

	Q1: How to design distributed algorithm , convergence of distributed scheme	Q2: Distributed vs. centralized schemes
	C1: Algorithm design with congestion game	C2: Comparison
P1: Utilization of TV white spectrum	S1: Distributed channel and power allocation	
P2: Robust cluster structure	S2: Versatile robust clustering	
P3: Light weight routing	S3: Spectrum aware virtual coordinates	