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