# Internode Distance and Optimal Routing in a Class of Alternating Group Networks

# Baoxing Chen, Wenjun Xiao, and Behrooz Parhami, *Fellow, IEEE*

**Abstract**—Alternating group graphs  $AG_n$ , studied by Jwo and others, constitute a class of Cayley graphs that possess certain desirable properties compared with other regular networks considered by researchers in parallel and distributed computing. A different form,  $AN_n$ , of such graphs, proposed by Youhou and dubbed alternating group networks, has been shown to possess advantages over  $AG_n$ . For example,  $AN_n$  has a node degree that is smaller by a factor of about 2 while maintaining a diameter comparable to that of  $AG_n$ , is maximally fault-tolerant, and shares some of the positive structural attributes of the well-known star graph. In this paper, we characterize the distance between any two nodes in  $AN_n$  and present an optimal (shortest-path) routing algorithm for this class of networks.

**Index Terms**—Alternating group graph, Cayley graph, diameter, interconnection network, internode distance, optimal routing, permutation group, regular graph, shortest-path routing.

# **1** INTRODUCTION

THE important role played by Cayley graphs in the design and analysis of interconnection networks for parallel and distributed computing is now well understood [1], [3], [5]. Rings, toroids, hypercubes [4], [7], star graphs [1], [6], and alternating group graphs [2], [4], [9], [10] are all examples of Cayley graphs. Recently, Cayley graphs  $AG_n$  based on the alternating group  $A_n$  have been discussed in the literature [4], [9], [10]. Networks based on  $AG_n$ have a number of advantages over both the hypercube and the star graph. For example, alternating group graphs are Hamiltonianconnected, meaning that there is a Hamiltonian path between every pair of vertices. Additionally, these graphs are pancyclic, that is, they contain as subgraphs cycles of all possible lengths, from the minimum of 3 to the maximum of n (Hamiltonian cycle).

The class  $AN_n$  of alternating group networks proposed by Youhu [10] differs from the class  $AG_n$  introduced by Jwo et al. [4]. The new alternating group networks are also Cayley graphs and are thus vertex-symmetric. The diameters of  $AN_n$  and  $AG_n$  are comparable; however, the node degree of  $AN_n$  is only about half that of  $AG_n$ . Furthermore, the new graphs are maximally faulttolerant [8] and share some of the positive structural attributes of the well-known star graphs.

The derivation of a simple and efficient routing algorithm, preferably one that is optimal (i.e., it routes via shortest paths) and has other desirable properties such as robustness, adaptivity, and freedom from deadlocks, is a requirement for practical application of any new class of interconnection networks [7]. A routing scheme (described in the Appendix) was proposed for the new alternating group networks  $AN_n$  in [10]. However, this routing scheme was not proven correct and has obvious flaws in that it does not find a path between some pairs of nodes in certain alternating group networks. For example, it fails to find a path from node 3125476 to

- B. Chen and W.J. Xiao are with the Department of Computer Science, South China University of Technology, Guangzhou 510641, P.R. China. B. Chen is also with the Department of Computer Science, Zhangzhou Teachers' College, Zhangzhou 363000, P.R. China.
- B. Parhami is with the Department of Electrical and Computer Engineering, University of California, Santa Barbara, CA 93106.
   E-mail: parhami@ece.ucsb.edu.

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### 2 BACKGROUND AND DEFINITIONS

path) routing algorithm for this class of networks.

This section is devoted to introducing background material and notational conventions needed to understand the rest of the paper. Let *G* be a finite group with *e* as its identity element. Let  $S \subset G$  be a generator set of *G* such that  $e \notin S$  and  $g^{-1} \in S$  if  $g \in S$ . The Cayley graph Cay(G, S), defined as having *G* as its vertex set and  $E = \{(x, y) | y = xg \text{ for some } g \in S\}$  as its edge set, is a regular vertex-transitive graph of node degree |S|. Many important and extensively studied interconnection networks, such as rings, toroids, hypercubes, star graphs, and alternating group graphs, are Cayley graphs.

two nodes in  $AN_n$  and presenting a provably optimal (shortest-

Define  $\langle n \rangle$  as the set  $\{1, 2, \dots, n\}$  and let  $p = p_1 p_2 \dots p_n$  be a permutation of the elements of  $\langle n \rangle$ , that is,  $p_i \in \langle n \rangle$  and  $p_i \neq p_j$  for  $i \neq j$ . We may refer to  $p_i$  as p(i) or the *i*th element of p or use square brackets to delineate elements of a permutation when simply juxtaposing them would lead to ambiguities; for example, the permutation that swaps the first and *i*th elements may be written as  $g_{1i} = i \ 2 \ 3 \ \dots [i-1]1[i+1] \dots n$ . For two permutations  $\sigma$  and  $\delta$ , we define their product, or composition,  $\sigma\delta$ , as a permutation that satisfies  $\sigma\delta(i) = \sigma(\delta(i))$ . In other words, if  $\sigma =$  $\sigma_1 \sigma_2 \dots \sigma_n$  and  $\delta = \delta_1 \delta_2 \dots \delta_n$ , we have  $\sigma \delta = \sigma(\delta_1) \sigma(\delta_2) \dots \sigma(\delta_n)$ . Any permutation can be obtained from the identity permutation  $e = 1 2 \dots n$  by a sequence of transpositions (exchanging two adjacent elements). An even (odd) permutation is one whose derivation in this manner requires an even (odd) number of steps. A transposition step applied to an even permutation produces an odd permutation and vice versa. Thus, there are n!/2 even (odd) permutations of  $\langle n \rangle$ .

Let  $A_n$  denote the set of all even permutations over  $\langle n \rangle$ . The set  $A_n$ , along with the operation of product (composition), constitutes a group. Let  $g_{kl}$  be the permutation that swaps elements in positions k and l and leaves all other elements undisturbed. It is easy to see that  $g_{kl}$  is an odd permutation. Define two even permutations,  $g_i^+$  and  $g_i^-$ , as follows for  $i \geq 3$ :

$$g_i^+ = g_{2i}g_{12}$$
  $g_i^- = g_{1i}g_{12}$ 

In other words,  $g_i^+$  swaps the element in position 2 with the element in position *i* after first transposing elements 1 and 2, while  $g_i^-$  swaps the element in position 1 with the element in position *i* following the  $g_{12}$  transposition. Note that  $g_i^+g_i^- = e$ , the identity permutation, so,  $g_i^+$  and  $g_i^-$  are each other's inverses.

The alternating group graph  $AG_n$  is the Cayley graph  $Cay(A_n, \Sigma)$  with the generator set:

$$\Sigma = \{g_3^+, g_3^-, g_4^+, g_4^-, \dots, g_n^+, g_n^-\}.$$

The *n*-dimensional alternating group graph  $AG_n$  is a regular graph with n!/2 nodes, n!(n-2)/2 edges, node degree 2(n-2), and diameter  $\lfloor 3n/2 \rfloor - 3$ . Fig. 1 depicts  $AG_3$  and  $AG_4$ .

Similarly, the *n*-dimensional alternating group network  $AN_n$  is a regular graph with each of its nodes labeled with an even permutation of  $\langle n \rangle$ . Two nodes of  $AN_n$  are directly connected iff the label (permutation) of one node can be obtained from the label of the other by one of the following operations:

- 1.  $z_i = g_{12}g_{3i}$ , where  $3 < i \le n$ : Swapping symbols 1 and 2 and symbols 3 and *i*.
- 2. *g*<sub>*L*</sub>: Shifting the first (leftmost) three symbols cyclically to the left by one position.



Fig. 1. Alternating group graphs (a)  $AG_3$  and (b)  $AG_4$ .

3.  $g_R$ : Shifting the first three symbols cyclically to the right by one position.

Clearly, the generator  $z_i$  is its own inverse, while  $g_L$  and  $g_R$  are each other's inverses. Thus,  $AN_n$  is a Cayley graph  $Cay(An, \Omega)$  with the generator set  $\Omega = \{z_4, \ldots, z_n, g_L, g_R\}$ . Fig. 2 depicts  $AN_3$  and  $AN_4$ . From now on, we exclude the uninteresting case of  $AN_3$ , which is a 3-node ring, and focus on  $AN_n$  with n > 3.

The following facts about  $AN_n$  are obvious: It is a regular graph with n!/2 nodes, n!(n-1)/4 edges, and node degree n-1. We also know from [10] that  $AN_n$  is Hamiltonian and has a diameter of  $\lceil 3n/2 \rceil - 3$ , which is no more than one unit greater than the diameter  $\lfloor 3n/2 \rfloor - 3$  of  $AG_n$ . As a Cayley graph,  $AN_n$  is vertex-symmetric. However, it is not edge-symmetric. The latter observation is easily verified by noting that the edge  $(1 \ 2 \ 3 \ 4 \dots n, 2 \ 3 \ 1 \ 4 \dots n)$  is in a cycle of length 3, whereas the edge ( $1 \ 2 \ 3 \ 4 \dots [n-1] \ n, 2 \ 1 \ n \ 4 \dots [n-1] \ 3$ ) belongs to no such cycle. For example, in Fig. 2b, the edge (1234, 2143) is not part of a cycle of length 3.

### **3** FINDING INTERNODE DISTANCES

A permutation  $p = p_1 p_2 \dots p_n$  of the elements in  $\langle n \rangle$  can be represented by its cycle structure, that is,  $p = c_1 c_2 \dots c_k e_1 e_2 \dots e_l$ , where  $c_i$  is a cycle of length  $|c_i| \ge 2$  for  $1 \le i \le k$  and  $e_i$  is an invariant for  $1 \le i \le l$ . Thus,  $n = |c_1| + |c_2| + ... + |c_k| + l$ . For brevity, we may refrain from listing the invariants in the canonical cycle representation of p. For example, if  $p = 5 \ 1 \ 2 \ 4 \ 3 \ 7 \ 6$ , then the cycle structure of p can be given as (1 5 3 2) (6 7), omitting the invariant (4). Note that a cycle such as (1 5 3 2) indicates that the first element is replaced by the fifth, the fifth element is replaced by the third, the third element is replaced by the second, and, wrapping around, the second element is replaced by the first. We use d(p, q) to denote the length of a shortest path from node p to node q. As before, e denotes the identity permutation  $1 \ 2 \ 3 \dots n$ . Given a node p whose label contains a cycle c and a different node q with a label in which the elements of c are invariants (each element x appears in the corresponding position x), we say that, in going from p to q, the cycle c has been sorted. This means that cdoes not appear in the canonical cycle structure of q. Sorting of cycles constitutes the building block of routing algorithms, as will become clear in the rest of this paper.

- **Lemma 1.** Let p be a node of  $AN_n$  having the cycle structure  $(1 \ 2) \ c_2 \dots c_k$ , that is,  $c_1 = (1 \ 2)$ . The cycle  $c_1$  automatically gets sorted when all the other cycles in p have been sorted.
- **Proof.** Divide the cycles of p into even and odd cycles. Because p is an even permutation, it must have an even number of even cycles. So, there are an odd number of even cycles other than  $c_1$ . Sorting each odd cycle will leave the elements 1 and 2 in their original out-of-order state, given that they undergo an even number of transpositions. Sorting each even cycle, on the other hand, will transpose the elements 1 and 2 an odd number of



Fig. 2. Alternating group networks (a)  $AN_3$  and (b)  $AN_4$ .

times. After an odd number of such reorderings to sort all the other even cycles, 1 and 2 must appear in sorted order. Hence, once all the other cycles in *p* have been sorted, the cycle  $c_1$  must be sorted as well.

- **Lemma 2.** For a node p of  $AN_n$ , let the canonical cycle structure be  $c_1 c_2 \ldots c_k$  and define  $m = |c_1| + |c_2| + \ldots + |c_k|$ . We derive d(p, e) in the two cases when 3 is or is not an invariant.
  - 1. If 3 is an invariant, then the distance d(p, e) from node p to the identity node e is:

$$\begin{array}{ll} d(p,e) = m+k & \text{if } p_1 = 1 \text{ and } p_2 = 2 \\ = m+k-3 & \text{if } p_1 = 2 \text{ and } p_2 = 1 \\ = m+k & \text{if } |\{p_1,p_2\} \cap \{1,2\}| = 1, \\ & \text{and } 1 \text{ or } 2 \text{ is an invariant} \\ = m+k-1 & \text{if } |\{p_1,p_2\} \cap \{1,2\}| = 1, \\ & \text{and } 1 \text{ and } 2 \text{ belong to the same cycle } c_i \\ = m+k & \text{if } |\{p_1,p_2\} \cap \{1,2\}| = 0, \\ & \text{and } 1 \text{ and } 2 \text{ belong to the same cycle } c_i \\ = m+k-1 & \text{if } |\{p_1,p_2\} \cap \{1,2\}| = 0, \\ & \text{and } 1 \text{ and } 2 \text{ belong to the same cycle } c_i \\ = m+k-1 & \text{if } |\{p_1,p_2\} \cap \{1,2\}| = 0, \\ & \text{and } 1 \text{ and } 2 \text{ belong to different cycles.} \end{array}$$

2. If 3 is not an invariant, then d(p, e) is two units less than the expressions given above.

**Proof.** Case 1: 3 is an invariant, that is,  $p_3 = 3$ .

Subcase a:  $p_1 = 1$  and  $p_2 = 2$ . To sort any cycle  $c_i$ , we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_1| + |c_2| + \ldots + |c_k| + k = m + k$ . Subcase b:  $p_1 = 2$  and  $p_2 = 1$ , that is, the cycle structure of p includes  $c_1 = (1 \ 2)$ . From Lemma 1, we know that we do not need to sort the cycle  $c_1 = (1 \ 2)$ . To sort a cycle  $c_i$  other than  $(1 \ 2)$ , we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_2| + \ldots + |c_k| + k - 1 = m + k - 3$ .

Subcase c:  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 or 2 is an invariant. For simplicity, we assume that 2 is an invariant and 1 is in the cycle  $c_i = (1 \ p_1 \dots)$ . To sort this cycle, that is, to put those elements in  $c_i$  which are larger than 1 in their correct positions, we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k = m + k$ .

Subcase d:  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 and 2 belong to the same cycle  $c_i$ . For simplicity, we assume that 1 and 2 are in the cycle  $c_i = (1 \ 2 \ p_2 \dots)$ . To sort this cycle, that is, to put the elements in  $c_i$  which are larger than 2 in their correct positions and the elements  $\{1, 2\}$  in positions 1 and 2, we need  $|c_i|$  steps. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k - 1 = m + k - 1$ .

Subcase e:  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$ , and 1 and 2 belong to the same cycle  $c_i$ . Let 1 and 2 be in the cycle  $c_i = (1 \ p_1 \dots 2 \ p_2 \dots)$ . To sort this cycle, we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k = m + k$ .

Subcase f:  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$  and 1 and 2 belong to different cycles. Let 1 be in the cycle  $c_i = (1 \ p_1 \dots)$  and 2 in the cycle  $c_j = (2 \ p_2 \dots)$ . To sort these two cycles, we need  $|c_i| + |c_i| + 1$  steps. Thus,

$$d(p,e) = |c_1| + |c_2| + \ldots + |c_k| + k - 1 = m + k - 1.$$

Case 2: 3 is not an invariant, that is,  $p_3 \neq 3$ . We begin by sorting the cycle  $c_j = (3 p_3 ...)$  in  $|c_j| - 1$  steps. The rest of the process parallels that of Case 1.

Subcase a:  $p_1 = 1$  and  $p_2 = 2$ . To sort any cycle  $c_i$  that does not contain 3, we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_1| + |c_2| + \ldots + |c_k| + k - 2 = m + k - 2$ .

Subcase b:  $p_1 = 2$  and  $p_2 = 1$ , that is, the cycle structure of p includes  $c_1 = (12)$ . From Lemma 1, we know that we do not need to sort the cycle  $c_1 = (1 \ 2)$ . To sort any other cycle  $c_i$  that does not include 3, we need  $|c_i| + 1$  steps. Thus,  $d(p, e) = |c_2| + \ldots + |c_k| + k - 3 = m + k - 5$ .

Subcase c:  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 or 2 is an invariant. For simplicity, we assume that 2 is an invariant and 1 is in the cycle  $c_i = (1 \ p_1 \dots)$ . To sort this cycle, we need  $|c_i| + 1$  steps when  $c_i$  does not include 3 and we need  $|c_i| - 1$  steps when it does. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k - 2 = m + k - 2$ .

Subcase d:  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 and 2 belong to the same cycle  $c_i$ . For simplicity, we assume that 1 and 2 are in the cycle  $c_i = (1 \ 2 \ p_2 \dots)$ . To sort this cycle, that is, to put the elements in  $c_i$  which are larger than 2 in their correct positions and the elements  $\{1, 2\}$  in positions 1 and 2, we need  $|c_i|$  steps when  $c_i$  does not include 3 and we need  $|c_i| - 2$  steps when it does. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k - 3 = m + k - 3$ .

Subcase e:  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$  and 1 and 2 belong to the same cycle  $c_i$ . Let 1 and 2 be in the cycle  $c_i = (1 \ p_1 \dots 2 \ p_2 \dots)$ . To sort this cycle, we need  $|c_i| + 1$  steps when  $c_i$  does not include 3 and  $|c_i| - 1$  steps when it does. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k - 2 = m + k - 2$ . Subcase f:  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$  and 1 and 2 belong to

different cycles. Let 1 be in the cycle  $c_i = (1 \ p_1 \dots)$  and 2 belong to different cycles. Let 1 be in the cycle  $c_i = (1 \ p_1 \dots)$  and 2 in the cycle  $c_j = (2 \ p_2 \dots)$ . To sort these two cycles, we need  $|c_i| + |c_j| + 1$  steps when  $c_i \cup c_j$  does not include 3 and we need  $|c_i| + |c_j| - 1$  steps when it does. Thus,  $d(p, e) = |c_1| + |c_2| + \dots + |c_k| + k - 3 = m + k - 3$ .

# 4 AN OPTIMAL ROUTING ALGORITHM

In this section, we provide, and prove correct, a shortest-path routing algorithm Route(p) for  $AN_n$ . Because  $AN_n$  is vertex-symmetric, a path from any node x to an arbitrary node y can be easily deduced, given a path from  $p = y^{-1} x$  to the identity node  $e = 1 \ 2 \ 3 \dots n$ . The latter is the path that our algorithm provides.

 $Route(p = p_1 p_2 \dots p_n)$ : returns p', the first node on a shortest path from p to e

Case 1: if  $p_3 > 3$  then  $p' = p z_{p_3}$  endif Case 2: if  $p_3 = 3$ then if  $p_4 = 4, p_5 = 5, \dots, p_n = n$  then stop endif else  $p' = p z_t$ , where t > 3 and  $p_t \neq t$ endif Case 3: if  $p_3 < 3$ then if  $p_1 < 3$  or  $p_2 < 3$ then if  $p_1 < 3$  then  $p' = p g_R$  else  $p' = p g_L$  endif endif else if  $(p_3 = 1 \text{ and } 2 \text{ is not in the cycle } (3 1 \dots))$ or  $(p_3 = 2 \text{ and } 1 \text{ is in the cycle } (3 2 \dots))$ then  $p' = p g_R$ else  $p' = p g_L$  endif endif

Note that, in Algorithm *Route*, the notation "cycle (i j ...)" represents the cycle that contains both *i* and *j* and *p*  $g_R$  or *p*  $g_L$  is the group product of *p* and one of the generators  $g_R$  or  $g_L$ , defined in Section 2.

**Example 1,** A shortest path from p = 45123 to e = 12345 in  $AN_5$ :

45123	$\rightarrow g_L$
51423	$\rightarrow z_4$
15243	$\rightarrow g_R$
21543	$\rightarrow z_5$
12345	

**Example 2.** A shortest path from p = 3125476 to e = 1234567 in  $AN_7$ :

3125476	$\rightarrow g_L$
1235476	$\rightarrow z_4$
2153476	$\rightarrow z_5$
1243576	$\rightarrow z_4$
2134576	$\rightarrow z_6$
1274536	$\rightarrow z_7$
2164537	$\rightarrow z_6$
1234567	

**Theorem 1.** The algorithm Route(p) is optimal.

**Proof.** We only need to prove that d(p', e) = d(p, e) - 1. Suppose that the cycle structure of p is  $c_1 c_2 \dots c_k$ , where  $|c_i| \ge 2$  for  $1 \le i \le k$ . Let  $m = |c_1| + |c_2| + \dots + |c_k|$ . Suppose that the cycle structure of p' is  $h_1 h_2 \dots h_{k'}$ , where  $|h_i| \ge 2$  for  $1 \le i \le k'$ . Let  $m' = |h_1| + |h_2| + \dots + |h_{k'}|$ . The three cases identified in the algorithm must be considered: 1)  $p_3 > 3$ , 2)  $p_3 = 3$ , and 3)  $p_3 < 3$ . In the following, we only consider the case of  $p_3 < 3$  as the first two cases can be proven similarly. Furthermore, because  $p_3 = 2$  and  $p = (3 2 \dots)c_2 \dots c_k$  is similar to  $p_3 = 1$  and  $p = (3 1 \dots)c_2 \dots c_k$ , we only supply a proof for the latter case. Case a: If  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 or 2 is an invariant,

then 2 is an invariant, d(p, e) = m + k - 2 and  $p' = p g_L$ .

Subcase a1: If  $p_1 = 3$ , then  $p' = (1 \ 2)c_2 \dots c_k$ . By Lemma 2, we have

$$d(p', e) = 2 + |c_2| + \ldots + |c_k| + k - 3 = m + k - 3 = d(p, e) - 1.$$

Subcase a2: If  $p_1 > 3$ , then  $p' = (1 \ 2)(3 \ p_1 \ ...)c_2 \dots c_k$ . By Lemma 2, we have

$$d(p', e) = m' + k' - 5 = m + 1 + k + 1 - 5$$
$$= m + k - 3 = d(p, e) - 1.$$

Case b: If  $|\{p_1, p_2\} \cap \{1, 2\}| = 1$  and 1 and 2 belong to the same cycle  $c_i$ , then  $p_1 = 2, d(p, e) = m + k - 3$  and  $p' = p g_R$ .

Subcase b1: If  $p_2 = 3$ , then  $p' = c_2 \dots c_k$ . By Lemma 2, we have d(p', e) = m' + k' = m - 3 + k - 1 = d(p, e) - 1.

Subcase b2: If  $p_2 > 3$ , then  $p = (3 \ 1 \ 2 \ p_2 \dots)c_2 \dots c_k$ ,  $p' = (3 \ p_2 \dots)c_2 \dots c_k$ . By Lemma 2, we have

$$d(p', e) = m' + k' - 2 = m - 2 + k - 2 = m + k - 4 = d(p, e) - 1.$$

Case c: If  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$  and 1 and 2 belong to the same cycle  $c_i$ , then  $p_1 > 2, p_2 > 2, d(p, e) = m + k - 2$  and  $p' = p g_L$ .

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Subcase c1: If 
$$p_2 = 3$$
, then  $p = (3 \ 1 \ p_1 \dots 2)c_2 \dots c_k$ .  
Thus,  $p' = (1 \ 3 \ p_1 \dots 2)c_2 \dots c_k$ . By Lemma 2, we have

$$d(p', e) = m' + k' - 3 = m + k - 3 = d(p, e) - 1.$$

Subcase c2: If  $p_2 > 3$ , then  $p_1 > 3$ ,

$$p = (3 \ 1 \ p_1 \dots 2 \ p_2 \dots j)c_2 \dots c_k.$$

Thus,  $p' = (3 p_1 \dots 2 1 p_2 \dots j)c_2 \dots c_k$ . By Lemma 2, we have

$$d(p', e) = m' + k' - 3 = m + k - 3 = d(p, e) - 1.$$

Case d: If  $|\{p_1, p_2\} \cap \{1, 2\}| = 0$  and 1 and 2 belong to different cycles, then we have  $p_1 > 2$ ,  $p_2 > 2$ , p = $(3 \ 1 \ p_1 \dots i)(2 \ p_2 \dots j)c_3 \dots c_k, d(p, e) = m + k - 3$  and  $p' = p \ g_R$ . Thus,  $p' = (3 p_2 \dots j 2 p_1 \dots i)c_3 \dots c_k$  and 1 is an invariant of p'. By Lemma 2, we have

$$d(p', e) = m' + k' - 2 = m + k - 4 = d(p, e) - 1.$$

#### 5 CONCLUSION

Given that the design space for interconnection networks is quite vast, identifying structures that lend themselves to theoretical analyses constitutes an important area of research. Cayley graphs in general, and networks based on alternating groups in particular, provide a rich area of study for analyzing both well-known and new interconnection networks. In this paper, we derived the distance between any pair of nodes in the alternating group networks  $AN_n$  and used the results in the construction and proof of an optimal (shortest-path) routing algorithm for this new class of networks. In so doing, we solved an open problem due to the lack of a complete, and provably correct, routing algorithm for  $AN_n$ . We have also built a foundation for further studies of these and other Cayley graphs based on alternating groups that offer advantages over well-known, and extensively studied, interconnection networks such as the hypercube and the star graph.

The work reported here can be extended in several directions. Some important open problems include: 1) enumerating and constructing node-disjoint, or parallel, paths for the evaluation of fault tolerance, 2) finding the exact value of the network's fault diameter to assess its robustness, and 3) deriving a fault-tolerant routing algorithm to allow continued operation in the presence of faults. We are now investigating some aspects of these and other problems of practical interest.

# **APPENDIX**

## A ROUTING ALGORITHM FOR $AN_n$

The following routing algorithm for  $AN_n$ , called YRoute, is reproduced from [10] for comparison purposes and for verifying our claim that it fails to find a route in some cases. The algorithm *YRoute* supplies a route from node p in  $AN_n$  whose cycle structure is  $c_1 c_2 \ldots c_k$  to node e.

 $YRoute(p = c_1 \ c_2 \dots c_k)$ : p' is the first node on a shortest path from p to e

Step 1: if 
$$p_3 = 3$$

then if *p* contains a cycle 
$$(i_1 \ i_2 \dots i_s)$$
 with  $s \ge 2$  and  $i_j > 3$   
then  $p' = p \ z_{i_1}$ 

else p' = p(132) or p' = p(123)

/\* there must be a cycle 
$$(i_1i_2...i_s 1...)$$

or 
$$(i_1 \ i_2 \dots i_s \ 2 \dots)$$
 with  $s \ge 1$  and  $i_j > 3$  \*/  
endif

else /\* 
$$p_3 \neq 3$$
 \*/

if p contains a cycle  $(i_1 \ i_2 \dots i_s \ 3 \dots)$  with  $s \ge 1$  and  $i_i > 3$ then  $p' = p z_{i}$ . endif if p contains  $(i_1 \ i_2 \dots i_s \ 1 \ 3 \dots)$  (2) or  $(i_1 \ i_2 \dots i_s \ 2 \ 3 \dots)$  (1) with  $s \ge 1$  and  $i_j > 3$ then p' = p(132) or p' = p(123)endif if p contains  $(1 \ 3 \dots) (2 \ i_1 \ i_2 \dots i_s)$  or  $(2 \ 3 \dots)$  $(1 \ i_1 \ i_2 \dots i_s)$  with  $s \ge 1$  and  $i_j > 3$ then p' = p(123) or p' = p(132)endif endif

- Step 2: One by one, place the elements  $i_s, i_{s-1}, \ldots, i_1$  in p' at their correct positions
- Sort the cycles  $c_1, c_2, \ldots, c_k$  in turn by using Steps 1 and 2 Step 3: as required;

Finally, put the elements 1, 2, and 3 in their correct positions.

Now, consider the example of routing from the node p = 3125476to the identity node 1234567 in  $AN_7$ , cited in Section 1. Thus,  $p_3 = 2$ and the cycle expression of p is (1 3 2) (4 5) (6 7). Because  $p_3 \neq 3$ , p does not satisfy any of the following conditions:

- 1. containing a cycle  $(i_1 \ i_2 \dots i_s \ 3 \dots)$  with  $s \ge 1$  and  $i_j > 3$ ,
- 2. containing cycles  $(i_1 i_2 \dots i_s 1 3 \dots)$  (2) or  $(i_1 i_2 \dots i_s 2 3 \dots)$ (1) with s > 1 and  $i_i > 3$ ,
- containing cycles  $(1 \ 3 \dots)$   $(2 \ i_1 \ i_2 \dots i_s)$  or  $(2 \ 3 \dots)$ 3  $(1 \ i_1 \ i_2 \dots i_s)$  with  $s \ge 1$  and  $i_j > 3$ .

Algorithm YRoute fails to compute p'. In other words, the three subcases under the "else" part of Step 1 (corresponding to  $p_3 \neq 3$ ) do not cover all possibilities. Clearly, the example above is not the only one for which Algorithm YRoute fails to provide a routing path. Routing from any node whose cycle structure contains (1 3 2) will create the same problem.

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