

Distributed OXO

tkenen Client-Server Model

Have spoken about agents with respect to

- the real-world
- definite scripts (execution of)
- LSD descriptions

→ concurrency implied. because agents are concurrent

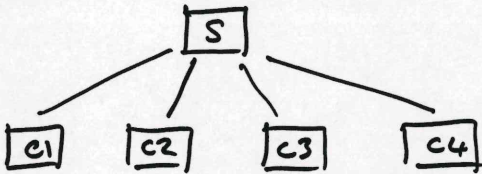
Distributed tkenen allows concurrency to be represented explicitly.

Two versions of tkenen -

tkenen.S server

tkenen.C client

When executed interpreters act as agents in a distributed network.

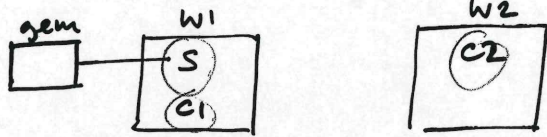


Recommend -

working in your groups - 1 group to 2 machines

choosing a group number n
"network no"

Files in ~sun/msc97/oxo/



Server set "auto propagation" mode
login to 'gem' and change DISPLAY env. variable

tkenen.S - c n

Client

tkenen.C - c n

One ONE client do

Include "game.e.2" and Send Type "init_game();" and Send

Play as before ...

sets up all the clients

(Distib. jugs contd...)

Things to try

1. Change the values of "cap A" and "cap B" at the clients.
2. Change the variable "~~ORACLE_LIST~~" to include "input" at the server.
3. Try sending jug capacities to clients from server.

Johnny's Jugs

Question:

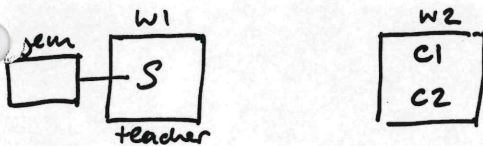
What is the effect of sending "cap A = cap A - 1;" to clients?

e SMS.2am

Distributed Jugs

Classroom scenario.

Files in ~sun/msc97/jugs/



server tkenen.S - c n

Include "jugs.include" press Accept

Enter "init_cells();
ORACLE_LIST = ["cap A", "cap B"];
press Accept

Select "Auto accept" mode

server is using different script to clients

Client

tkenen.C - c n jugs.e jugs.S
jugs.button.e.1

On BOTH clients do

type "init_game();" press Accept

Play as before ...