

Nov 9th

Note Title

09-11-2011

Study:

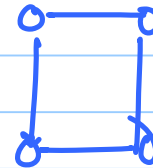
1) Bisection Bandwidth

2) Hypercubes.

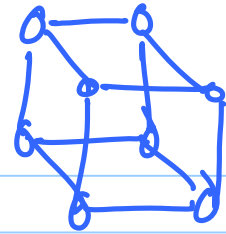
Order 1



Order 2

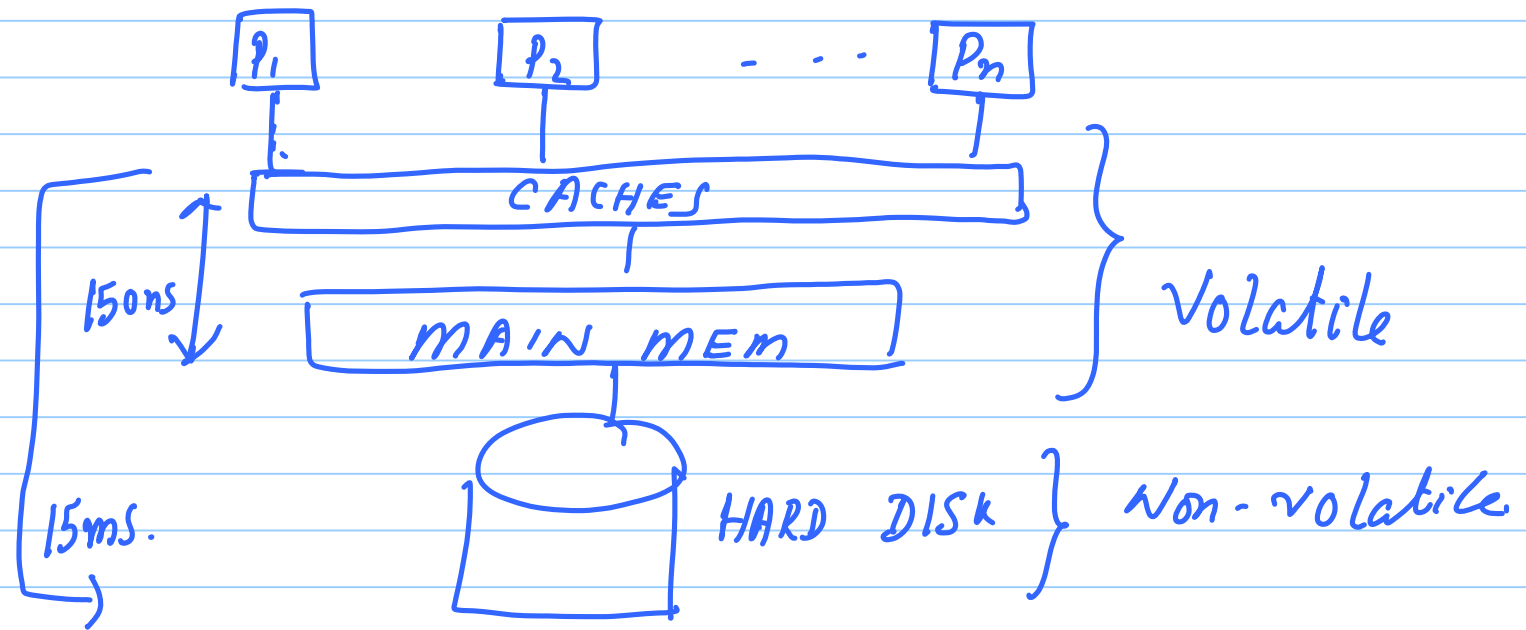


Order 3

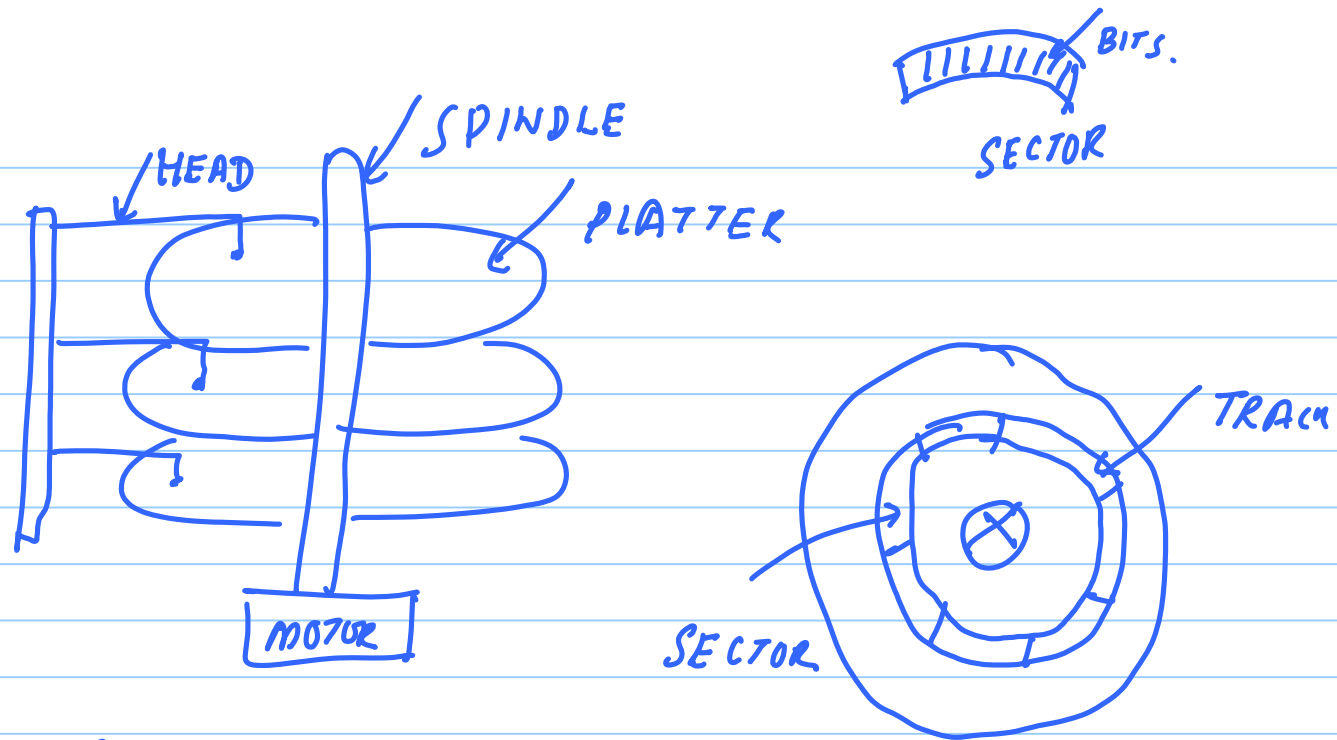


Replicate & connect corresponding vertices.

Storage



HARD Disk

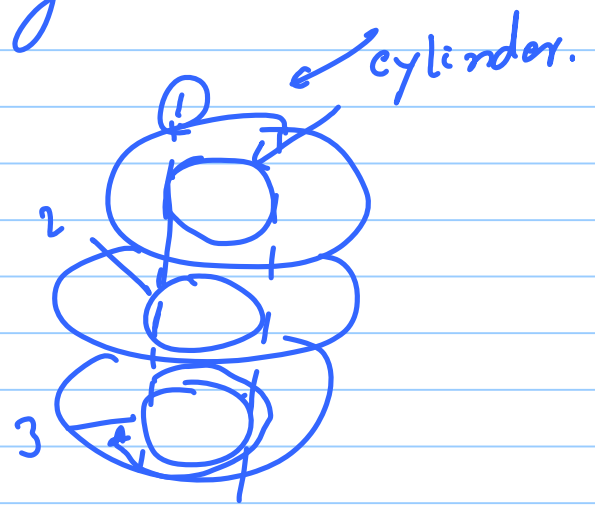


HARD DISK ACCESS TIME

↳ Seek Time + Rotational Latency
(track) (sector)

+ Data Transfer
(Bytes)

Organization



One Platter.
Serpentine Fashion



① Reorder
accesses to
minimize head
movements.

② Logical to
Physical
Block
Mapping.