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**17/sci01/027**

**Torus**

**▪ Mesh is not symmetric on edges: performance very sensitive to placement of task on edge vs. middle**

**▪ Torus avoids this problem**

**+ Higher path diversity (& bisection bandwidth) than mesh - Higher cost**

**- Harder to lay out on-chip**

**- Unequal link lengths**

**Hypercube**

**▪ Latency: O(logN) ▪ Radix: O(logN)**

**▪ #links: O(NlogN) + Low latency**

**- Hard to lay out in 2D/3D**

**▪ Used in some early message**

**1101 1111 1100**

**passing machines, e.g.: - Intel iPSC**

**- nCube**

**0100**