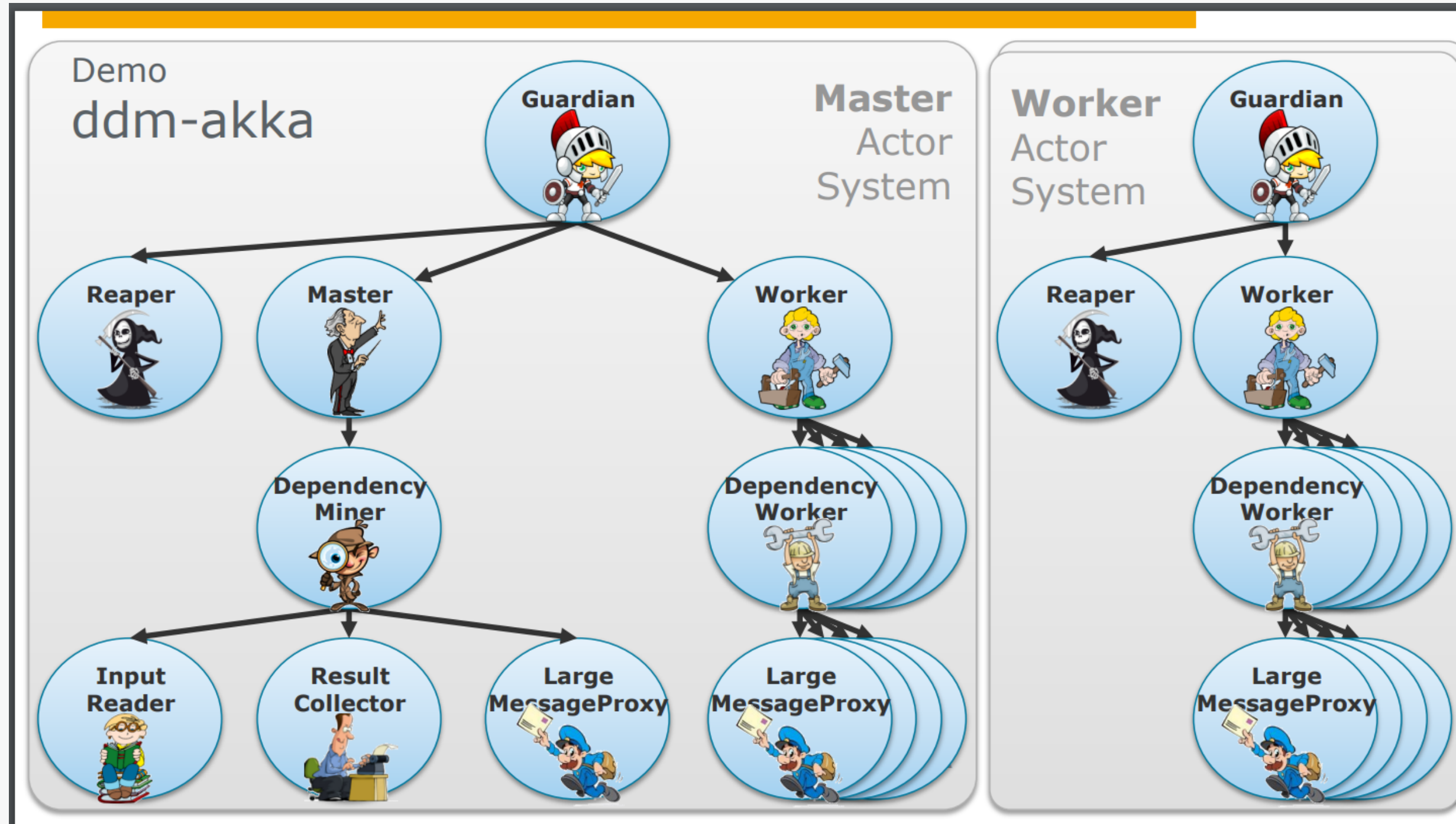


DDM-AKKA

ELMO PRIMMER, CHRIS NECKEL

STRUCTURE

- We did not alter the structure of the project



Step by step process

1. Master spawns DependencyMiner
 - a. Who reads the data into a TreeSet.
2. Workers spawn DependencyWorkers
 - a. Who register and wait for data to be read
3. Once entire dataset is read:
 - a. Generate a TaskArray object that contains all possible combinations of sets of elements
 - b. Assign tasks to all registered workers
4. When a worker receives a task
 - a. It checks whether it already has all required data, if so it checks for dependency
 - b. If not, it requests the data from the DependencyMiner
 - c. Who responds with data, allowing dependency to be checked
 - d. Sends CompletionMessage
5. When a dependencyMiner receives a CompletionMessage
 - a. If it is a dependency, tells it to the result collector
 - b. Marks task as checked and adds 1 to tasksCompleted
 - c. Assigns new task. Assigning a task tries to assign a task that the worker already has the data for
 - d. If this is not possible it assigns a new task anyway.
6. Once the number of finished tasks == number of tasks, DependencyMiner calls end()
7. ShutdownMessage is propagated.