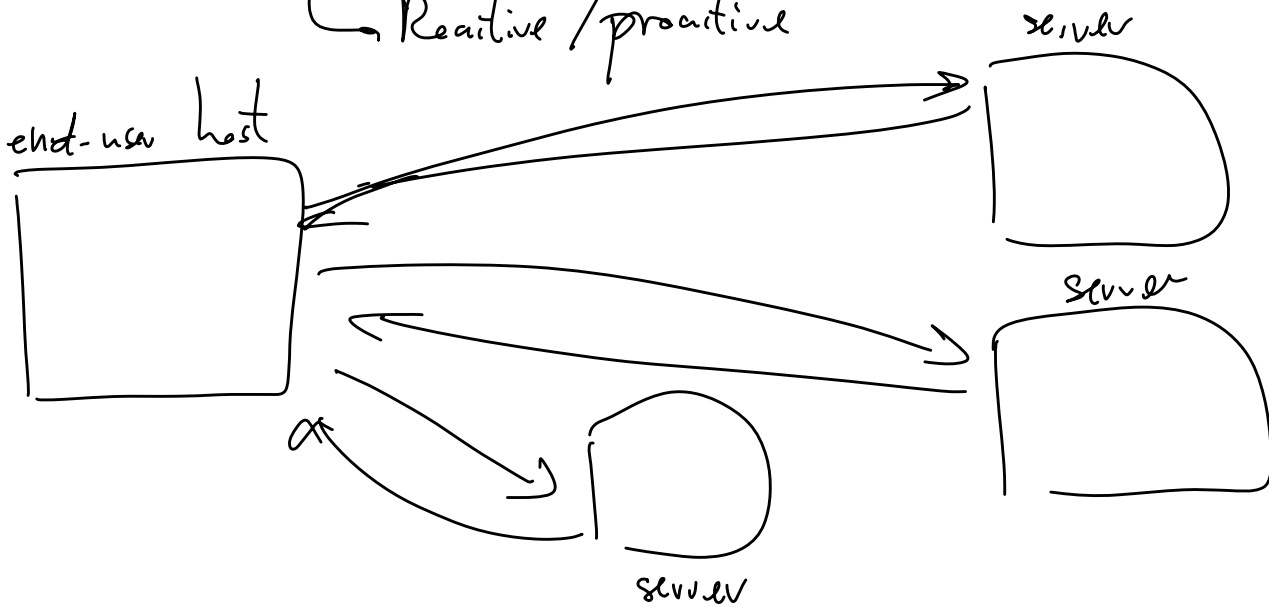


# Lecture 10

## Distributed Agents.

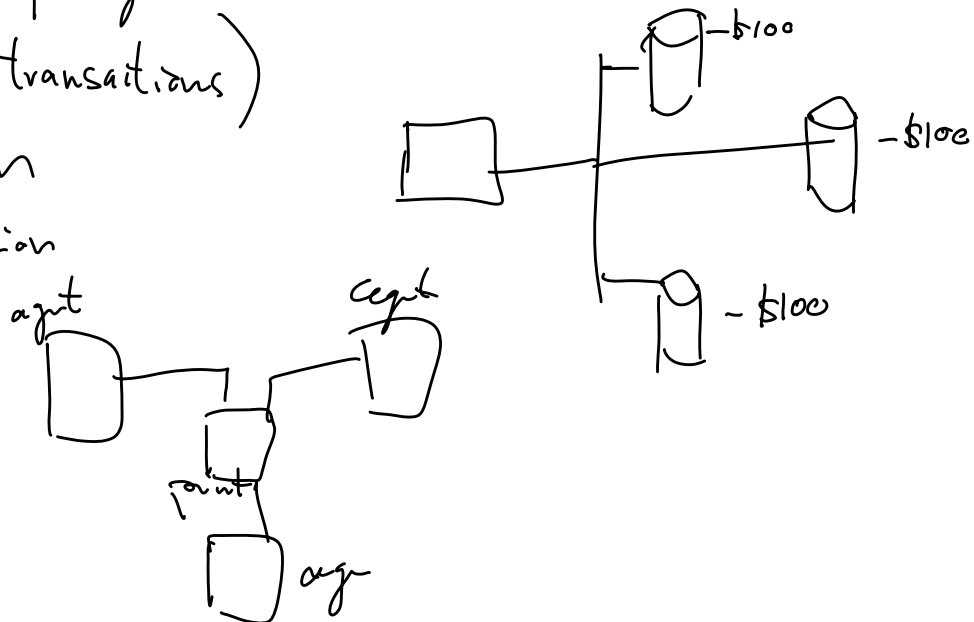
Information Agent: collect info / act on behalf of user.

↳ Reactive / proactive



Synchronization multiple agent reach a common state

- state (DB transactions)
- leader election
- mutual exclusion



- lock synchronization

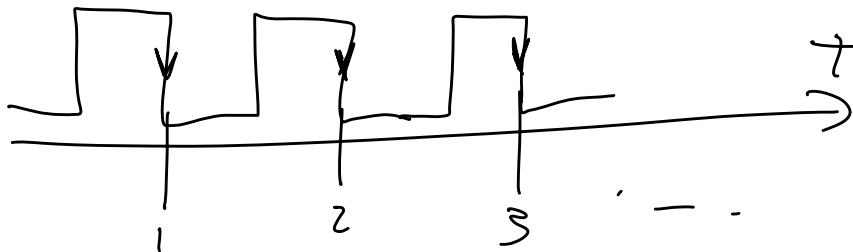
- physical locks
- logical locks

Physical locks

why?

- Time-outs
- Make

a.out ← main.c  
\$make.



holding register

