LEARNING THE BEHAVIOR OF DSA AND MGM

Distributed Algorithm for DCOP: A graphical-game-based approach (Maheswaran et al. 2004).

Main idea and implementation

- The project consists in the development of a learning tool
- Idea is that the user can learn and analyze the behavior of the two 1-coordinated algorithms (DSA and MGM) for solving DCOP problems presented in the Maheswaran paper though an intuitive software
- Please note that everything has been implemented from scratch (no support tools)
- Every agent has been implemented as a thread
- Threads can communicate through linked blocking queues. This is a common practice
- The DCOP problem involved is the graph coloring problem. We assume that each agent controls only one variable (node)

Abstract view of the architecture