## The Avalanche Myrinet Simulation Package

— User Manual for V2.0 —\*

Chen-Chi Kuo, John B. Carter

{chenchi, retrac}@cs.utah.edu
WWW: http://www.cs.utah.edu/projects/avalanche

UUCS-96-010

Department of Computer Science University of Utah, Salt Lake City, UT 84112

September 24, 1996

## Abstract

This is a user manual for Version 2.0 of the Myrinet simulation package. Users of the V2.0 package can specify arbitrary network topologies composed of Myrinet switches with different number of ports. For example, 4-port and 32-port switches can be used in a single system. Because the V2.0 model supports arbitrary topologies, simple X-then-Y source routing is no longer sufficient to model the required routing. Thus, users of the V2.0 package must specify the routing table themselves. In addition, to track improvements to the circuit technologies used in the Myrinet switches, the clock rate, latency and bandwidth have been parameterized. Users can change the parameters in order to meet their simulation needs. In the manual, the example-driven method is used to explain how to build your own Myrinet switch systems.

<sup>\*</sup>This work was supported by the Space and Naval Warfare Systems Command (SPAWAR) and Advanced Research Projects Agency (ARPA), Communication and Memory Architectures for Scalable Parallel Computing, ARPA order #B990 under SPAWAR contract #N00039-95-C-0018