

README.md

Project 2

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What is working:

We have implemented both the 'gossip' algorithm and the 'push-sum' algorithm for the four mentioned topologies:

1. Full Network
2. 2D Grid
3. Line
4. Imperfect 3D Grid

The program takes 3 inputs, mentioned shortly, and is run by calling the following command:

```
main:start(NoOfNodes, Topology, Algorithm).
```

1. NoOfNodes -> Any integer value (Each topology has its own minimum).
2. Topology -> full | line | grid_2d | grid_3d
3. Algorithm -> gossip | 'push-sum'

Results can be found in the Report.pdf file.

What is the largest network you managed to deal with for each type of topology and algorithm?

For both the topologies we saw quick outputs as reported below:

1. full -> 3000 actors
2. line -> 3000 actors
3. grid_2d -> 3025 actors

4. grid_3d -> 3375 actors