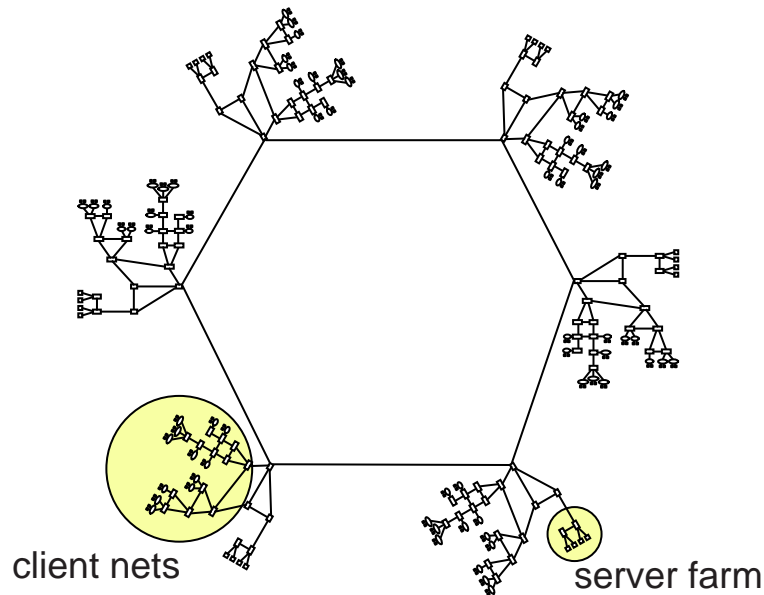




Java ssfnet on a Windows PC



6 networks (AS) connected as a ring

OSPF in each AS (24 clients, 4 servers, 18 routers)

BGP between ASs

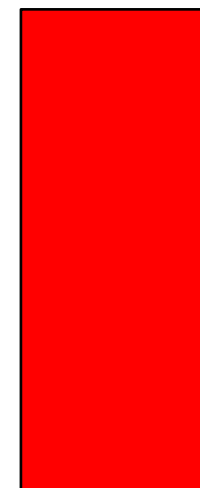
each client-server TCP - 3MB file transfer

3,000 TCP packets

each client connects to a **random** AS server

typical dual-processor PC
1.7 times faster for parallel simulation

440 seconds



1 CPU

260 seconds



2 CPU