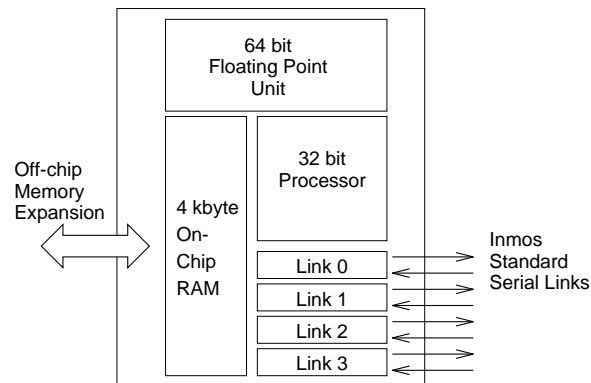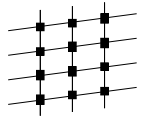# The INMOS Transputer

Pioneering - A Building Block For Parallel Processors:

- *Occam Engine*

- *Virtual Concurrency*

    – Very fast Context Switch
      Hardware Microcoded Scheduler
      Minimum context - 6 registers only 2 of which are usually saved
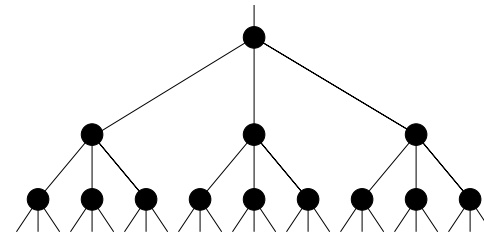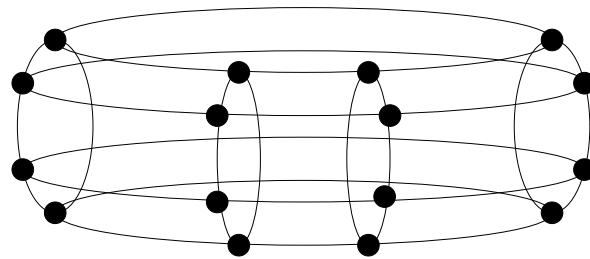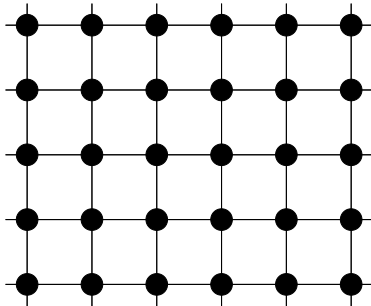
- *Message Passing*

    – 4 communication links

The Transputer

Networks

- Transputer has a fixed *valency* of 4.

- Hence the choice of networks is limited.

N.B. Software Packet Routing is expensive on the Transputer. To avoid mismatch between the problem and the network, general purpose machines have been tended to be reconfigurable (using programmable link switches).