Add Materials (Localized algorithms)

Localized Algorithms

Localized Broadcasting

The generic sufficient condition Self-pruning (marking process with Rule 1, 2, and k, SPAN, SBA, LENWB) Neighbor-designating (MPR, DP)

Chapter 18 Logical Time

Send/Receive Systems (four conditions) Broadcast Systems

Advancing the Clock LamportTime WelchTime

Banking Systems CountMoney

Simulating a Single State Machine ReplicatedStateMachine

Chapter 19 Consistent Global Snapshots and Stable Property Detection

Monitoring algorithms

Termination-detection DijkstraScholten

Consistent Global Snapshot LogicalTimeSnapshot ChandyLamport

Chapter 20 Network Resource Allocation

Mutual Exclusion CirculatingToken LogicalTimeME RicartAgrawal

General Resource Allocation

Explicit resource specification vs. exclusion specification

Dining philosophers and Drinking Philosophers

RicartAgrawalRA