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(57) Abstract :
 SYSTEM FOR AUTOMATICALLY IDENTIFYING AND RESOLVING CONFLICTS IN COMPLEX ORGANIZATIONAL STRUCTURES Accordingly, embodiments herein disclose a system for automatically identifying and resolving conflicts in complex organizational structures using game theory and network analysis. The system comprises a receiver configured to receive a Request-to-Send frame including a first duration field, a first receiver address field, and a transmitter address field. Further, the proposed system may include a processor operatively coupled to the receiver. The processor determines if the Request-to-Send frame is for testing potential conflict with the first locally assigned identifier, and determines if the first locally assigned identifier matches a second locally assigned identifier associated with the device, in response to determining that the Request-to-Send frame is for testing potential conflict. Furthermore, the proposed system may include a transmitter operatively coupled to the processor. The transmitter transmits a Clear-to-Send frame, beginning at a specified time, in response to determining that the first locally assigned identifier matches the second locally assigned identifier.

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