

	Q1: Distributed vs. centralized schemes	Q2: Convergence of distributed scheme, the role of game
	C1: Comparison	C2: Algorithm design with game model
P1: Utilization of TV white spectrum	P1: Distributed channel and power allocation	
P2: Robust cluster structure	P2: Versatile robust clustering	
P3: Light weight routing		P3: Spectrum aware virtual coordinates