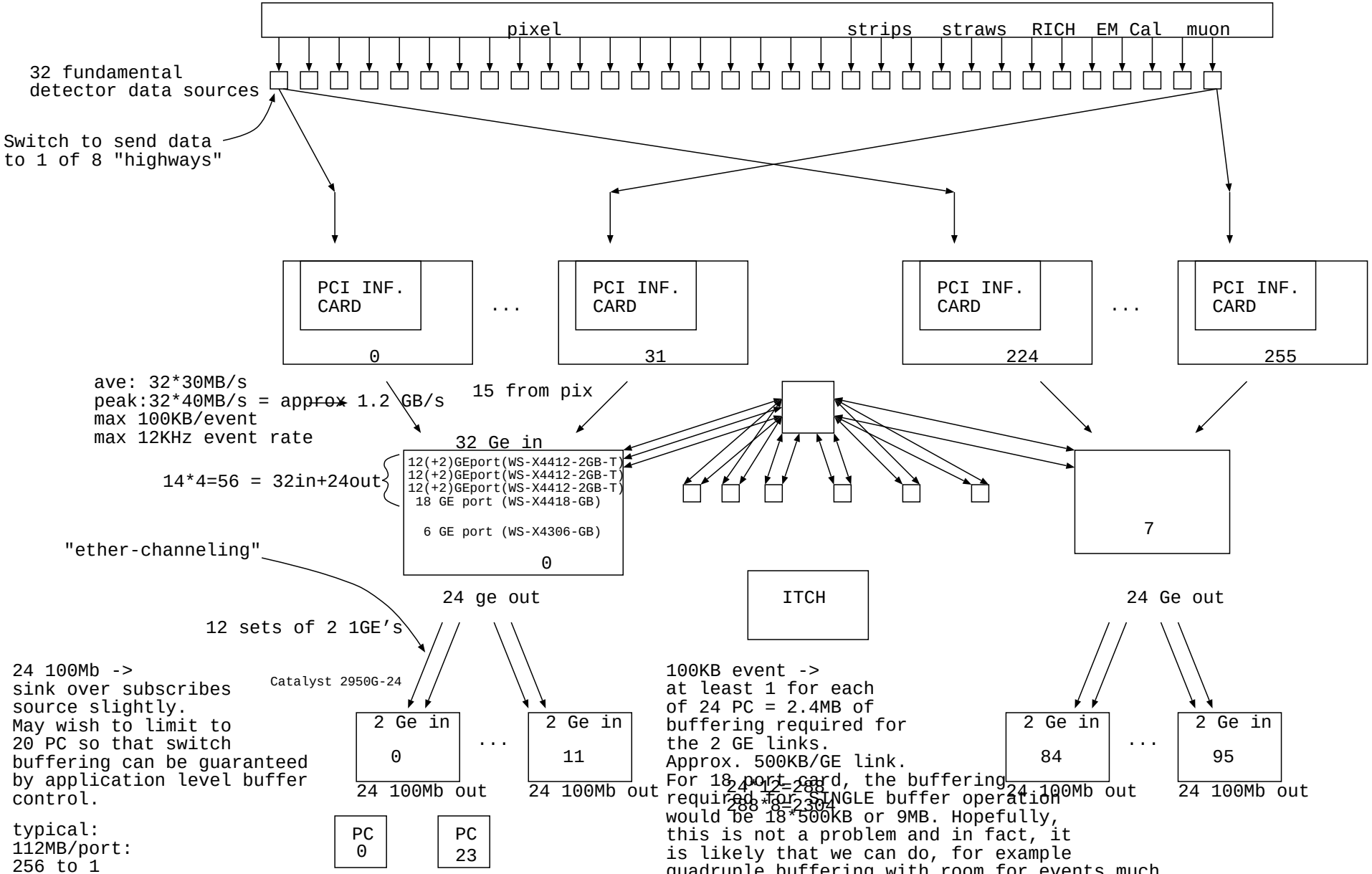

24 100Mb -> sink over subscribes source slightly. May wish to limit to 20 PC so that switch buffering can be guaranteed by application level buffer control.

typical:
112MB/port:
256 to 1
Recall: max win size is min of (max) send buf and (max) recv buf;
Set send buf to buffer 2 or 3 event frements.
Set recv buf (per port) to protect switch buffer overflow:
(112MB/blade) / (14 output ports/blade???) / 256 connections = 32KB

100KB event -> at least 1 for each of 24 PC = 2.4MB of buffering required for the 2 GE links.
Approx. 500KB/GE link.
For 18 port card, the buffering required for SINGLE buffer operation would be 18*500KB or 9MB. Hopefully, this is not a problem and in fact, it is likely that we can do, for example quadruple buffering with room for events much bigger than the average.

24*12=288
288*8=2304

Each of the receiving nodes (1 of 2304) has a connection to each of the 256 sending nodes.
Each of the sending nodes (1 of 256) has a connection to each of the 2304 receivgin nodes.

D0: 50 crates 4KB/event frag @ 1KHz = 200MB/s
112MB/48=2.389MB/port
AT D0, OUTPUT PORT = 1 PC

http://www-d0.fnal.gov/cgi-bin/cvsweb.cgi/~checkout~/l3xsbc/doc/buffering/index.html?rev=HEAD&content-type=text/html