

	Q1: How to design distributed algorithm with converges fast	Q2: Comparison between distributed and centralized schemes
	C1: Algorithm design with congestion game	C2: Performance evaluation
P1: Utilization of TV white spectrum	S1: Distributed channel allocation	
P2: Robust cluster structure under primary users' activity	S2: Robust clustering	
P3: Light weight routing	S3: Spectrum aware virtual coordinates	