

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

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