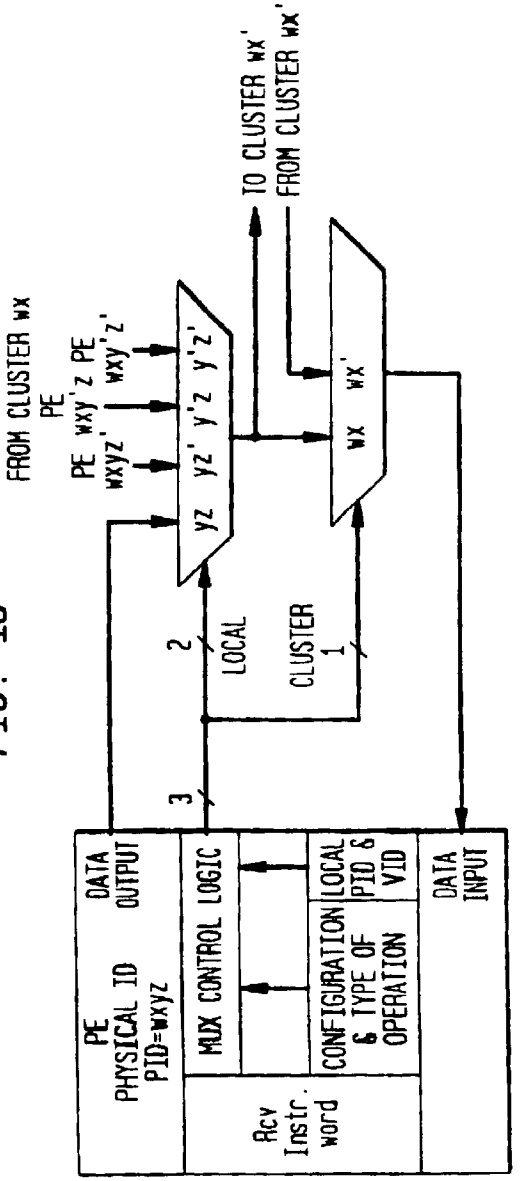

TO CLUSTER wx'
FROM CLUSTER wx'
FROM CLUSTER wx
PE
PE wxy'z PE
wxyz' wxy'z'
yz yz' y'z y'z'
wx wx'
2
LOCAL
CLUSTER
1
3
PE
PHYSICAL ID
PID=wxyz
DATA
OUTPUT
MUX CONTROL LOGIC
Rcv
Instr.
word
CONFIGURATION
& TYPE OF
OPERATION
LOCAL
PID &
VID
DATA
INPUT

FIG. 18

FIG. 19

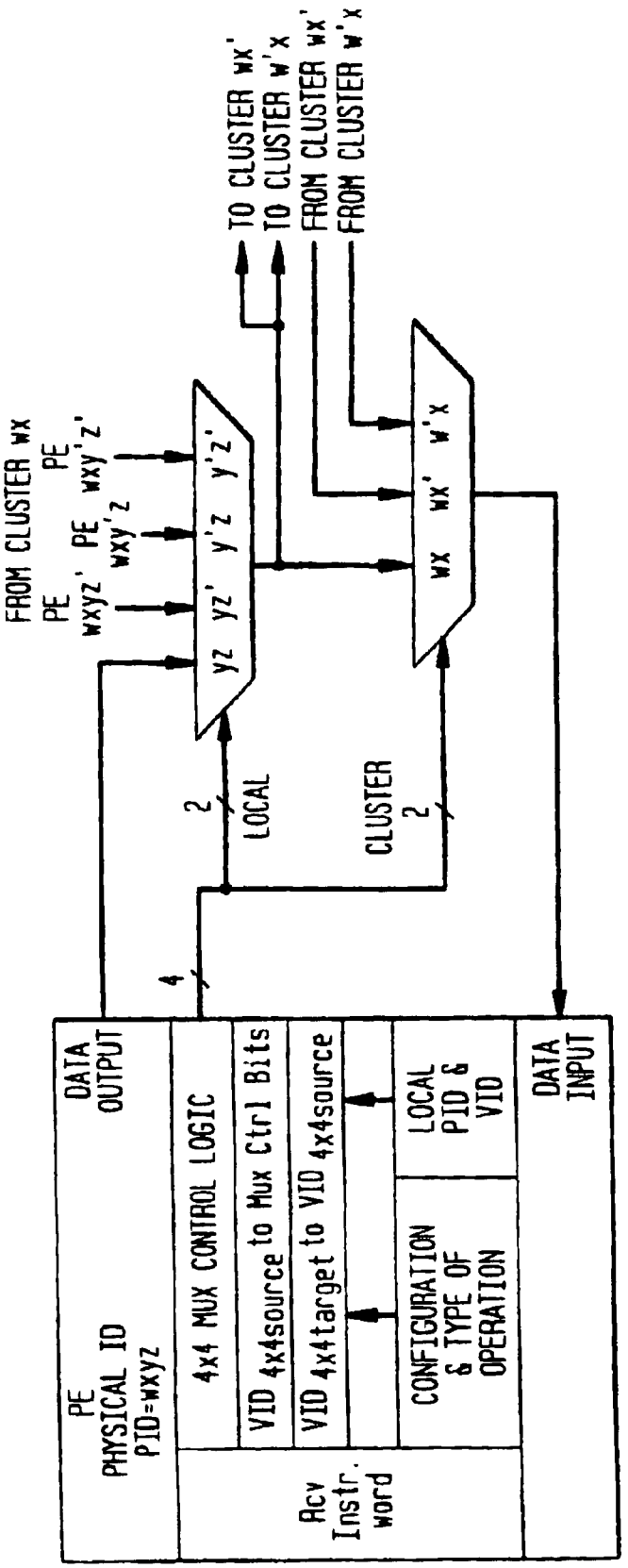
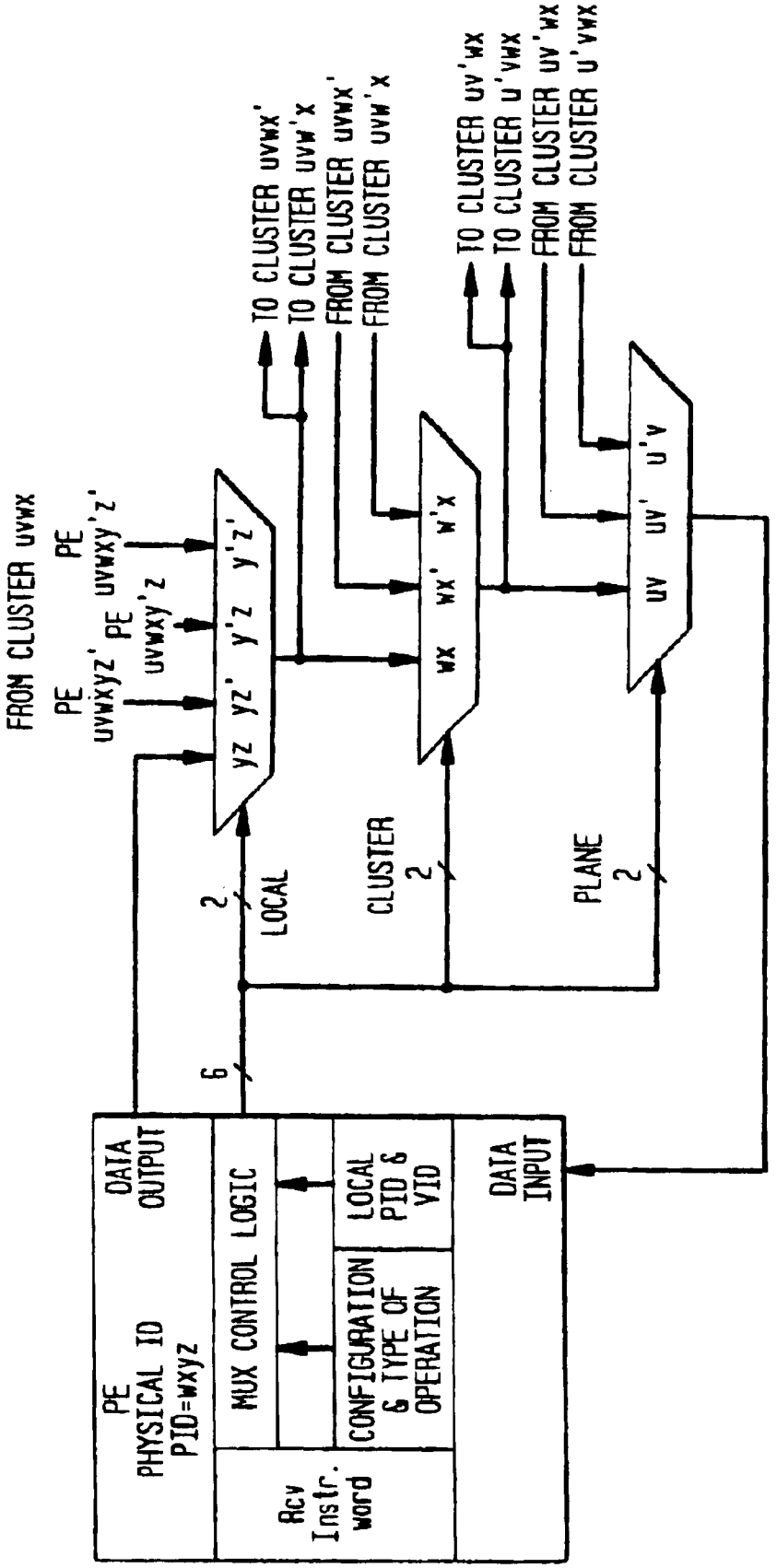

PE
PHYSICAL ID
PID=wxyz
DATA
OUTPUT
4x4 MUX CONTROL LOGIC
VID 4x4source to Mux Ctrl Bits
VID 4x4target to VID 4x4source
Rcv
Instr.
word
CONFIGURATION
& TYPE OF
OPERATION
LOCAL
PID &
VID
DATA
INPUT
4
2
LOCAL
CLUSTER
2
FROM CLUSTER wx
PE
wxyz'
PE
wxy'z
PE
wxy'z'
yz
yz'
y'z
y'z'
wx
wx'
w'x
TO CLUSTER wx'
TO CLUSTER w'x
FROM CLUSTER wx'
FROM CLUSTER w'x

FIG. 20


FROM CLUSTER uvwx
PE uvwxyz'
PE uvwxy'z
PE uvwxy'z'
yz yz' y'z y'z'
2
LOCAL
6
TO CLUSTER uvwx'
TO CLUSTER uvw'x
FROM CLUSTER uvwx'
FROM CLUSTER uvw'x
wx wx' w'x
CLUSTER 2
TO CLUSTER uv'wx
TO CLUSTER u'vwx
FROM CLUSTER uv'wx
FROM CLUSTER u'vwx
uv uv' u'v
PLANE 2
DATA OUTPUT
PE PHYSICAL ID PID=wxyz
MUX CONTROL LOGIC
LOCAL PID & VID
CONFIGURATION & TYPE OF OPERATION
Rcv Instr. word
DATA INPUT

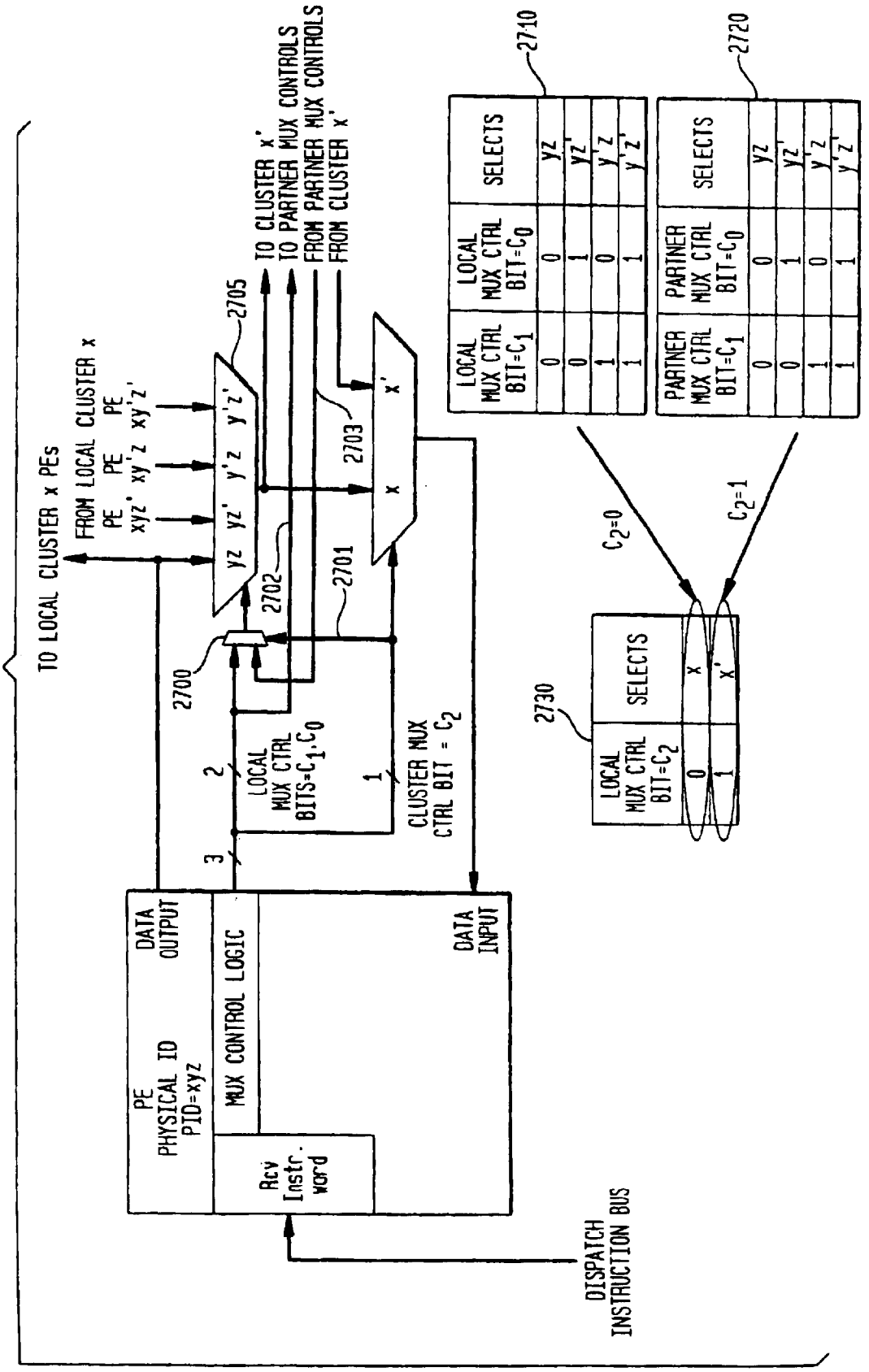

TO LOCAL CLUSTER x PEs
FROM LOCAL CLUSTER x
PE xyz'
PE xy'z
PE xy'z'
yz
yz'
y'z
y'z'
2705
2702
2701
2703
2700
TO CLUSTER x'
TO PARTNER MUX CONTROLS
FROM PARTNER MUX CONTROLS
FROM CLUSTER x'
x
x'
LOCAL MUX CTRL BITS=C1,C0
CLUSTER MUX CTRL BIT = C2
DATA OUTPUT
MUX CONTROL LOGIC
PE PHYSICAL ID PID=xyz
Rcv Instr. word
DATA INPUT
DISPATCH INSTRUCTION BUS
2710
LOCAL MUX CTRL BIT=C1
LOCAL MUX CTRL BIT=C0
SELECTS
2720
PARTNER MUX CTRL BIT=C1
PARTNER MUX CTRL BIT=C0
SELECTS
2730
LOCAL MUX CTRL BIT=C2
SELECTS
C2=0
C2=1

FIG. 21

FIG. 22A

ENCODING

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GROUP		S/P	UNIT		DSUopcode						Rt					Rx					SpRecvSS								CE3			

FIG. 22B

SYNTAX,OPERATION

INSTRUCTION	OPERANDS	OPERATION	ACF
SPRECV.PD.W	Rt, Rx, SpRecvSS	DO OPERATION BELOW BUT DO NOT AFFECT ACFs	NONE
SPRECV[CVNZ].PD.W	Rt, Rx, SpRecvSS	OUTPUT PORT ← PE Rx SP Rt ← PE0 INPUT PORT	F0
[TF].SPRECV.PD.W	Rt, Rx, SpRecvSS	DO OPERATION ONLY IF T/F CONDITION IS SATISFIED IN F0	NONE

ARITHMETIC FLAGS AFFECTED
N=MSB OF RESULT
Z=1 IF RESULT IS ZERO, 0 OTHERWISE
V=NOT AFFECTED
C=NOT AFFECTED
CYCLES:1

FIG. 22C

SPRECV OPERATIONS FOR A 2x2 CONFIGURATION:

Target PE →	0	
SpRecv Switch Settings	Src PE	Mux stgs
2x2_PE0	0	C,0
2x2_PE1	1	C,1
2x2_PE2	2	C,2
2x2_PE3	3	C,3

FIG. 22D

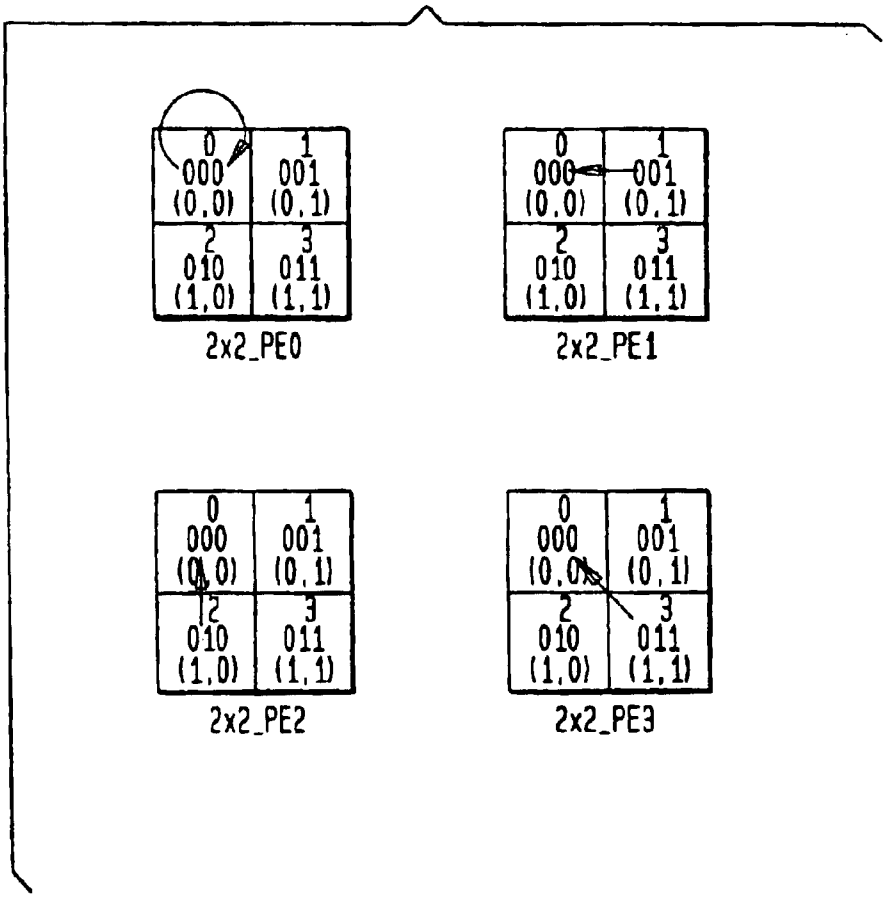


FIG. 22E

SPRECV OPERATIONS FOR A 2x4 CONFIGURED AS TWO 2x2s:

Target PE →	0	
SpRecv Switch Settings	Src PE	Mux stgs
2x2_PE0	0	C,0
2x2_PE1	1	C,1
2x2_PE2	2	C,2
2x2_PE3	3	C,3

FIG. 22F

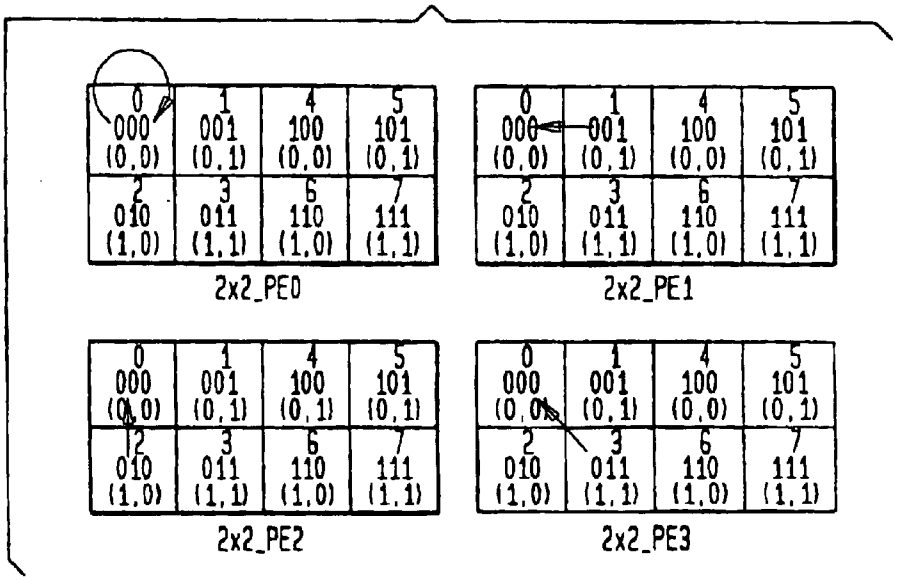


FIG. 22G

SPRECV OPERATIONS FOR A 2x4 CONFIGURATION:

Target PE □	0		4	
SpRecv Switch Settings	Src PE	Mux stgs	Src PE	Mux stgs
2x4_PE0	0	C,0	--	--
2x4_PE1	1	C,1	--	--
2x4_PE2	2	C,2	--	--
2x4_PE3	3	C,3	--	--
2x4_PE4	4	H,(0)	--	C,4
2x4 PE5	5	H,(1)	--	C,5
2x4_PE6	6	H,(2)	--	C,6
2x4_PE7	7	H,(3)	--	C,7
2x2_PE0	0	C,0	4	C,4
2x2_PE1	1	C,1	5	C,5
2x2_PE2	2	C,2	6	C,6
2x2_PE3	3	C,3	7	C,7

FIG. 22H

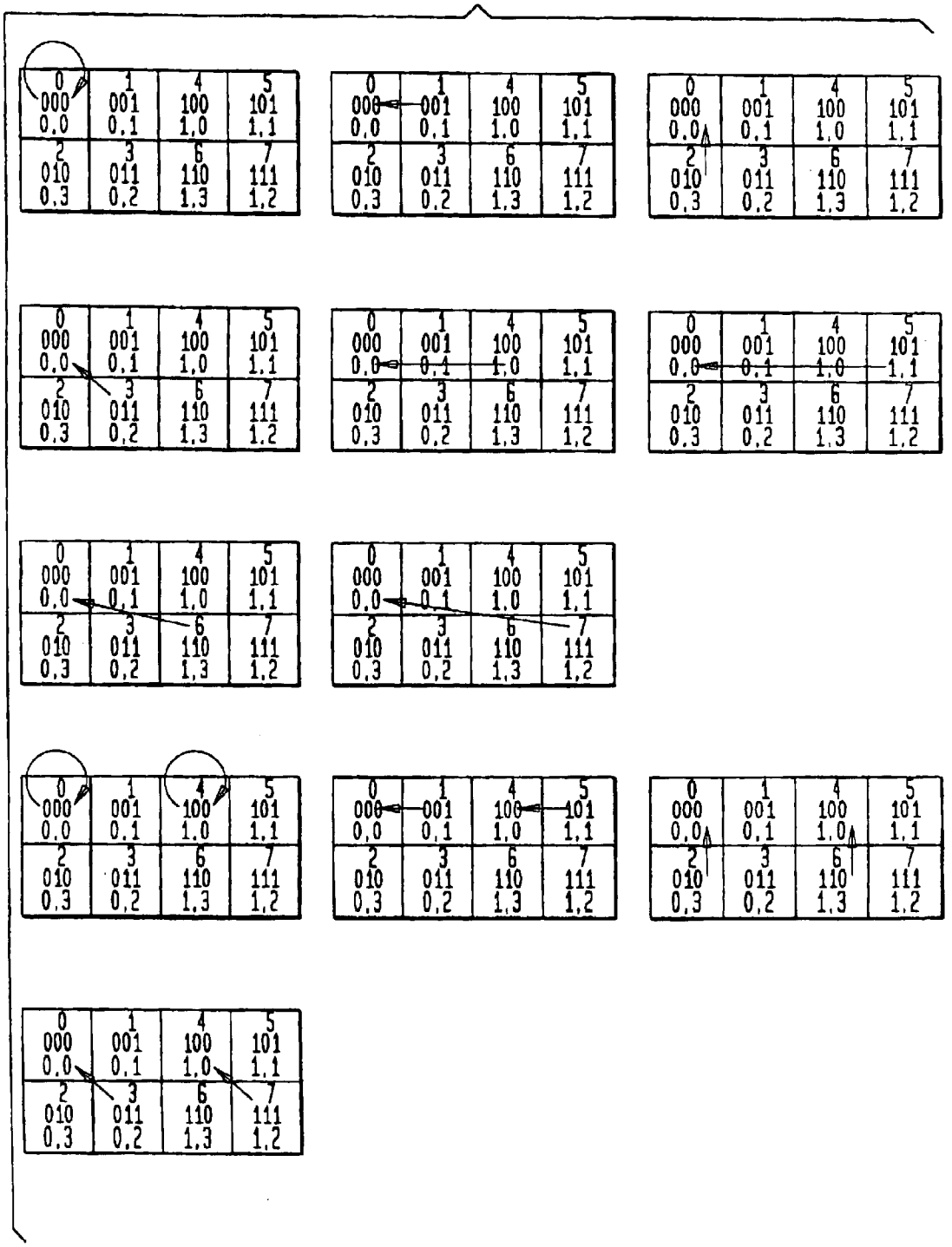


FIG. 23A

ENCODING

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
GROUP		S/P	UNIT		DSUopcode						Rt					Rx					SpSendSS								CE3			

FIG. 23B

SYNTAX,OPERATION

INSTRUCTION	OPERANDS	OPERATION	ACF
			2x2
SPSEND.PD.W	Rt, Rx, 2x2	DO OPERATION BELOW BUT DO NOT AFFECT ACFs	NONE
SPSEND[CVNZ].PD.W	Rt, Rx, 2x2	PE0 Rt←SP Rx PE1 Rt←SP Rx PE2 Rt←SP Rx PE3 Rt←SP Rx	F0
[TF].SPSEND.PD.W	Rt, Rx, 2x2	DO OPERATION ONLY IF T/F CONDITION IS SATISFIED IN F0	NONE
			2x4
SPSEND.PD.W	Rt, Rx, 2x4	DO OPERATION BELOW BUT DO NOT AFFECT ACFs	NONE
SPSEND[CVNZ].PD.W	Rt, Rx, 2x4	PE0 Rt←SP Rx PE1 Rt←SP Rx PE2 Rt←SP Rx PE3 Rt←SP Rx PE4 Rt←SP Rx PE5 Rt←SP Rx PE6 Rt←SP Rx PE7 Rt←SP Rx	F0
[TF].SPSEND.PD.W	Rt, Rx, 2x4	DO OPERATION ONLY IF T/F CONDITION IS SATISFIED IN F0	NONE
			4x4
SPSEND.PD.W	Rt, Rx, 4x4	DO OPERATION BELOW BUT DO NOT AFFECT ACFs	NONE
SPSEND[CVNZ].PD.W	Rt, Rx, 4x4	PE0 Rt←SP Rx PE1 Rt←SP Rx PE2 Rt←SP Rx PE3 Rt←SP Rx PE4 Rt←SP Rx PE5 Rt←SP Rx PE6 Rt←SP Rx PE7 Rt←SP Rx PE8 Rt←SP Rx PE9 Rt←SP Rx PE10 Rt←SP Rx PE11 Rt←SP Rx PE12 Rt←SP Rx PE13 Rt←SP Rx PE14 Rt←SP Rx PE15 Rt←SP Rx	F0
[TF].SPSEND.PD.W	Rt, Rx, 4x4	DO OPERATION ONLY IF T/F CONDITION IS SATISFIED IN F0	NONE

ARITHMETIC SCALAR FLAGS AFFECTED
N=MSB OF RESULT
Z=1 IF A ZERO RESULT IS GENERATED, 0 OTHERWISE
V=NOT AFFECTED
C=NOT AFFECTED
CYCLES:1

METHODS AND APPARATUS FOR MANARRAY PE-PE SWITCH CONTROL

This is a continuation of allowed application Ser. No. 09/649,647 filed on Aug. 29, 2000 now U.S. Pat. No. 6,366,997, which is incorporated by reference herein in its entirety, and which is in turn a continuation of Ser. No. 09/169,256 filed on Oct. 9, 1998, now U.S. Pat. No. 6,167,501.

This application claims the benefit of Provisional Application No. 60/088,148 filed Jun. 5, 1998.

FIELD OF INVENTION

The present invention relates generally to improvements to manifold array ("ManArray") processing, and more particularly to processing element (PE)-PE switch control to effect different communication patterns or to achieve various processing effects such as an array transpose, hypercomplement operation or the like.

BACKGROUND OF INVENTION

The ManArray processor or architecture consists generally of a topology of Processing Elements (PEs) and a controller Sequence Processor (SP) which dispatches instructions to the PEs, i.e. a single instruction stream, to effect parallel multiple data operations in the array of PEs. In addition, the ManArray is a scalable array that uses unique PE labels and scalable decoding and control logic to achieve a set of useful communication patterns, lower latency of communications, and lower switch and bus implementation costs than other approaches which support the same or similar set of communication patterns.

In more detail, the ManArray organization of PEs contains a cluster switch external to groups of PEs (PE Clusters) that is made up of a set of multiplexers which provide the North, South, East, West, hypercube, as well as non-traditional transpose and hypercomplement communications and other paths between different PEs. During program execution, it is desirable to control the multiplexer paths of the ManArray collectively referred to as the switching network or switch to achieve desirable processing effects such as an array transpose or hypercomplement. Since the ManArray organization supports virtual PE identities or labels, multiple organizations of PEs, such as torus and hypercube, and their associated connectivity patterns can be easily obtained. In addition, to support Synchronous MIMD operations, where PEs can independently execute different instructions in synchronism, the Receive Model for communications is used. The Receive Model specifies that the input data path to a PE is controlled by that PE, while the data output from a PE is made available to the network cluster switch or multiplexers. There is a distinct difference between the concept of sending data to a neighboring PE and the concept of receiving data from a neighboring PE. The difference is how the paths between the PEs are controlled and the operations that are possible without hazards occurring. The ManArray supports computational autonomy in its Processing Elements (PEs), as described in Provisional Application Serial No. 60/064,619 entitled Methods and Apparatus for Efficient Synchronous MIMD VLIW Communications. In the Receive Model, each PE controls the multiplexers that select the data paths from PEs within its own cluster of PEs and from orthogonal clusters of PEs. Since the PE controls the multiplexers associated with the path it selects to receive data from, there can be no communications hazard. Alternatively, in the Send Model, communications hazards can occur since multiple PEs can target the same PE for sending data to. With Synchronous MIMD VLIW communications, the PEs are programmed to cooperate in receiving and making data available. The ManArray Receive Model specifies the data each PE is to make available at the multiplexer inputs within its cluster of PEs. Cooperating PEs are a pair of PEs that have operations defined between them. In addition, multiple sets of cooperating PEs can have Receive Instructions in operation at the same time. The source PE of a cooperating pair makes the instruction-specified-data available, and the target PE of the pair provides the proper multiplexer control to receive the specified-data made available by the cooperating PE. For some PE to PE communications, a partner PE is required. A partner PE is an intermediary PE that provides the connecting link between two cooperating PEs located in two clusters of PEs.

SUMMARY OF THE INVENTION

One problem addressed by the present invention may be stated as follows. Given an array of Processing Elements (PEs), a set of connectivity patterns, and PE labelings associated with different organizations of PEs in the array, how do you logically control the communication operations between PEs with an efficient programming mechanism that minimizes the latency of communications and results in a simple control apparatus? The solution to this problem should desirably support single-cycle register-to-register communications, Synchronous Multiple Instruction Multiple Data stream (synchronous-MIMD) operations, PE broadcast, and classical Single Instruction Multiple Data stream (SIMD) communication patterns such as North, South, East, West, hypercube, as well as non-traditional transpose and hypercomplement communications among others.

The present invention provides novel solutions to this problem by using the ManArray methods and apparatus for PE—PE switch control as described further below. In addition, the present invention provides a variety of novel multiplexer control arrangements as also discussed in greater detail below.

Each ManArray PE is preferably defined as requiring only a single transmit/receive port independent of the implemented topology requirements. For example, the 4-neighborhood torus topology is typically implemented with each PE having four ports, one for each neighborhood direction, while the ManArray requires only a single port per PE. In the ManArray organization of PEs, when a communication operation is desired, the programmer encodes a communication instruction with the information necessary to specify the communication operation that is to occur. For example, the source and destination registers as well as the type of operation (register swap operations between pairs of PEs, transpose, Hypercomplement, etc.) are encoded in the communication instruction. This instruction is then dispatched by the SP controller to the PEs. In the PEs, the transformation of ManArray communication instruction encoding to cluster switch multiplexer controls is dependent upon the specific PE label, the type of communication model that is used, and the ManArray multiplexer switch design. By controlling the multiplexers that route the data, it is possible to effect different communication topologies. One of the novel capabilities with this control mechanism is the ability of PEs to broadcast to other PEs in the topology. The PE broadcast capability becomes feasible using the communication network of cluster switches/multiplexers without requiring any additional buses. In the ManArray, the PE

broadcast can suitably be a SIMD instruction since all PEs receive the same instruction and they all control their cluster switch multiplexers appropriately to select a single specified PE path for data to be received from.

Specifically, communication occurs between processing elements which are connected in a regular topology consisting of a hierarchy of clusters. A cluster consists of one or more processing elements (PEs) which have at least one bidirectional communication path. Multiple clusters may be grouped to form a cluster at the next level of the hierarchy. In the ManArray, the beginning cluster is a 2×2 array although larger and smaller number of PEs in a cluster are not precluded. The PEs are connected with cluster switch multiplexers.

These cluster switch multiplexers are controlled by an apparatus that transforms two inputs into the output multiplexer control bits. The first input is the set of encoded bits received from a communication instruction that describe the communication pattern desired. The second input is the identity of the PE. The problem is to determine how to advantageously control these multiplexers or switching network. Four transformation methods are discussed.

Register Mode Control Method

A register method in accordance with the present invention provides a simple hardware implementation for controlling the cluster switch multiplexers. In this transformation apparatus, the first input is the set of encoded bits received from a communication instruction that describes the communication pattern desired. The second identity-of-the-PE input is not used in the hardware, but is used by the programmer to create the bit patterns to be loaded into each PE. This approach requires one register bit per multiplexer (mux) control line per PE that is directly connected to the mux control. To change the switch, i.e. muxes, you simply write (load) to the register bits that are wired to the mux control. As an example, in a 2×2 ManArray, there are two bits of control per PE, and thus two bits of storage are required per PE to control each multiplexer. All 2×2 PE to PE cluster switches can be controlled with a total of 8 bits.

One advantage of this method is simplicity of implementation, but it incurs a number of disadvantages. The first disadvantage is the latency of setup required to achieve a particular communication path. This latency increases as the number of PEs increases. A second disadvantage is that the number of bits per register increases as the size of the array increases. A third disadvantage is that the programmer must treat the multiplexer control registers as state information which must be remembered and stored on context switching events. Further, the programmer must know all the multiplexer bit settings for each PE required to cause the desired communication patterns.

Register Table Method

To overcome the penalty for frequently changing the mux control registers, a register-table apparatus in accordance with the present invention may be used. The register-table method is similar to the register method except instead of having only one register per PE there is a set or table of registers. In this transformation apparatus, the first input is the set of encoded bits received from a communication instruction that describe the communication pattern desired. The second identity-of-the-PE input is not used in the hardware, but is used by the programmer to create the multiple bit patterns to be loaded into each PE's table of registers. This approach allows the programmer to set up the table less often, for example during program initialization, and maybe only once, with the frequently used communication paths and then select the desired mux settings during program execution. Assuming the register table is large enough to support a complete program then during that program execution, the register-table set up latency is avoided. The communication instruction contains a bit field that is used to select which entry in the table is to be used to set up the mux controls.

An advantage of this method is its simplicity of implementation, but relative to the register mode control method, it requires a hardware increase by a factor equal to the number of entries in the table plus some register selection logic. A disadvantage of the register table approach is that the number of bits per register increases as the size of the array increases. A second disadvantage is that the programmer must treat the set of multiplexer control registers as state information which must be remembered and stored on context switching events. Further the programmer must know all the multiplexer bit settings required by each PE to cause the desired communication patterns in order to load the registers.

ROM Table Method

To overcome the penalty for set up latency and communication pattern context storage the table entries may advantageously be stored in a Read Only Memory (ROM) at the manufacturing site. The ROM table apparatus also removes the requirement that the application programmer has to know the table entries for each PE. In this transformation apparatus, the first input is the set of encoded bits received from a communication instruction that describes the communication pattern desired. The second identity-of-the-PE input is not used in the hardware, but is used by the manufacturer to create the bit patterns to be stored in the ROMs in each PE.

One advantage for this method is its simplicity of implementation, and it represents one of the presently preferred methods to solve the initially stated problem. Disadvantages are that different ROMs are required in each PE, and embedded ROMs may cause physical design problems depending upon the implementation technology.

PE Identity Transformation Method

Since the ROM Table method requires a different ROM per PE and embedded ROMs may cause physical design problems depending upon the implementation technology, the PE Identity Translation Method has been developed to avoid these disadvantages. In this transformation apparatus, the first input is the set of encoded bits received from a communication instruction that describes the communication pattern desired. The second identity-of-the-PE input is also used in the logic. The transformation logic in each PE transforms a Target PE Identity, Physical Identity (PID) or Virtual Identity (VID), to a Source PE Physical Identity (PID source) that maps directly to the Cluster Switch Mux Control signals or bits. The virtual organization of PEs may be set up using mode control information. Though, it is noted that with a limited number of virtual organizations supported, the mode control information would not be needed. With virtual mode control information available (by either programming or by default) in the PEs, the communication operation specification can be of a higher or more generic level. For example, there may be only one transpose communication operation encoded in a communication instruction independent of the array size. The single transpose instruction would be defined to work across the supported virtual topologies based upon the virtual mode control information available in each PE. In the preferred embodiment, however, no virtual mode control information is required to be separately stored in each PE since a limited number of virtual organizations is presently planned and the

PE organization information is conveyed in the communication instructions as the first input to the PE Identity Transformation logic. For example, an instruction, PEXCHG 2×2_RING1F, dispatched to a 2×2 cluster in a 2×4 topology defines the operation as limited to the four PEs in the 2×2 sub cluster.

An advantage of this approach is that it is scalable and uses the same transformation logic implementation in each PE. Due to this consistency across all PEs it is presently considered to be the preferred choice for implementation.

These and other features, aspects, and advantages of the invention will be apparent to those skilled in the art from the following detailed description taken together with the accompanying drawings.

BRIEF DESCRIPTION OF DRAWINGS

FIGS. **1**A–**1**C are block diagrams of processing elements which may suitably be employed within PE arrays in accordance with the present invention;

FIG. **1**D illustrates a 2×2 PE receive multiplexer;

FIG. **2** illustrates the multiplexer structure for a 2×4 ManArray which contains 2×2 clusters;

FIG. **3** illustrates the multiplexer structure for a 4×4 ManArray which contains four 2×2 clusters;

FIG. **4** illustrates the extension of the ManArray cluster switch to a 4×4×4 topology of 16 2×2 clusters containing a total of 64 PEs;

FIG. **5** illustrates a register mode control for a 2×4 PE receive multiplexer;

FIG. **6** illustrates a register table method for the 2×4 PE receive multiplexer;

FIG. **7** illustrates a ROM table method for the 2×4 PE receive multiplexer;

FIG. **8**A illustrates a PEXCHG instruction that initiates a PE-to-PE communication operation;

FIGS. **8**B, **8**C and **8**D illustrate cluster switch diagrams;

FIG. **8**E illustrates PEXCHG syntax and operation on a per PE basis;

FIG. **9**A shows a PEXCHG key to a 2×2 operation table;

FIG. **9**B shows the PEXCGH 2×2 operation table,

FIG. **9**C illustrates aspects of 2×2 PEXCHG operations;

FIGS. **10**A, **10**B, **10**C and **10**D illustrate various aspects of 2×2 operation utilizing a 2×4 configured as two 2×2s;

FIGS. **11**A and **11**B illustrate aspects of operation of PEs configured as a 2×4 with one SP controlling the eight PEs;

FIGS. **11**C and **11**D illustrate aspects of 2×4 operations and PEXCH6 operations;

FIG. **12** illustrates a 4×4 configured as four independent 2×2s with one system processor (SP) active in each 2×2;

FIG. **13** illustrates a combination of a single 2×4 with clusters 0 and 1 combined, and a dual 2×2 with clusters 2 and 3 separately configured;

FIG. **14** illustrates a dual 2×4 organization of PEs;

FIG. **15** illustrates a 4×4 organization of PEs;

FIG. **16** illustrates a 4×4 transpose operation;

FIG. **17** illustrates a 2×2 PE receive multiplexer;

FIG. **18** illustrates 2×4 PE receive multiplexers;

FIG. **19** illustrates 4×4 PE receive multiplexers;

FIG. **20** illustrates 4×4×4 PE receive multiplexers;

FIG. **21** shows an extension to the Cluster Mux Controls that allows an adjacent cluster's partner PE to control the selection of any PE in the local PE's cluster;

FIGS. **22**A and **22**B illustrate an SPRECV instruction and aspects of syntax/operation utilizing that instruction;

FIGS. **22**C and **22**D illustrate aspects of SPRECV operations for a 2×2 configuration or array;

FIGS. **22**E and **22**F illustrate SPRECV operations in a 2×4 configured as two 2×2s;

FIGS. **22**G and **22**H illustrate aspects of SPRECV operations for a 2×4 configuration; and

FIGS. **23**A and **23**B illustrate aspects of the register broadcast (SPSEND) instruction and operation therewith.

DETAILED DESCRIPTION

Further details of a presently preferred ManArray architecture are found in U.S. patent application Ser. Nos. 08/885,310 and 08/949,122 filed Jun. 30, 1997, now U.S. Pat. No. 6,023,753, and Oct. 10, 1997, now U.S. Pat. No. 6,167,502, respectively, Provisional Application Serial No. 60/064,619 entitled Methods and Apparatus for Efficient Synchronous MIMD VLIW Communications" filed Nov. 7, 1997, Provisional Application Serial No. 60/067,511 entitled "Method and Apparatus for Dynamically Modifying Instructions in a Very Long Instruction Word Processor" filed Dec. 4, 1997, Provisional Application Serial No. 60/068,021 entitled "Methods and Apparatus for Scalable Instruction Set Architecture" filed Dec. 18, 1997, Provisional Application Serial No. 60/071,248 entitled "Methods and Apparatus to Dynamically Expand the Instruction Pipeline of a Very Long Instruction Word Processor" filed Jan. 12, 1998, and Provisional Application Serial No. 60/072,915 entitled "Methods and Apparatus to Support Conditional Execution in a VLIW-Based Array Processor with Subword Execution" filed Jan. 28, 1998, all of which are assigned to the assignee of the present invention and incorporated herein by reference in their entirety.

Suitable PEs for use in arrays operating in conjunction with the present invention are shown in FIGS. **1**A–**1**C and described below. The PEs may be single microprocessor chips of the Single Instruction-stream Single Data-stream (SISD) type. Though not limited to the following description, a basic PE will be described to demonstrate the concepts involved. FIG. **1**A shows the basic structure of a PE 40 illustrating one suitable embodiment which may be utilized for each PE in an array. For simplicity of illustration, interface logic and buffers are not shown. An instruction bus **31** is connected to receive dispatched instructions from a SIMD controller **29**, a data bus **32** is connected to receive data from memory **33** or another data source external to the PE 40. A register file storage medium **34** provides source operand data to execution units **36**. An instruction decoder/controller **38** is connected to receive instructions through the instruction bus **31** and to provide control signals via a bus **21** to registers within the register file **34**. The registers of the file **34** provide their contents via path **22** as operands to the execution units **36**. The execution units **36** receive control signals **23** from the instruction decoder/controller **38** and provide results via path **24** to the register file **34**. The instruction decoder/controller **38** also provides cluster switch enable signals on an output line **39** labeled Switch Enable.

A virtual PE storage unit **42** is connected to the instruction decoder/controller **38** through respective store **43** and retrieve **45** lines. The virtual PE number may be programmed by the controller **29** via instructions received at the decoder/controller **38**, which transmits the new virtual PE number to the storage unit **42**. The virtual PE number may be used by the controller **29** to dynamically control the

position of each PE within a topology, within the limits imposed by the connection network. If the controller and array supports one or a small number of virtual topologies, then the virtual PE number can be fixed in the PEs.

A configuration controller **44** is connected through respective store **47** and retrieve **49** lines to the instruction decoder/controller **38**. The configuration controller **44** provides configuration information, such as the current configuration and provides the control information to cluster switches. These switches control the connection of PEs to other PEs within the array. The decoder/controller **38** combines the current configuration from the configuration controller **44**, the virtual PE address from the virtual PE storage unit **42**, and communication operation information, such as "communicate between transpose PEs" conveyed by instructions from the controller **29** and communicates this information to the cluster switches. The decoder/controller **38** includes switch control logic which employs this information to determine the proper settings for cluster switches, and transmits this information through the switch enable interface **39**. It will be recognized that a variety of mechanisms may be employed to complement the switch control logic. The switch control logic, a cluster switch instruction decoder/controller, and a configuration controller could be incorporated in the cluster switches, outside the bounds of the PE. It is possible to separate these functions since the new PE node is defined as independent of the topology connections. In the presently preferred embodiment, the total logic and overall functionality are improved by not separating the control functions, even though the control functions are independent.

Scalable Cluster Switches

In general, a ManArray cluster switch in accordance with the present invention is made up of a set of multiplexers as shown in FIGS. **1**D, **2**, **3**, and **4**. FIG. **1**D illustrates a 2×2 receive multiplexer **100**. In FIG. **1**D, a PE 4 is connected to a multiplexer **20** in a 2×2 arrangement. PE 4 has a single data output **12** and a single data input **14**, both of which are preferably of a standard bus width size 8, 16, 32, or 64 bits, though any size bus is feasible. The data output **12** is typically sourced from an internal register located in a register file as specified by an instruction. The data input **14** is typically loaded into an internal register located in a register file as specified by an instruction. In addition, PE 4 includes a multiplexer control output **16** that controls the selection of an input bus at multiplexer **20**. The Local Mux Ctrl Bits C_1,C_0 are defined in a table **15** showing the C_1,C_0 values and the data path that is selected through multiplexer **20**. The data path, for example the path for PE yz', represents the data output **12** from PE yz'. The PE is generically labeled with a binary Physical ID=yz (PID) where, for a 2×2 cluster yz indicates the label of the PE within the cluster. In general for larger organizations of PEs, the PID is defined as follows:

Plane ID	Cluster ID	Local ID
uv	wx	yz

This PID definition guarantees a distinct physical identity for every PE up to multiple planes of clusters. In FIG. **1**D, the PE-yz Data Output goes to the multiplexer **20** and the data outputs **12** from the other PEs in the local cluster also go to multiplexer **20**. The PE-yz data output **12** also goes to the other PEs in the cluster. This is indicated by the FROM Local Cluster groupings of PE data paths where the apostrophe (') indicates that the binary value is complemented. The output of multiplexer **20** goes directly to the PE data input **14**. This multiplexer configuration is repeated for each PE in the 2×2 cluster, as shown in FIG. **8**D. Consequently, when data is made available by a PE during the execution of a communication instruction, the data becomes present at one input of each of the four multiplexers **20** that make up the 2×2 cluster. Each PEs' control **16** selects which input on its associated cluster switch mux **20** is to be enabled to pass that input data through the mux to be received into each PE.

FIG. **2** illustrates a multiplexer structure **200** for a 2×4 ManArray which contains two 2×2 clusters. The 2×4 structure requires the addition of another level of multiplexer **130** to be added for each PE 6. With two 2×2 clusters in a 2×4 arrangement, there is one data output interface **132** and one data input interface **134** per cluster switch multiplexer between the multiplexers in the two clusters, a shown in FIG. **12**A. The number of control lines grows from 2 lines to 3 lines **18** where 2 control bits (Local Mux Ctrl Bits C_1,C_0) go to multiplexer **20** for selection of a local cluster PE path and 1 control bit (Cluster Mux Ctrl Bit C_2) goes to the multiplexer **130** for selection of a local cluster PE path or the second cluster path. The Mux Ctrl Bit values and the data paths selected are shown in the accompanying tables **115** and **115**' in FIG. **2**.

FIG. **3** illustrates a multiplexer structure **300** for a 4×4 ManArray which contains four 2×2 clusters. This 4×4 arrangement requires the same number of levels of multiplexing as was used in the 2×4, but the second level of multiplexing provided by multiplexer **140** adds a second input path. With four 2×2 clusters in a 4×4 arrangement, there is a common single data output interface **142** per cluster switch multiplexer that goes to two orthogonal clusters wx' and w'x. There are two data input interfaces **144** and **146** per cluster switch multiplexer that receives incoming data from the orthogonal clusters' multiplexers. The paths between the cluster switch multiplexers are shown in FIG. **21**. The number of control lines grows from 3 lines to 4 lines **22** where 2 control bits (Local Mux Ctrl Bits C_1,C_0) go to multiplexer **20** for selection of a local cluster PE path and 2 control bits (Cluster Mux Ctrl Bits C_3C_2) go to multiplexer **140** for selection of either a local cluster PE path or one of the two orthogonal cluster paths. The Mux Ctrl Bit values and the data paths selected are shown in the accompanying tables **315** and **315**' in FIG. **3**.

FIG. **4** illustrates the extension of the ManArray cluster switch to a 4×4×4 topology **400** of 16 2×2 clusters containing a total of 64 PEs. Another level of multiplexing **150** is required for this arrangement. For this organization, there is a common single data output interface **152** per cluster switch multiplexer that goes to two orthogonal clusters uvwx' and uvw'x. There are two data input interfaces **154** and **156** per cluster switch multiplexer that receives incoming data from the orthogonal clusters' multiplexers. There is a common single data output interface **158** per cluster switch multiplexer that goes to two orthogonal planes uv'wx and u'vwx. In addition, there are two data input interfaces **160** and **162** per cluster switch multiplexer that receives incoming data from the orthogonal planes. The number of control lines grows from 4 lines to 6 lines **24** where 2 control bits (Local Mux Ctrl Bits C_1,C_0) go to multiplexer **20** for selection of a local cluster PE path, 2 control bits (Cluster Mux Ctrl Bits C_3C_2) go to multiplexer **140** for selection of a local cluster PE path or one of the orthogonal cluster paths, and 2 control bits (Plane Mux Ctrl Bits C_5C_4) go to multiplexer **150** for selection of the input path from the local plane or one of the orthogonal planes. The Mux Ctrl Bit values and the data paths selected are shown in the accompanying tables **415**, **415**' and **415**" in FIG. **4**.

Scalable Cluster Switch Control Logic

The input-to-output transformation from a received Dispatched Communication Instruction (one of the inputs) to the Cluster Switch multiplexer control bits (the output) is described next. Four transformation methods and apparatus are described. In these transformation methods, a Receive Instruction refers to the communications instructions known as a PE Exchange Instruction (PEXCHG), a SP Receive Instruction (SPRECV), or a SP Send Broadcast Instruction (SPSEND) which will preferably be included in the ManArray Instruction Set Architecture.

The first transformation method, the Register Control Method, requires multiple cycles for any communication operations that change the state of the cluster switch controls from a previous setting. The apparatus used requires a multiplexer control state to be loaded first and, then, whenever a Receive Instruction is dispatched, the actual transference of data occurs. A register mode control arrangement **500** is depicted in FIG. **5** for a 2×4 system where a Mux Load Instruction **501** is used to load up to four PEs at a time with their Cluster Switch Multiplexer control bits. The Mux Load Instruction **501** consists of an opcode portion and a 16-bit immediate data field that consists of the 4-bit Cluster specification and four PEs' 3-bit mux control state bits. The controller SP dispatches the Mux Load Instruction to all PEs, each of which uses the Cluster field to compare with the local PE's PID. If there is a match **510**, the specific 3-bit field associated with the local PE is selected via multiplexer **520** and loaded into a 3-bit Mux Control Register **530**. The Mux 3-bit Settings 12-bit field in the Mux Load Instruction **501** is segmented into four 3-bit sub-fields associating the Least Significant bits of the 12-bit field for the first PE-k in the cluster. Each of the cluster PEs, PE k+1, k+2, and k+3 is associated with one of the other sub-fields, with k+3 being in the Most Significant 3-bit sub-field of the 12-bit Settings field. The Mux Load Instruction **501** provides Mux Control information for a single cluster of four PEs. In larger topologies made up of multiple clusters, the Mux Load Instruction would be issued once for each cluster. After the Mux Control Registers are loaded in all PEs, the Receive Instruction **540** can be dispatched to cause the required communication to occur. The Receive Instruction needs only specify the source and target register in the Register Control method. The source register is made available at the Mux **20** inputs and the data from the output of Mux **130** is loaded into the target register. This approach requires C-cycles of setup latency for a C cluster system anytime a communication operation is required where the Cluster Switch Mux controls have to be changed in each cluster.

To avoid this setup latency and have, in the preferred embodiment, a dynamic cycle-by-cycle multiplexer control, a different control mechanism is implemented. It is noted that in a SIMD mode of operation, where a single Receive Instruction is dispatched to all PEs, there is a one (Receive Instruction) to many (PE dependent control bits) mapping required to generate the multiplexer controls and, in addition, the data must be transferred between the PEs all in a single cycle. The approach depicted in FIG. **5** is not capable of single cycle control and data transfer independent of the topology of PEs. To be able to control the cluster switch multiplexers on a cycle-by-cycle basis requires that the Receive Instruction contain sufficient information that can be combined with the PE identity if necessary, to control the multiplexers and specify both the source and target registers. Three methods and apparatus are discussed below for implementing this single cycle cluster switch control method.

The first method to be discussed uses the apparatus **600** shown in FIG. **6** for use with a 2×4 Register Table Method, where Mux control logic **610** includes multiple registers **620**, of the type of register **530** that is shown in FIG. **5**. The Mux Load Instruction **630** is expanded to include Log_2N bits in the instruction format to specify which of the N 3-bit Mux Control Registers **620** is to be loaded by the instruction. For the 2×4, the total number of bits required to be stored is N*3 per PE. For a 4×4, the number of control bits grows to 4-bits instead of 3 with a consequent increase in overall storage requirements. In a single cycle, four PEs in a 2×2 cluster can each have one of N registers loaded. As in the Register Mode Control Method of FIG. **5**, the appropriate 3-bit sub-field of the Mux 3-bit Settings field is selected dependent upon the PEs PID. To load all N registers in each of the C clusters requires C*N set up cycles. Once the Mux Control registers have been loaded, the Receive Instruction **640** can easily select which Mux Control Register is to specify the Cluster Switch Mux controls on a cycle-by-cycle basis by using a Table Select field in the Receive Instruction. The table select field specifies which Mux Control register to use for the cycle the Receive Instruction executes in. Assuming all Cluster Switch control possibilities required by an application are covered by the N loaded registers **620**, the registers will not need to be loaded again making their setup a one time latency. Even though this is the case, the values stored the Mux Control Registers **620** represent context specific information that a programmer must specify, save on context switches, and keep track of the contents. In addition, the values stored must be different in each PE since the control of the cluster switches is dependent upon the PEs position in the topology.

Given these restrictions, an alternate method is described which does not require this state information to be saved, remembered, and calculated by the application programmer. FIG. **7** shows one example of this alternate mechanism, an apparatus **700** for a ROM Table Method for a 2×4 PE receive multiplexer. In this approach, the contents of the Mux Control Registers are precalculated at the manufacturing site and stored in a read only memory (ROM) **710**. Each addressable ROM location corresponds to the register values that could have been stored in the Register Table Method of FIG. **6**. In the ROM Table method, all latency associated with loading the Registers is removed. No Mux Load instruction is required. The Receive Instruction **720** is of the same type used in the Register Table Method, with the Table Select field providing the address for the ROM Read Port. There are a number of reasons why the ROM Table approach may not be appropriate for a given implementation. For example, the ROM may cause additional process steps and may cause wiring difficulties depending upon the manufacturing process. In addition, different ROMs are required in each PE. This may or may not be significant.

A third approach avoids these potential problems and allows a single logic function to be used in all PEs. The underlying principle in this presently preferred embodiment is that of transforming the PE's Physical ID (PID) or Virtual ID (VID) into the cluster switch multiplexer control bits to create, for example, the communication patterns shown in FIG. **9**C. The PE to PE Receive Instructions of the preferred embodiment are described first. The preferred embodiment of the instruction that initiates the PE-to-PE communication operation (PEXCHG) is shown in FIG. **8**A. This instruction contains multiple fields of bits within a 32-bit instruction format to specify the operation. The source Rx and target Rt registers are specified in bits **20-11** while the Communication Operation (PeXchgSS also notated as COMOP) is

specified in bits **10-3**. The PeXchgSS bits specify the operation and configuration type that the operation can cause data movement within. For example, the syntax defines 2×2PeXchgSS, 2×4PeXchgSS, and 4×4PeXchgSS operation types. The specific operations are defined in the 2×2 Operation table of FIG. **9**B and the 2×4 Operation table of FIG. **11**B. The key to interpreting the Operation tables is shown in FIG. **9**A for 2×2 operation and in FIG. **10**A for 2×4 operation. Further, configuration operations are graphically shown in FIGS. **9**C, **11**C and **11**D, respectively, where the data paths between PEs are shown and the Mux Ctrl Bits logic equation is shown. The encoding for the PeXchgSS bits is also shown in the Figures for completeness though alternative implementations may vary the encoding shown. FIGS. **8**B, **8**C and **8**D define the labels used to identify the PEs.

As illustrated in FIGS. **8**B through **8**D, for example, a PE's target register receives data from its input port. The PE's source register is made available on its output port. The PE's input and output ports are connected to a cluster switch. The cluster switch is made up of multiplexers (muxes) each of which are controlled by individual PEs. The cluster switch mux control settings are specified by the PEXCHG Operations Tables. Each PE's mux control, in conjunction with its partner's mux control, determines how the specified source data is routed to the PE's input port.

Each PE also contains a 4-bit hardware Physical ID (PID) stored in a Special Purpose PID register. The 2×2 uses two bits of the PID, the 2×4 uses three bits and the 4×4, as well as the 4×4×4, use all four bits of the PID. The PID of a PE is unique and never changes.

Further, each PE can take an identity associated with a virtual organization of PEs. This virtual ID (VID) consists of a Gray encoded row and column value. For the allowed virtual organization of PEs, the last 2 digits of the VID match the last 2 digits of the PID on a 2×2 as shown in FIG. **10**B, and the VID and PID are the same on a 2×4 as shown in FIG. **11**A. The 4×4 VID is stored in a Special Purpose VID register as a set of 2-bit fields.

FIG. **8**C shows a 2×2 cluster that is part of a 2×4 ManArray with two levels of muxes per PE. For example, in FIG. **10**A, muxes **901** and **902** are associated with PE-0. As shown in FIGS. **8**B–**8**D, the specific labels within the PEs are defined. For the 2×2 and 2×4 configurations the 2×2 VID and 2×4 VID are the same as their appropriate counterparts in the PID for each PE. This is shown in FIGS. **8**B and **8**C, and can also be seen in FIGS. **10**B and **11**A. For the allowed 4×4 virtual organization of PEs, the 4×4 VIDs are different, in general, from the PEs PID. Intercluster connectivity is shown in FIGS. **11**A, **12**, **13**, **14** and **15**. The H label on the first level muxes such as **401** in FIG. **10**A represents the data path between clusters. FIG. **8**E describes the syntax and operation on a per PE basis.

It is noted that the PEXCHG Self instruction, illustrated for example in FIG. **9**B (**904**) and FIG. **9**C (**905**), can also be used as a level of diagnostic test for verifying the first level of cluster switches. It is also noted that encoding the configuration and operation type information in the PEXCHG instruction in conjunction with the local PID and/or VID, allows PE specific control of the multiplexers which are required for synchronous MIMD operations. Other operations, such as the PE broadcast operations (FIG. **1**D) are also easily encoded in a similar manner to the traditional communication directions.

We continue now with the description of the PE Identity Transformation apparatus of the preferred embodiment. In FIG. **8**B, 2×2, and FIG. **11**A, 2×4, each PE has only a single PE identity/label, namely its PID, since the Virtual IDs match the PID as indicated for the 2×2 sub clusters of FIG. **10**A and the 2×4 array of FIG. **11**A. For the 2×2 and 2×4 arrays, the PE's PID is transformed to the Mux control bits in each PE. Looking at the table **15** in FIG. **1**D, if you map the PEs' PID to the Local Mux Ctrl bits such that C_0=z and C_1=y, then if $PE_{PID}=PE_{yz}$ is to receive data from $PE_{y'z}$, PE_{yz}=s Local Mux Ctrl bits must set equal to $C_1'C_0$=y'z. For example, for PE yz=00 to receive from PE y'z=10 requires the Local Mux Ctrl bits to be equal to 10. In general, for up to a 4×4 ManArray as shown in FIG. **15**, PE_{PID}=PE wxyz represents the PE yz in cluster wx where wxyz is the binary representation of the PE address. For example, in FIG. **15**: PE 6 (wxyz=0110) is located in cluster 1 (wx=01) and PE 2 (wxyz=0010) (yz=10) is in cluster 0 (wx=00). The PE label to mux control of a transformation operation is represented by a simple logical operation in each PE. This transformation in the PE that is to receive the data (target PE) takes as an input this local PE's PID (target PE's PID) and communication operation specification, and transforms the input to the source PE's PID which matches the Mux Controls for the local PE (target PE). Larger topologies follow the same basic principle, but require a different level of control since communication occurs between clusters. In FIG. **2** for the 2×4, the second mux **130** provides a selectable communication path within the cluster and between the clusters. When a between-cluster path is selected, then mux **20** provides the source PE data path to its Partner PE's cluster switch mux **130** in the attached cluster. The equations governing this transformation are shown underneath the illustrations in FIGS. **9**, **10**D, **11**C and **11**D and labeled as Mux Ctrl Bits=C_2, C_1, C_0 as a function of the local PEs PID (A,B,C). The first Mux Ctrl Bit position C_2 is the Cluster Mux Control bit. For example, in FIG. **9**C, a 2×2SWP0 communication pattern is obtained by having each PE complement bit C_0=C. A 2×2SWP1 communication pattern is obtained by having each PE complement-bit C_1=B. A 2×2SWP2 communication pattern is obtained by having each PE complement both bits C_1=B and C_0=C. The complement operation is indicated by a bar over the capitalized letter, ⊕ indicates exclusive-OR and concatenation (BC) indicates AND.

Since it is desirable to allow multiple organizations of PEs, with many of the PEs requiring a different label, i.e. a different identity, depending upon the organization, this simple transformation is not in general sufficient. Specifically, a method and apparatus is desired that allows a given implementation, e.g. a 2×4, a 4×4, or a 4×4×4, to support communication patterns that are associated with different organizations of PEs within the given topology. Different organizations of PEs require, in general, a virtual identification for the PEs, i.e. different PE labels that depend upon the configuration a programmer desires. This requirement would seem to dictate the need for a mode control register to specify the organization of PEs that is desired. For example, four 2×2s, or two 2×4s, or a single 4×4 as three modes could be specified for a topology of 16 PEs. This mode information could then be used in conjunction with the PID and Receive Instruction to specify the control bits required per multiplexer in each of the topologies specified. Alternatively, and as part of our preferred embodiment, no mode control register is required since the configuration information is encoded in the Receive instruction. By encoding the configuration information in the Receive instruction, the PE topology can, in essence, be changed on an instruction-by-instruction cycle-by-cycle basis with no mode control set up latency ever needed.

In order to support multiple virtual organizations of PEs within the same ManArray physical organization, it is required that the PE label be treated as a variable that can be specified in some manner by a programmer. If the number of organizations of PEs that are supported is a small number, then the PE label can be explicitly stored in a separate register as input to the control mechanism. For FIGS. **8**B and **11**A, the 2×2 and 2×4 VIDs are the same as their counterpart bits in the local PE's PID. For the 4×4 case, even though only one Virtual organization of 16 PEs is planned other virtual organizations are feasible and it is noted that the VIDs≠PIDs in general. It is noted from the previous discussions that the type of communication operation for a specified configuration can be dynamically conveyed in the Receive instruction itself. For the 4×4, the combining of this Receive information with the VID in each PE creates the multiplexer controls. It is important to note that the programmer could view the organization of PEs not necessarily as their physical IDs (PIDs) or Virtual IDs would place them, but rather in their logical configuration with additional data path connectivity. Logical configurations are the classical torus, mesh, or hypercube visualizations. Specifically, PEs are known or identified by their labels and in any organization of PEs, for example a 4×4, each operational PE must be uniquely identified. Each PE's Physical ID label provides a necessary unique identification. This unique placement may not match the needs of torus, hypercube, or other typical topologies. In the ManArray with its rich interconnection network, the PEs can be placed within the physical ManArray organization in positions different than the physical ID placement would seem to indicate and still maintain many virtual organizations' logical communication paths. The new placement or placements are accomplished by using a Virtual ID label. The PEs in the virtual organization, i.e. Virtual PEs, obtain new PE-to-PE data paths that are not normally there in a placement where the logical organization matches more closely the physical organization. Consequently, the virtual configuration is important to the programmer because the virtual configuration is chosen to minimize the PE-to-PE communication latency when executing an algorithm. Based upon a specific algorithm or application, the programmer chooses a virtual configuration of PEs and then programs the data distribution pattern given this virtual configuration. Based upon the virtual configuration, the communication operations can then be specified as needed by the algorithm. The programmer can still view the topology in a logical organization with the added benefits of the new PE-to-PE data paths. In FIG. **15**, the virtual PE labels are indicated for a 4×4 array as a linear ring {PE-0, 1, . . . , 15} (top row labels in PEs), or as a torus PE-row, column {PE-(0,0), (0,1), . . . , (3,3)} (bottom row labels in parenthesis), or as a hypercube PE-$d_3d_2d_1d_0$ {0000, 0001, . . . , 1111} (bottom row labels in PEs). As indicated in FIGS. **8**B–**8**D, the hypercube labels are Gray coded versions of the torus row and column labels. The PIDs are also shown in the middle row labels in the PEs in FIG. **15**. In addition, the virtual labels for the allowed sub-topologies of four 2×2s, two 2×2s and one 2×4, and two 2×4s are shown in FIGS. **12**, **13** and **14**, respectively. In general, it can be stated that there is a Virtual Identity or VID for each PE representing the PEs position in any virtual topology allowed by an implementation, that is invoked by the information conveyed in the Receive Instruction. In the same manner as the 2×2 and 2×4 configurations' PID-to-Multiplexer-control-bits transformation, the VID can be transformed into the multiplexer control bits. It can be further stated that this transformation can be logically viewed as a two step process where in the first step, the Target PE's VID is transformed into the Source PE's VID. In the second step, the Source VID is transformed into the Multiplexer Control bits. In the second step, the physical receive-data-path selected is the path to the source physical PE which is also referenced by its Source VID. This is shown, by way of example, using the 4×4 topology as shown in FIG. **15** for the 4×4 transpose operation shown in FIG. **16**. The transform operation on the 4×4 given the virtual placement of PEs shown in FIG. **15** is described below. The first step is to transform the target PE's VID to the Source PE's VID. For example, in a 4×4 transpose operation as illustrated in FIG. **16**, PE-9 (PID=1001 and VID=(2,1)=1101) and PE-11 (PID=1011 and VID=(1,2)=0111) should exchange data as part of the 4×4 transpose operation. Using the Key for PERECV Operations Tables shown in FIG. **10**A, it is noted in box **903** that for a 4×4 the $PID_{4\times4}$=ABCD and the $VID_{4\times4}$=EFGH. By way of extension, the Mux Ctrl $Bits_{4\times4}$=H/C/V (a 2 bit field), Local Cluster PE (a 2 bit field). For a 4×4 Transform, the permutation operation P that is used on each of the PEs' VIDs is $P(EFGH_{target\ PE\ VID})=GHEF_{source\ PE\ VID}$. Therefore, in the first step for PE-9 its VID=1101 is transformed to the Source PE it is to receive data from as Source PE's VID=0111. In PE-11, its VID=0111 is transformed to the Source PE it is to receive data from as Source PE's VID=1101. It is noted that this is the correct path in the virtual organization that needs to be specified for PE-9 (2,1) to communicate with PE-11(1,2) for the 4×4 transpose operation. It is also noted that the transformed Source VIDs do not match the Physical IDs of either PE-9 or 11. Therefore, a second step is required in which the transformed Source PEs' VIDs are further transformed to the Multiplexer Control Bits. For the example with PE-9 and 11, the second step is that PE-9 takes the 0111 and transforms it to C11 and PE-11 takes the 1101 and transforms it to C01. The C indicates the path selected is between the PEs in Cluster 2 and the last 2 bits select the Mux Ctrl Bits for the proper PEs. The 4×4 transpose communication paths using this method are shown in FIG. **16** and the MuxCtrl Bits equation is equal to (0,0,E,F).

FIGS. **17** through **20** show the PE and the Mux Control logic internal to the PEs for controlling the Cluster Switch Receive Multiplexers. The Mux Control Logic of FIG. **17** implements the Mux Ctrl Bits equations shown in FIG. **9**C for the 2×2 Communication instructions. FIGS. **11**C and **11**D contain the Mux Ctrl Bit equations for the 2×4 Communication instructions. The same type of apparatus is used in the 4×4 and 4×4×4 of FIGS. **19** and **20** respectively. The Mux Control Logic receives as an input the Configuration and Type of Operation provided from the Receive Instruction and also takes the PE's PID and/or VID as an input to generate the Mux Control Bits.

FIG. **21** shows an extension to the Cluster Switch Mux Controls that allows an adjacent cluster's partner PE to control the selection of any PE in the local PE's cluster. This control is accomplished through the addition of a multiplexer **2700** that selects the Local Mux Ctrl Bits **2702** or the Partner's Mux Ctrl Bits **2703** and by adding the Local Mux Ctrl Bits C_1C_0 **2702** and **2703** to the interface between Clusters PE's. The effect this connection has is shown in the tables **2710**, **2720**, and **2730**. When the Cluster Mux Ctrl Bit C_2 is 0 (Line **2701**=0), then table **2710** governs the control of Cluster Switch Mux **2705**. When The Cluster Mux Ctrl Bit C_2 is 1 (line **2701**=1), then table **2720** governs the control of Cluster Switch Mux **2705**. With 2×2 Clusters there are 16 lines added between the clusters to allow the partner PEs control of the data paths within their attached clusters.

In summary, any direct communication path, allowed by the interconnection network, from one PE to another can be described as a mapping from the target PE address (PID or VID) to the source PE address and where such mapping is described as a permutation on the target PE address. The target PE address (PID or VID) is permuted to generate the cluster switch multiplexer controls that create the desired data path between the two PEs.

A PE's target register receives data from its input port. The PE's source register is made available on its output port. The PE's input and output ports are connected to a cluster switch. The cluster switch is made up of multiplexers (muxes) each of which are controlled by individual PEs. The Cluster Switch Mux control settings are specified by the PEXCHG Operations Tables. Each PE's mux control, in conjunction with its partner's mux control, determines how the specified source data is routed to the PE's input port.

As shown in FIGS. **22**A and **22**B the SP, being a dynamically merged SP/PEO combination, the SP's target register receives data from the PEO's input port. The source register in each PE is made available on each PE's output port. The switch setting generates controls for the PE's muxes as specified by the RECV tables of **22**C, **22**E and **22**G for **2**×**2** and **2**×**4**, respectively. In SIMD operation, the switch setting routes data from the specified PE's output port to the PEO's input port which has been taken over by the SP, effectively receiving the specified PE's source register into the SP's target register. FIGS. **22**D, **22**F and **22**H illustrate the SPRECV operation on a 2×2, 2×2 subcluster of a 2×4 and a 2×4, respectively. See also the table key in FIG. **10**A. At the end of execute, all PE's source register Rx (including PE0), as specified in the tables, remain on their output port, though in some implementations this may not be necessary.

Each PE also contains a 4-bit hardware Physical ID (PID) stored in a Special Purpose PID register. The 2×2 uses two bits of the PID, the 2×4 uses three bits and the 4×4 uses all four bits of the PID. The PID of a PE is unique and never changes.

Each PE can take an identity associated with a virtual organization of PEs. This virtual ID (VID) consists of a Gray encoded Row and Column value. For the allowed virtual organization of PEs, as shown in FIG. **10**B, for example, the last 2 digits of the VID match the last 2 digits of the PID on a subcluster 2×2, and the VID and PID are the same on a 2×4 as shown in FIG. **11**A. The 4×4 VID is stored in a Special Purpose VID register as a set of 2-bit fields.

FIGS. **23**A and **23**B illustrate details of the register broadcast (SPSEND) instruction and operation therewith. The target register of each PE controlled by an SP, receives the SP source register. No output port is made available except for SP/PEO, which makes available the SP's register Rx.

While the present invention has been described in a variety of presently preferred aspects, it will be recognized that the principles of the present invention may be extended to a variety of contexts consistent with the present teachings and the claims which follow.

We claim:

1. A processing machine comprising:

a plurality of processing elements (PEs), each of said PEs identified by an identification number, each identification number being unique among the plurality of PEs, each of said PEs including a data input port, a data output port and switch control logic providing control outputs; and

a switch controlled by the control outputs, and connected to the data input ports, the data output ports and the control outputs, said switch for selectably connecting at least one of the data output ports to at least one of the data input ports based on the control outputs;

each PE's switch control logic controlling said switch utilizing the control outputs based on a logical combination of each PE's own identification number and a communication instruction received by said PEs.

2. The processing machine of claim **1** further comprising a sequence processor (SP) for dispatching the communication instruction.

3. The processing machine of claim **1** further comprising a sequence processor (SP) for controlling distribution of the communication instruction.

4. The processing machine of claim **1** further comprising a sequence processor (SP) for controlling the dispatch of the communication instruction.

5. The processing machine of claim **1** wherein the switch comprises at least one multiplexer.

6. The processing machine of claim **1** wherein each PE includes a plurality of source registers, and wherein each PE is further operable to transmit on each PB's data output port the contents of one of said plurality of source registers.

7. The processing machine of claim **6** wherein the communication instruction specifies the one of said plurality of source registers.

8. The processing machine of claim **1** wherein the plurality of PEs are arranged in a virtual topology.

9. The processing machine of claim **8** wherein each identification number is a virtual identification number which specifies each PE's position in the virtual topology.

10. The processing machine of claim **1** wherein the plurality of PEs are arranged in a physical topology.

11. The processing machine of claim **10** wherein each identification number is a physical identification number which specifies each PE's position in the physical topology.

12. A processing machine comprising:

an array of processing elements (PEs) for receiving a communication instruction, each of said PEs identified by an identification number and comprising switch control logic providing control outputs, each identification number being unique among the array of PEs; and

a switch for communicatively connecting said PEs, said switch configurable in a plurality of communication topologies;

each PE's switch control logic configuring a portion of the switch in one of said plurality of communication topologies based on a logical combination of each PEs own identification number and the communication instruction.

13. The processing machine of claim **12** further comprising a sequence processor for controlling the dispatching of the communication instruction.

14. The processing machine of claim **12** wherein the switch includes a multiplexer for each PE.

15. The processing machine of claim **12** wherein the communication instruction includes a field defining a communication operation to be performed by the PEs.

16. The processing machine of claim **12** wherein the identification numbers are physical identification numbers and the communication topologies are based on the physical identification numbers.

17. The processing machine of claim **12** wherein the identification numbers are virtual identification numbers and the communication topologies are based on the virtual identification numbers.

18. A method of operating a processing machine having a plurality of processing elements (PEs), each of said PEs identified by an identification number, each identification number being unique among the plurality of PEs, the processing machine further including a switch for communicatively connecting said PEs, each PE including control outputs connected to the switch, the method comprising the steps of:

receiving a communication instruction by said PEs; and

configuring said switch by said PEs, each PE configuring the switch with control outputs based on a logical combination of its own identification number and the communication instruction.

19. The method of claim **18** wherein each PE further includes an output port, and an input port, the method further comprising the steps of:

transmitting data on the output port to said switch by each PE; and

receiving data on the input port from said switch by each PE.

20. The method of claim **19** wherein the step of configuring said switch further comprises the step of:

transmitting control values on the control outputs of each PE.

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