



SMU

School of Engineering



Advanced Computer Architecture

CSE 8383

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Session 21



Contents

- Message Passing Systems (Chapters 5 & 7)
- Communication Patterns
- Client/Server Systems
- Clusters



Message Passing Mechanisms

■ Message Format

- Message → arbitrary number of fixed length packets
- Packet → basic unit containing destination address. Sequence number is needed
- A packet can further be divided into flits (flow control digits)
- Routing and sequence occupy header flit