

System Resource Utilization Analysis based on Model Checking Method

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Model checking method is a widely used formal method for proving whether or not a given model satisfies properties, and for producing counter examples if the model does not satisfy properties. In this paper, we show model checking methods can be used for resource utilization analysis of systems. We specify system utilization properties using temporal logic called LTL, and find a bottleneck of system performance using model checking.

Povzetek: Analiza uporabe sistemskih virov z metodo preverjanja modelov.

1 Introduction

Formal methods[5] are the most notable efforts to guarantee a correctness of system design and behaviors. Correctness of design is a very important factor of H/W and S/W systems for preventing an economical and human losses caused by minor errors. Especially, model checking[5] is one of the most active research areas because its procedures are automatic and easy to understand. In model checking, we model a system as a finite state machine and specify the properties that must be satisfied by the real system using a temporal logic[12]. After that, we automatically perform a model checker whether the system satisfies its properties or not. In general, properties are mostly describing correctness or safety of the system's operation. It is very important to specify the correctness property of system design and behavior, and an appropriate property must be specified to represent a correct requirement.

However, in some cases, the correctness property is not an important factor for system designers. In a small system such as NIC(Network Interface Card), the correctness can be ignored by the designer and user. Instead of the safety characteristic, a system efficiency such as operating speed or performance of system resource utilization is more important to evaluate the system's quality level.

Generally, measurement or simulation is used to show an efficiency property of a system. A professional analyst measures responses that occur during an experiment using a simulator, and compares them to an ideal computed value[15]. If the two values are similar or equal, then it can be said the system uses its resources effectively and shows a high performance. Otherwise, the conclusion is that the system performs ineffectively. Then a reason of the ineffectiveness should be found.

To detect it, they must analyze both H/W and S/W. Especially, they must inspect the whole source codes for S/W analysis. However, it is almost impossible to analyze

source codes perfectly, since the codes are too long and cooperates with other systems in a complicate manner. In addition, network systems are constructed in a distributed environment, so error detection is very difficult even if source codes are inspected.

In this paper, we specify system utilization properties using temporal logic, and show that model checking methods can be used for performance analysis. We used the model checker SPIN[8, 9] and LTL(Linear Temporal Logic)[12] to perform this research. We analyzed a Myrinet NIC firmware system[3] and successfully found a reason for ineffective behavior of the system.

This paper is composed as follows; Chapter 2 is a brief introduction to network simulation tools and firmware design methodologies, and model checking method. We address the extension of LTL specification to a quantity characteristic in Chapter 3. In Chapter 4, we explain an overhead analysis of high speed network card and results of model checking. We conclude in Chapter 5.

2 Related Works

2.1 Simulation of network status and firmware design methods

Currently, certain network simulators like Network Simulator II(NS-II)[15] are used to design network system or analyse their behavior. This simulator performs a simulation for TCP, routing, and multicast protocols on wire/wireless network. We can find and fix bugs in the network protocol and communication software using the simulator.

But, simulators just provide a convenient method for users or software designers to fix their software codes, since the system modelled by a simulator is not a real system, but an ideal model. And, NS-II has many of its own bugs and errors. Besides that, users must check whether

the errors from a simulation are from simulator itself.

The research to design NIC firmware correctly is progressing. An improved NIC program for high performance MPI of INRIA modelled behaviors of NIC firmware using a state transition diagram[17]. They modelled and analyzed behaviors of the NIC sender and receiver are working in parallel using the state transition diagram. In this way, it can be helpful for analyzing complex send/receive behaviors of firmware.

2.2 Model Checking

Model checking[5] is an automatic verification technique for correctness of finite state systems. That is a process to prove a correctness of system through logical proving about system constraints or requirement for safe system behavior. Even model checking has many advantages and disadvantages, but can verify a complex system as a hardware circuit or communication protocol automatically. Because verification processes are performed automatically, so the verification results are correct and easy to analysis. In addition, model checking is performed to whole states of system state space, it can conclude yes or no for very large system.

The process of model checking is as follows : The first task is to convert a system to a formal model accepted by a model checker. In practice, this process is not automated and formal languages defined by formal semantics must be used to specify a system. Many abstraction techniques are applied to draw a abstract model in this process. Abstraction is very important for reducing states of a system because system space can be exploded during the model checking process. After modeling, we needs to specify properties that the system must hold. The specification usually is given in some logical formalism. Generally, temporal logics are used to represent a temporal characteristic of systems. The verification is completely automatic with the abstract model and properties. However, it does need human assistance to analyze the result of model checking. The model checker can produce a counterexample for the checked property, and it can help the designer in tracking down where the error occurred. In this case, analyzing the error trace may require a modification to the system and reapplication of the model checking process. The error can also result from incorrect modeling of the system or from an incorrect specification. The error trace can also be useful in identifying and fixing these two problems.

There are many representative model checkers; SMV[11] and SPIN[8, 9] are two examples. SMV is a CTL model checker for hardware verification, and SPIN is an LTL model checker for communication protocol or concurrent software. In this paper, we specify system properties using LTL and verify them using SPIN.

SPIN is a representative LTL model checker. SPIN supports its own tools for LTL specification and verification. A User can model a system by Promela, an input language of SPIN, and specify a required property in LTL. Then SPIN

verifies the model and generates verification results, “True” or counterexample if the result is “false”. SPIN provides some basic safety and liveness properties such as deadlock, invalid end state and non-progress cycle. Therefore, we don’t have to specify those properties. SPIN also has many optional switches, so we can control search spaces and verification times. We can simulate the model’s behavior using SPIN simulator before verification. The simulation facility can reduce the verification time and human efforts to specify a complex property.

2.3 Temporal Logics

It is very important to specify system property that certain system must be satisfied. In general, CTL(Computational Tree Logic) or LTL(Linear Temporal Logic) is used for property specification of model checking. Two logics specify behaviors of a system according to time structure. Time is assumed to have a branching structure in CTL. That is, it models system behavior using state graph that represents a infinite state transition tree from the initial state. LTL assumes that the time sequence is linear, the system’s behavior is represented by one linear sequence[12].

Model checking can be divided into CTL model checking and LTL model checking based on the used temporal logic. In CTL model checking, we model finite state system using Kripke structure and prove the temporal logic is satisfied on an arbitrary state of this system by fixed point theory. LTL model checking models systems and LTL properties using automata, and checks the emptiness of two automata[5].

3 Extension of property specification using temporal logic

In general, model checking is used to prove the correctness or safety of systems, and property specification by temporal logics represents that kind of requirement. Especially, deadlock and invalid endstate are the most common safety properties. so model checkers can check those properties without temporal logic specifications. For example, it is very important to verify mutually exclusive behaviors in the critical section of operating system design. When two concurrent processes are trying to operate in a critical section, we can specify their mutual exclusive property as follows; $\Box \neg (P \wedge Q)$. This logic can be translated into " Always P and Q cannot be true at the same time," and means two processes cannot operate in a critical section at the same time.

Another property, “if one process tries to be in a critical section, then eventually that process can operate in the critical section.” can be specified for liveness requirement. This property can be written: $\Box(P \rightarrow \langle \rangle Q)$. Safety and liveness properties are very important to guarantee a system’s behavior and can find many implicit errors easily. However, in some cases, the correctness property is not an im-

portant factor for system designers. In a small system such as NIC(Network Interface Card), the correctness can be ignored by designer and user. Instead of the safety characteristic, a system efficiency such as operating speed or performance of system resource utilization is more important to evaluate the system's quality level. Generally, measurement or simulation is used to show an efficiency property of system. A professional analyst measures responses that occur during an experiment using a simulator, and compare them to an ideal computed value. If two values are similar or equal, then it can be said the system uses its resources effectively and shows a high performance. Otherwise, the conclusion is that the system performs ineffectively. Then a reason for the ineffectiveness should be found.

To detect it, they must analyze both H/W and S/W. Especially, they must inspect the whole source codes for S/W analysis. However, it is almost impossible to analyze source codes perfectly, since the codes are too long and cooperates with other systems in a complicate manner. In addition, network systems are constructed in a distributed environment, so error detection is very difficult even if source codes are inspected. However, it is too difficult to find a reason of error and fix it in the program source code. In this paper, we show an easy way to analyze source code using model checking.

In fact, a direct verification of quantitative property is not so easy. Therefore, simulation or performance measurement must be used with verification to increase the possibility of finding an error.

First, we simulate a target system to measure its performance, and analyze its measurements to compare system's effectiveness. If it is too low, we can assume the system has some problems. Then, we model the system using some abstract techniques, and specify a property which must be satisfied to the system using a temporal logic. In this case, the property specification must be concerned with a performance not a safety. For example, we can specify a resource sharing characteristic by checking if two processes can be moved to a specific state simultaneously. That is, two processes can operate with the same shared resource at the same time. If the model checking result shows false, it means resource sharing is impossible and system performance can be dropped. Of course, we should guess the kind of errors. But this method is faster and more correct than the traditional code inspection. We can find and fix a problem by a logical proof.

4 Example of system resource utilization analysis using model checking

4.1 Performance analysis of high-speed network card

We performed model checking for performance analysis of Myrinet NIC(Network Interface Card)[3].

Gigabit network interface cards(NIC) like Myrinet are becoming popular. In order to achieve the best possible performance out of Myrinet, several user-level communication primitives have been proposed[4, 7, 16]. Berkeley-VIA[4] is a well-known implementation of Virtual Interface Architecture (VIA)[6] that is an industrial standard for user-level communication primitives. Therefore, it is generally expected that VIA can achieve near physical bandwidth of gigabit networks. However, our research shows that

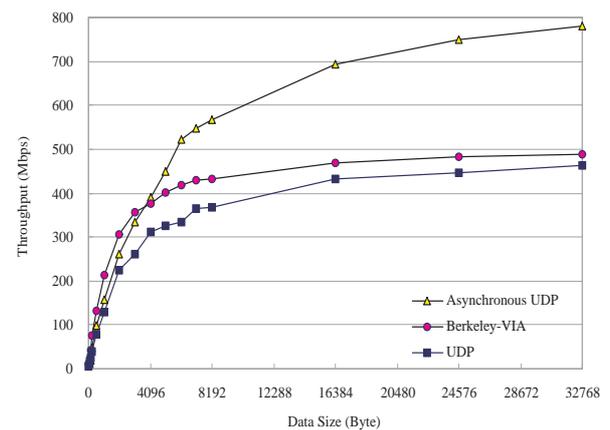


Figure 1: Throughput comparison of Asynchronous UDP, Berkeley-VIA, and UDP

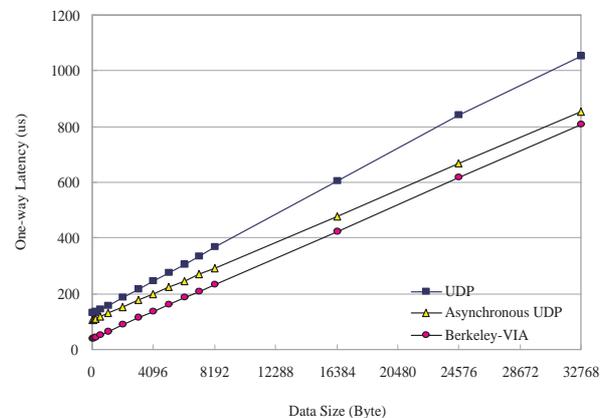


Figure 2: One-way latency comparison of Asynchronous UDP, Berkeley-VIA, and UDP

Berkeley-VIA is able to achieve a slightly higher throughput than UDP on Myrinet as shown in Figure 1. Furthermore, Berkeley-VIA has much less throughput than an improved UDP named Asynchronous UDP[18]. On the other hand, we find that Berkeley-VIA has the shortest one-way latency as shown in Figure 2, which indicates that Berkeley-VIA has less communication overhead than UDP and Asynchronous UDP.

So the question is why Berkeley-VIA has a very low overhead but is not able to achieve the best possible

throughput. Our goal is to find the performance bottleneck. The firmware of Myrinet NIC needs to be analyzed to see where the bottleneck is. Because Myrinet NIC has three DMA engines and separate memory and CPU, the firmware itself is very complicated. Therefore, the analysis of the firmware is not an easy task. Also the interaction between the firmware and the host is very complex so that the firmware analysis becomes even more complicated.

Therefore, we first build state transition diagrams of the firmware in order to analyze the firmware of Myrinet NIC. Second, we translate the state transition diagrams into specifications written in PROMELA (PROcess MEta LAnguage)[8]. Third, we derive verification formulas, and then the formulas are verified with SPIN.

4.2 Myrinet Network Interface Card

Myrinet is a gigabit Local Area Network(LAN), which supports full-duplex 1.28+1.28 Gbps bandwidth[1, 2]. In this section, we describe the hardware components of Myrinet NIC based on LANai-4[13]. Myrinet NIC consists of a RISC processor named LANai, Static Random Access Memory (SRAM), and three DMA engines. As shown in Figure 3, LANai executes the firmware, and SRAM stores the data for sending or receiving. Each DMA engine works as follows.

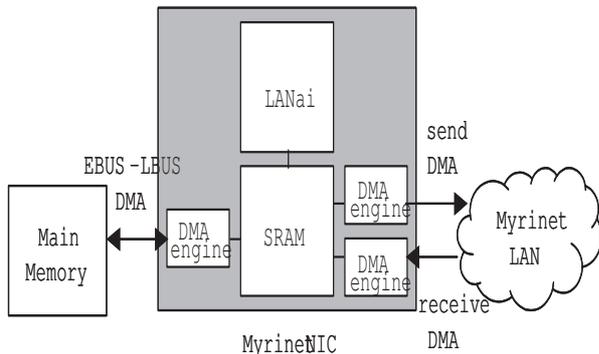


Figure 3: Hardware feature of Myrinet NIC

The EBUS-LBUS DMA engine is responsible for the data movement between the main memory and the SRAM. The send-DMA engine moves the data in SRAM to the Myrinet physical network. The receive-DMA engine receives data from Myrinet LAN into the SRAM. The firmware initiates the DMA operations by setting the proper registers of each DMA engine and notices the completion of corresponding DMA operation via the 32-bit Interrupt Status Register (ISR) on LANai processor[3].

4.3 Modeling of firmware

In this section, we discuss the modeling of LCP and MCP. We construct the state transition diagrams for concerned modules based on their source codes and specify them with PROMELA.

4.3.1 LCP

LCP is the firmware for Berkeley-VIA. LCP consists of four modules: hostDma, lcpTx, lcpRx, and main. Figures 4 and 5 show the state transition diagrams of former three modules. The hostDma module is responsible for

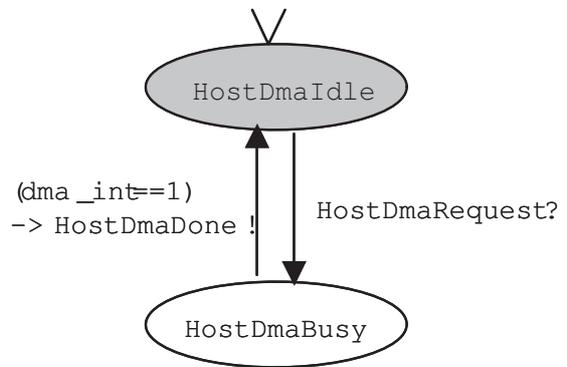


Figure 4: State transition diagram of the hostDma module

EBUS-LBUS DMA. The initial state of the hostDma module is HostDmaIdle. The lcpTx and lcpRx modules invoke the method of the hostDma module. Then, the hostDma module initializes the EBUS-LBUS DMA operation, and its state moves to HostDmaBusy. When the EBUS-LBUS DMA operation is done, the state of the hostDma module moves from HostDmaBusy to HostDmaIdle, and the method returns to its invoker.

The lcpTx module sends data and lcpRx receives data. Their initial state is LcpTxIdle and LcpRxReady. Each module invokes a method of HostDma at the initial state. If data is received from the network during the send-DMA operation, the lcpTx module invokes the method of the lcpRx module and moves to the LcpTxInvokeRx state. When the lcpRx module has received a data completely, its method returns to the lcpTx module, and the state of the lcpTx module moves to LcpTxSendDma again.

Note that the entry point of the hostDma, lcpTx, and lcpRx modules is the initial state of each module. We will discuss the entry point in the next section, compared it with

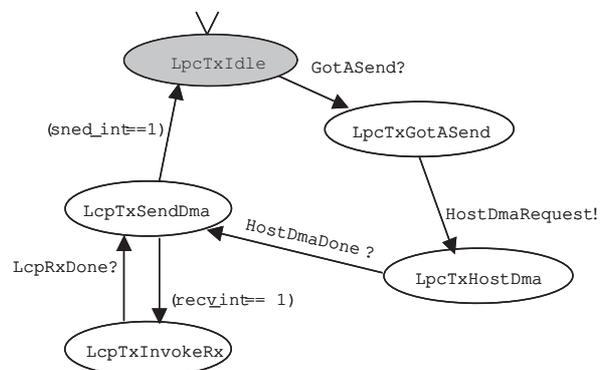


Figure 5: State transition diagram of the lcpTx module

MCP.

We specify the modules as processes in PROMELA. All invocations between modules are performed in a synchronous manner.

4.3.2 MCP

MCP is included in the Myrinet Software package[1] While Berkeley-VIA supports only VIA protocol, Myrinet Software supports TCP/IP protocol suite. MCP consists of five modules: hostSend, netSend, hostReceive, netReceive, and main. The hostSend module moves data from main memory to SRAM, and the netSend module sends the data in SRAM to the network. The netReceive module receives the data from the network to SRAM. The hostReceive module moves the received data to the main memory. The state transition diagrams of four modules are shown in Figures 6,7,8 and 9.

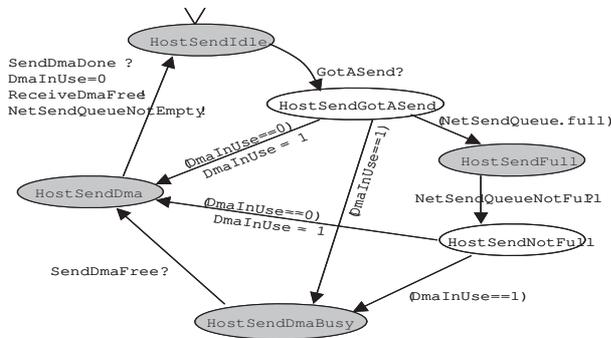


Figure 6: State transition diagram of the hostSend module

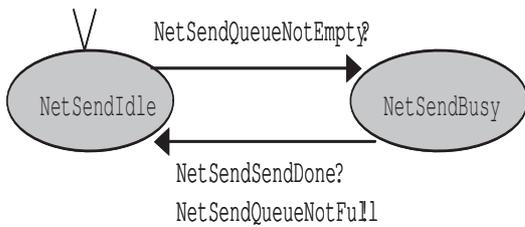


Figure 7: State transition diagram of the netSend module

Compared with modules of LCP, the notable difference is that each module of MCP has plural entry points. This means that the method of each module is invoked from an entry point and returns when it moves to another entry point without waiting for the next event. Therefore, the method invoked in the next time starts from the state in which the method returns right before. On the other hand, in the case of LCP, a method is invoked when the module is in the initial state and returns only when it goes back to the initial state. we implement an invocation by using two rendezvous communication channels of PROMELA. For more details, refer [10].

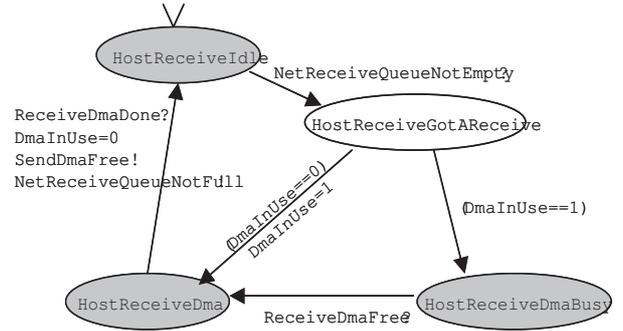


Figure 8: State transition diagram of the hostReceive module

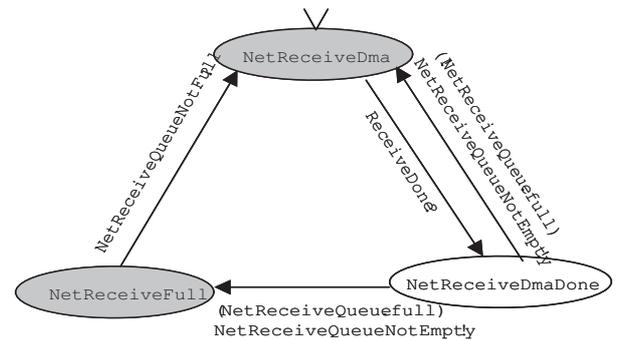


Figure 9: State transition diagram of the netReceive module

4.4 Formal verification of firmware behaviors

First, we verified the correctness of each firmware using SPIN. The correctness means only one module should occupy the EBUS-LBUS DMA engine at a time. The EBUS-LBUS DMA engine moves data not only from main memory to SRAM for sending, but also from SRAM to main memory for receiving. Therefore, if the other module already occupies the DMA engine, a module should wait until the DMA engine becomes idle. The formulas used are as follows:

1. LCP

$[] ! (LTHD \ \&\& \ LRHD)$

The lcpTx module cannot use the EBUS-LBUS DMA engine while the lcpRx module occupies it.

2. MCP

$[] ! (HSD \ \&\& \ HRD)$

The hostSend module cannot use the EBUS-LBUS DMA engine during the hostReceive module occupies it.

The hostSend module cannot use the EBUS-LBUS DMA engine while the hostReceive module occupies it.

The verification results show that both LCP and MCP satisfy the above correctness property.

Full statespace search for: never-claim + assertion violations + (if within scope of claim) acceptance cycles - (not selected) invalid endstates - (disabled by never-claim) State-vector 492 byte, depth reached 472, errors: 0
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Table 1: Formal verification result of NIC - Safety property

However, we can find a significant difference between two firmwares when analyze the behaviors of LCP and MCP from the viewpoint of throughput. The key factor that determines the throughput of NIC is how well the DMA engines are utilized. The maximum throughput can be achieved when the EBUS-LBUS DMA engine performs in parallel with the send-DMA and receive-DMA engine.

For example, let $DMA_{EBUS-LBUS}$ be the throughput of the EBUS-LBUS DMA and DMA_{send} be the throughput of the send-DMA. $DMA_{EBUS-LBUS}$ is determined by the bandwidth of the I/O bus (e.g. PCI) that connects the main memory and SRAM of NIC. On the other hand, DMA_{send} is determined by the network physical media. When DMA engines perform in parallel, the throughput is evaluated as follows:

$$Throughput = \frac{1}{MIN(DMA_{EBUS-LBUS}, DMA_{send})}$$

However, if DMA engines perform sequentially, the throughput is limited as follows:

$$Throughput = \frac{DMA_{EBUS-LBUS}}{1 + DMA_{EBUS-LBUS}/DMA_{send}}$$

If $DMA_{EBUS-LBUS}$ and DMA_{send} are the same, the throughput achieved is reduced to 1/2 of $DMA_{EBUS-LBUS}$. The next step of the analysis is to derive verification formulas. Because the verification formulas need to reflect the utilization of DMA engines, we use the following formulas written in LTL:

1. LCP

A. \diamond (LTIR && HDB && ! LRHD)

Can the lcpTx module initiate send-DMA while the hostDma module is using EBUS-LBUS DMA that moves data from main memory to SRAM?

B. \diamond (LRR && HDB && ! LTHD)

Can the lcpRx module initiate receive-DMA while the hostDma module is using EBUS-LBUS DMA that moves data from SRAM to main memory?

- LTIR : The state of lcpTx is LcpTxInvokeRx.

- LTHD : The state of lcpTx is LcpTxHostDma.
- LRR : The state of lcpRx is LcpRxReady.
- LRHD : The state of lcpRx is LcpRxHostDma.
- HDB : The state of hostDma is HostDmaBusy.

2. MCP

A. \diamond (HSD && NSB)

Can the netSend module initiate send-DMA while the hostSend module occupies the EBUS-LBUS DMA engine?

B. \diamond (HRD && NRD)

Can the netReceive module initiate receive-DMA while the hostReceive module occupies EBUS-LBUS DMA engine?

- HSD : The state of hostSend is HostSendDma.
- NSB : The state of netSend is NetSendBusy.
- HRD : The state of hostReceive is HostReceiveDma.
- NRD : The state of netReceive is NetReceiveDma.

If DMA engines perform in parallel, each verification formula should result in "True." When we run SPIN with the above formulas, the verification formulas of MCP are "True." However, the formulas for LCP result in "False." That is, LCP cannot perform the send-DMA during the EBUS-LBUS DMA that moves data from main memory to SRAM (formula 1-A).

Full statespace search for: never-claim + assertion violations + (if within scope of claim) acceptance cycles - (not selected) invalid endstates - (disabled by never-claim) State-vector 492 byte, depth reached 472, errors: 1
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Table 2: Formal verification result of LCP - Resource Utilization property

In order to quantify the parallelism of each firmware, we measure the DMA overheads. Figures 10 and 11 are the time charts. The x-axis indicates the time, and the y-axis represents the DMA engine that each packet goes through in order to be processed. A rectangle in a DMA engine is the time spent in the DMA engine to process a packet. A rectangle starts at the time when the corresponding rectangle in upper DMA finishes. Figure 9 shows that the DMA overheads of MCP are fully overlapped, while the overheads of LCP cannot be pipelined at all, as shown in Figure 11. Also LCP cannot perform the receive-DMA as

well during the EBUS-LBUS DMA that moves data from SRAM to main memory (formula 1-B). This result explains why the performance of Berkeley-VIA is limited. The simulation results also show that LCP performs DMA sequentially but MCP performs DMA in parallel. We have run random and interactive simulations and confirmed the same results.

We could prove the safeness of NIC firmware and find a reason which causes a problem in the performance of NIC. If we perform a simulation to find performance problems, it is easy to show a falling-off in performance. However, we must analyze the source code of firmware to find the reason. The real source code of NIC is very complex, as well as too long to analyze. Therefore, we can perform performance analysis and find a reason of performance dropping using model checking.

5 Conclusions

This paper explains a way to identify the problems which caused system performance drop using model checking.

Generally, logical formula used in model checking is related to system correctness or safety. It is important that

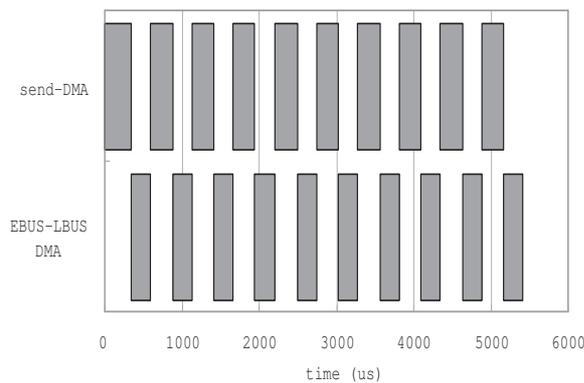


Figure 10: DMA overheads of LCP

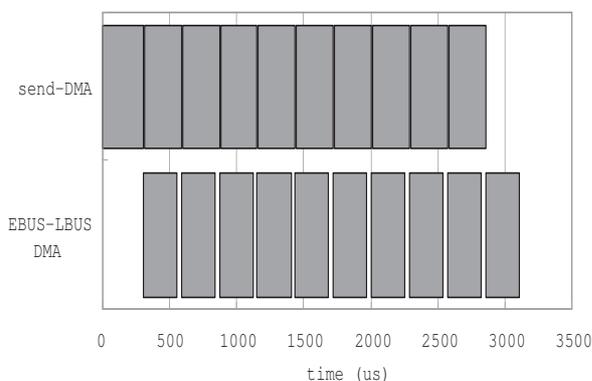


Figure 11: DMA overheads of MCP

systems have to be designed accurately for system safety, since system's error affects not only the system but its environment. But as shown in this paper, even already verified systems showed the lower processing rate. In that case, we can conclude that system resources are used ineffectively.

Usually, the quantitative analysis such as performance of system and usability of resources is done by simulation or measurement. As a result, it is very difficult to analyze the cause of performance drop.

In other words, the source code must be analyzed directly to find the major factor. However, as systems get complicated and interactions with other systems increase, it is impossible to directly analyze the source code. In this case, we propose to adapt a model checking for quantitative analysis like resource utilization. If quantitative property can be specified by temporal logic, then quantitative analysis as performance analysis could be performed easily. Also, if a reason for performance drop could be found easily in an abstract model, applying it with the actual code to fix the source code would be an easy task.

Still, there are a few obstacles to adapting the model checking to performance analysis. First, the model checking can express finite systems like hardware controller or communication protocol as a finite state machine, but other systems can have infinite states, so they have to be modelled by special abstract methods. During the abstraction process, there could be many new and potential errors. The most obvious problem to perform the model checking is the state space explosion problem. Though this method can search every possible state in finite state system, the states can be exploded when the system is performing. Therefore, it is impossible to search all possible state space. Thus depending on the capability of computer which performs model checking and verification algorithm, the number of states that can be verified is limited. To solve this weakness of model checking, there are many attempts and much research to formally verify the finite states of the complicated system and automation of abstraction process to analysis of source code. If more effective model checking methods could be developed by this research, verification of safety and analysis of performance of large and complicated systems can be performed easily.

In this study, we performed a performance analysis using SPIN. In the future, there are plans to test the effectiveness with more model checkers. Also, based on the example of NIC, there should be similar research done with bigger and more performance sensitive systems, for example, embedded systems.

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