

# Breaking the Valiant Load Balancing Barrier for Oblivious Reconfigurable Networks

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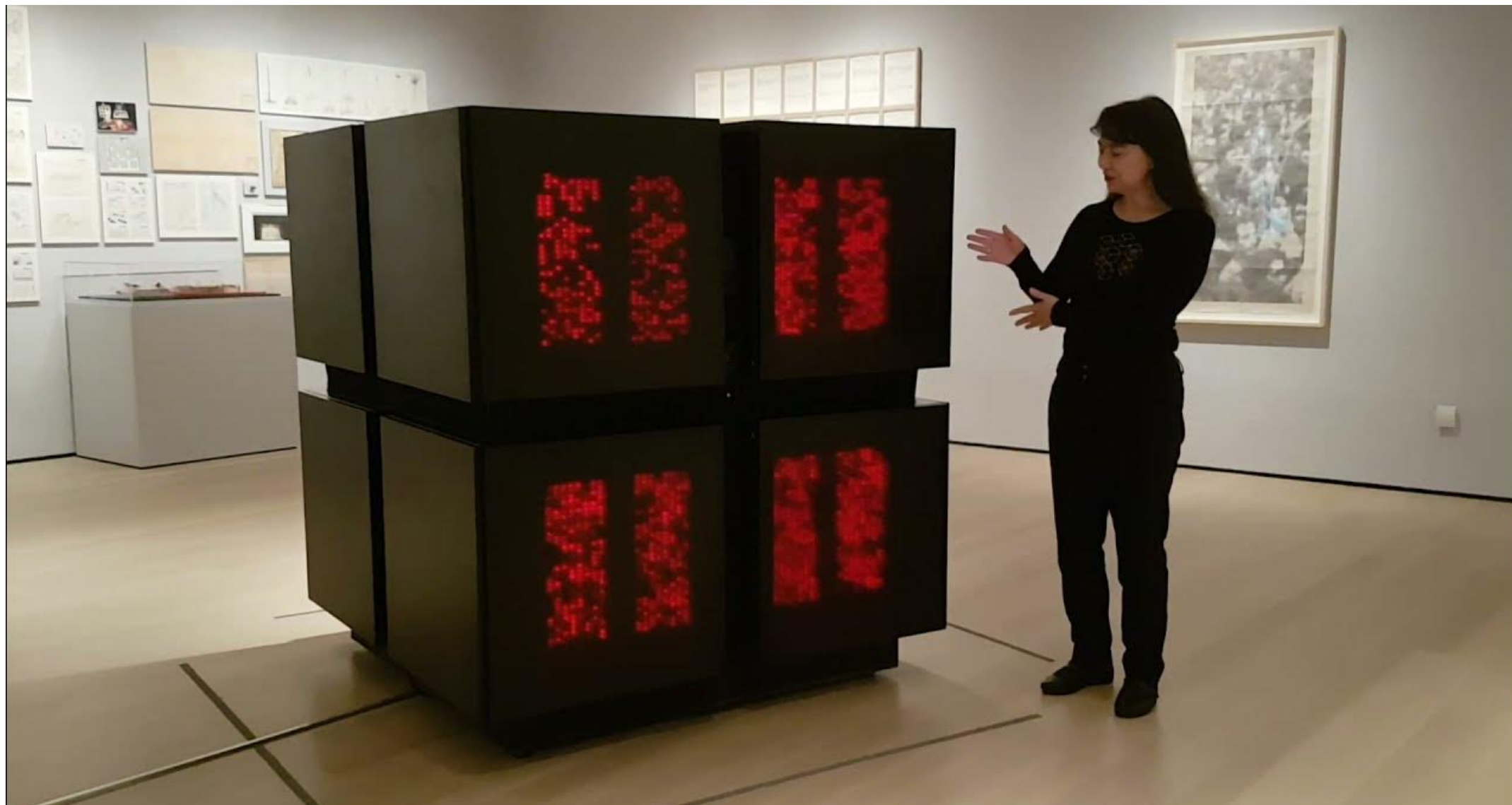


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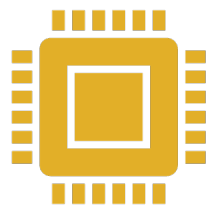
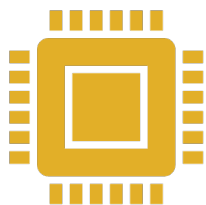
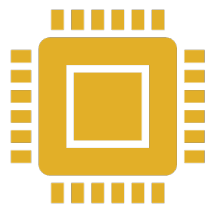
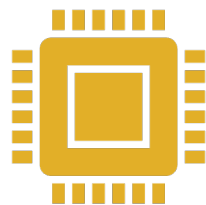
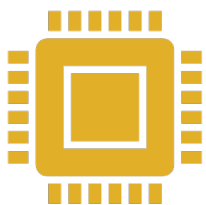
# Thinking Machines Corporation

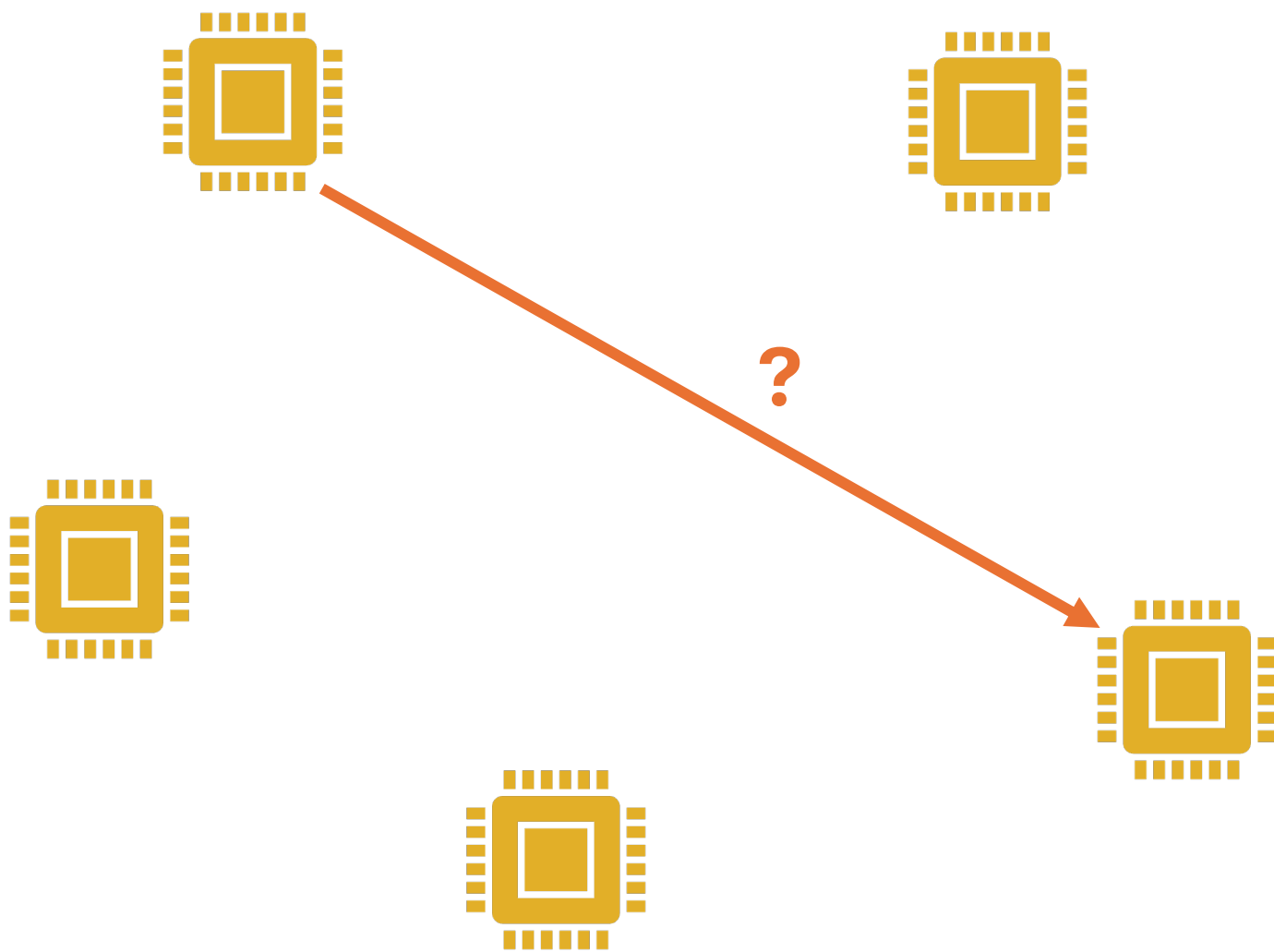


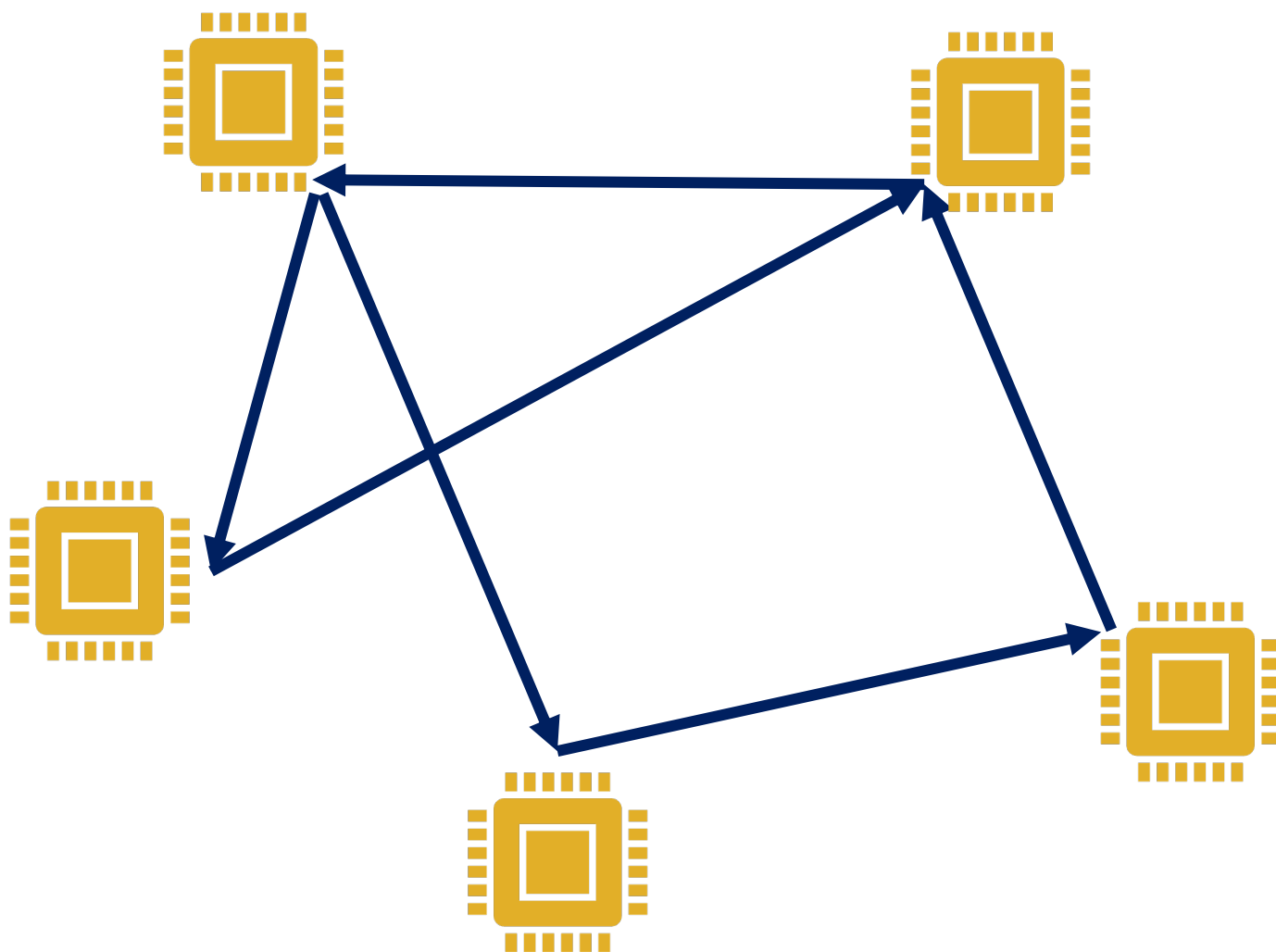
**CRAY**  
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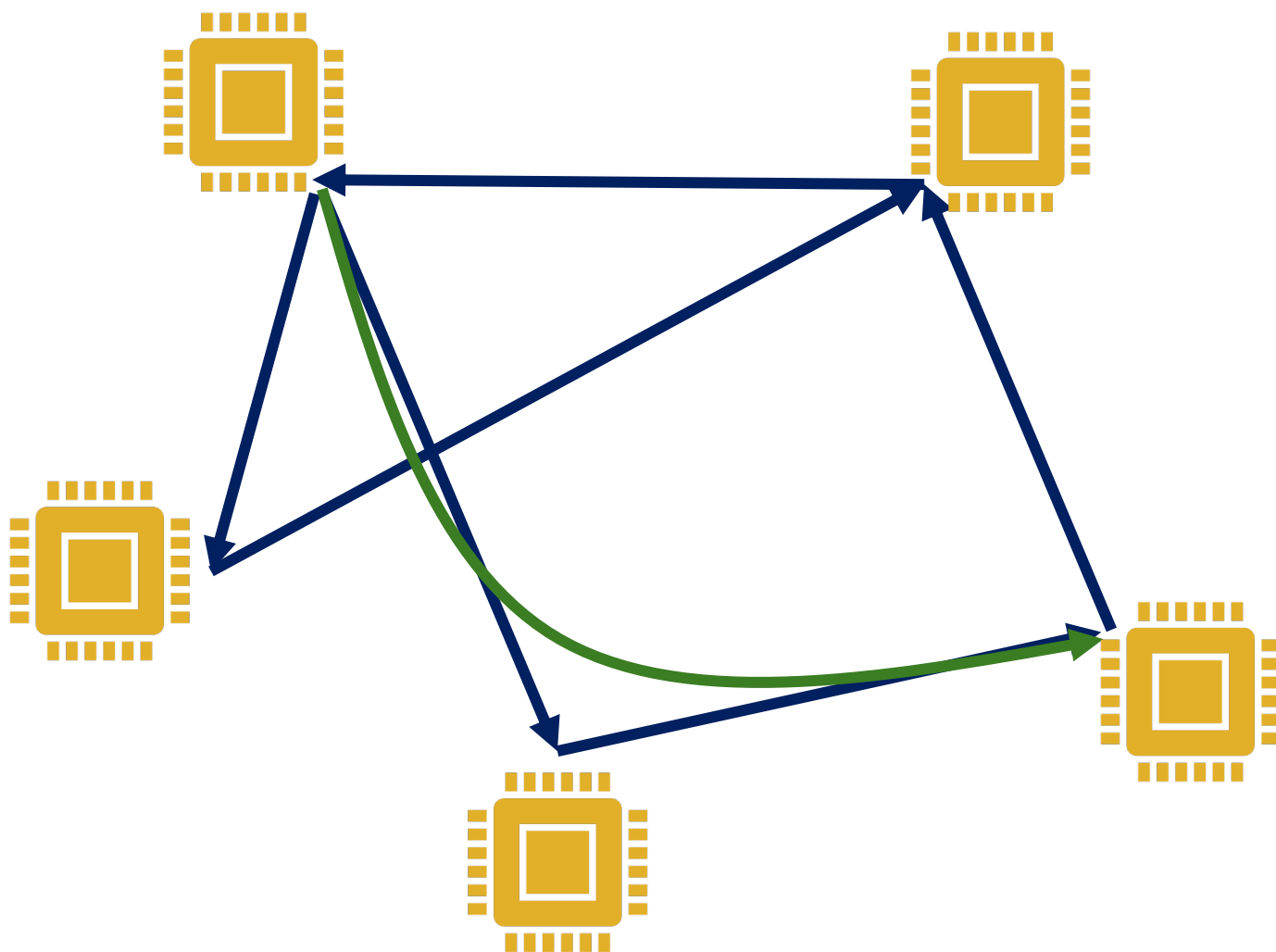


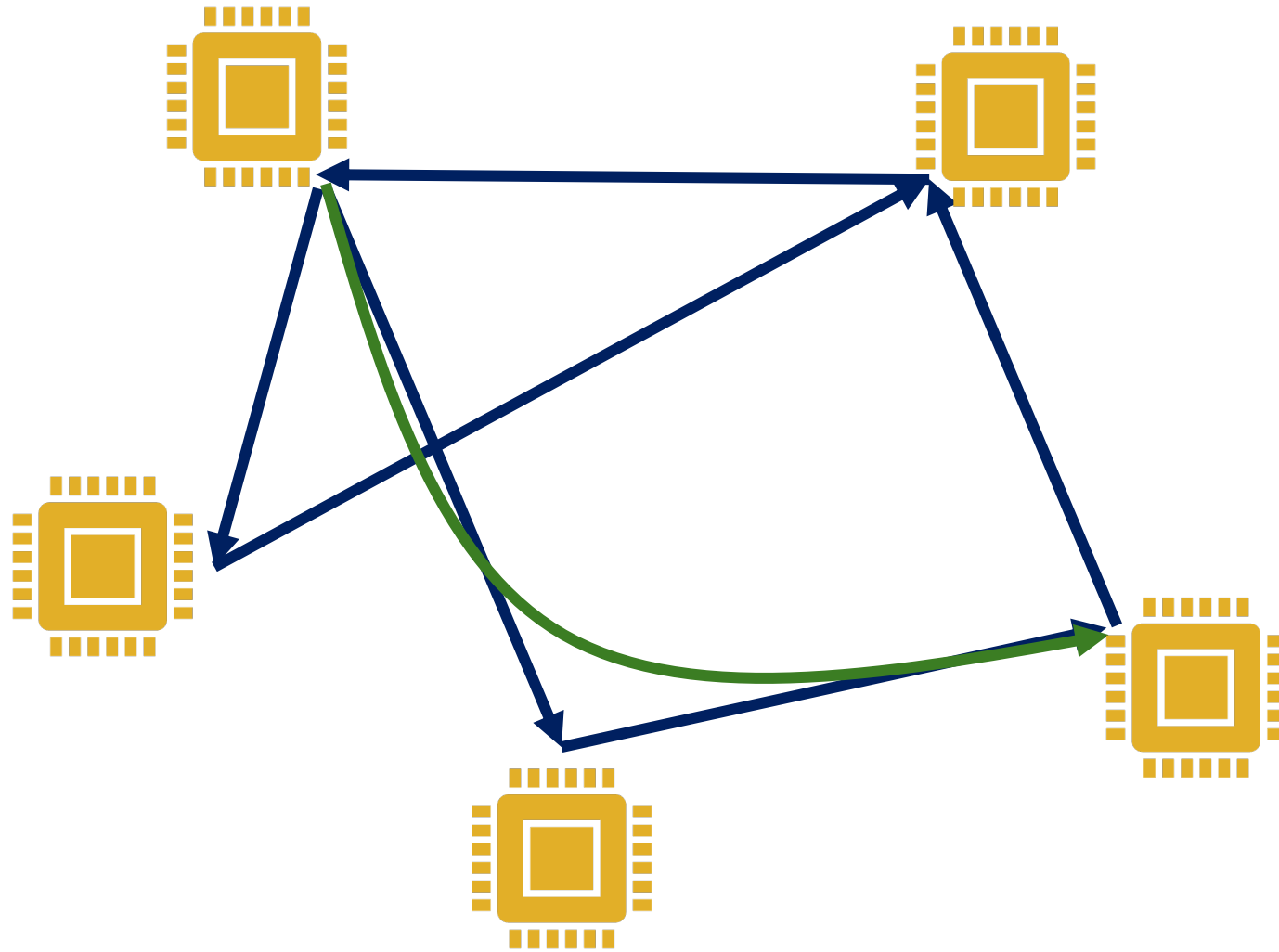
Thinking Machine Corporation CM-1 at the MoMA





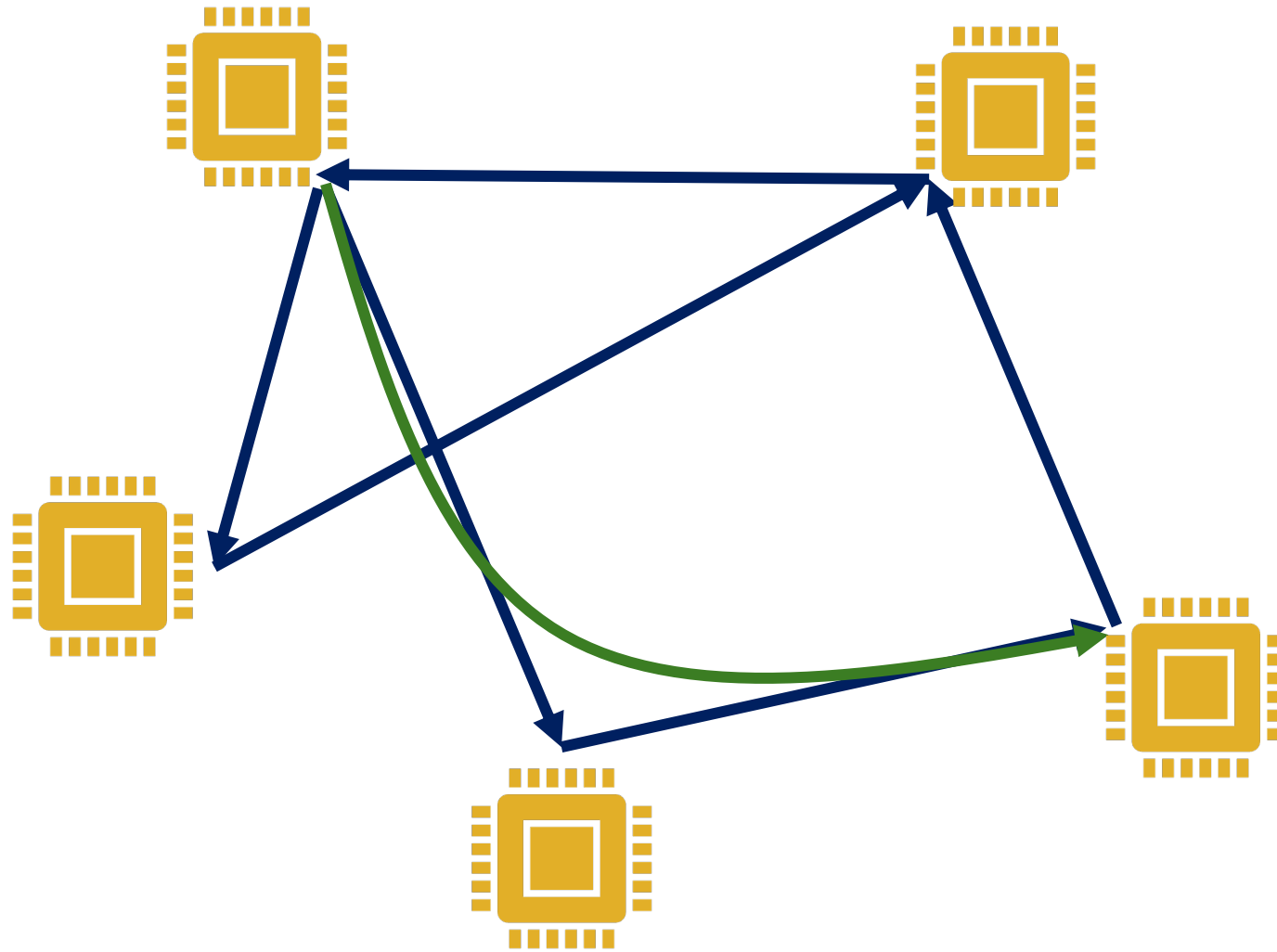






**Network Topology**  
+  
**Routing Protocol**





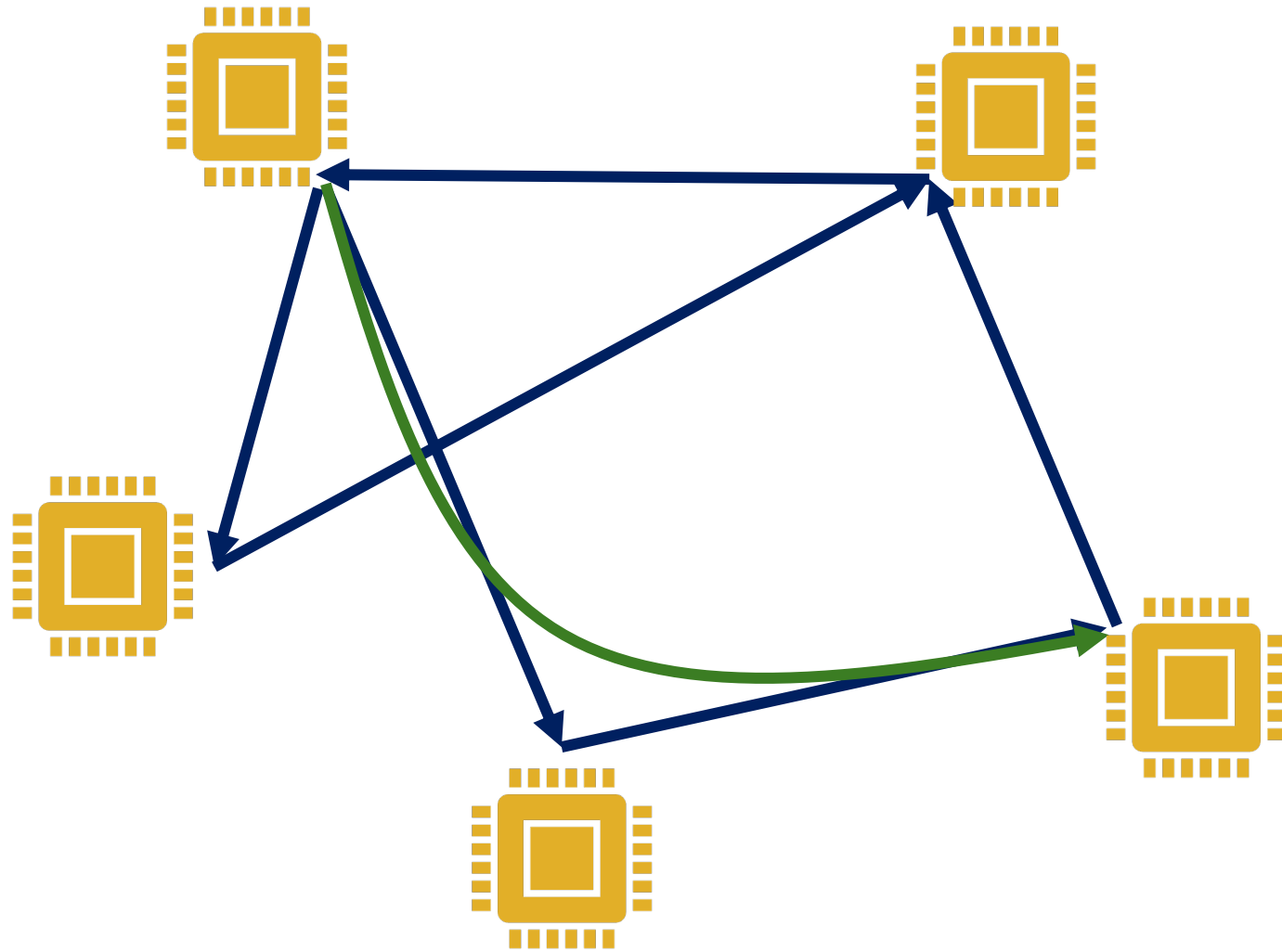
**Network Topology**

+

**Routing Protocol**

=

***Network  
Design***



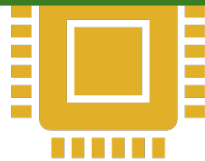
**Routing on**  
“optimized  
topologies”

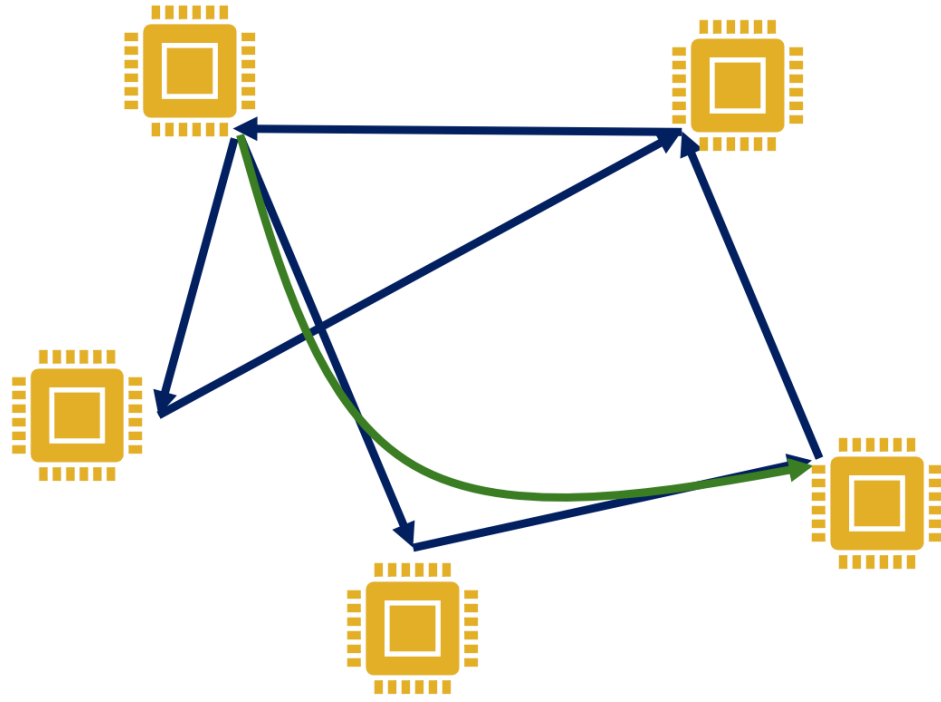


## Network Topology

*“The fundamental problem... is that of simulating arbitrary connection patterns among the processors via a fixed sparse network... For routing packets, the strategy will have to be based on only a minute fraction of the total information necessary to specify the complete communication pattern.”*

*—Leslie Valiant and Gordon Brebner (1981)*





Goal: *Oblivious* Routing

All routing decisions made  
before traffic is seen

For every source-sink pair, define a  
distribution over routing paths



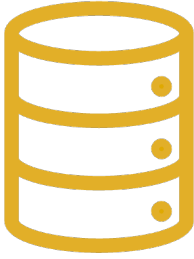


Luiz André Barroso · Urs Hölzle  
Parthasarathy Ranganathan

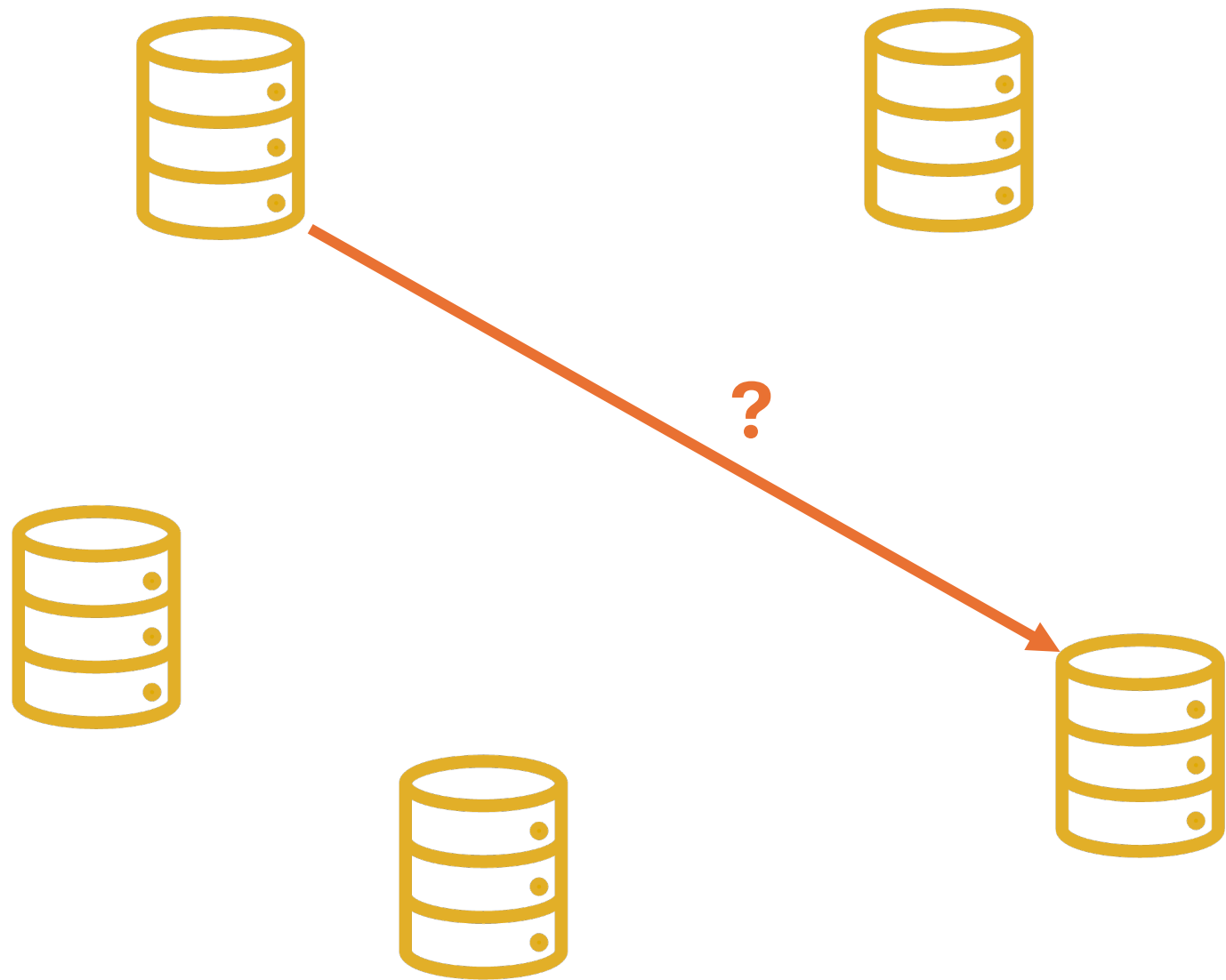
# The Datacenter as a Computer

Designing Warehouse-Scale  
Machines Third Edition

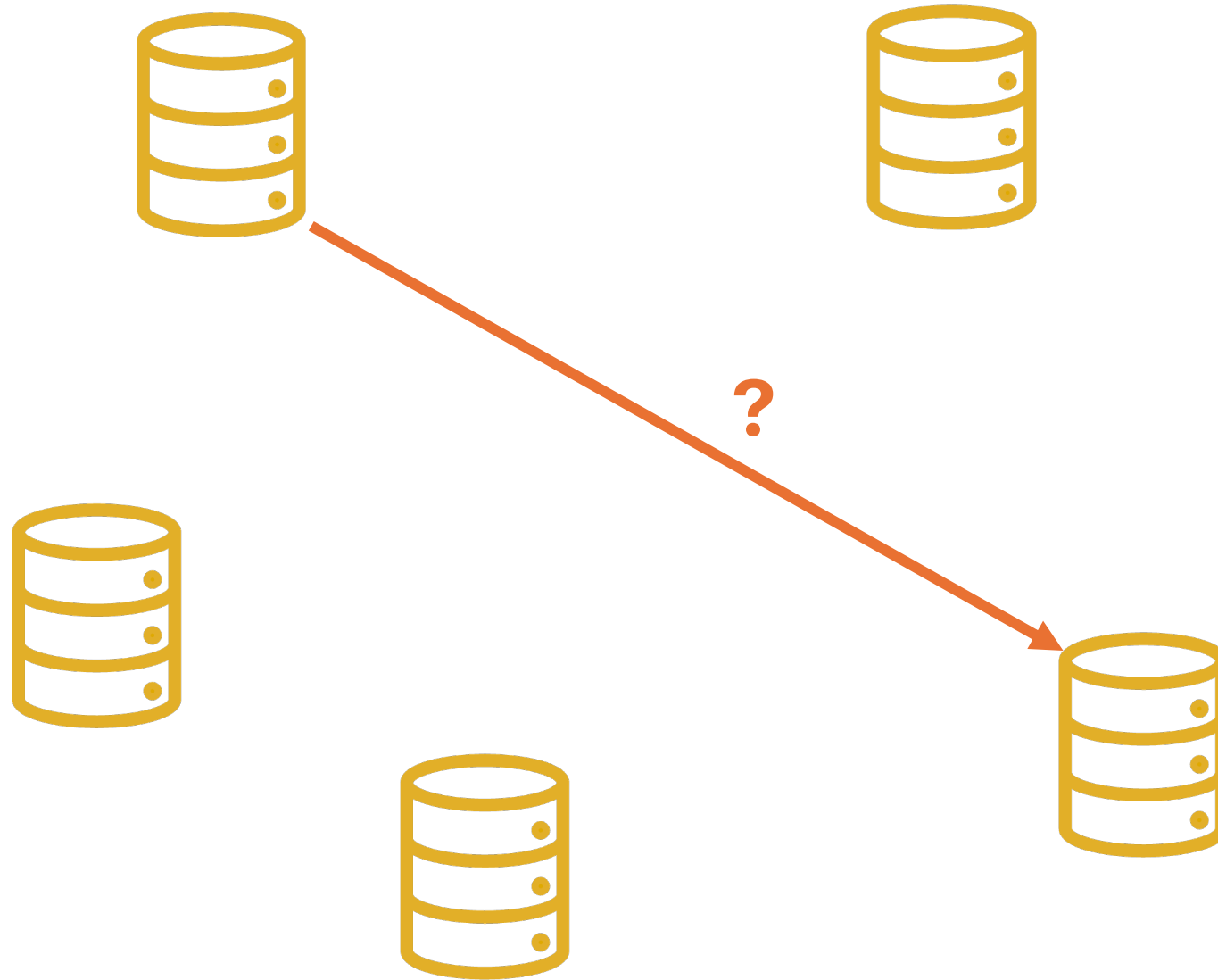




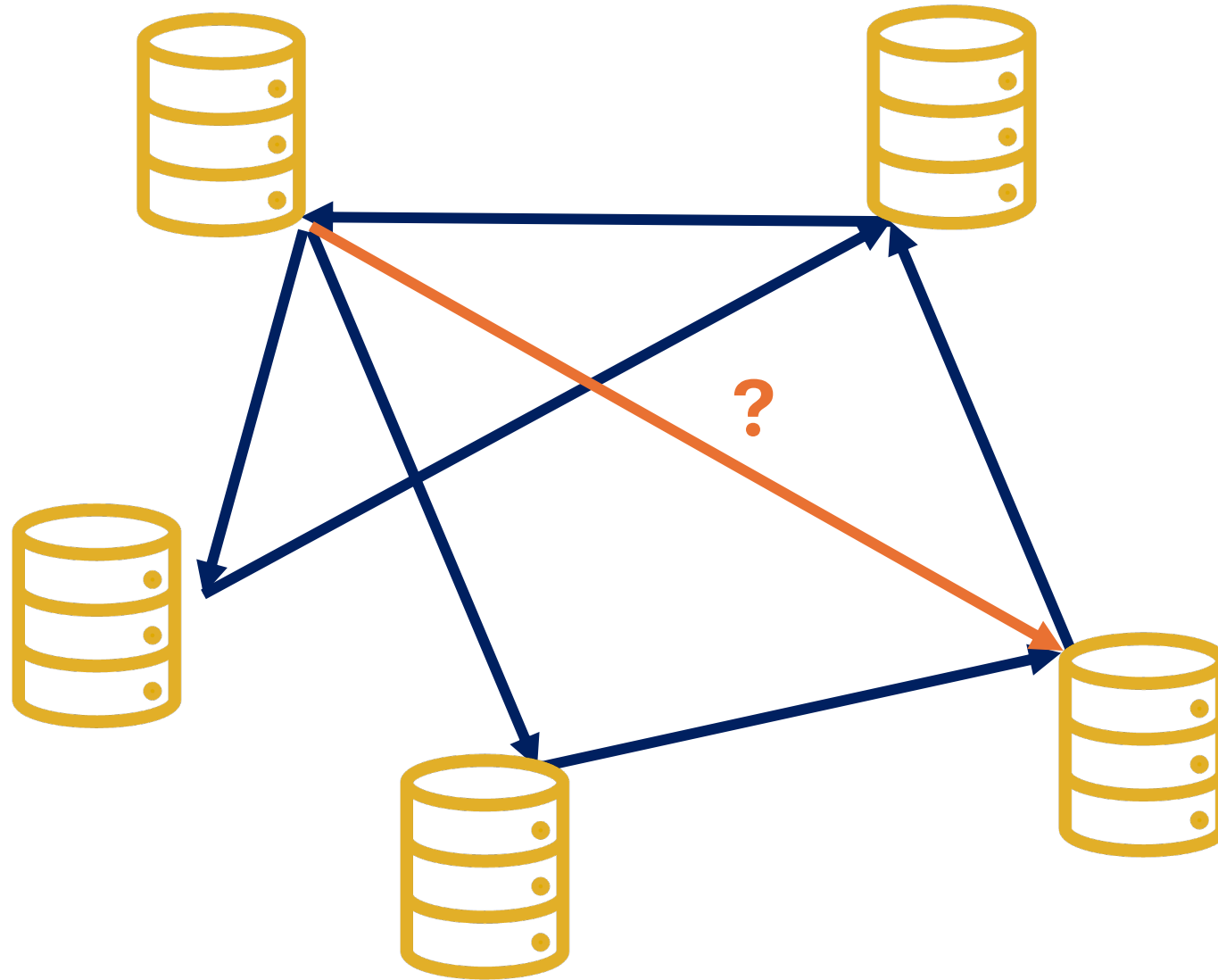






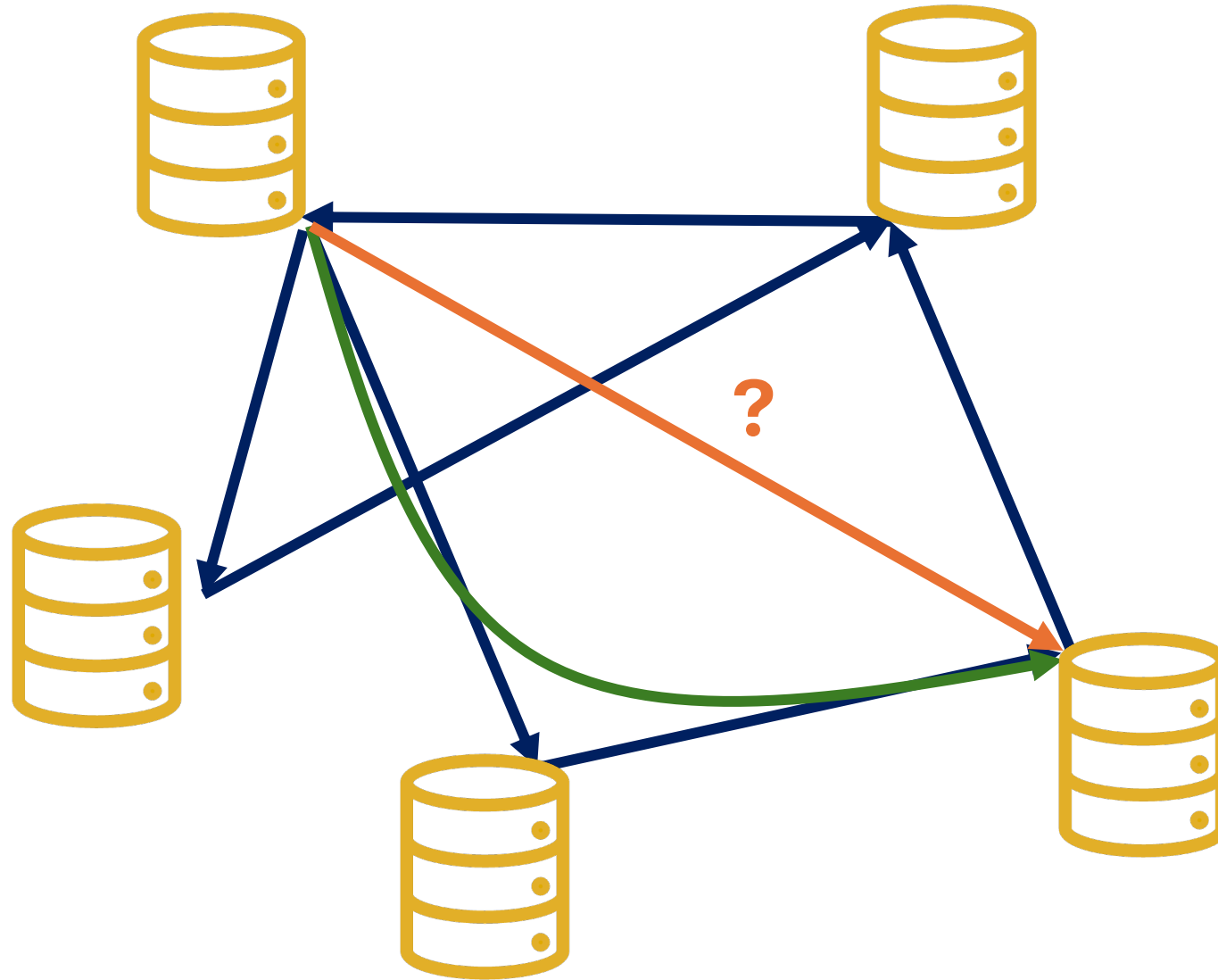


*Network  
Design:*



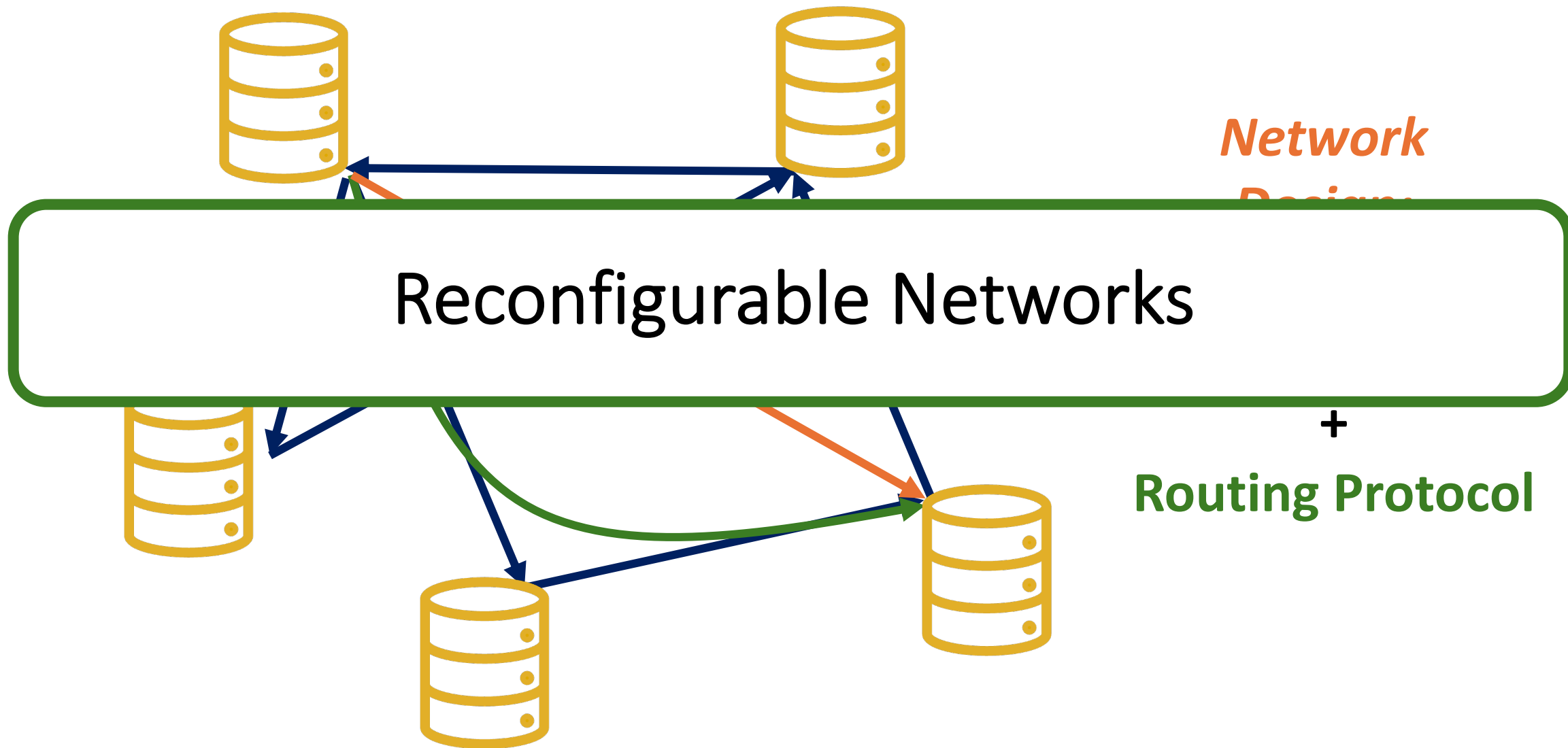
*Network  
Design:*

**Network Topology**



*Network  
Design:*

**Network Topology**  
+  
**Routing Protocol**



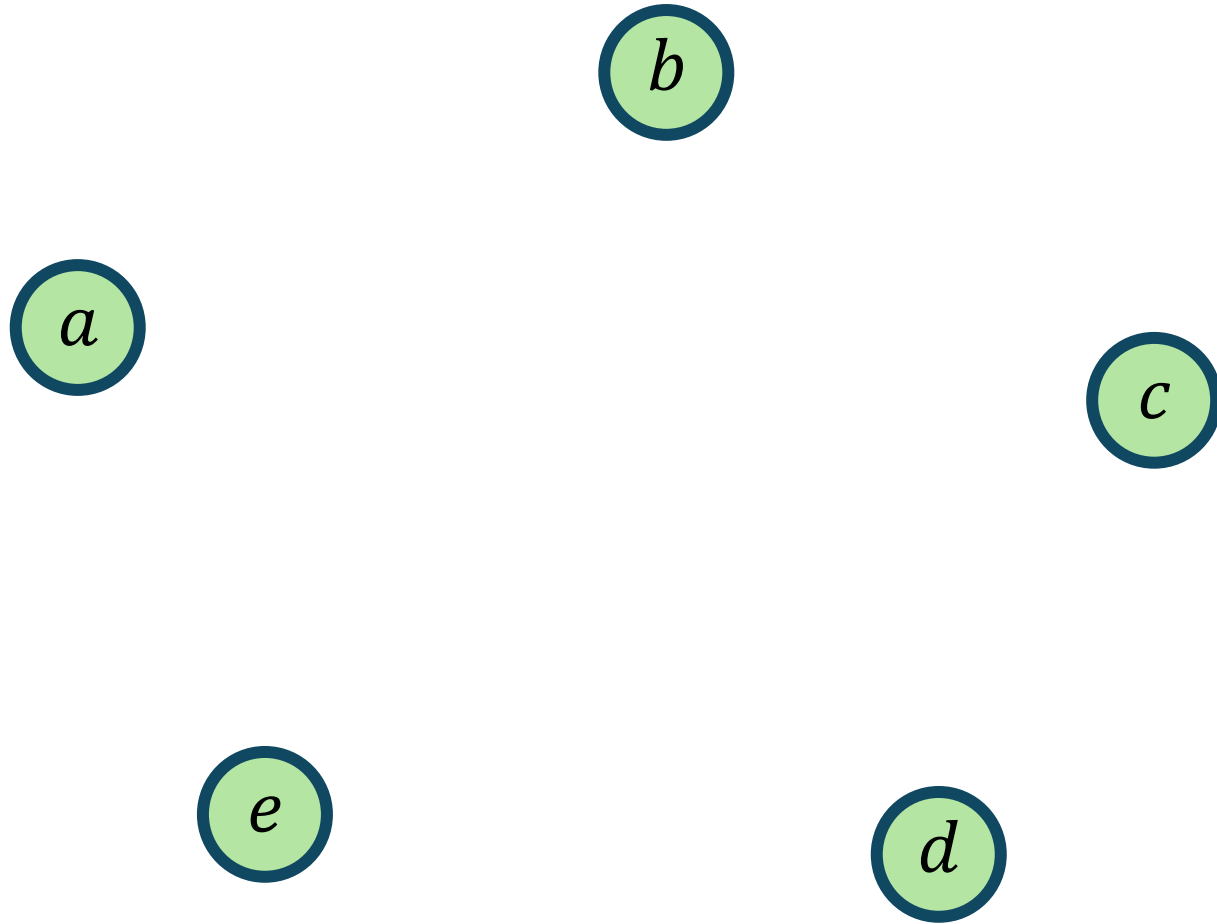
# Reconfigurable Networks

- Edges can be reconfigured over time
- Edge set at each timestep may be arbitrary, with a small in/out-degree constraint  $d$

# Reconfigurable Networks

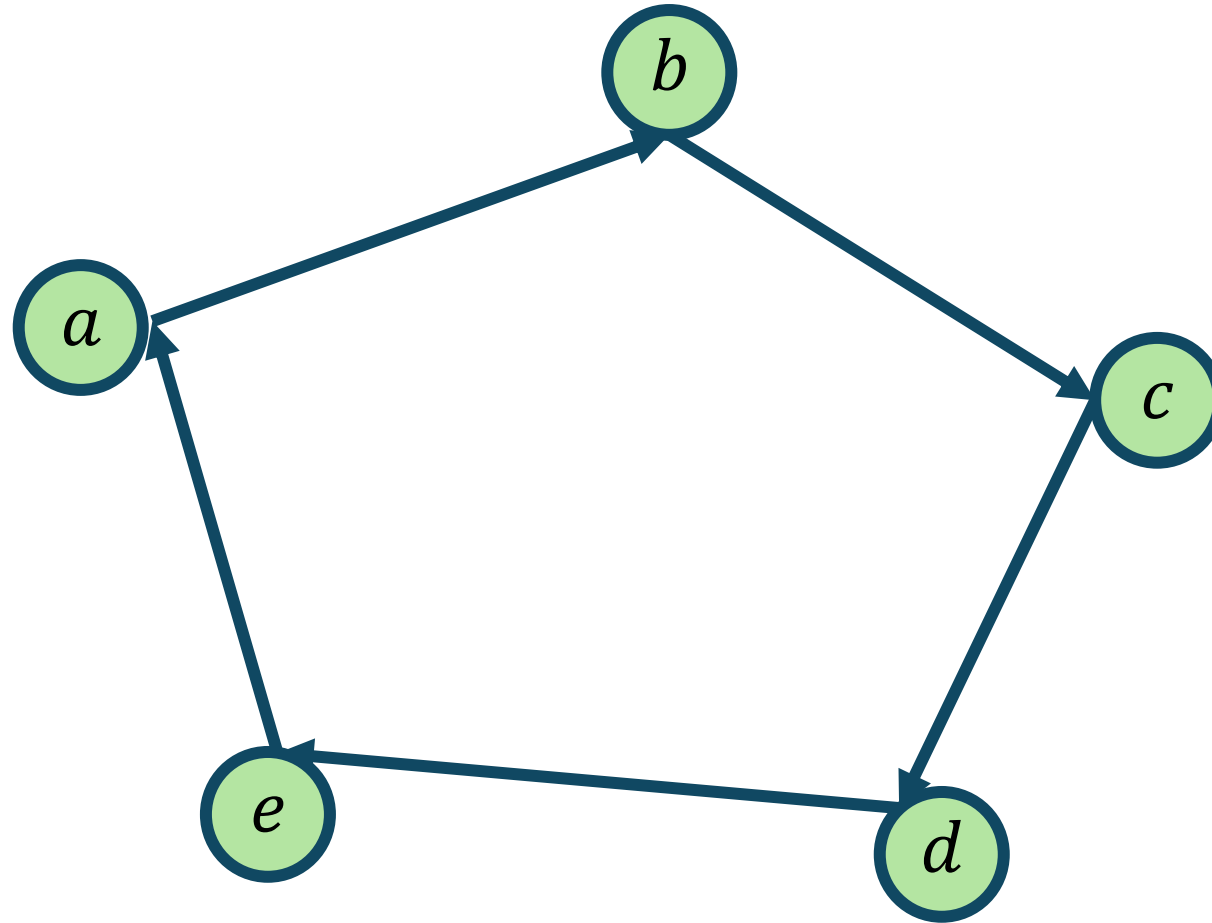
In/out-degree  
constraint: 1

# Reconfigurable Networks



In/out-degree  
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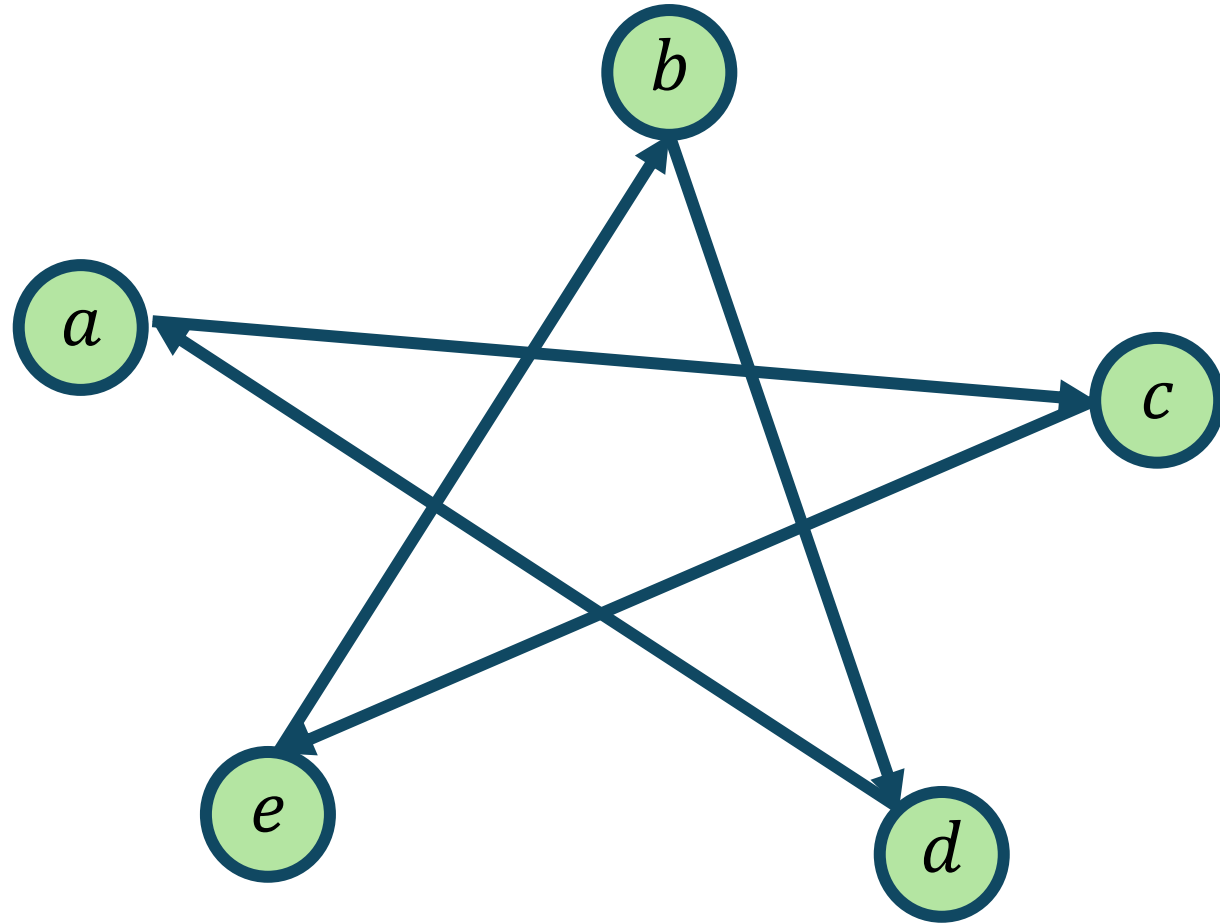
# Reconfigurable Networks



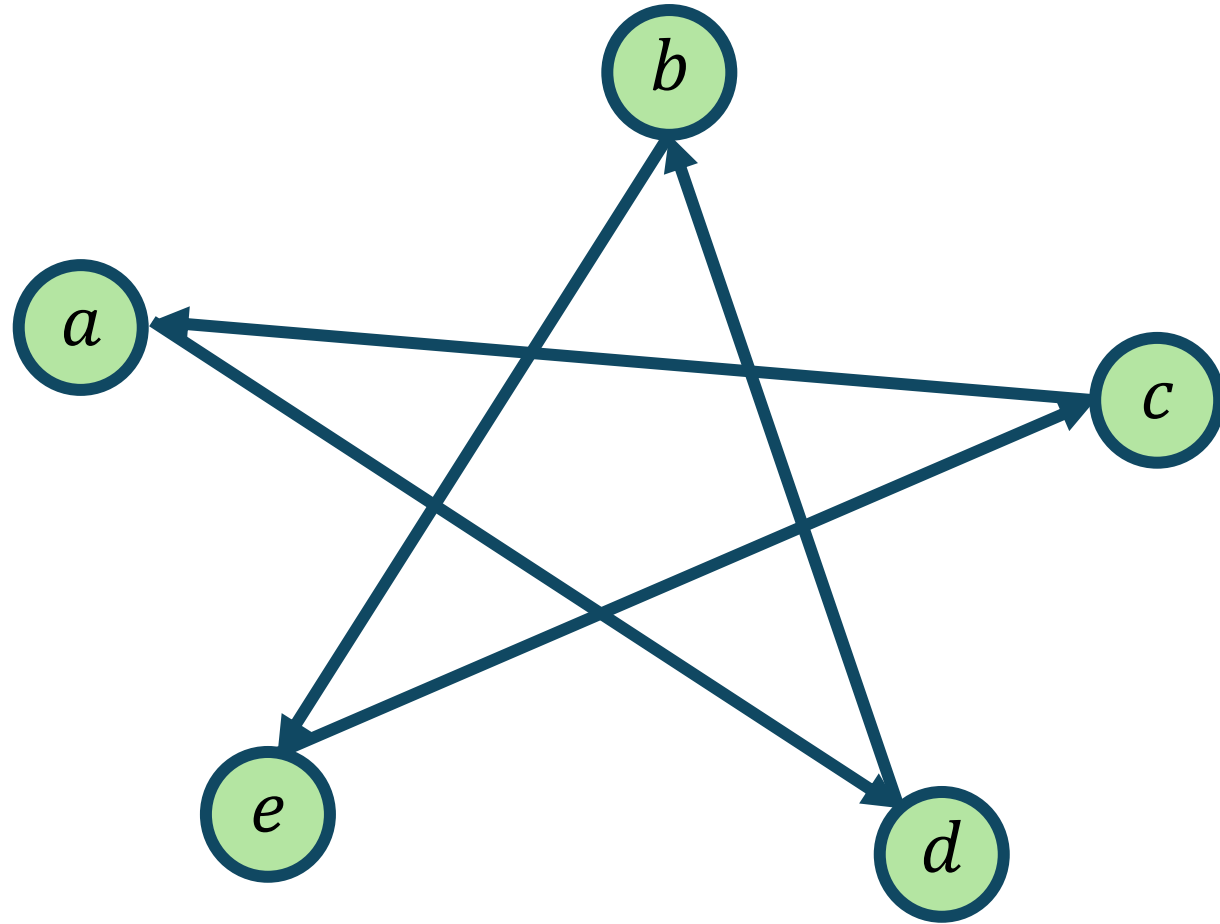
In/out-degree  
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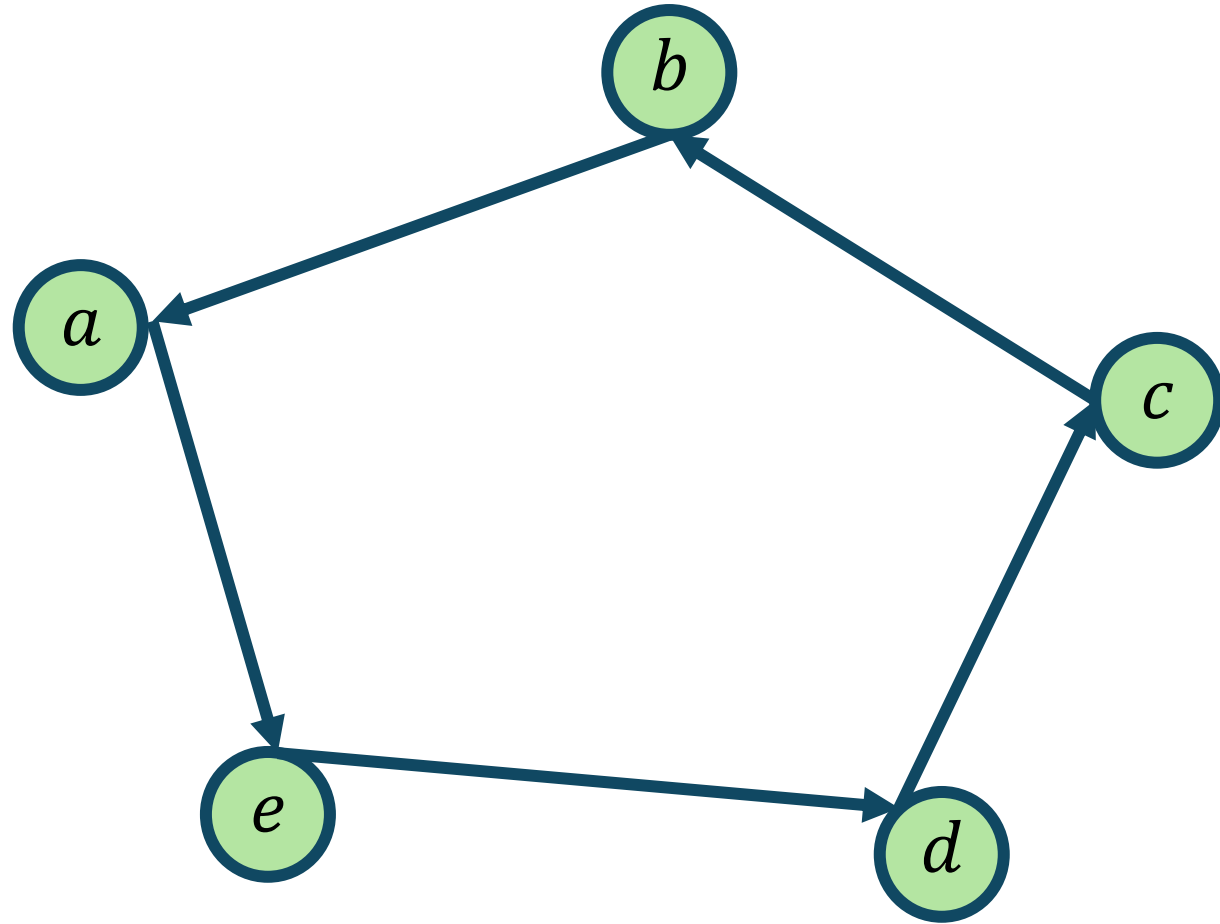
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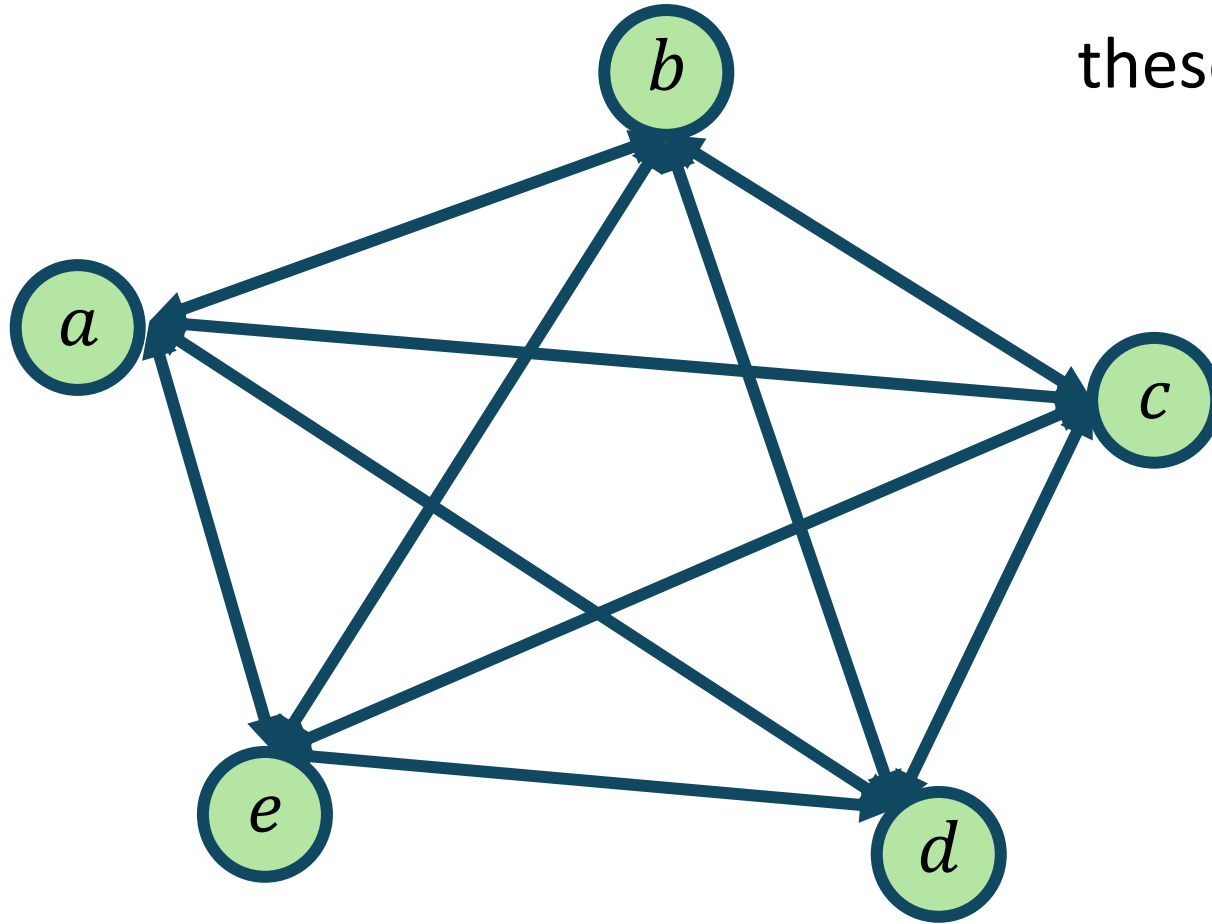


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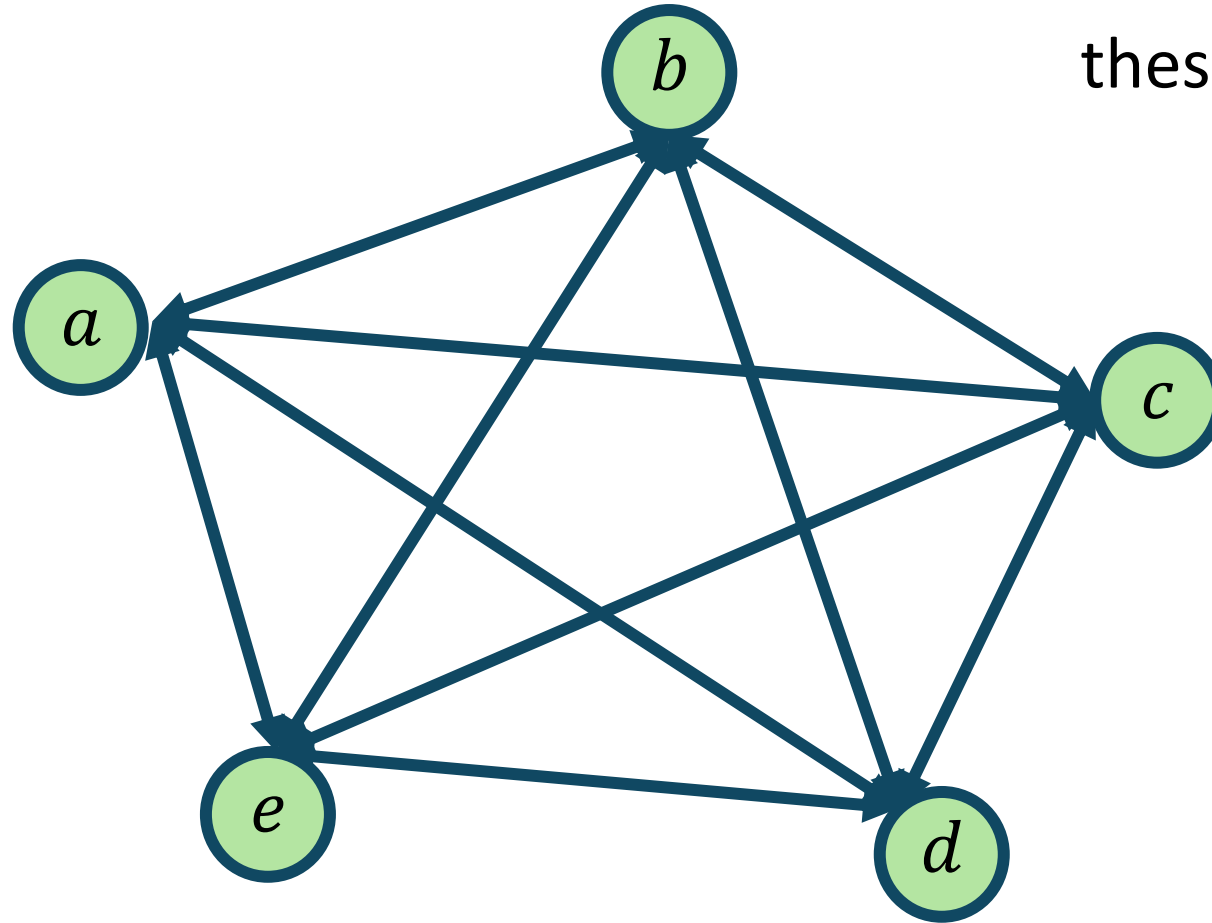


# Reconfigurable Networks

Periodically rotate through these connections



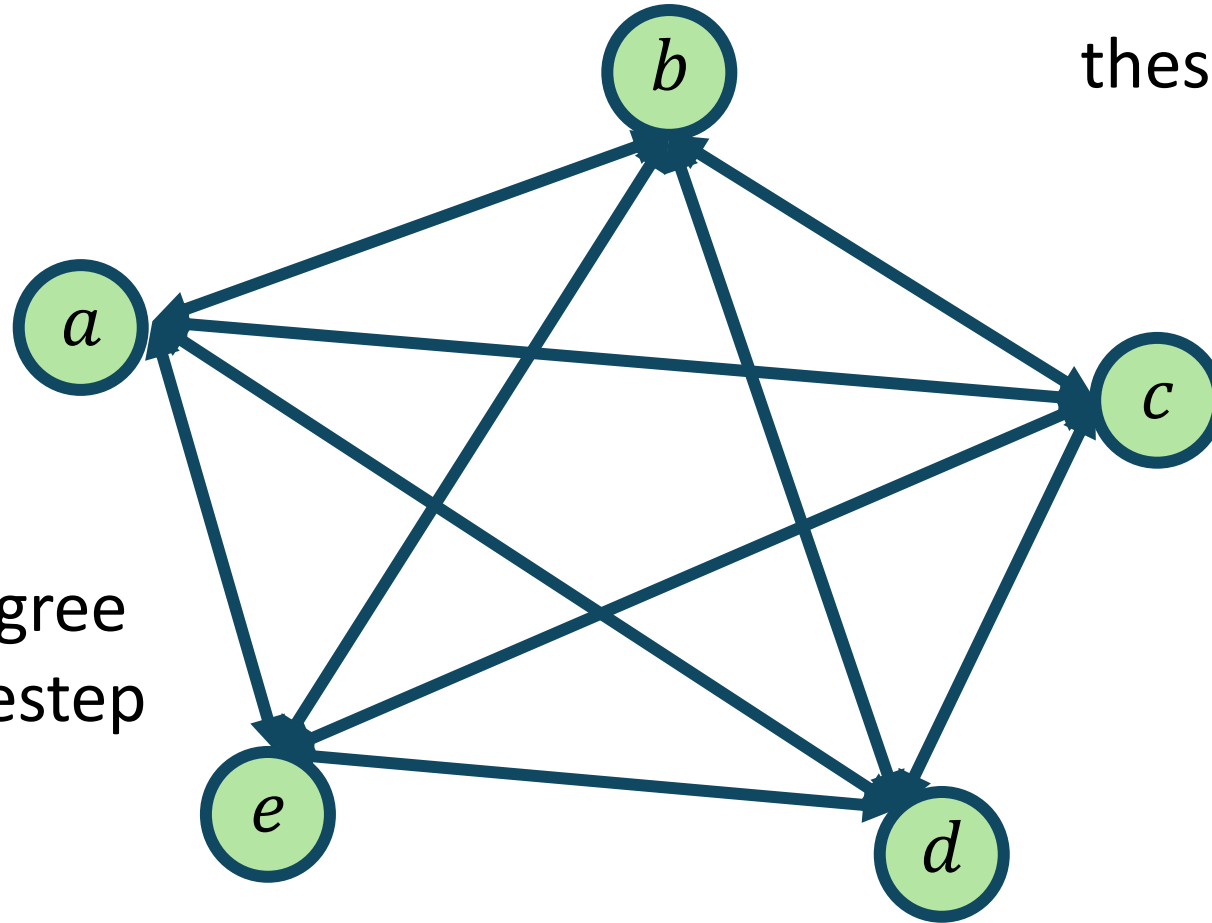
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→ a connection  
schedule  
(network topology)

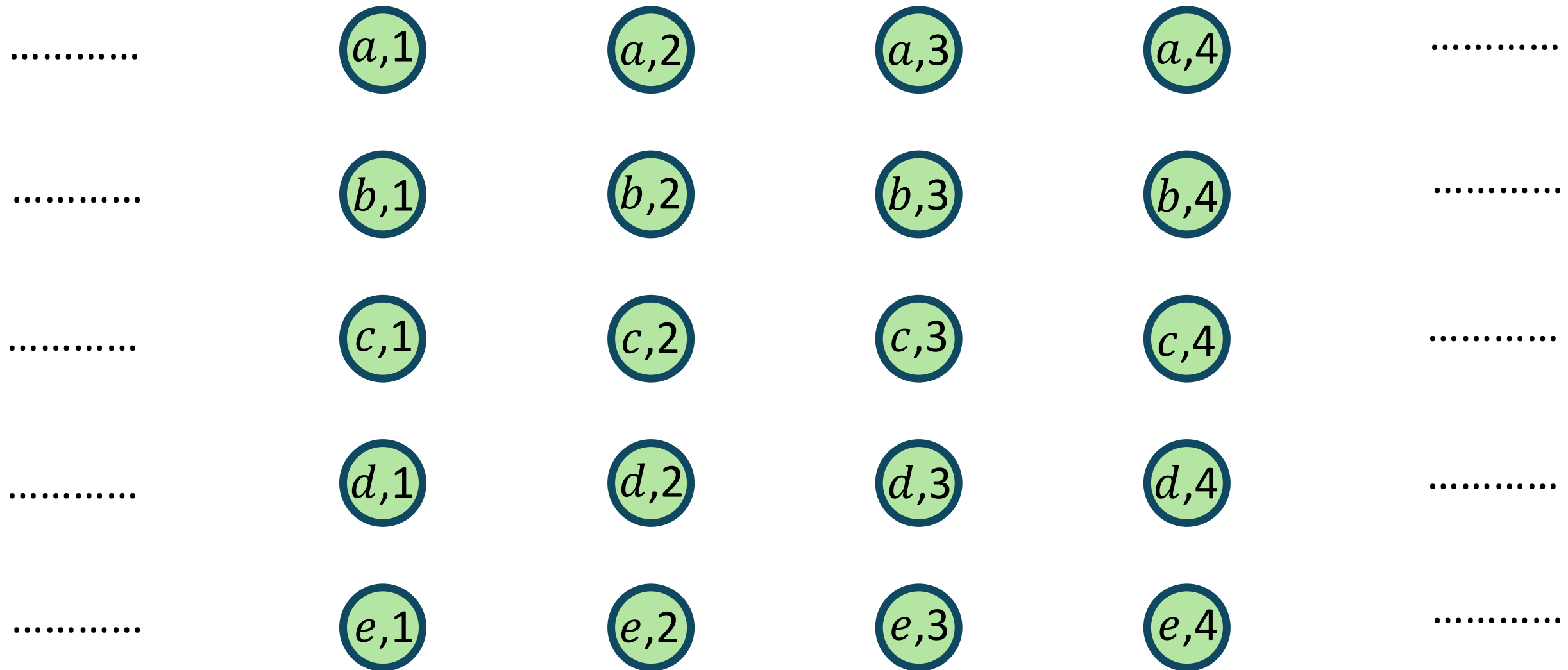
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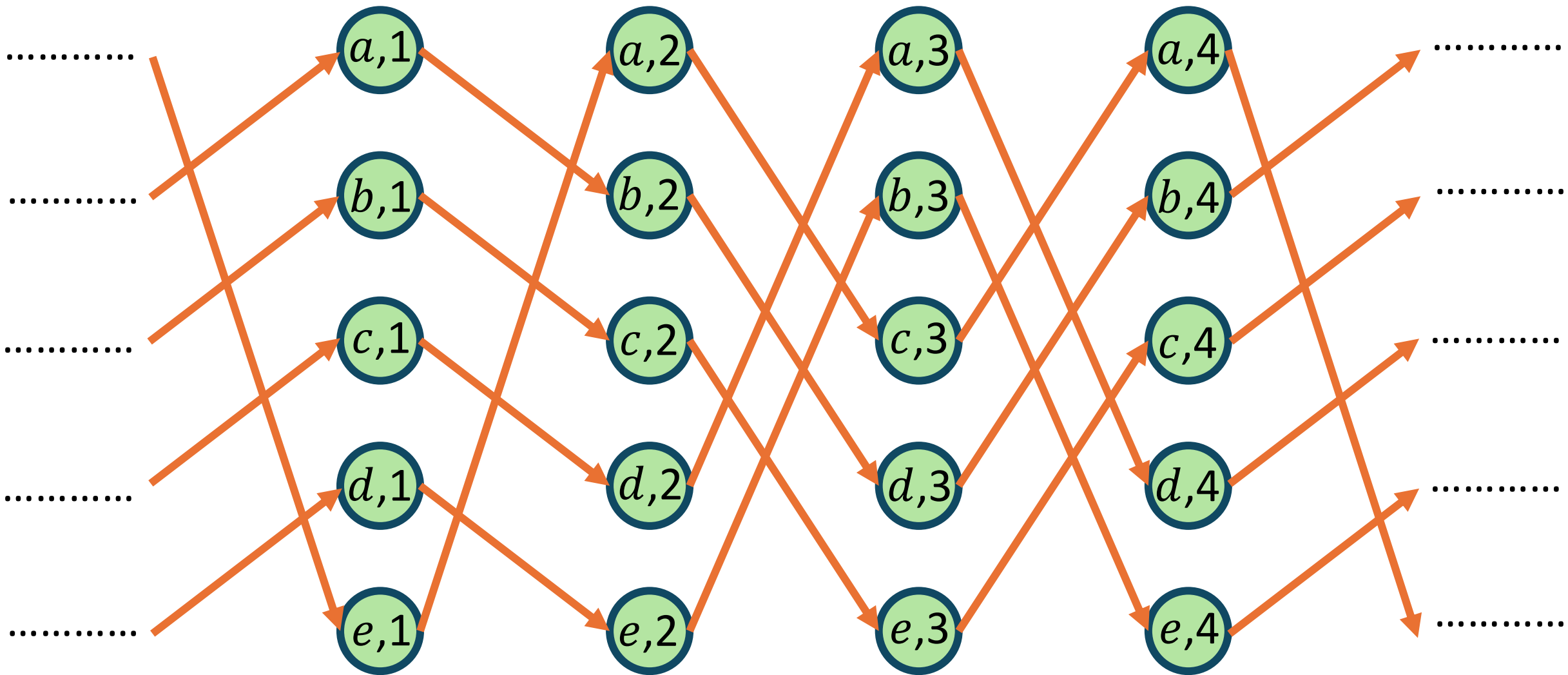


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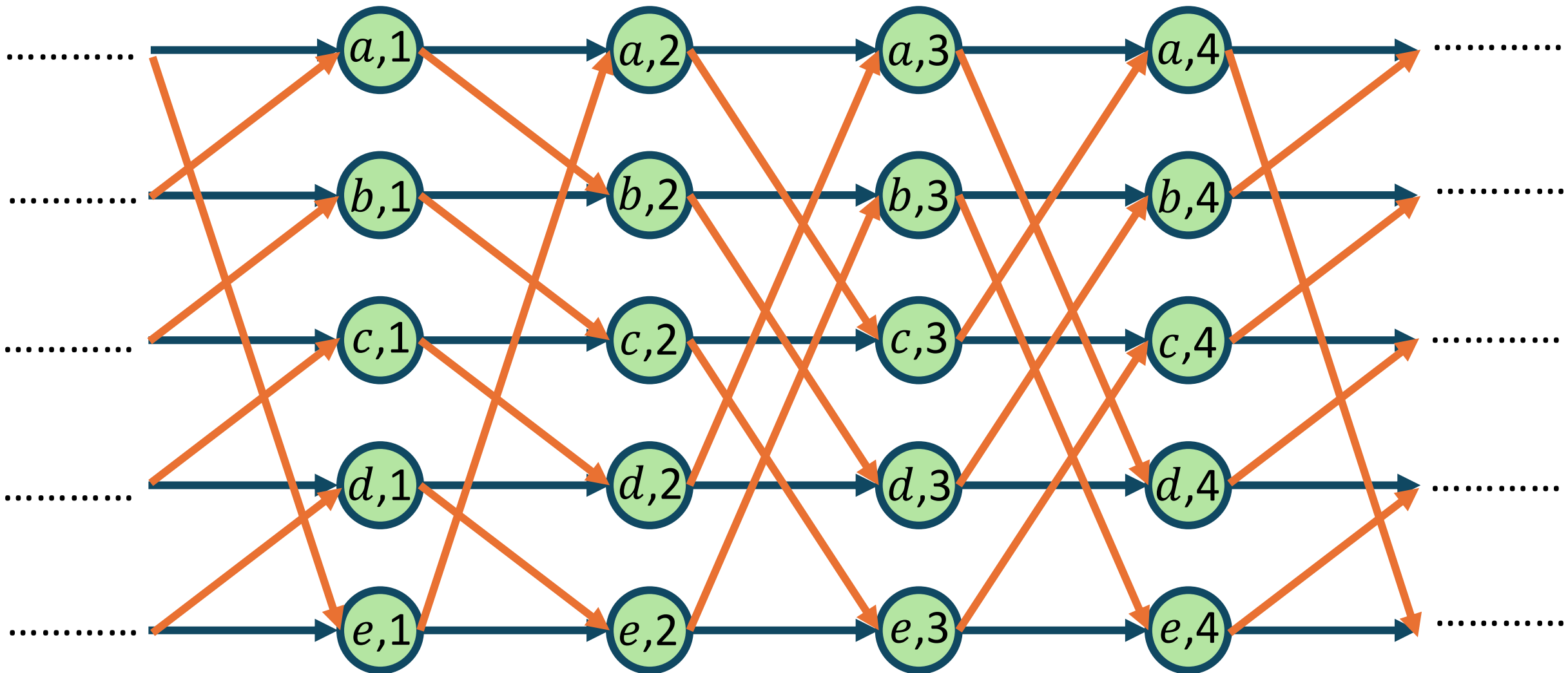
→ a connection schedule  
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In- and out-degree  
1 at every timestep

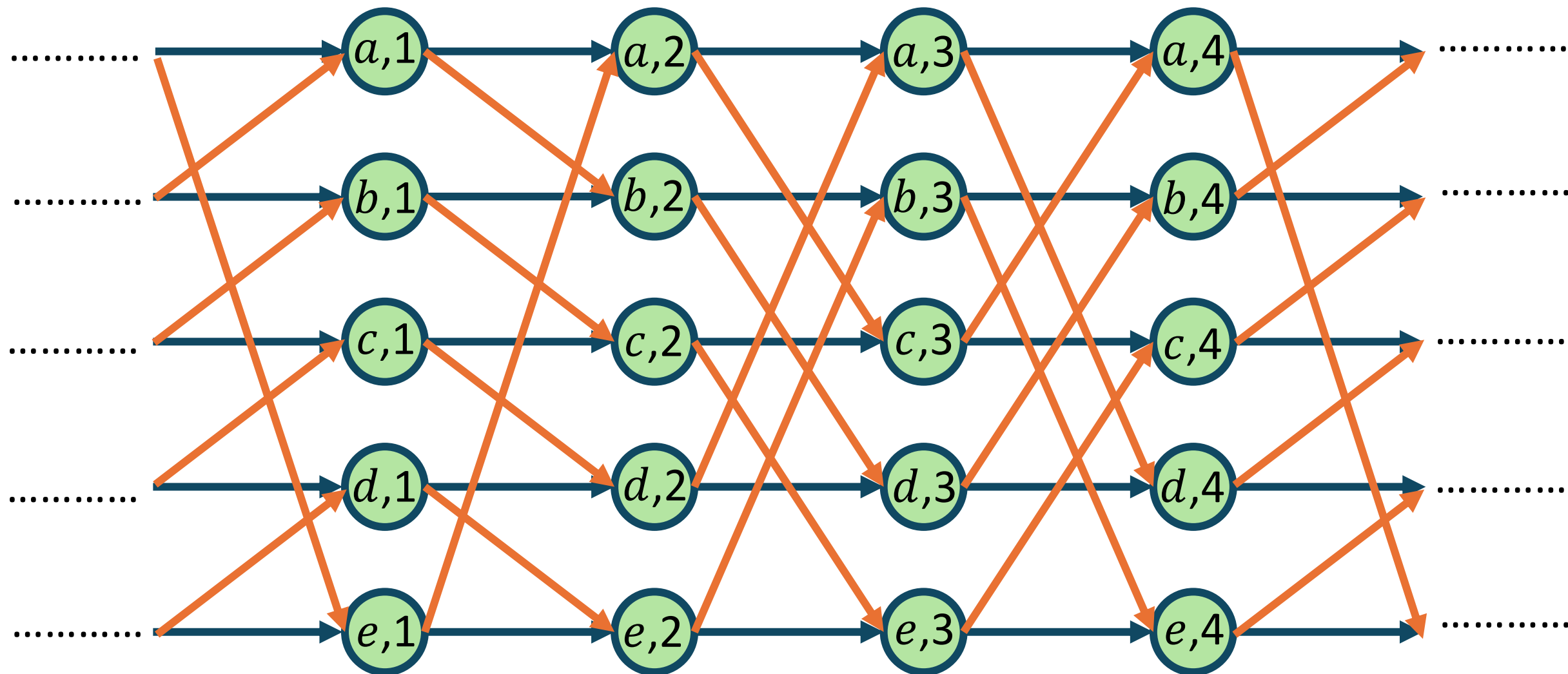




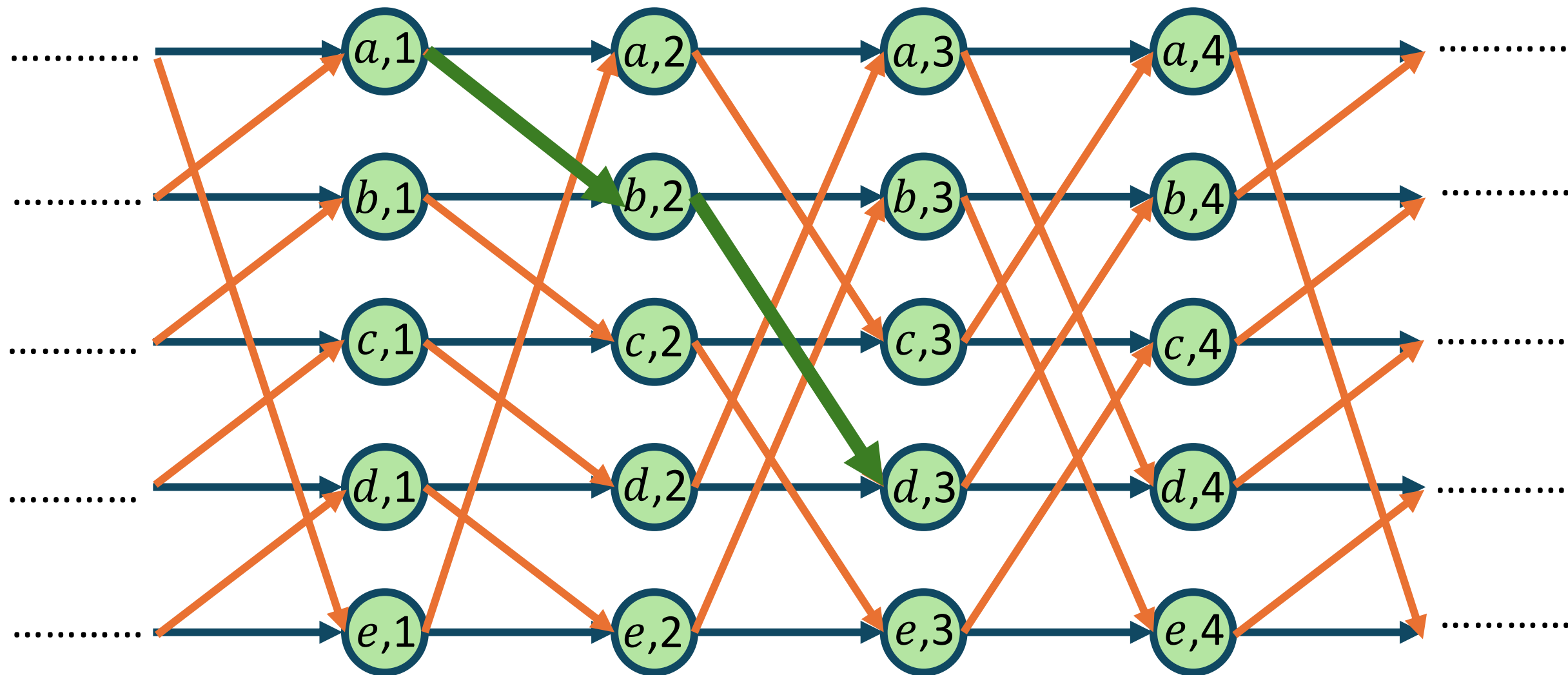




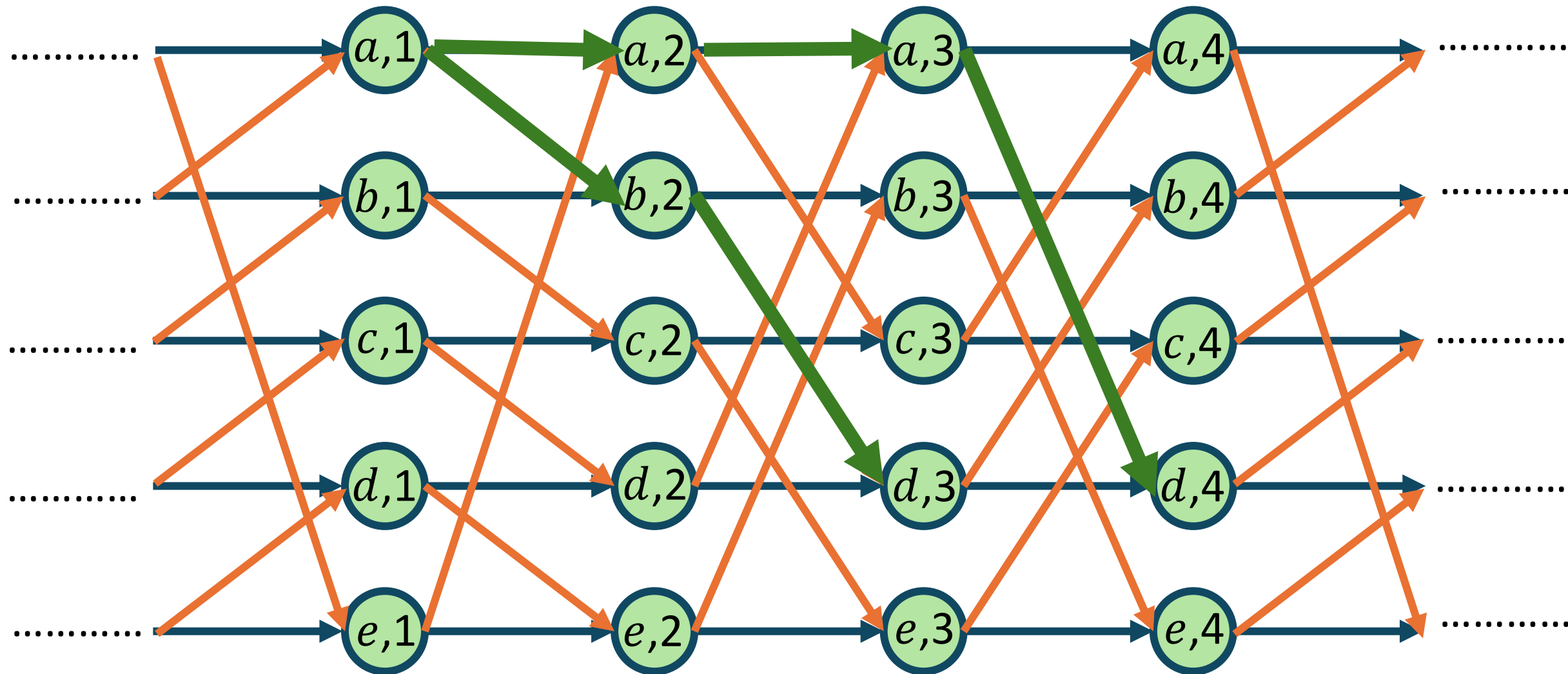
To route  $a \rightarrow d$  starting at  $t = 1$ ,



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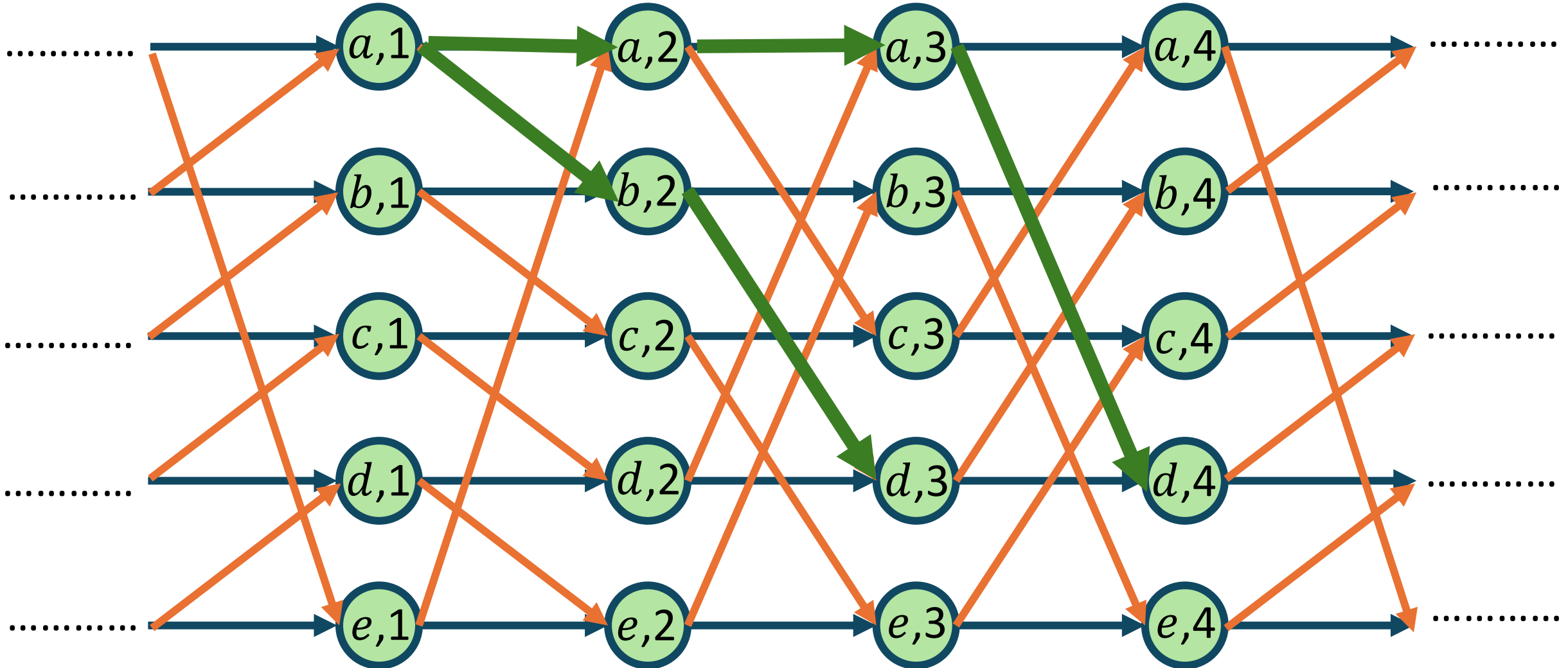


To route  $a \rightarrow d$  starting at  $t = 1$ ,



To route  $a \rightarrow d$  starting at  $t = 1$ ,

Build oblivious routing protocol  
with *bounded max latency*  $L$



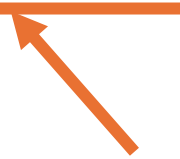
# Congestion

At each timestep  $t$  we will receive arbitrary permutation demand  $D_{\sigma_t}$

- $\forall a$ , send 1 unit of flow from  $a \rightarrow \sigma_t(a)$  starting at timestep  $t$ .

An oblivious routing protocol *guarantees* max congestion  $c$  if  $\forall D_{\sigma_t}$  across all time, the max flow traversing any physical edge is  $\leq c$ .

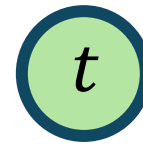
**\*\*If flow is balanced evenly across edges,  
max congestion = average physical hop count**



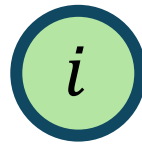
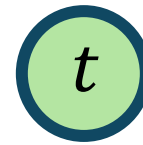
Congestion on virtual  
edges is ignored

[Valiant & Brebner, STOC'81]

- To route *obliviously* from  $s \rightarrow t$ ,

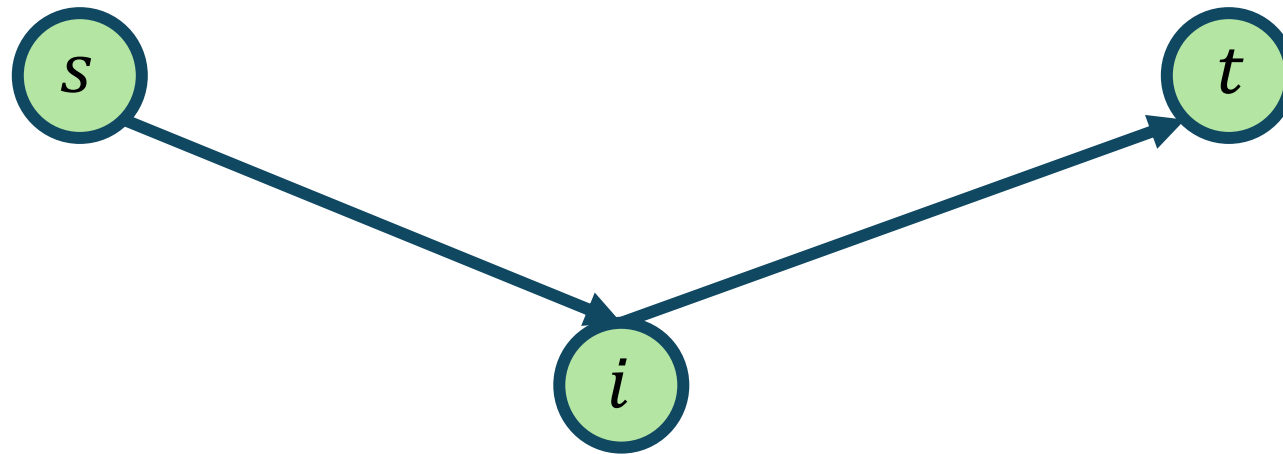


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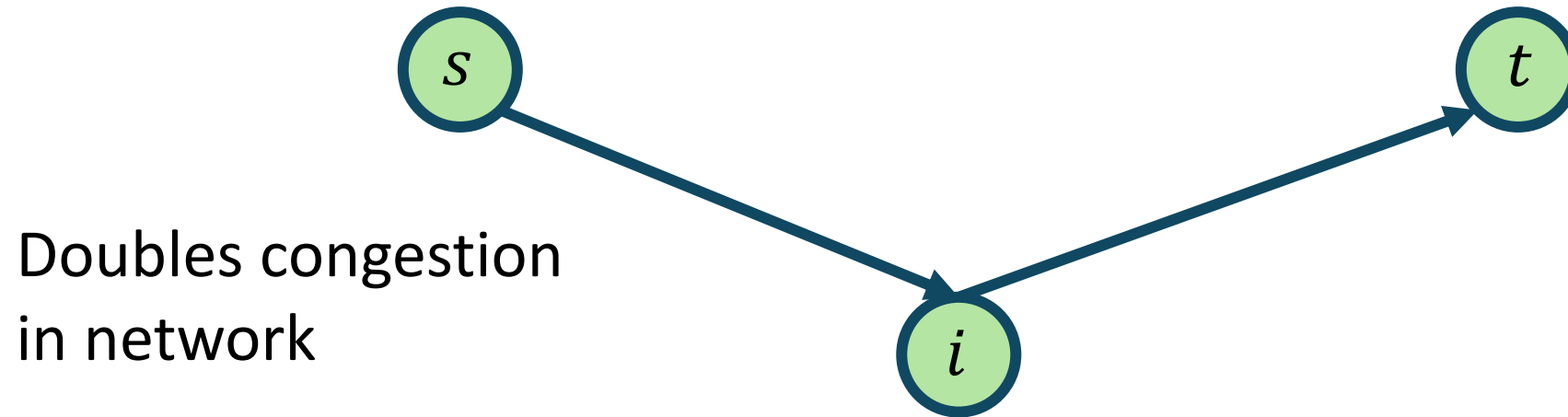




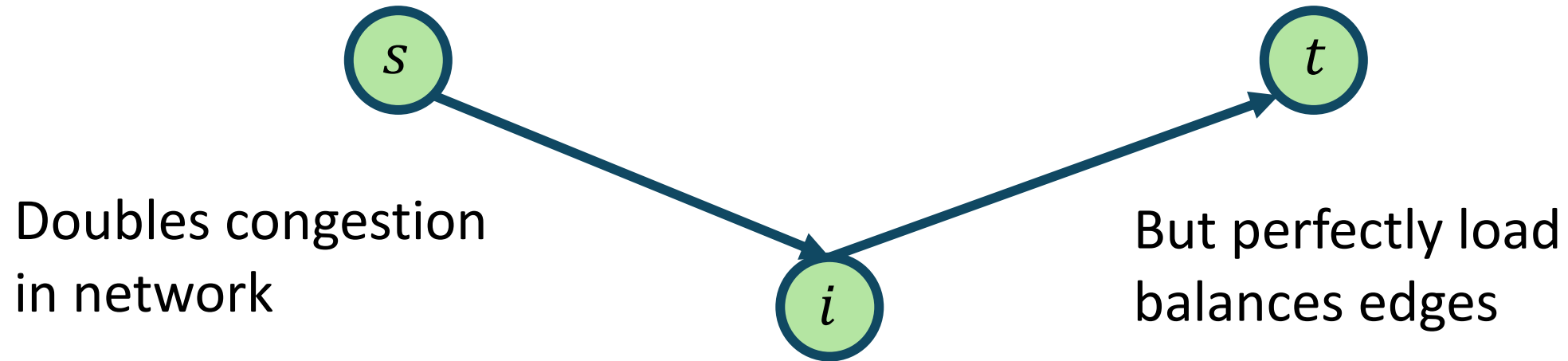
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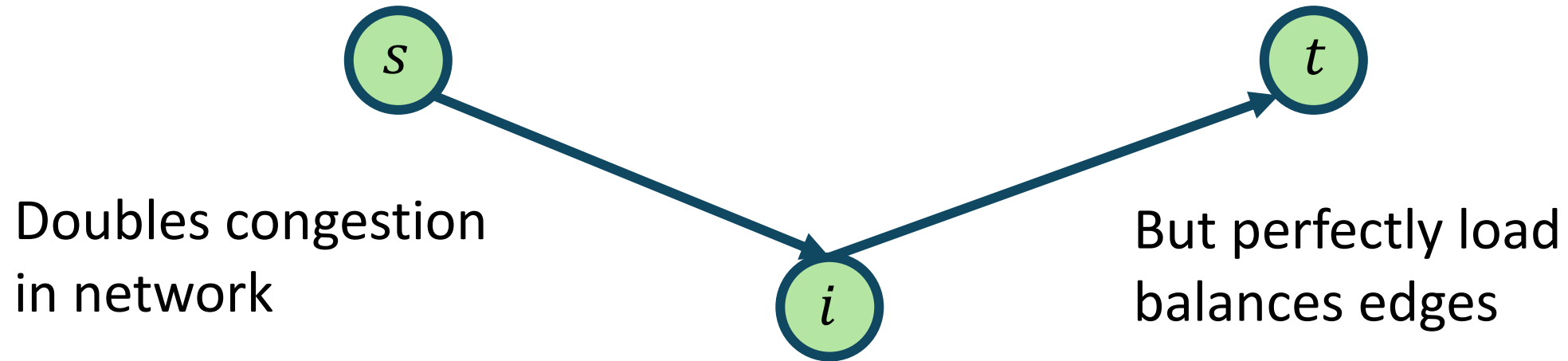


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# Valiant Load Balancing

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# VLB Factor 2 Overprovisioning is Optimal for:

- Static networks with fixed-capacity links  
[Shen & McKeown'05][KCML'05]  
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How to improve?

# Räcke's Hierarchical Tree Decomposition

[Räcke, STOC'08]

- $O(\log n)$ -competitive and optimal oblivious routing protocol for *general networks*
- For optimized topologies in datacenters, even factor 2 overprovisioning is undesirable



We show that the *ability to randomize* a reconfigurable network allows oblivious routing protocols that break the “VLB Barrier”

Given a latency bound of  $\tilde{O}(gN^{1/g})$  for integer  $g$ :


Goal	Average Hop Count	Congestion	
Full Network Connectivity (lower bound)	$g$	—	Naïve counting

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Oblivious Routing (w.h.p.)	$g + 1$	$g + 1 + \delta$ $\forall \delta > 0$	<b>This work</b>



Probability that the congestion bound is violated is *negligible* in the network size

# High-Level Overview

- Instead of routing to uniform random node  $i$ 
  - Take a single physical hop to random neighbor
  - Then route on a shortest path to destination
  - Use randomness of connection schedule to prove load is effectively balanced
- Analysis relies on a complicated tail bound
  - Bilinear form on an orbit of a permutation group action
  - Negative association + suitable decomposition and conditioning

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Semi-Oblivious Routing (prob. 1)	$g + 1$	$g + 1 + \delta$ $\forall \delta > 0$	<b>This work</b>

**Thank you!**

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