

# Routing in Unidirectional $(n, k)$ -star graphs

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## ABSTRACT

The class of  $(n, k)$ -star graphs and their unidirectional version were introduced as generalizations of star graphs and unidirectional star graphs respectively. In this paper, we substantially improved previously known bound for the diameter of unidirectional  $(n, k)$ -star graphs. The previous bound was  $10k - 5$  for small  $k$  and  $5k + 5 \lfloor (n-1)/2 \rfloor$  for large  $k$ ; the new bound is  $7(k-3) + 18$ . In addition, a distributing routing algorithm is presented, analyzed theoretically for worst-case behaviour and exercised experimentally for average case behaviour.

**Keywords:** Interconnection networks, star graphs, distributed routing.

## INTRODUCTION

Many applications require unidirectional interconnection networks. Some recent papers include [2–8, 11–13]. In particular [8, 11] provide specific proposals and applications in which unidirectional graph topologies are appropriate as architectural models.

The star graph proposed by [1] has many advantages over the hypercube, such as lower degree and a smaller diameter. One of the main criteria of a good interconnection network topology is that it is maximally edge-connected. So the ideal situation is for an unidirectional graph topology to have the highest possible arc-connectivity. This has been verified for the unidirectional hypercube [11, 13] and the unidirectional star graph [3, 12]. An orientation of the star graph was proposed in [12], and they gave an efficient near-optimal distributed routing algorithm for it.

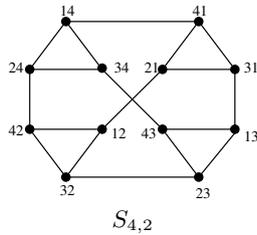
The main drawback of the star graphs is related to its number of vertices:  $n!$  for an  $n$ -dimensional star graph. For example, the smallest star graph with at least 6000 vertices is a graph with 40320 vertices. The  $(n, k)$ -star graphs, which include the star graphs, were introduced in [9, 10] to address this issue. In [7], it is shown that  $(n, k)$ -star graphs also have the desired property that they can be oriented to achieve the highest possible arc-connectivity with small diameter. However [7] concentrates on the connectivity issue and treats the routing issue (and the diameter issue)

as a by-product. It seems that finding the diameter of unidirectional  $(n, k)$ -star graph is more difficult than the undirected version as even the diameter of the unidirectional star graph remains an open question. In this paper, we

- (1) give a distributed heuristic routing algorithm for unidirectional  $(n, k)$ -star graphs. It is obtained by modifying and extending the algorithm given in [12] for the unidirectional star graphs and by utilizing some basic results given in [7],
- (2) obtain a theoretical bound for the diameter of unidirectional  $(n, k)$ -star graphs that is 30% better than the one in [7], and
- (3) fine tune the heuristic to obtain a better practical results.

## PRELIMINARIES: $(n, k)$ -STAR GRAPHS

Basic terminology in graph theory can be found in [14]. An  $(n, k)$ -star graph  $S_{n,k}$  with  $1 \leq k < n$  is governed by the two parameters  $n$  and  $k$ . The vertex-set of  $S_{n,k}$  consists of all the permutations of  $k$  elements chosen from the ground set  $\{1, 2, \dots, n\}$ . Two vertices  $[a_1, a_2, \dots, a_k]$  and  $[b_1, b_2, \dots, b_k]$  are adjacent if one of the two conditions holds: (1) There exists  $r$ ,  $2 \leq r \leq k$  such that  $a_1 = b_r$ ,  $a_r = b_1$  and  $a_i = b_i$  for  $i \in \{1, 2, \dots, k\} \setminus \{1, r\}$ . (2)  $a_i = b_i$  for  $i \in \{2, \dots, k\}$ ,  $a_1 \neq b_1$ . Every vertex has  $k - 1$  neighbours via adjacency rule (1) and  $n - k$  neighbours via adjacency rule (2). Adjacency rule (1) is precisely the rule for the  $k$ -dimensional star graph; an edge produced this way is a *star-edge*, it will be called an  *$i$ -edge* if the exchange is between position 1 and position  $i$  where  $i \in \{2, 3, \dots, k\}$ . A *residual-edge* is an edge produced by adjacency rule (2). The following figure illustrates  $S_{4,2}$ . (We note that for convenience, we write the  $(n, k)$ -permutation  $[i, j]$  as  $ij$ .) Note that given an edge in  $S_{n,k}$  with the labelings of its two end-vertices, one can immediately determine whether it is a star-edge or a residual-edge.



The family of  $S_{n,k}$  generalizes the star graph since  $S_{n,n-1}$  is the star graph  $S_n$  (an  $(n-1)$ -permutation on an  $n$ -set is really a permutation on  $n$  elements). For  $S_{n,n-1}$ , that is, the star graph  $S_n$ , the unique residual-edge for each vertex is its  $n$ -edge. The  $(n,k)$ -star graph  $S_{n,k}$  has  $n!/(n-k)!$  vertices and is an  $(n-1)$ -regular graph. Other properties of  $(n,k)$ -star graphs can be found in [7,9,10].  $S_{n,k}$  has two important classes of subgraphs.

- (1) Let  $\{x_1, x_2, \dots, x_k\} \subseteq \{1, 2, \dots, n\}$  with  $k \geq 3$ . Let  $G$  be the subgraph of  $S_{n,k}$  induced by vertices whose labelings are permutations of  $x_1, x_2, \dots, x_k$ . Then  $G$  is isomorphic to  $S_k$ . It is called a *fundamental star* and  $S_{n,k}$  has  $\binom{n}{k}$  fundamental stars.
- (2) Let  $\{x_2, x_3, \dots, x_k\} \subseteq \{1, 2, \dots, n\}$ . Let  $G$  be the subgraph of  $S_{n,k}$  induced by vertices of the form  $[y_1, x_2, x_3, \dots, x_k]$  where  $y_1 \in \{1, 2, \dots, n\} \setminus \{x_2, x_3, \dots, x_k\}$ . Then  $G$  is isomorphic to

$K_{n-k+1}$ , the complete graph on  $n-k+1$  vertices. It is called a *fundamental clique* and  $S_{n,k}$  has  $\binom{n}{k-1}(k-1)! = \frac{n!}{(n-k+1)!}$  fundamental cliques.

### UNIDIRECTIONAL $(n,k)$ -STAR GRAPHS

In this section, we give the orientation proposed by [7]. Given an  $(n,k)$ -star graph  $S_{n,k}$ , we map each vertex to a unique full permutation of  $\{1, 2, \dots, n\}$ . Suppose a vertex in  $S_{n,k}$  has the labeling  $[a_1, a_2, \dots, a_k]$ . Then the unique permutation on  $\{1, 2, \dots, n\}$  associated with it is  $[a_1, a_2, \dots, a_k, x_1, x_2, \dots, x_{n-k}]$  where  $\{x_1, x_2, \dots, x_{n-k}\} = \{1, 2, \dots, n\} \setminus \{a_1, a_2, \dots, a_k\}$  and  $x_1 < x_2 < \dots < x_{n-k}$ . We call a vertex *odd* if its associated permutation is odd and *even* if its associated permutation is even. We note that under this definition, a star-edge is still between an odd vertex and an even vertex. This definition is consistent with the basic properties and terminology of star graphs. The idea used in [7] was to orient the edges in the fundamental stars and fundamental cliques semi-independently but carefully combine the choices to maximize arc-connectivity. Algorithm 1 gives the orientation rule. (For the boolean functions  $\text{even}(\cdot)$  and  $\text{odd}(\cdot)$ , they use the usual rule if the argument is an integer. If it is a vertex of the  $(n,k)$ -star graph, it uses the above definition. The parity( $\cdot$ ) function, whose input are vertices of  $(n,k)$ -star graph, uses the above definition.)

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#### Algorithm 1 Orienting the edge $e = \{\pi_a, \pi_b\}$

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if  $e$  is a star-edge:  $i$ -edge with  $\text{even}(\pi_a) \wedge \text{odd}(\pi_b)$  then
  if  $(\text{even}(i))$  then  $\pi_a \rightarrow \pi_b$  else  $\pi_b \rightarrow \pi_a$  endif (Day-Tripathi rule)
else
   $\{e$  is a residual-edge,  $\pi_a = [x, a_2, \dots, a_k], \pi_b = [y, a_2, \dots, a_k]$ : Assume  $x < y\}$ 
   $\{z = \min(\{1, 2, \dots, n\} \setminus \{a_2, \dots, a_k\})$  and  $\pi_z = [z, a_2, \dots, a_k]\}$ 
  if  $(\text{even}(n-k)) \vee (\text{odd}(n-k) \wedge (\text{even}(n-1) \wedge \text{odd}(\pi_z))) \vee (\text{odd}(n-1) \wedge \text{even}(\pi_z))$  then
    if  $\text{parity}(\pi_a) \neq \text{parity}(\pi_b)$  then  $\pi_a \rightarrow \pi_b$  else  $\pi_b \rightarrow \pi_a$  (standard rule) endif
  else
    if  $\text{parity}(\pi_a) = \text{parity}(\pi_b)$  then  $\pi_a \rightarrow \pi_b$  else  $\pi_b \rightarrow \pi_a$  (reverse rule) endif
  end if
end if

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We will denote this orientation of  $S_{n,k}$  by  $\overrightarrow{S_{n,k}}$ . If  $k = n-1$ , this reduces to the unidirectional star graph given in [12]. One can check that  $\overrightarrow{S_{n,k}}$  is a directed graph with odd (even) vertices having in-degree  $\lceil \frac{n-1}{2} \rceil$  ( $\lfloor \frac{n-1}{2} \rfloor$ ) and out-degree  $\lfloor \frac{n-1}{2} \rfloor$  ( $\lceil \frac{n-1}{2} \rceil$ ). Results on arc-connectivity are given in [7] (and [3] for the case  $k = n-1$ ).

If  $k \neq n-1$ , [7] showed that every residual-arc is on a small directed cycle (length 3 or 4) and such a cycle can be found easily. Suppose  $\pi_y$  and  $\pi_x$  are ends of a residual-arc and we want to route from  $\pi_y$  to  $\pi_x$ . If the arc is  $\pi_y \rightarrow \pi_x$ , then it is easy (one step); otherwise, we can route around this small cycle in two or three steps. This fact will be useful in the next section. We denote a path obtained this way by  $\text{CycleMove}(\pi_y, \pi_x)$ . If  $n-k$  is even, then  $\text{CycleMove}$  produces a path of length at most two; otherwise, at most three. We refer the reader to [7] for details of the  $\text{CycleMove}$  routine.

### ROUTING ALGORITHM

Since the unidirectional  $(n,k)$ -star graphs reduce to the unidirectional star graphs if  $k = n-1$ , it is natural to develop an algorithm that coincides with the algorithm given by [12] if  $k = n-1$ . From now on we will assume  $k \geq 3$  as certain structural properties will not hold otherwise. (See [7].)

The general structure of the Algorithm 2 is to sweep from position  $k$  down to position 3. The last 3 positions are dealt with separately at the end. A vertex is called *i-good* if the unique  $i$ -edge is directed away from this vertex where  $i \geq 2$ . If  $\pi$  is  $i$ -good, then we may move from  $\pi = [a_1, a_2, \dots, a_i, \dots, a_k]$  to  $[a_i, a_2, \dots, a_1, \dots, a_k]$ . This is a *StarMove*( $i, \pi$ ). It is easy to see that if a vertex is not  $i$ -good, then it is  $(i-1)$ -good with  $i \geq 3$ ; moreover, the resulting vertex is  $i$ -good after an  $(i-1)$ -move. It is also easy to see that if a vertex is  $i$ -good with  $i \geq 4$ , then it is  $(i-2)$ -good.

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if ( $\pi_a$  is not  $k$ -good) then ( $\pi_c := \text{StarMove}(k-1, \pi_a)$ ) else  $\pi_c := \pi_a$  endif
for ( $i = k; i > 3; i = i - 1$ ) do
  {At stage  $i$ , current vertex is  $\pi_c := [c_1, c_2, \dots, c_i, b_{i+1}, \dots, b_k]$ }
  if  $b_i \in \{c_1, c_2, \dots, c_i\}$  {Assume  $b_i = c_j$ }  $\pi_f := \text{StarManeuver}(\pi_c, i, j)$ 
  else  $\pi_f := \text{ResidualManeuver}(\pi_c, b_i, i, j)$  endif
end for
Lastthree( $\pi_f, \pi_b$ )
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To ensure that Algorithm 2 is at a  $k$ -good vertex at the beginning of stage  $k$ , it applies  $\text{StarMove}(k-1, \pi_a)$  if  $\pi_a$  is not  $k$ -good. The algorithm enters stage  $i$  at  $\pi_c = [c_1, c_2, \dots, c_i, b_{i+1}, \dots, b_k]$ . We consider two cases,  $b_i \in \{c_1, c_2, \dots, c_i\}$  and  $b_i \notin \{c_1, c_2, \dots, c_i\}$ . They correspond, respectively to  $\text{StarManeuver}$  and  $\text{ResidualManeuver}$ .

Suppose  $c_j = b_i$ . Then all the moves at this stage are within a fundamental star ( $\text{StarManeuver}$ ). Note that the  $\text{StarMove}(i-2, \pi_c)$  for the case  $j = i$  is to ensure that the vertex at the end of this stage is  $(i-1)$ -good. Hence a maximum of 5 steps in such a stage. In the second case,  $b_i \notin \pi_b$  ( $\text{ResidualManeuver}$ ), the first step is to route  $\pi_c$  to  $[b_i, c_2, \dots, c_i, b_{i+1}, \dots, b_k]$ . If this cannot be done in one step (the arc is oriented in the opposite way), then we route around a small cycle using  $\text{CycleMove}$  in a fundamental clique. Now a series of  $\text{StarMoves}$  are used to put  $b_i$  in the  $i$ th position. Hence a maximum of 6 steps if  $n-k$  is even and 7 steps if  $n-k$  is odd. Readers may wonder what happens if  $k = n-1$ . In this case, the  $\text{ResidualManeuver}$  will not work as the validity of  $\text{CycleMove}$  is based on  $k \neq n-1$ . However, one can view a residual-edge in this case as a star-edge ( $n$ -edge). So there will be no  $\text{ResidualManeuvers}$ . Of course, in this case, this reduces to the algorithm given in [12].

After stages  $k, \dots, 4$ , the algorithm arrives at a vertex of the form  $[-, -, -, b_4, \dots, b_k]$ . Now the algorithm will route in  $\overrightarrow{S_{n-k+3,3}}$  or  $\overrightarrow{S_3}$ . This is called  $\text{Lastthree}(\pi_f, \pi_b)$  in Algorithm 2. It is easy to route in  $\overrightarrow{S_3}$  and its diameter is 5. Proposition 0.1 gives a bound of the diameter of  $\overrightarrow{S_{n-k+3,3}}$ .

**Proposition 0.1.** *Let  $q \geq 4$ . Then the diameter of  $\overrightarrow{S_{q,3}}$  is at most 14 if  $q$  is odd and is at most 17 if  $q$  is even.*

*Proof.* Suppose we want to route from  $\pi_c$  to  $\pi_d$  in  $\overrightarrow{S_{q,3}}$ . Let the three symbols of  $\pi_d$  be  $a_1, a_2, a_3$ . Then we only have to look at 8 cases to route  $\pi_c$  to a vertex with symbols  $a_1, a_2, a_3$  which in turn can route to  $\pi_d$  in at most 5 steps. We will use the term  $\text{CycleMove}$  to indicate routing through a cycle if necessary in a fundamental clique. In

## HEURISTICS

First, we note that the ordering of the stages in the algorithm given in Section is unimportant. Next we note that if a vertex is not  $i$ -good, then it is  $j$ -good if  $i$  and  $j$  have different parity and that  $1 \notin \{i, j\}$ . Since we are not

the following list, we use  $+$  to mean the element belongs to  $A = \{a_1, a_2, a_3\}$  and  $-$  otherwise.

- (1)  $\pi_c = [+, +, +]$ . We are done.
- (2)  $\pi_c = [-, +, +]$ . Apply  $\text{CycleMove}$  to move the other symbol of  $A$  to the 1st position.
- (3)  $\pi_c = [+, -, +]$ . If it is 2-good, apply the sequence 2-move, a suitable  $\text{CycleMove}$ ; otherwise (it is 3-good), apply the sequence 3-move, 2-move, a suitable  $\text{CycleMove}$ .
- (4)  $\pi_c = [+, +, -]$ . Symmetric to the above case.
- (5)  $\pi_c = [-, -, +]$ . Apply a suitable  $\text{CycleMove}$  and we are back to case 3.
- (6)  $\pi_c = [-, +, -]$ . Apply a suitable  $\text{CycleMove}$  and we are back to case 4.
- (7)  $\pi_c = [+, -, -]$ . It is either 2-good or 3-good. Hence in one step, we are back to one of the above two cases.
- (8)  $\pi_c = [-, -, -]$ . Apply a suitable  $\text{CycleMove}$  and we are back to the above case.

Since a  $\text{CycleMove}$  is at most 3 steps if  $q-3$  is even and at most 2 steps if  $q-3$  is odd, the result follows.  $\square$

$\text{Lastthree}(\pi_f, \pi_b)$  can easily be constructed from the proof of Proposition 0.1, so we omit the details. Hence we have a distributed routing algorithm and the following result.

**Theorem 0.2.** *Suppose  $k \geq 3$ . If the routing from  $\pi_a$  to  $\pi_b$  in  $\overrightarrow{S_{n,k}}$  by the algorithm uses  $\alpha$  residual-maneuvers then the number of steps is at most  $5(k-3) + \alpha + 15$  if  $n-k$  is even and at most  $5(k-3) + 2\alpha + 18$  if  $n-k$  is odd. In particular, the diameter of  $\overrightarrow{S_{n,k}}$  is at most  $6(k-3) + 15$  if  $n-k$  is even and at most  $7(k-3) + 18$  if  $n-k$  is odd.*

This result is much better than the one given in [7]:  $10k-5$  if  $1 \leq k \leq \lfloor n/2 \rfloor$  and  $5k+5\lfloor (n-1)/2 \rfloor$  for  $\lfloor n/2 \rfloor \leq k \leq n-1$ . We also observe that  $\alpha$  may not be the number of symbols in  $\pi_b$  that are not in  $\pi_a$ . During  $\text{ResidualManeuvers}$ , some of the symbols that are common to  $\pi_a$  and  $\pi_b$  may be moved out of the labelings of the current vertex. That does not affect the worst-case analysis given above, but in practice such cases could be recognized and handled more efficiently.

following the decreasing order, we no longer need to ensure a vertex is  $(i-1)$ -good at the end of stage  $i$ . Recall that our destination vertex is  $[b_1, b_2, \dots, b_k]$ . Suppose the current vertex is  $\pi = [c_1, c_2, \dots, c_k]$ . Let  $B_\pi = \{i : i \geq 2, c_i \neq b_i\}$ . Position  $i$  in  $B_\pi$  is called  $1$ -eligible if  $c_1 = b_i$  and  $\pi$  is  $i$ -good. It is called  $2s$ -eligible if there is a  $j \in \{2, \dots, k\}$  such

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if  $\pi_y \rightarrow \pi_x$  then
  {path: $\pi_y, \pi_x$ }
else
  {Let  $\{1, 2, \dots, n\} \setminus \{a_2, \dots, a_k\}$  be  $t_1, t_2, \dots, t_{n-k+1}$  listed in increasing order}.
  {Denote  $\pi_i = [t_i, a_2, \dots, a_k]$  for  $i = 1, 2, \dots, n - k + 1$ , Denote  $\pi_{i+1}$  by  $\text{succ}(\pi_i)$ , for  $i = 1, 2, \dots, n - k \wedge \pi_{i-1}$  by  $\text{pred}(\pi_i)$  for  $i = 2, 3, \dots, n - k + 1$ }
  {Denote  $p$ -path:  $\pi_y, \text{pred}(\pi_x), \pi_x \wedge s$ -path:  $\pi_y, \text{succ}(\pi_b), \pi_a$ }
  case [ $n - k$  is even]: if  $x < y \wedge \pi_a \neq \pi_1$  then use  $p$ -path else use  $s$ -path endif
  case [( $\text{odd}(n - k) \wedge \text{even}(n - 1) \wedge \text{odd}(t_1)$ )  $\vee$  ( $\text{odd}(n - k) \wedge \text{odd}(n - 1) \wedge \text{even}(t_1)$ )]: if  $x < y, \pi_a = \pi_1 \wedge \pi_b = \pi_{n-k+1}$ 
  then use  $\pi_y, \pi_2, \pi_3, \pi_x$  elseif  $x < y \wedge \pi_a \neq \pi_1$  then use  $p$ -path else use  $s$ -path endif
  case [( $\text{odd}(n - k) \wedge \text{even}(n - 1) \wedge \text{even}(t_1)$ )  $\vee$  ( $\text{odd}(n - k) \wedge \text{odd}(n - 1) \wedge \text{odd}(t_1)$ )]: if  $x > y, \pi_a = \pi_{n-k+1} \wedge \pi_b = \pi_1$ 
  then  $\pi_y, \pi_{n-k} \wedge \pi_{n-k-1}, \pi_x$  elseif  $x > y \wedge \pi_a \neq \pi_{n-k+1}$  then use  $s$ -path else use  $p$ -path endif
  end case
end if

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that  $c_j = b_i$ ,  $i$  and  $j$  are of different parity and  $\pi$  is  $j$ -good. It is called *2r-eligible* if  $b_i \notin \{c_1, c_2, \dots, c_k\}$ , the arc is directed from  $\pi$  to  $[b_i, c_2, \dots, c_k]$  and  $[b_i, c_2, \dots, c_k]$  is  $i$ -good. We note that we can move  $b_i$  into the  $i$ th position in 1 or 2 moves in these situations. If  $i \in B_\pi$  and it does not belong to one of the above cases, then  $i$  is *regular-eligible*. We note that such a position can be corrected using the original algorithm with the convention that a StarMove( $i - 1, \pi_c$ ) is replaced by a StarMove( $j, \pi_c$ ) where  $j \in B_\pi$  with  $i, j$  having different parity and  $\pi_c$  is the current vertex. These observations give the following heuristic: While  $B_\pi$  has at least two even elements or at least two odd elements, we look for a position with the preference order being 1-eligible, 2s-eligible, 2r-eligible and regular-eligible. When this fails, we note that  $B_\pi$  has at most one odd element and at most one even element. We can now route in  $\overrightarrow{S_{q,3}}$  or  $\overrightarrow{S_3}$ . After some experimentations, we tweaked it to include the

following: the algorithm performs 1 or 2 StarMoves moves within a fundamental star so that the 1st position is not an element of the destination before a residual-maneuver.

Table 1 gives the comparison between the path length given by the heuristics and the true diameter. To compute the latter, we computed the all-pairs shortest paths. We note that unlike the unidirectional star graphs, the unidirectional  $(n, k)$ -star graphs are far from symmetric making the computations rather tedious. For  $k = n - 1$ , where the  $\overrightarrow{S_{n,n-1}}$  graph is isomorphic to the  $\overrightarrow{S_n}$  graph studied by Day and Tripathi [12], our algorithm is almost identical to theirs except for the preferred ordering of the main while loop. The results are therefore not surprisingly almost identical (a worst bound on the diameter but better average distance), as reported in Table 1 on the diagonal.

The code to reproduce all experiments is available at [www.oakland.edu/~kruk/research](http://www.oakland.edu/~kruk/research) for download.

	$k=3$	4	5	6	7	8
4	4.79/4.46/5.33 10/9/11					
5	5.34/4.61 12/8	6.19/5.33/6.2 15/10/12				
6	6.06/4.97 15/8	7.90/6.33 18/12	8.27/7.14/8.66 20/11/16			
7	6.51/5.21 14/9	8.65/6.36 20/11	9.61/7.44 24/13	9.76/8.27/9.85 25/14/19		
8	6.92/5.38 15/9	9.12/6.88 20/12	10.70/7.88 26/13	11.72/8.97 29/15	11.68/9.76/11.97 30/16/24	
9	7.22/5.61 14/9	9.50/6.87 21/11	11.05/8.26 25/14	12.62/9.25 30/15	13.34/10.24 34/17	13.21/11.85/13.68 35/18/27

TABLE 1. Average algorithm routing distance / Average distance / Average case from [12] / Worst-case algorithm routing distance / Diameter / Worst-case from [12]

## CONCLUSIONS

Unidirectional interconnection networks are applicable in many settings. In the note, we use two known ingredients, namely, a heuristic for the unidirectional star graphs and the fact that a properly directed clique has a small cycle for every arc, to obtain a routing algorithm for the unidirectional  $(n, k)$ -star graphs that is roughly 30% better than the previously published algorithms.

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