Process matchmaking on a P2P environment

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Abstract

A process matchmaking environment based on P2P architecture and Gnutella protocol is established Java Agent Development Framework (JADE) is used as middleware. The processes are modeled as one-input transition systems augmented by goal state descriptions. A polynomial-time algorithm for handling matchmaking of peer process encounters is developed. The environment can easily be customized to a specific application domain by simple user-interface modifications and through the development of related state ontologies.