Algorithm: Logical buffering to simulate synchronous processors:
code for p_i, $0 \leq i \leq n-1$.

Initially *counter* = 0 and *buffer* = Ø

1: when SynchP-send$_i$ (*S*) occurs:
2: *counter* := *counter* + 1
3: enable Asynch-send$_i$({<*m*,*counter*> : *m* ε *S*})

4: when Asynch-recv$_i$(*M*) occurs:
5: add *M* to *buffer*
6: *ready* := {*m* : <*m*, *tag*> ε *buffer* and *tag* < *counter*}
7: remove from *buffer* every element that contributed to ready
8: enable SynchP-recv$_i$(*ready*)