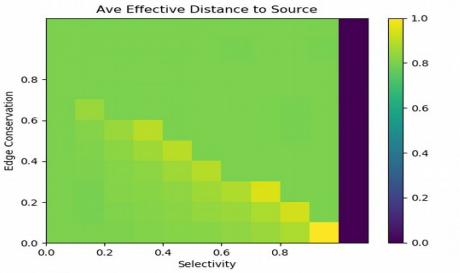
Variable Source Reward Results for Constant Seeding

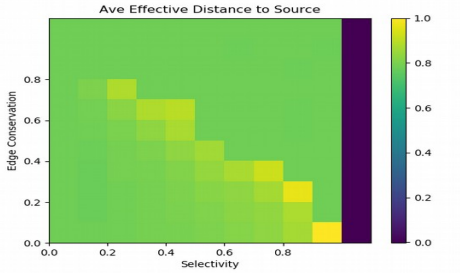
Variable Source Reward Effective Distance

For Constant Seeding, 50 Nodes, δ = 10

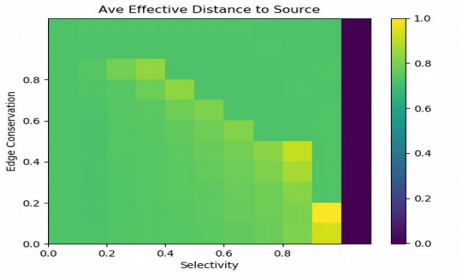
Source Reward 0.2



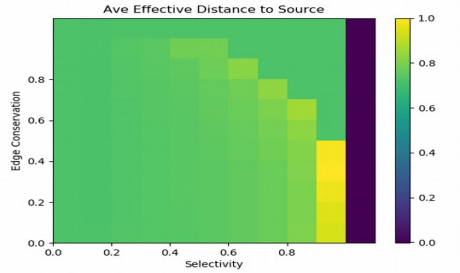
Source Reward 0.4



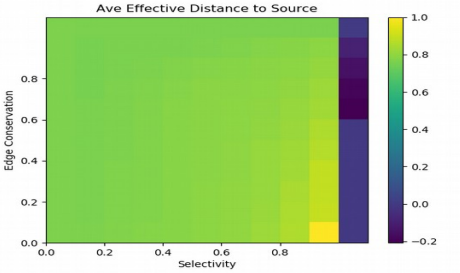
Source Reward 0.6



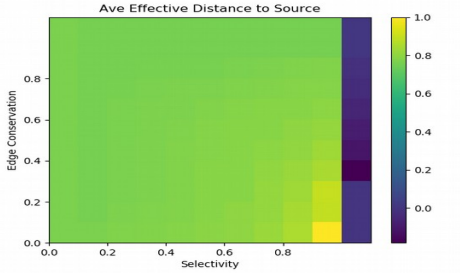
Source Reward 0.8



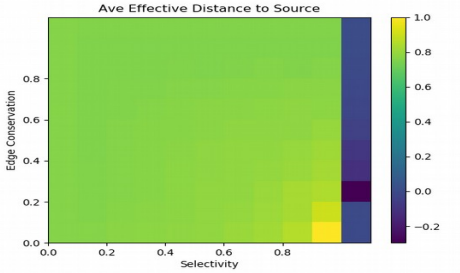
Source Reward 1



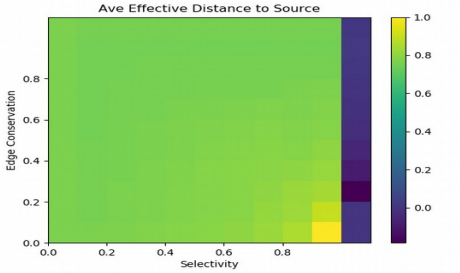
Source Reward 1.2



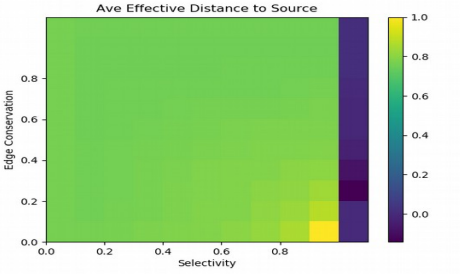
Source Reward 1.4



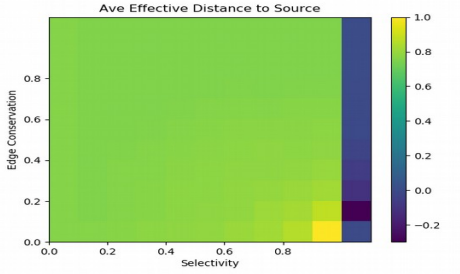
Source Reward 1.6



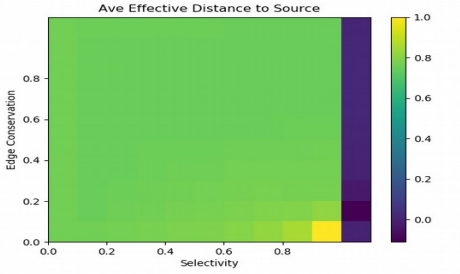
Source Reward 1.8



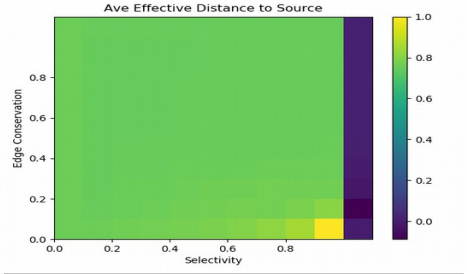
Source Reward 2



Source Reward 6



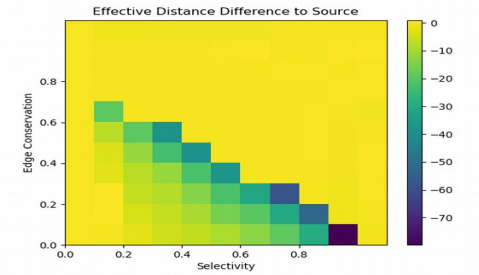
Source Reward 10



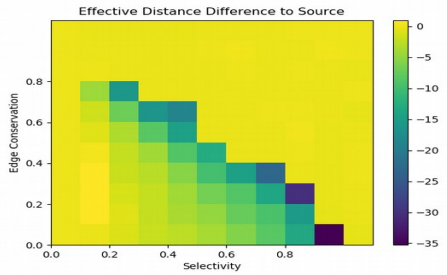
Variable Source Reward Effective Distance Difference

For Constant Seeding, 50 Nodes, $\delta = 1$

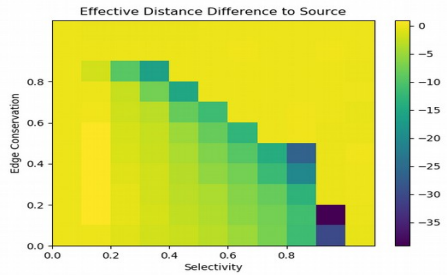
Source Reward 0.2



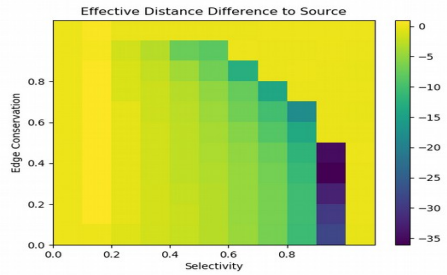
Source Reward 0.4



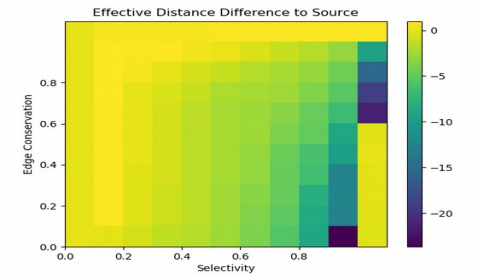
Source Reward 0.6



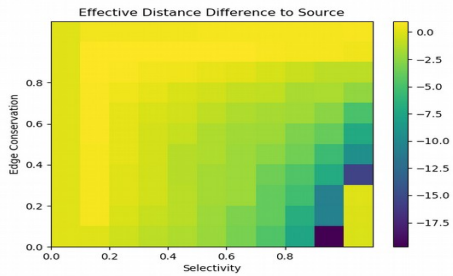
Source Reward 0.8



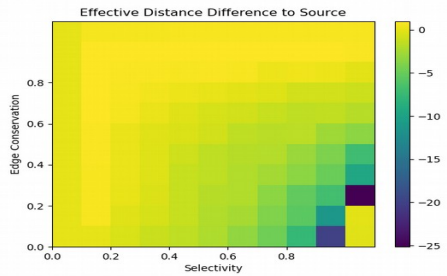
Source Reward 1



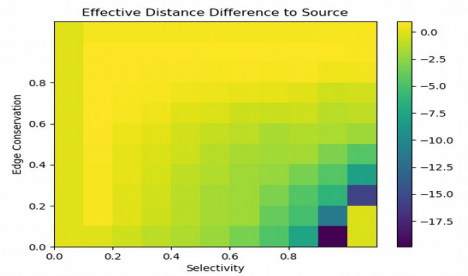
Source Reward 1.2



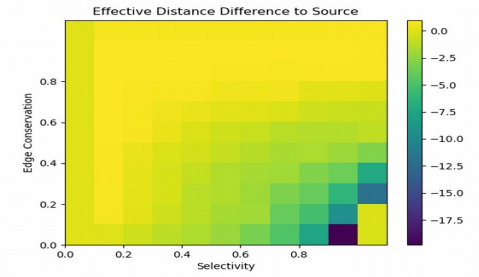
Source Reward 1.4



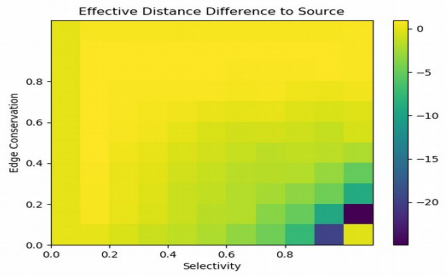
Source Reward 1.6



Source Reward 1.8



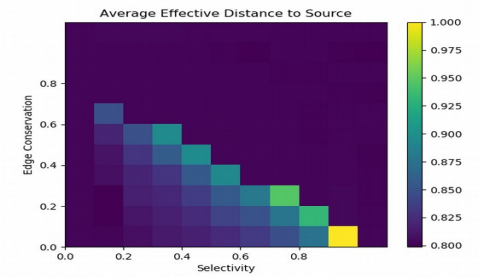
Source Reward 2



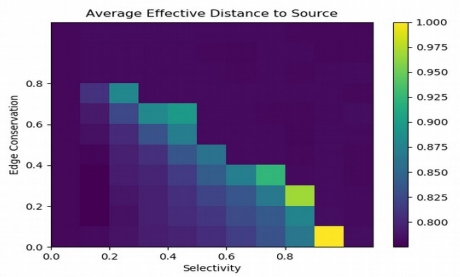
Variable Source Reward Mean Effective Distance

For Constant Seeding, 50 Nodes, δ = 1 (I *think* the δ is the difference)

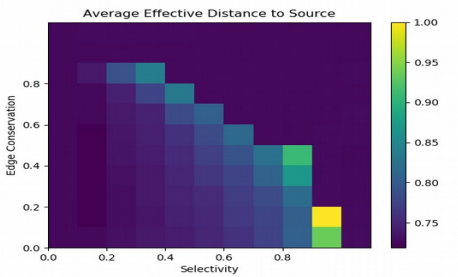
Source Reward 0.2



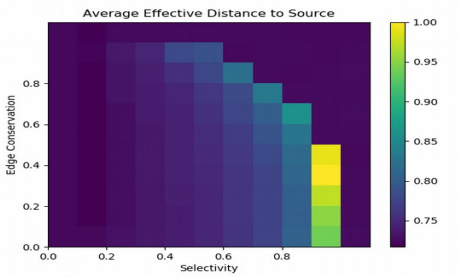
Source Reward 0.4



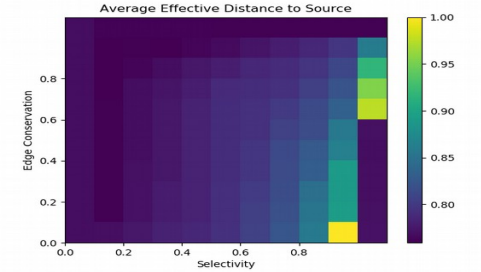
Source Reward 0.6



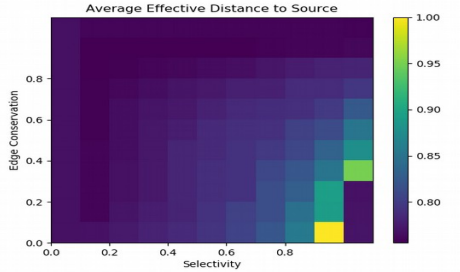
Source Reward 0.8



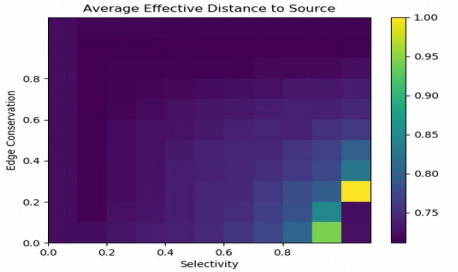
Source Reward 1



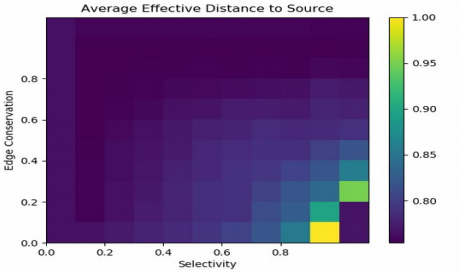
Source Reward 1.2



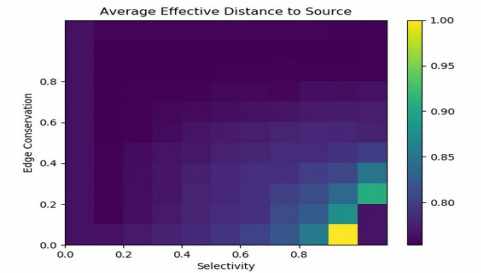
Source Reward 1.4



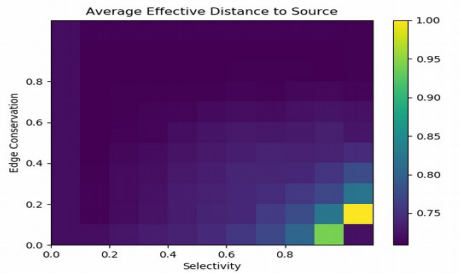
Source Reward 1.6



Source Reward 1.8



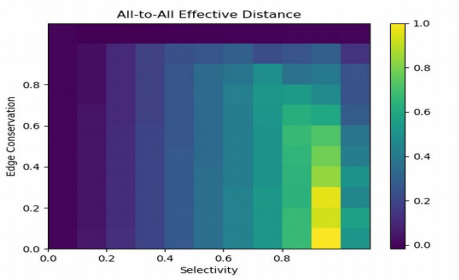
Source Reward 2



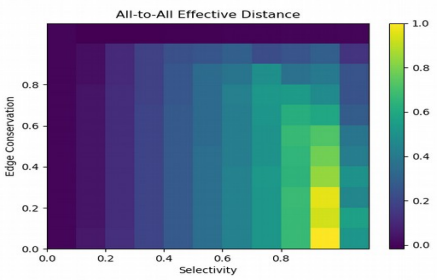
Variable Source Reward Global Effective Distance

For Constant Seeding, 50 Nodes, $\delta = 1$

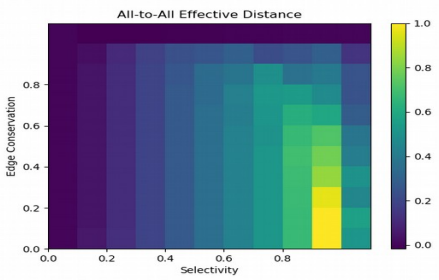
Source Reward 0.2



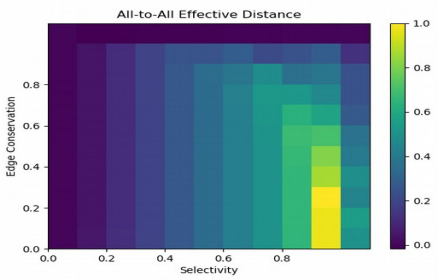
Source Reward 0.4



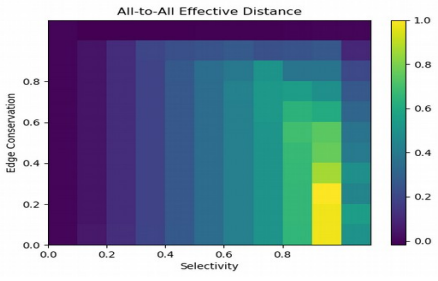
Source Reward 0.6



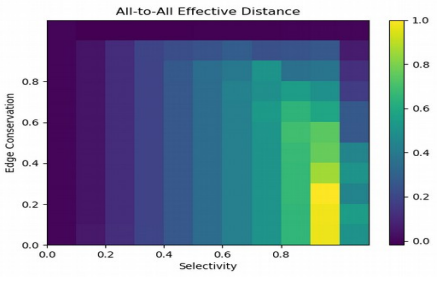
Source Reward 0.8



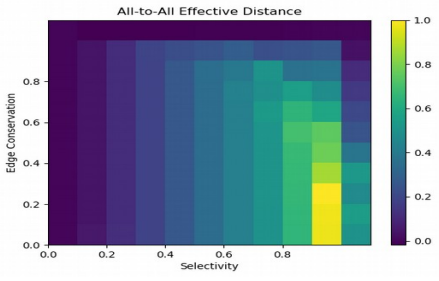
Source Reward 1



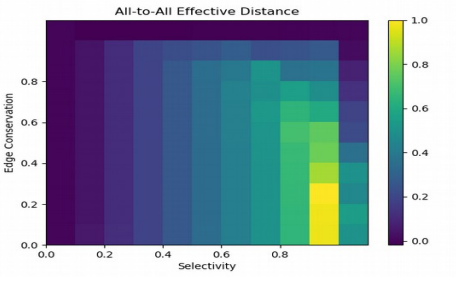
Source Reward 1.2



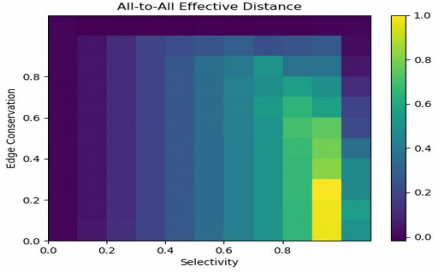
Source Reward 1.4



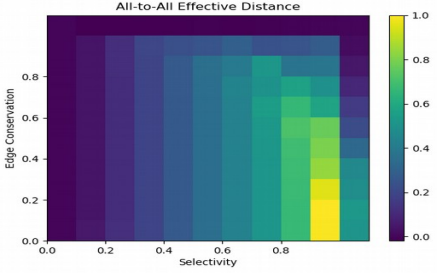
Source Reward 1.6



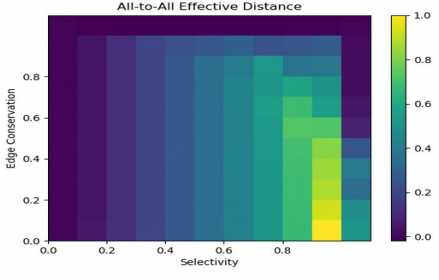
Source Reward 1.8



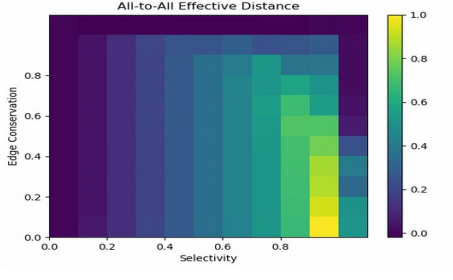
Source Reward 2



Source Reward 6



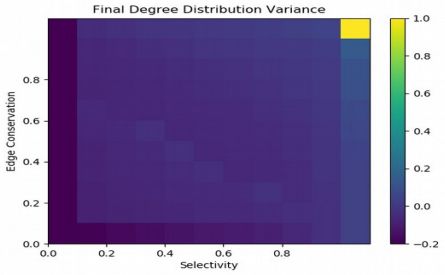
Source Reward 10



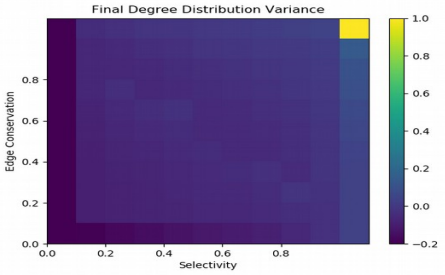
Variable Source Reward Log Degree Variance

For Constant Seeding, 50 Nodes, δ = 1

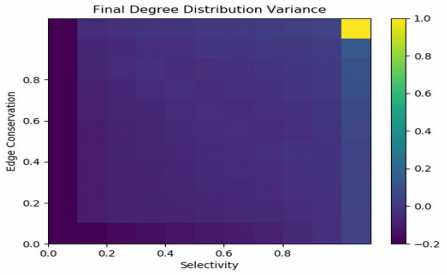
Source Reward 0.2



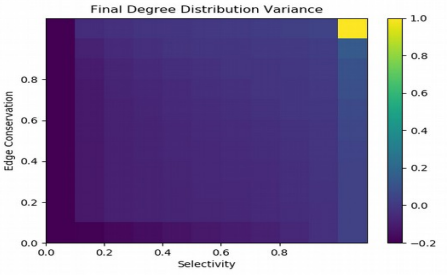
Source Reward 0.4



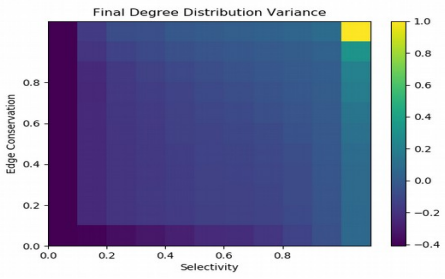
Source Reward 0.6



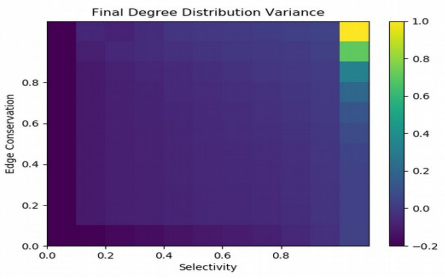
Source Reward 0.8



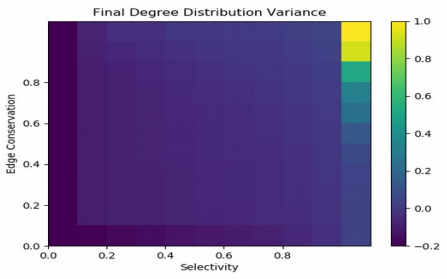
Source Reward 1



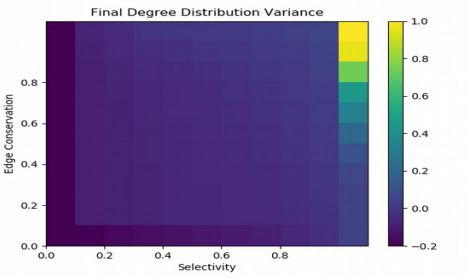
Source Reward 1.2



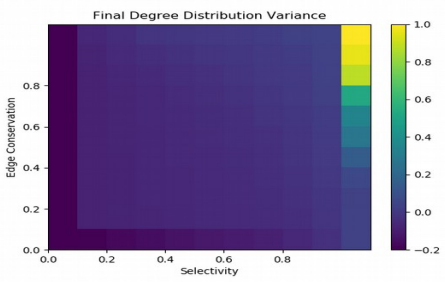
Source Reward 1.4



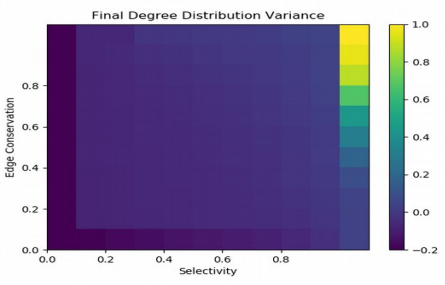
Source Reward 1.6



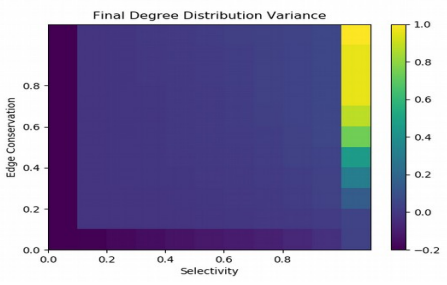
Source Reward 1.8



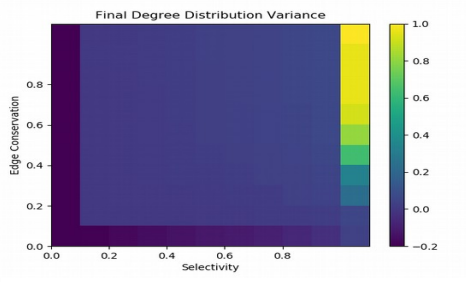
Source Reward 2



Source Reward 6



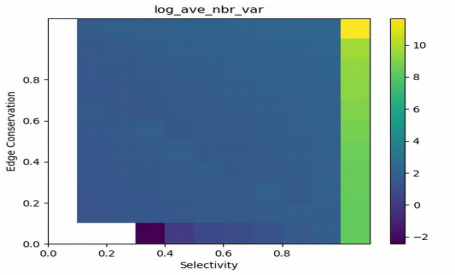
Source Reward 10



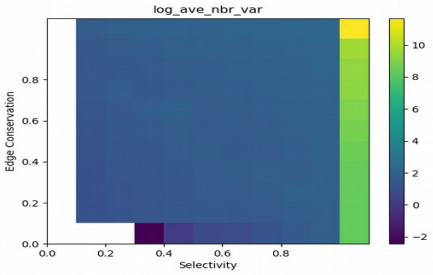
Variable Source Reward Log Average Neighbor Variance

For Constant Seeding, 50 Nodes, $\delta = 1$

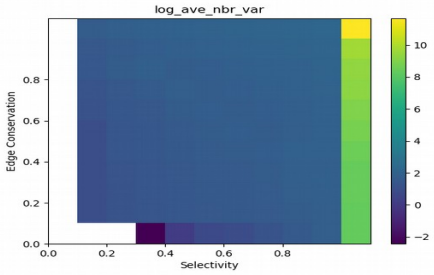
Source Reward 0.2



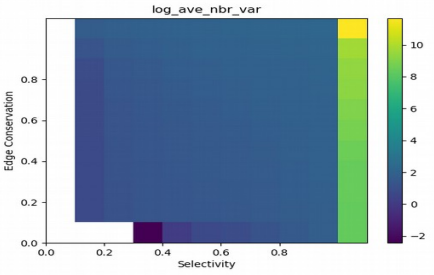
Source Reward 0.4



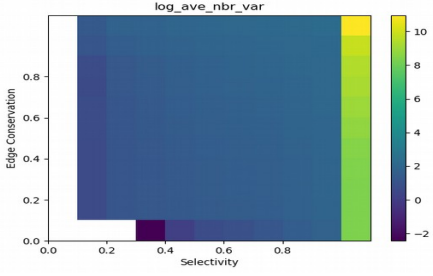
Source Reward 0.6



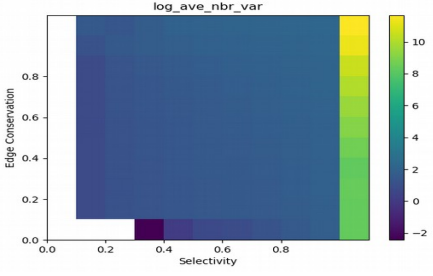
Source Reward 0.8



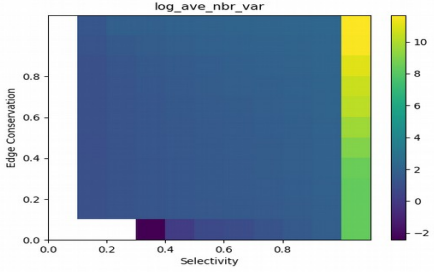
Source Reward 1



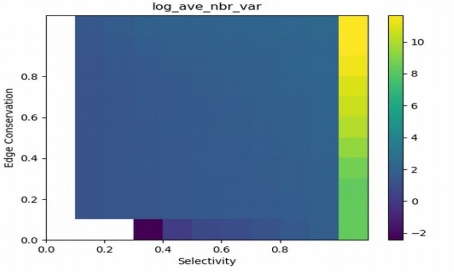
Source Reward 1.2



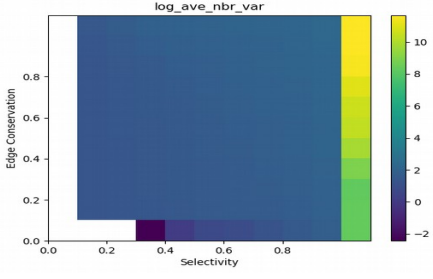
Source Reward 1.4



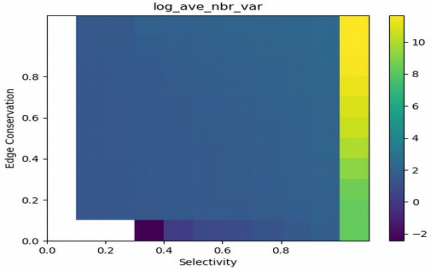
Source Reward 1.6



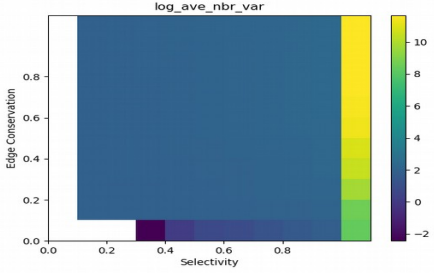
Source Reward 1.8



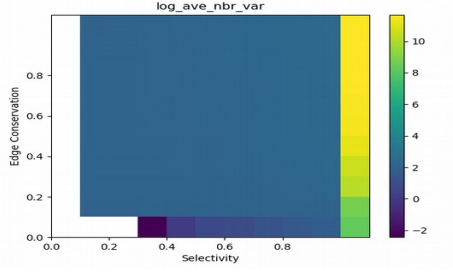
Source Reward 2



Source Reward 6



Source Reward 10

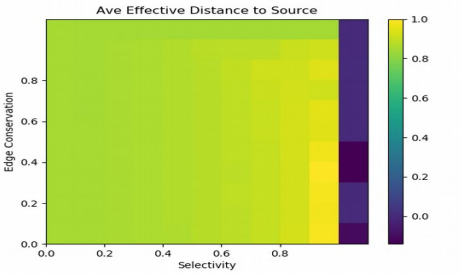


Variable Source Reward Results for Random Seeding

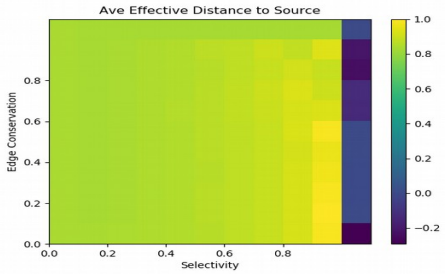
Variable Source Reward Effective Distance

For Random Seeding, 50 Nodes, $\delta = 1$

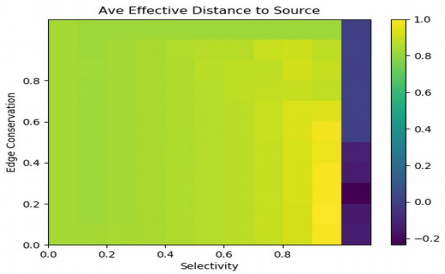
Source Reward 0.2



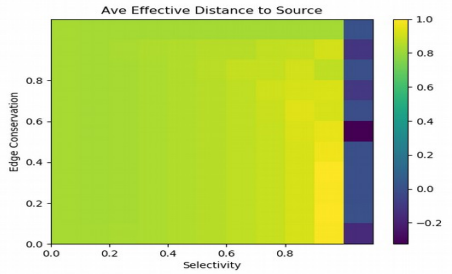
Source Reward 0.4



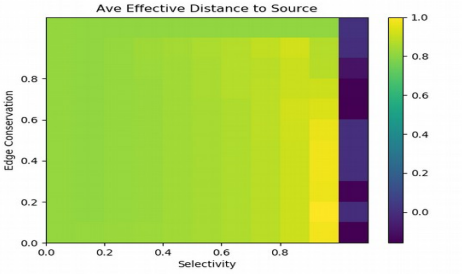
Source Reward 0.6



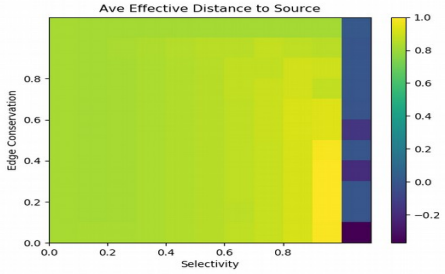
Source Reward 0.8



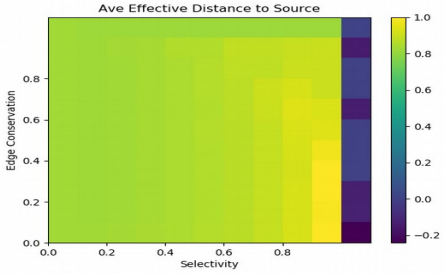
Source Reward 1



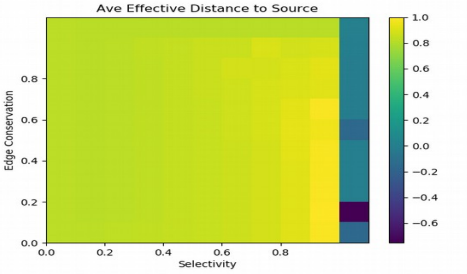
Source Reward 1.2



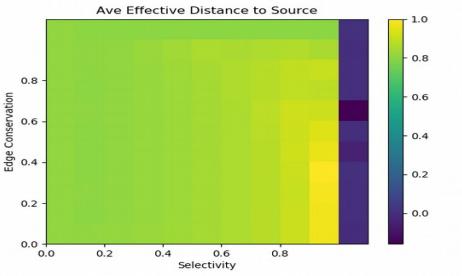
Source Reward 1.4



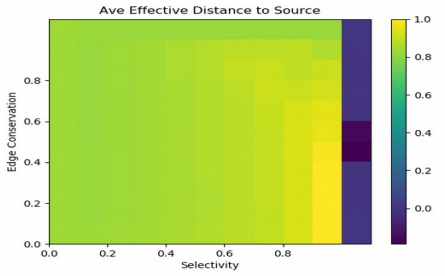
Source Reward 1.6



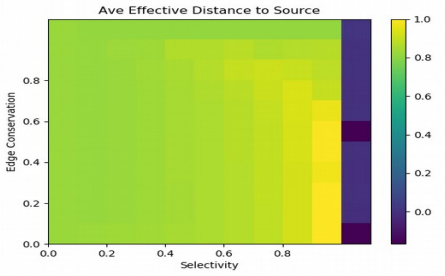
Source Reward 1.8



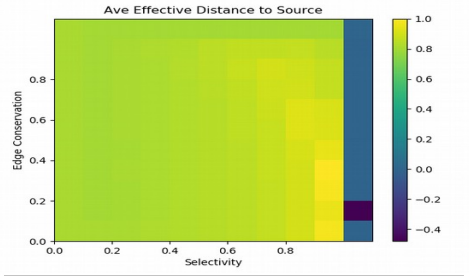
Source Reward 2



Source Reward 6



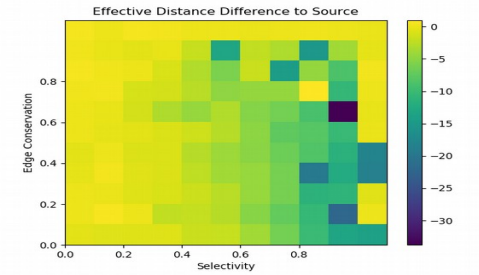
Source Reward 10



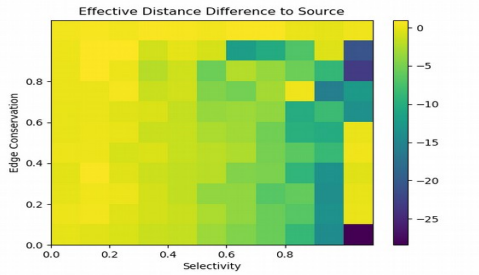
Variable Source Reward Effective Distance Difference

For Random Seeding, 50 Nodes, $\delta = 1$

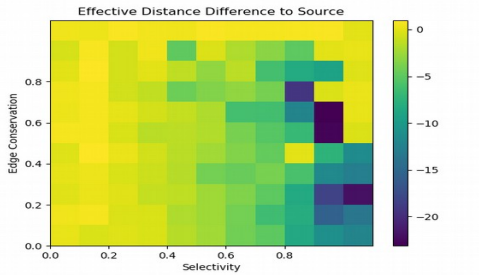
Source Reward 0.2



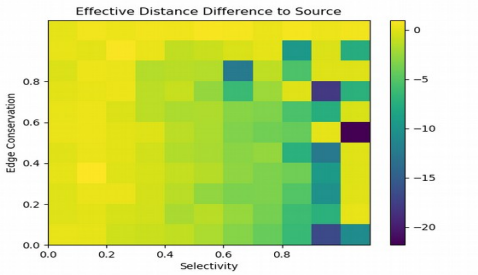
Source Reward 0.4



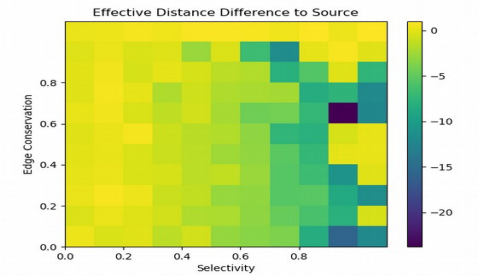
Source Reward 0.6



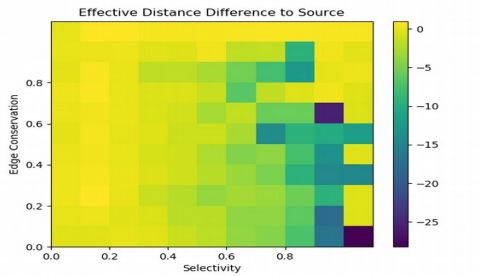
Source Reward 0.8



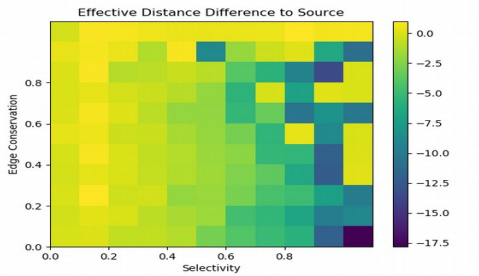
Source Reward 1



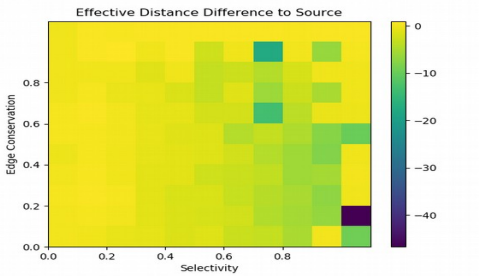
Source Reward 1.2



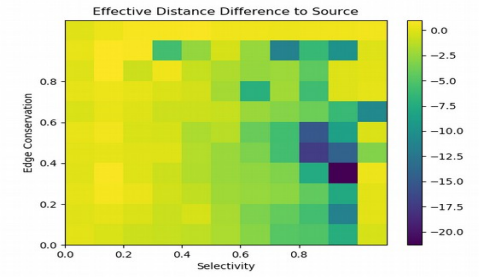
Source Reward 1.4



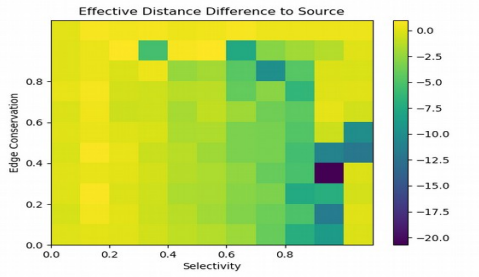
Source Reward 1.6



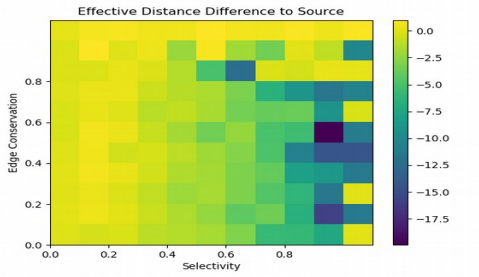
Source Reward 1.8



Source Reward 2



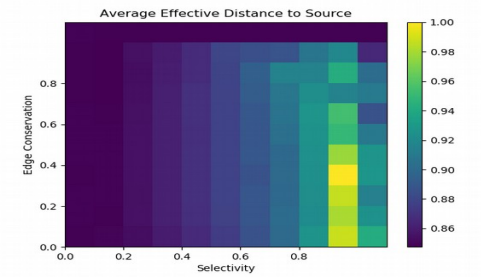
Source Reward 2.2



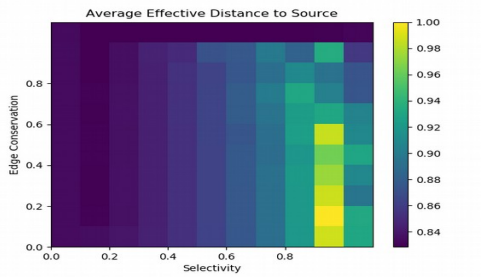
Variable Source Reward Mean Effective Distance

For Random Seeding, 50 Nodes, δ = 1 (I *think* the δ is the difference)

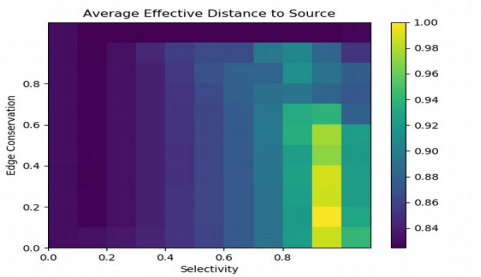
Source Reward 0.2



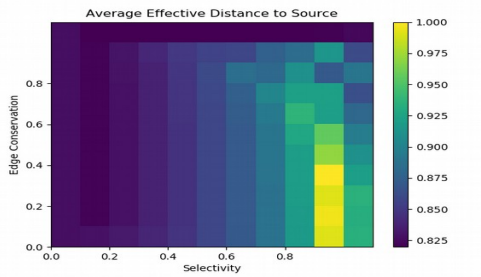
Source Reward 0.4



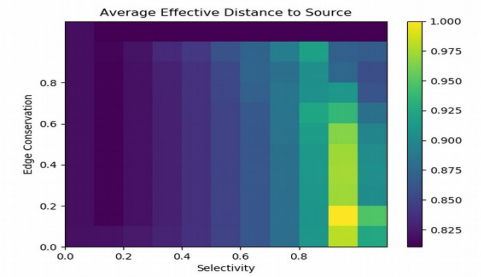
Source Reward 0.6



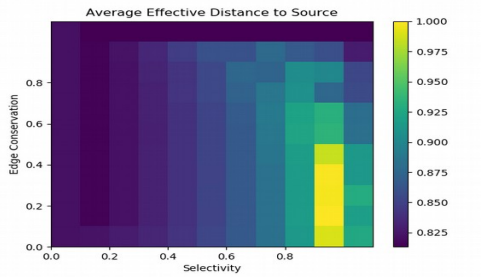
Source Reward 0.8



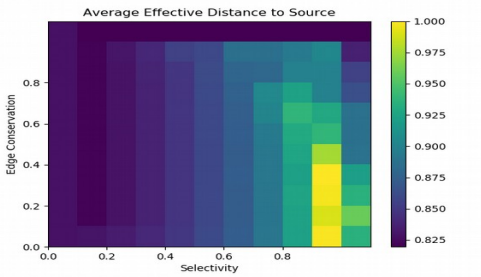
Source Reward 1



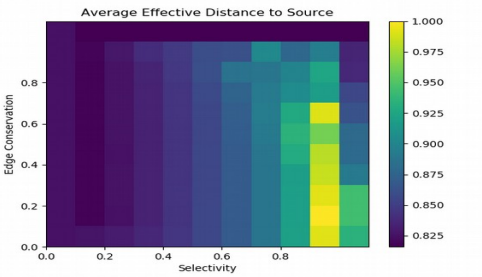
Source Reward 1.2



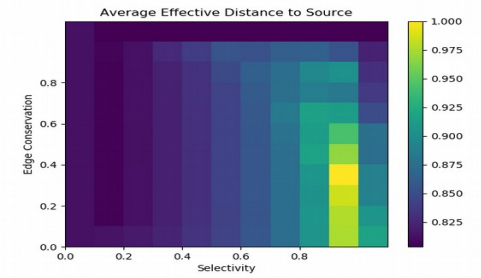
Source Reward 1.4



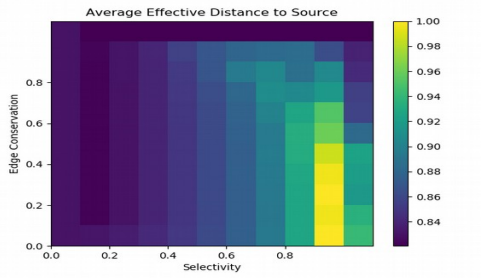
Source Reward 1.6



Source Reward 1.8



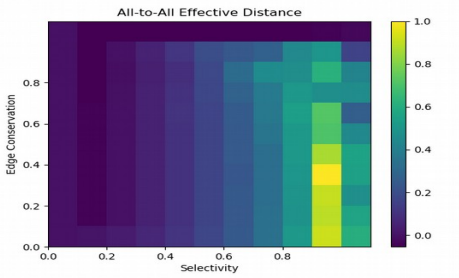
Source Reward 2



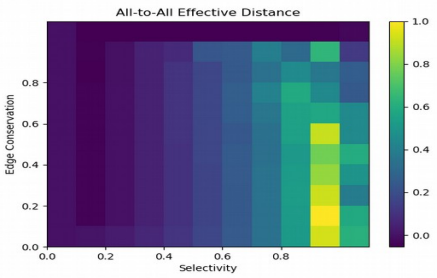
Variable Source Reward Global Effective Distance

For Random Seeding, 50 Nodes, $\delta = 1$

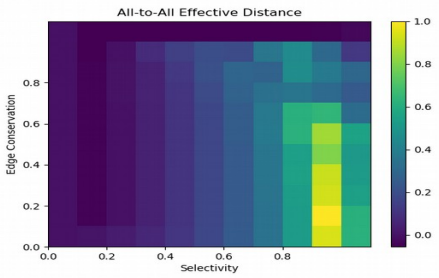
Source Reward 0.2



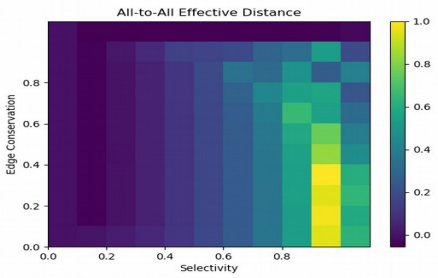
Source Reward 0.4



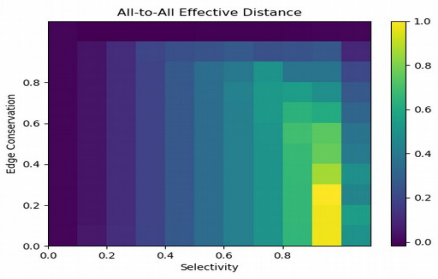
Source Reward 0.6



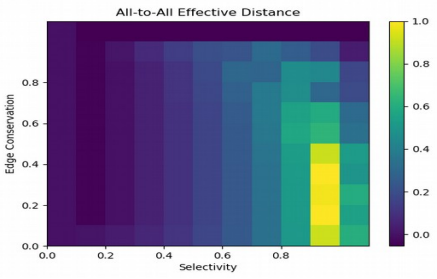
Source Reward 0.8



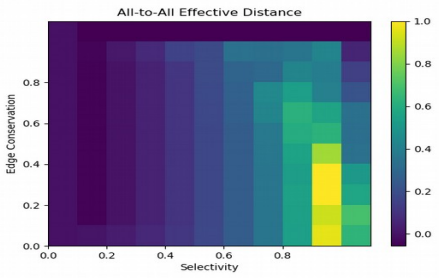
Source Reward 1



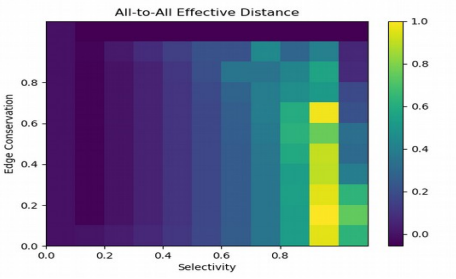
Source Reward 1.2



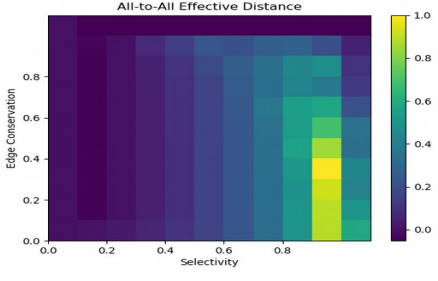
Source Reward 1.4



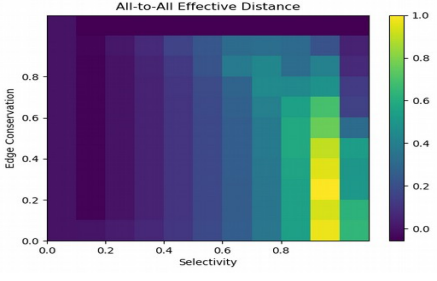
Source Reward 1.6



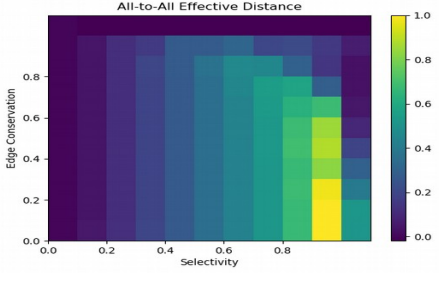
Source Reward 1.8



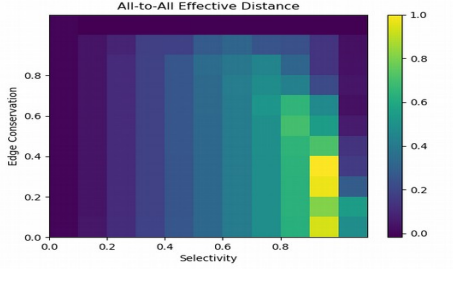
Source Reward 2



Source Reward 6



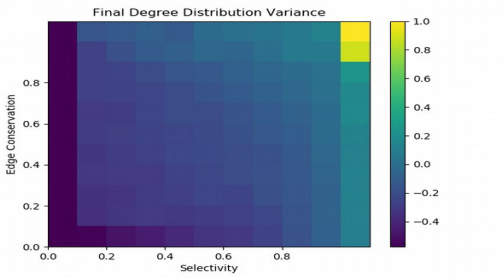
Source Reward 10



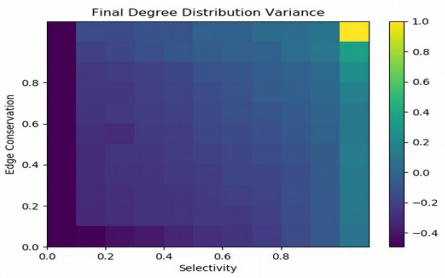
Variable Source Reward Log Degree Variance

For Random Seeding, 50 Nodes, δ = 1

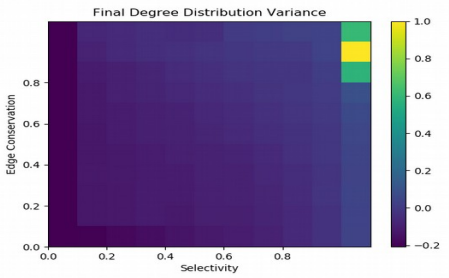
Source Reward 0.2



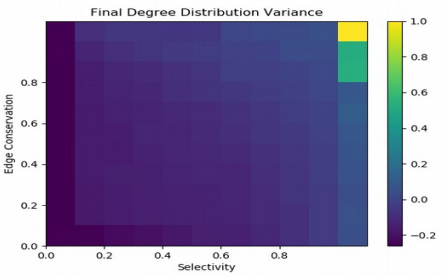
Source Reward 0.4



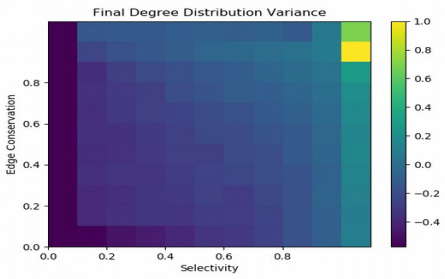
Source Reward 0.6



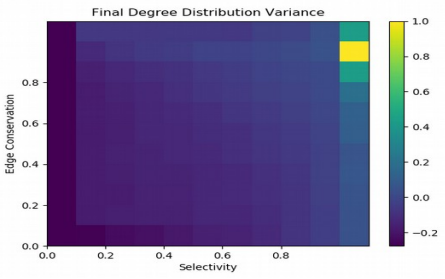
Source Reward 0.8



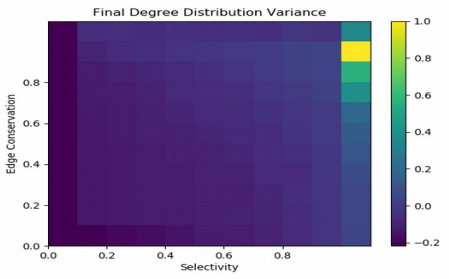
Source Reward 1



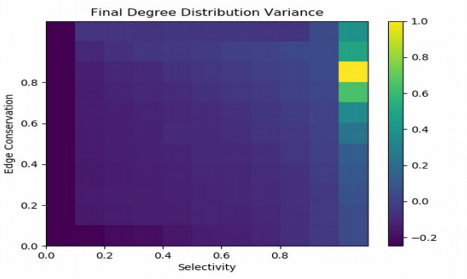
Source Reward 1.2



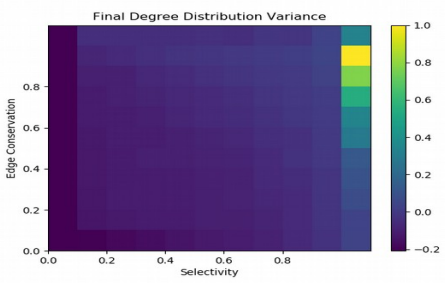
Source Reward 1.4



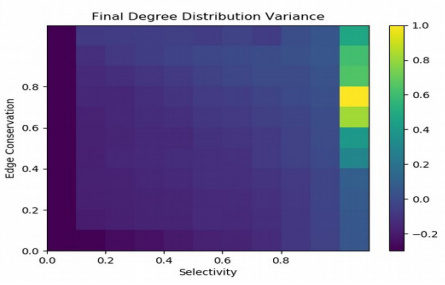
Source Reward 1.6



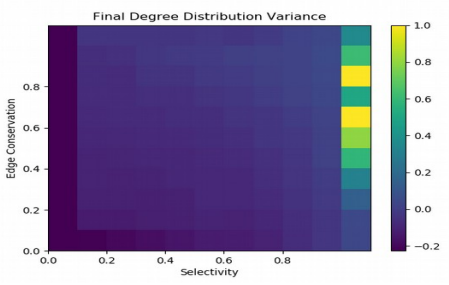
Source Reward 1.8



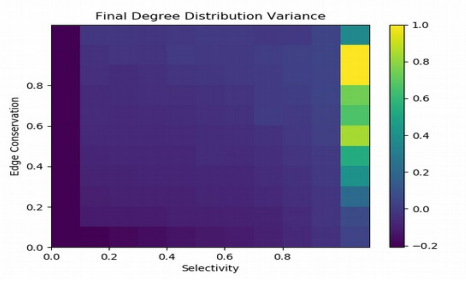
Source Reward 2



Source Reward 6



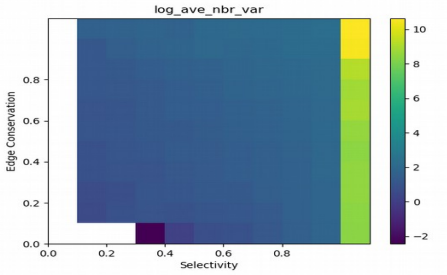
Source Reward 10



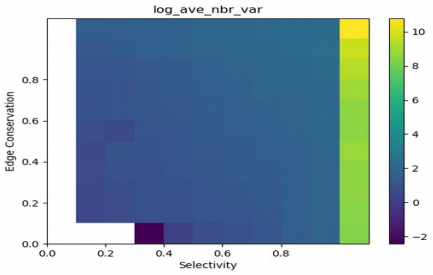
Variable Source Reward Log Average Neighbor Variance

For Random Seeding, 50 Nodes, δ = 1

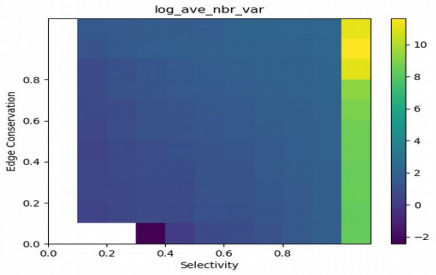
Source Reward 0.2



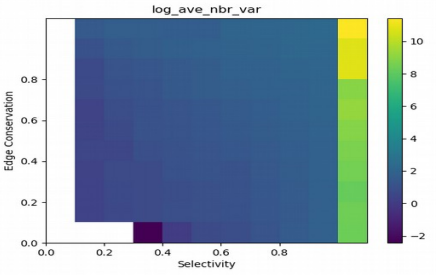
Source Reward 0.4



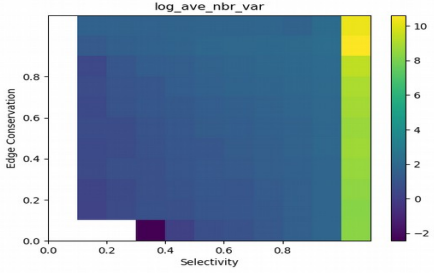
Source Reward 0.6



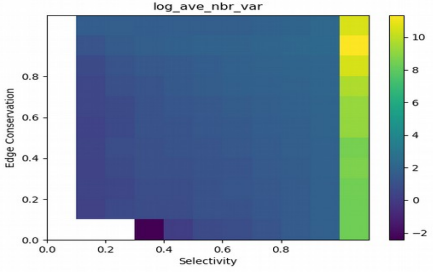
Source Reward 0.8



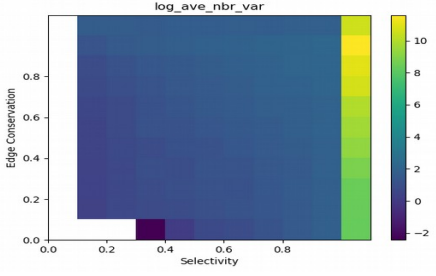
Source Reward 1



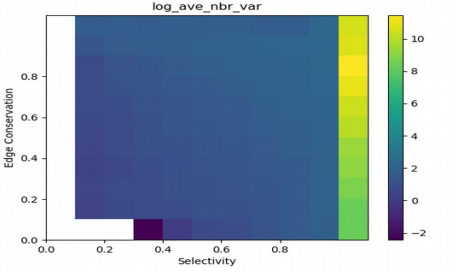
Source Reward 1.2



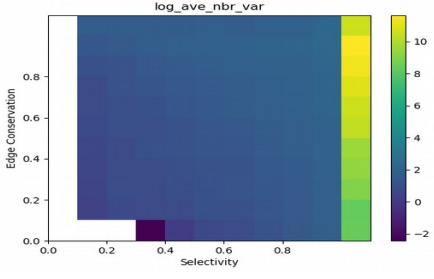
Source Reward 1.4



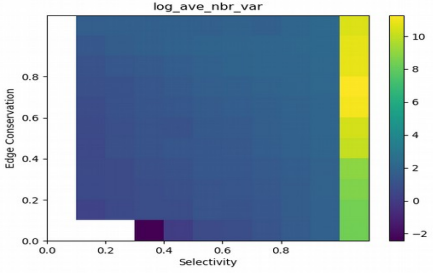
Source Reward 1.6



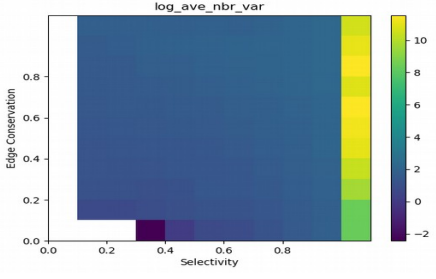
Source Reward 1.8



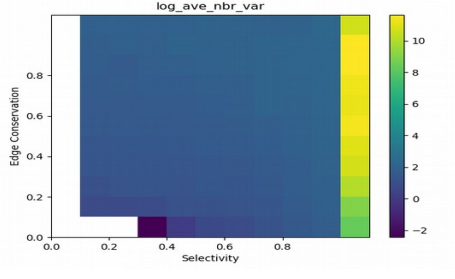
Source Reward 2



Source Reward 6



Source Reward 10

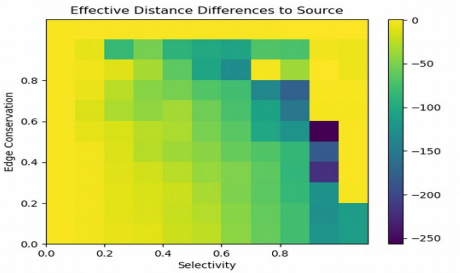


Variable Source Reward Results for Power Law (exp = 5) Seeding

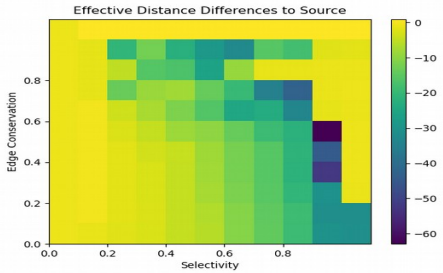
Variable Source Reward Effective Distance Difference

For Power Law Seeding, 50 Nodes, $\delta = 1$

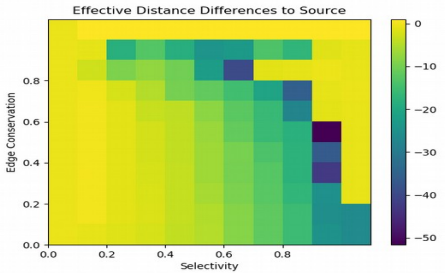
Source Reward 0.2



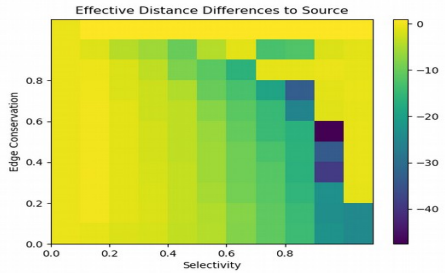
Source Reward 0.4



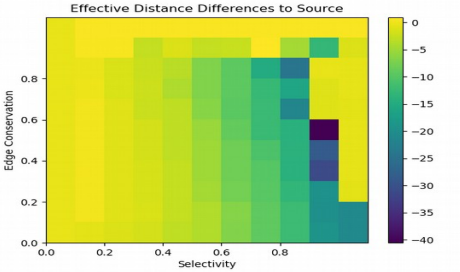
Source Reward 0.6



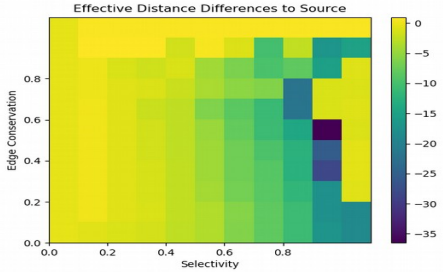
Source Reward 0.8



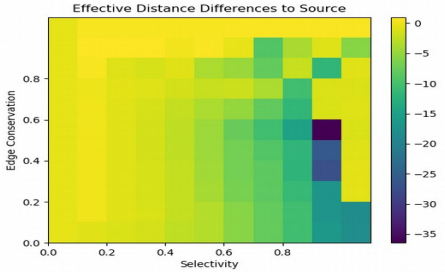
Source Reward 1



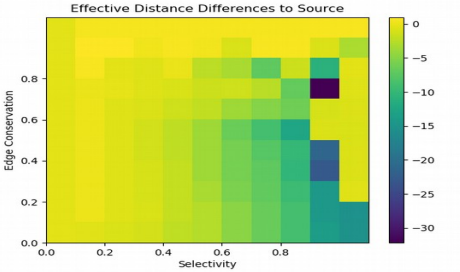
Source Reward 1.2



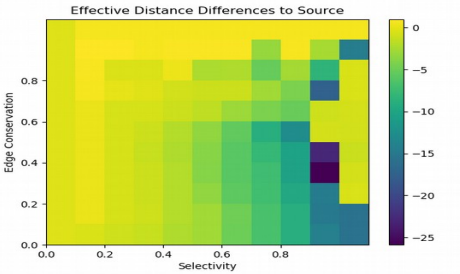
Source Reward 1.4



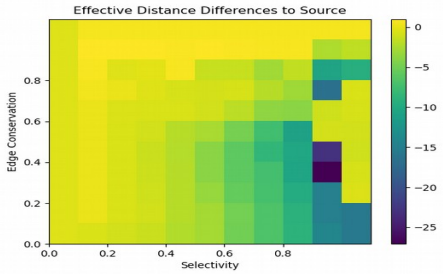
Source Reward 1.6



Source Reward 1.8



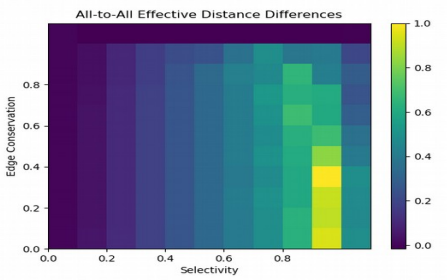
Source Reward 2



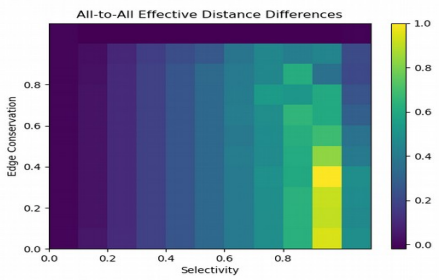
Variable Source Reward Global Effective Distance

For Power Law Seeding, 50 Nodes, $\delta = 1$

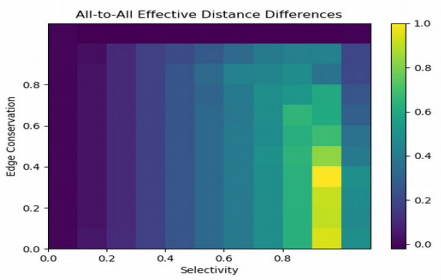
Source Reward 0.2



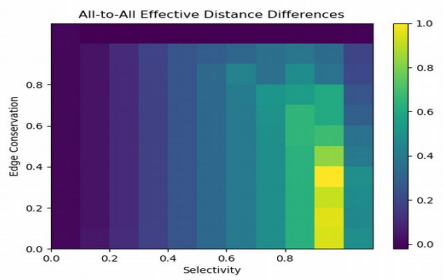
Source Reward 0.4



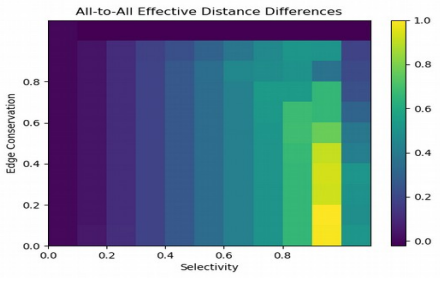
Source Reward 0.6



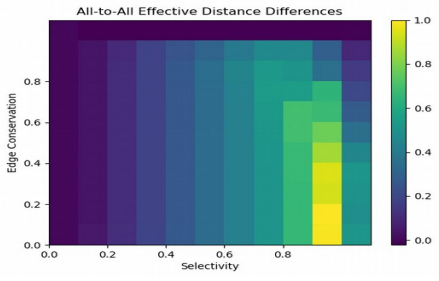
Source Reward 0.8



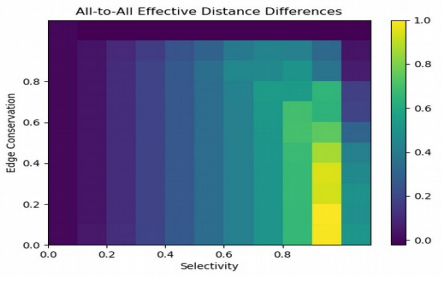
Source Reward 1



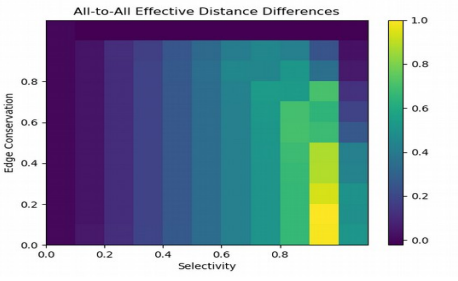
Source Reward 1.2



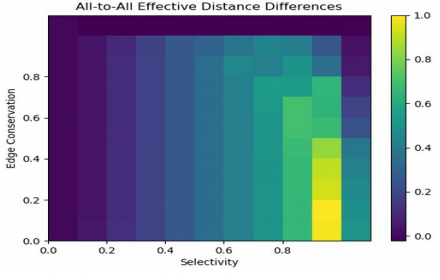
Source Reward 1.4



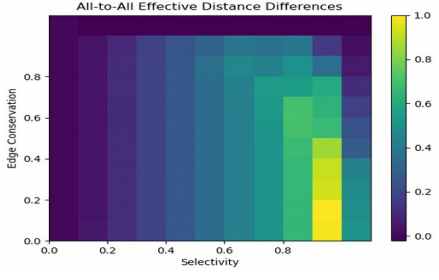
Source Reward 1.6



Source Reward 1.8



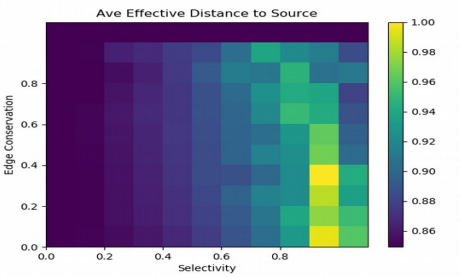
Source Reward 2



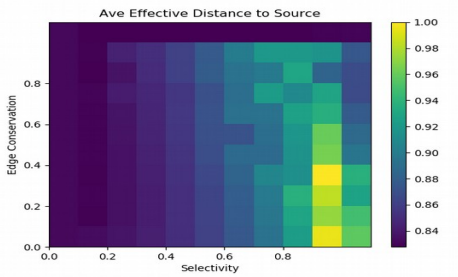
Variable Source Reward Mean Effective Distance

For Power Law Seeding, 50 Nodes, δ = 1 (I *think* the δ is the difference)

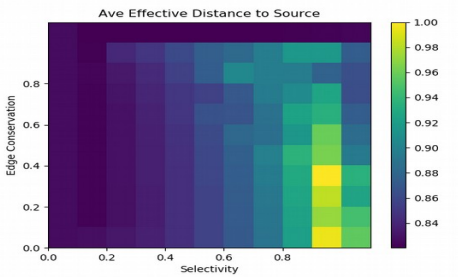
Source Reward 0.2



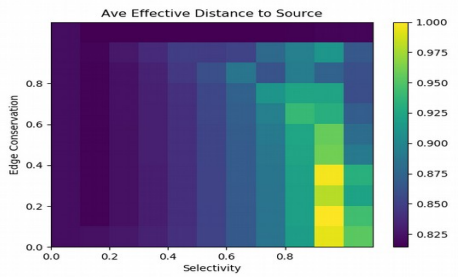
Source Reward 0.4



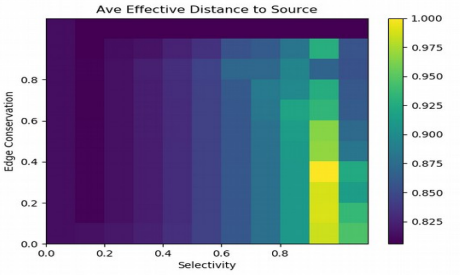
Source Reward 0.6



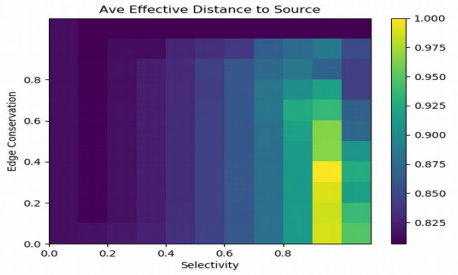
Source Reward 0.8



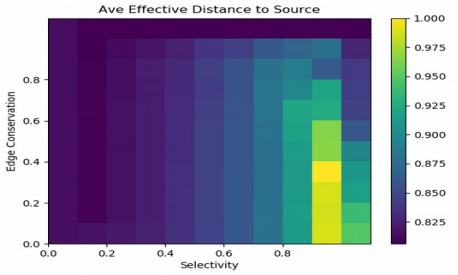
Source Reward 1



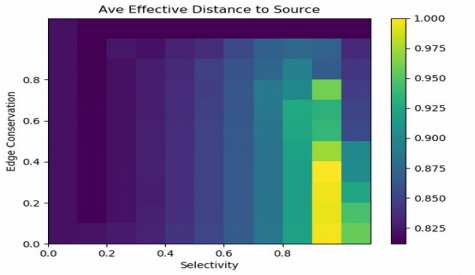
Source Reward 1.2



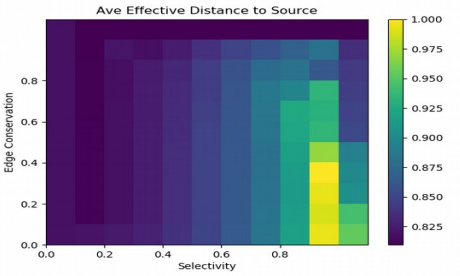
Source Reward 1.4



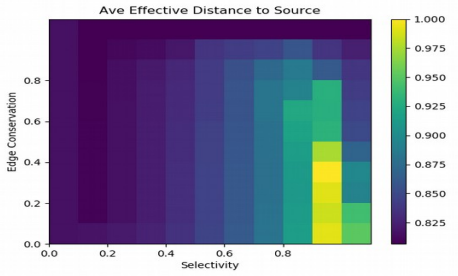
Source Reward 1.6



Source Reward 1.8



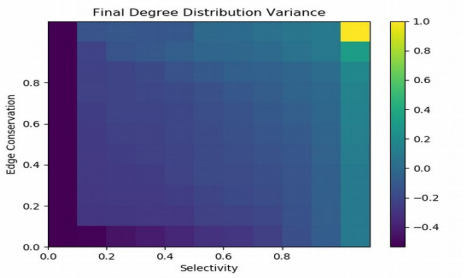
Source Reward 2



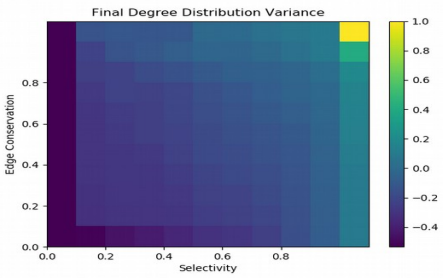
Variable Source Reward Log Degree Variance

For Power Law Seeding, 50 Nodes, δ = 1

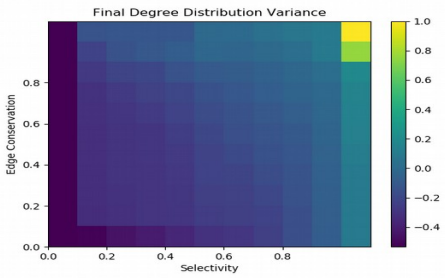
Source Reward 0.2



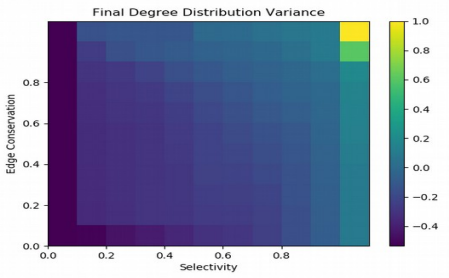
Source Reward 0.4



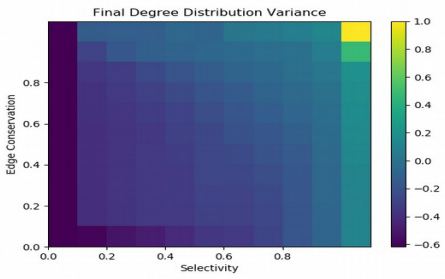
Source Reward 0.6



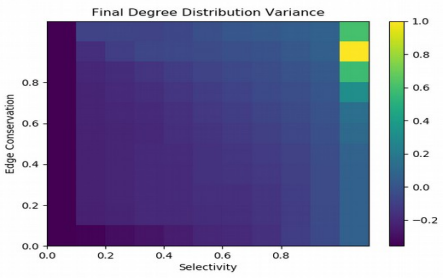
Source Reward 0.8



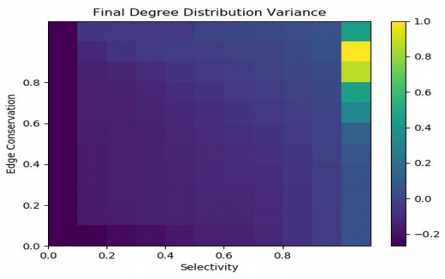
Source Reward 1



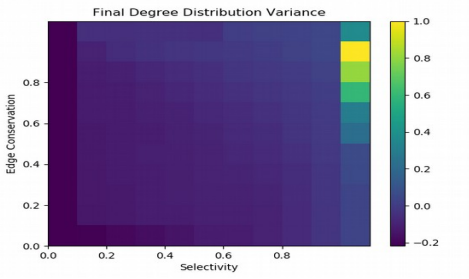
Source Reward 1.2



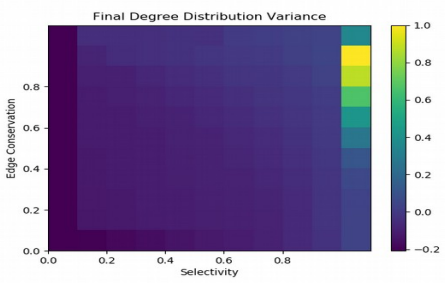
Source Reward 1.4



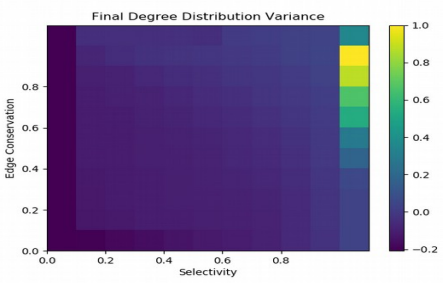
Source Reward 1.6



Source Reward 1.8



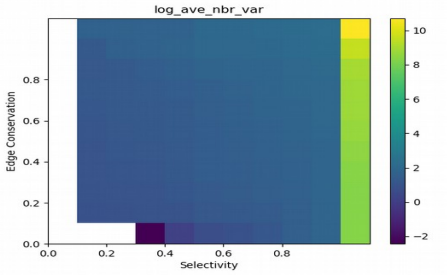
Source Reward 2



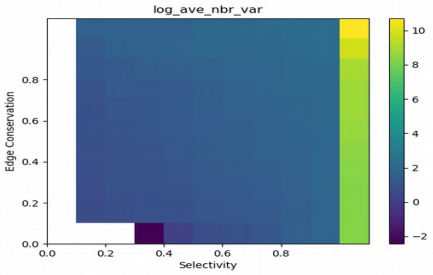
Variable Source Reward Log Average Neighbor Variance

For Power Law Seeding, 50 Nodes, δ = 1

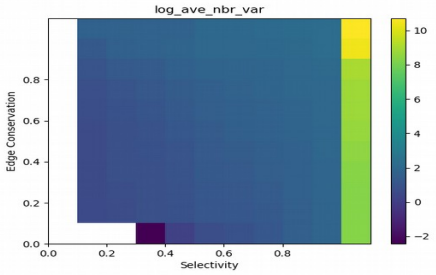
Source Reward 0.2



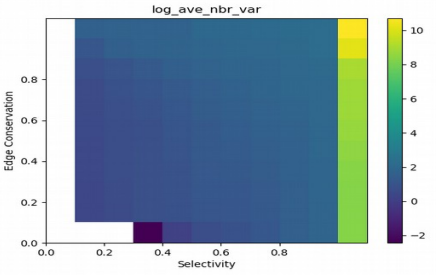
Source Reward 0.4



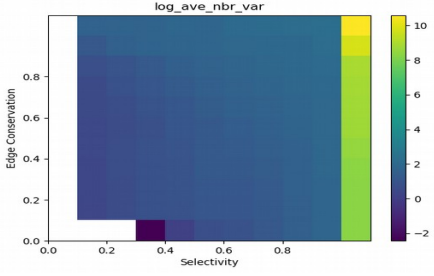
Source Reward 0.6



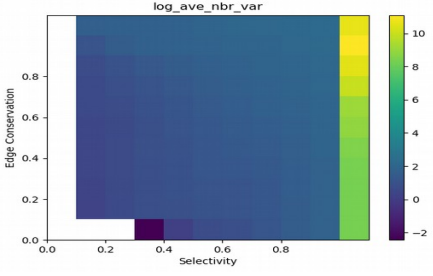
Source Reward 0.8



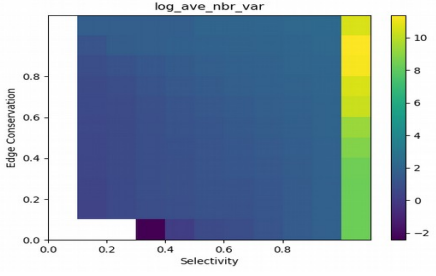
Source Reward 1



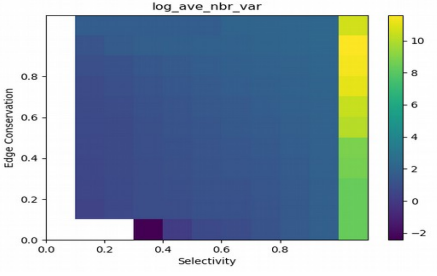
Source Reward 1.2



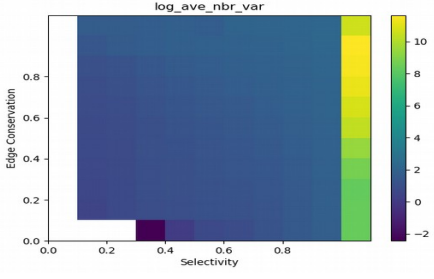
Source Reward 1.4



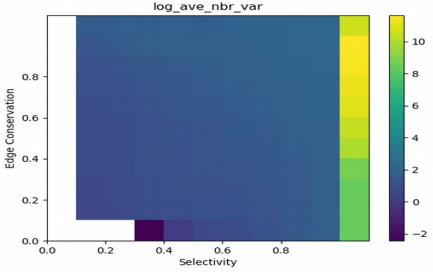
Source Reward 1.6



Source Reward 1.8



Source Reward 2

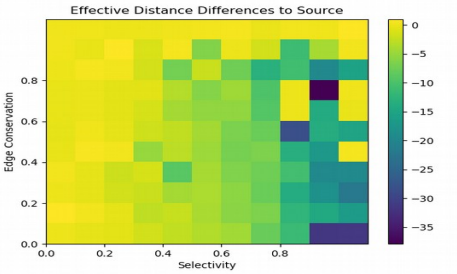


Variable Source Reward Results for Normal Distribution Law Seeding

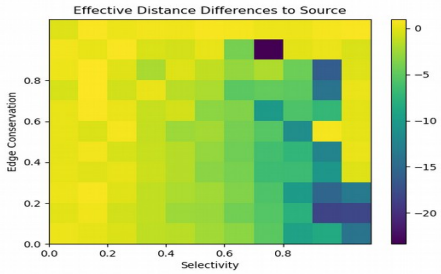
Variable Source Reward Effective Distance Difference

For Normal Seeding, 50 Nodes, $\delta = 1$

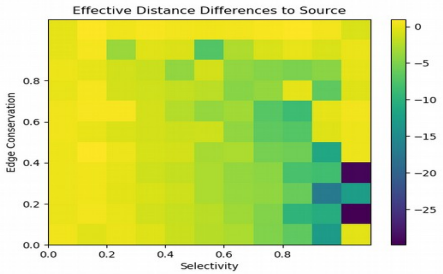
Source Reward 0.2



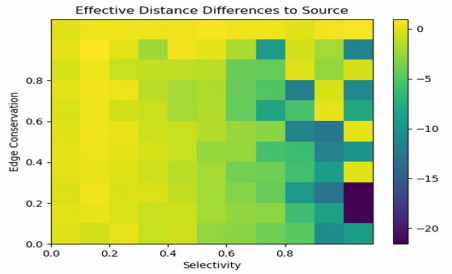
Source Reward 0.4



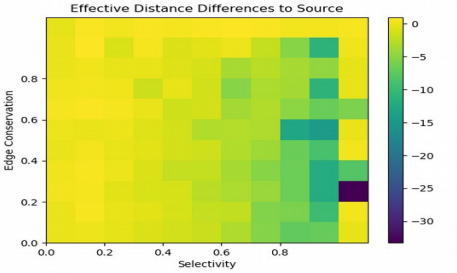
Source Reward 0.6



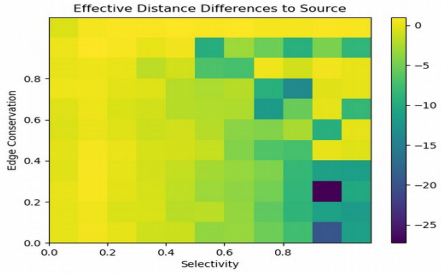
Source Reward 0.8



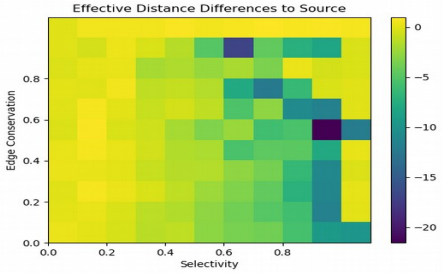
Source Reward 1



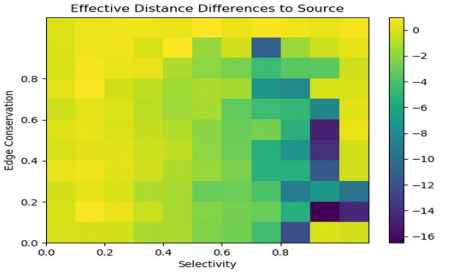
Source Reward 1.2



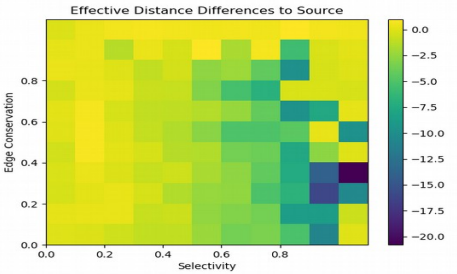
Source Reward 1.4



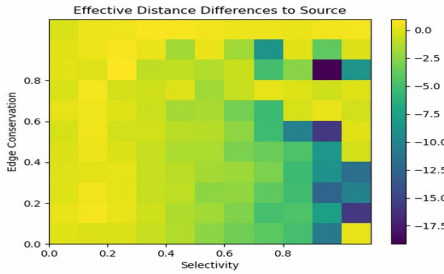
Source Reward 1.6



Source Reward 1.8



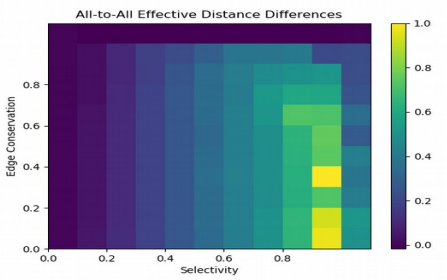
Source Reward 2



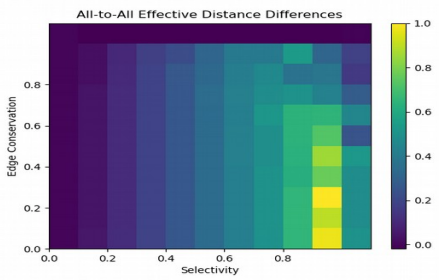
Variable Source Reward Global Effective Distance

For Normal Seeding, 50 Nodes, $\delta = 1$

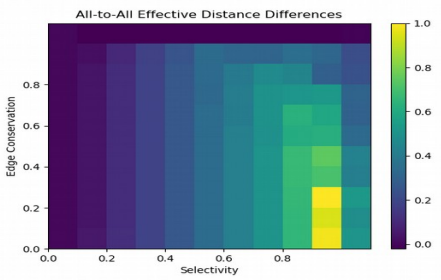
Source Reward 0.2



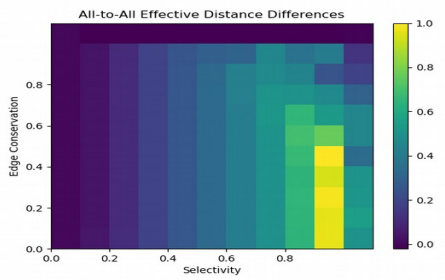
Source Reward 0.4



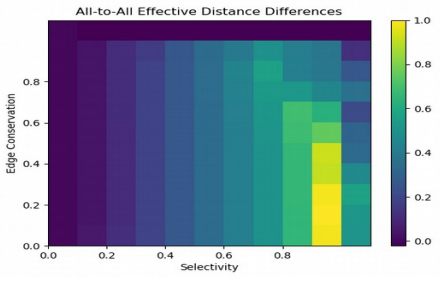
Source Reward 0.6



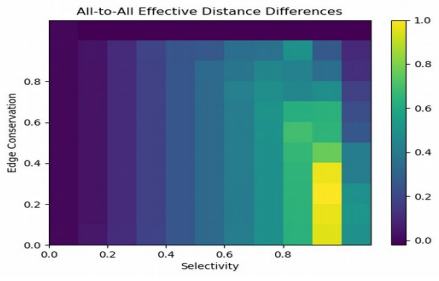
Source Reward 0.8



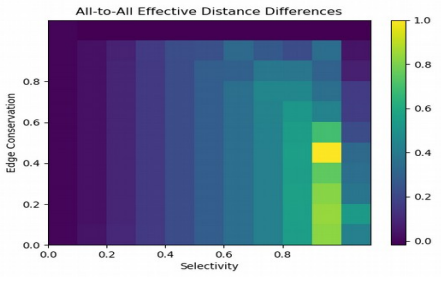
Source Reward 1



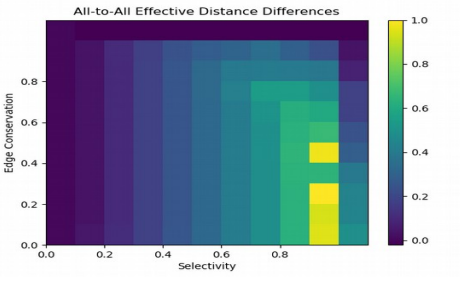
Source Reward 1.2



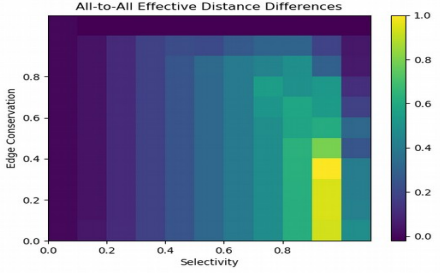
Source Reward 1.4



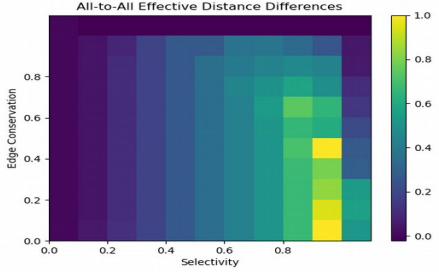
Source Reward 1.6



Source Reward 1.8



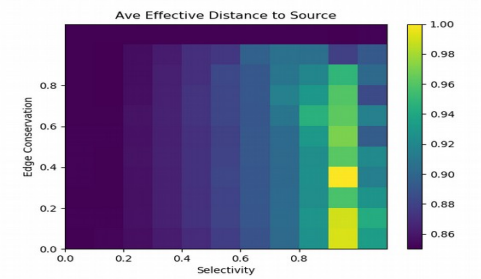
Source Reward 2



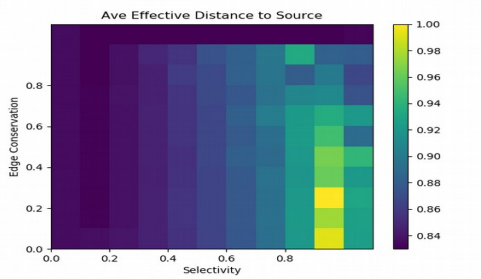
Variable Source Reward Mean Effective Distance

For Normal Seeding, 50 Nodes, δ = 1 (I *think* the δ is the difference)

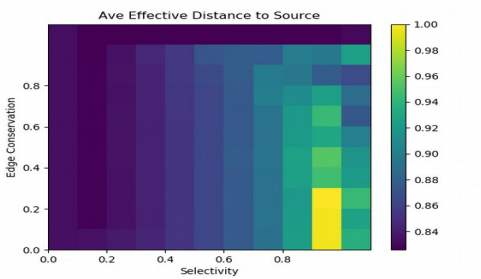
Source Reward 0.2



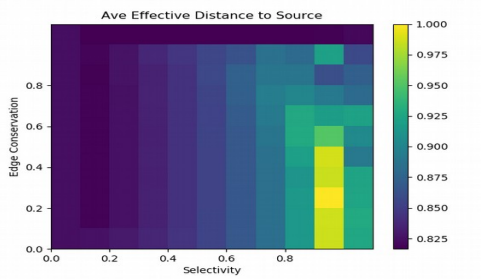
Source Reward 0.4



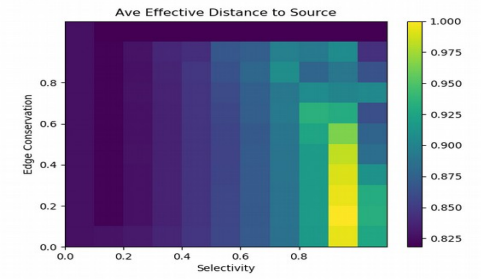
Source Reward 0.6



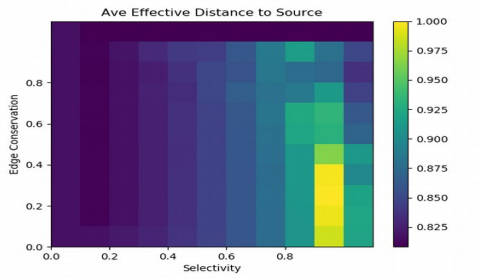
Source Reward 0.8



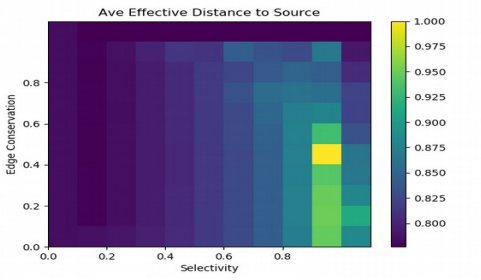
Source Reward 1



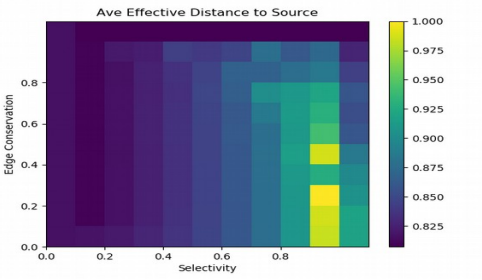
Source Reward 1.2



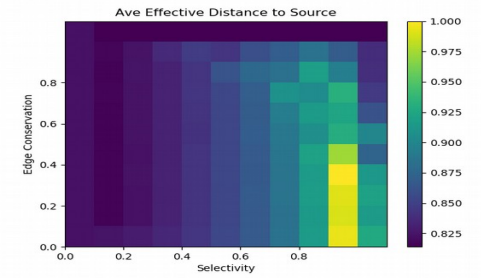
Source Reward 1.4



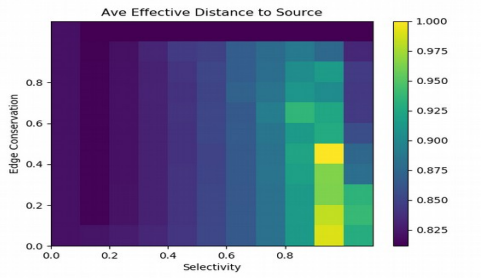
Source Reward 1.6



Source Reward 1.8



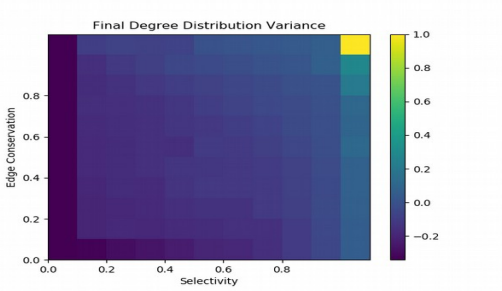
Source Reward 2



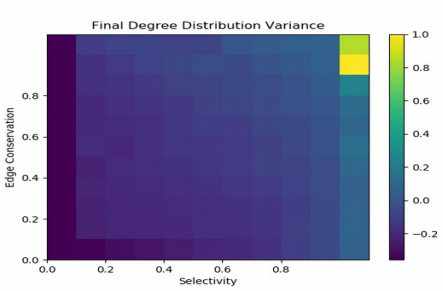
Variable Source Reward Log Degree Variance

For Normal Seeding, 50 Nodes, δ = 1

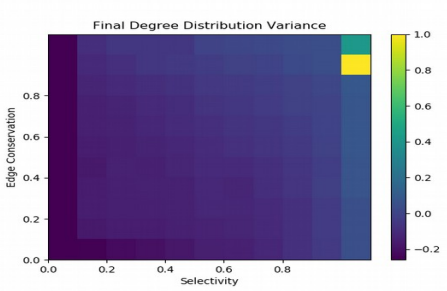
Source Reward 0.2



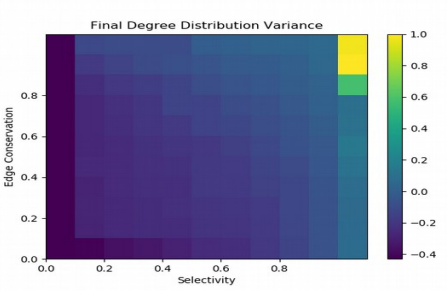
Source Reward 0.4



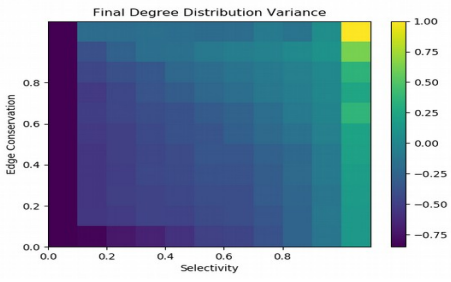
Source Reward 0.6



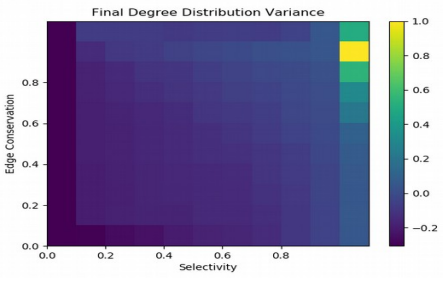
Source Reward 0.8



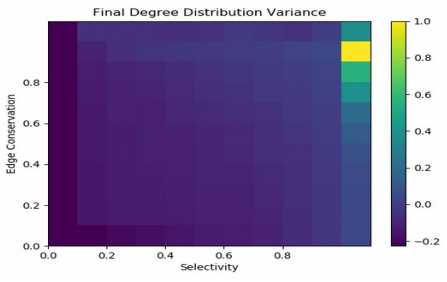
Source Reward 1



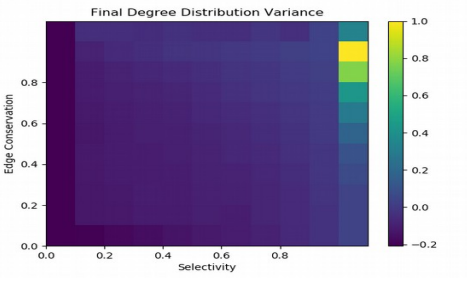
Source Reward 1.2



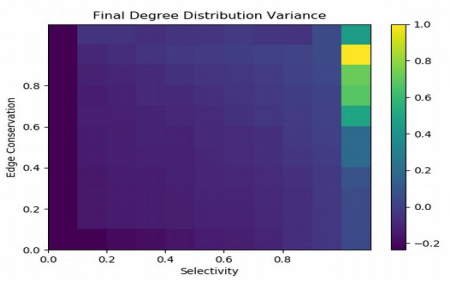
Source Reward 1.4



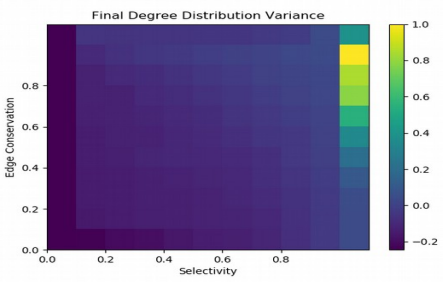
Source Reward 1.6



Source Reward 1.8



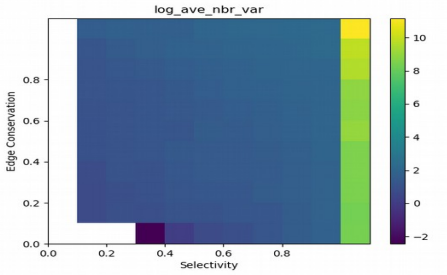
Source Reward 2



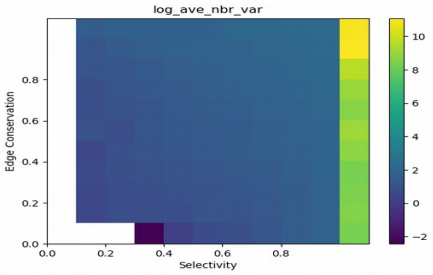
Variable Source Reward Log Average Neighbor Variance

For Normal Seeding, 50 Nodes, δ = 1

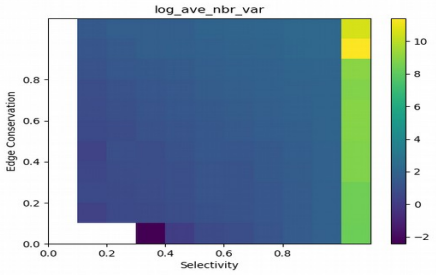
Source Reward 0.2



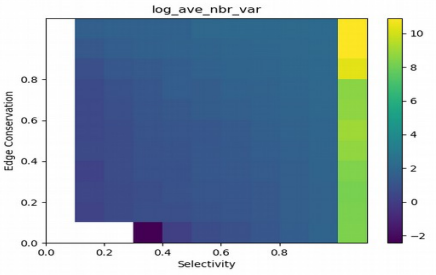
Source Reward 0.4



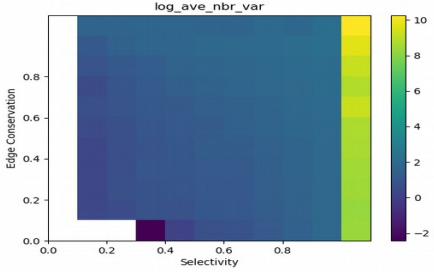
Source Reward 0.6



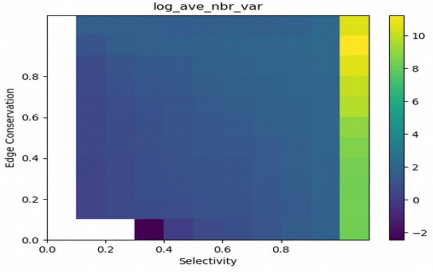
Source Reward 0.8



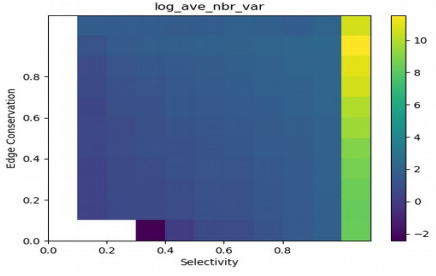
Source Reward 1



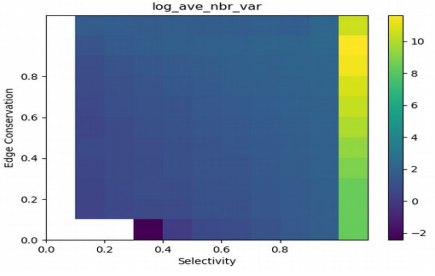
Source Reward 1.2



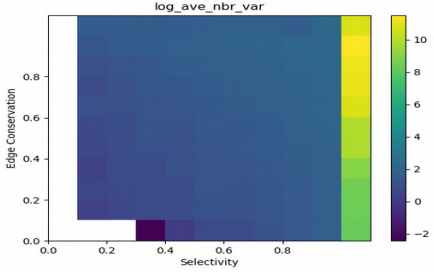
Source Reward 1.4



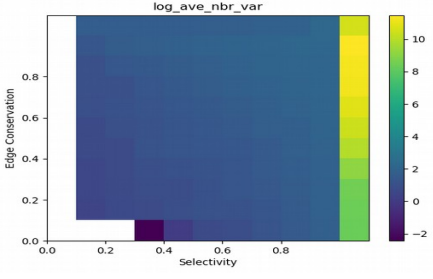
Source Reward 1.6



Source Reward 1.8



Source Reward 2

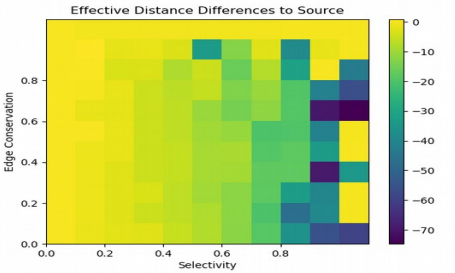


Variable Source Reward Results for Diversity of Connection Based Seeding

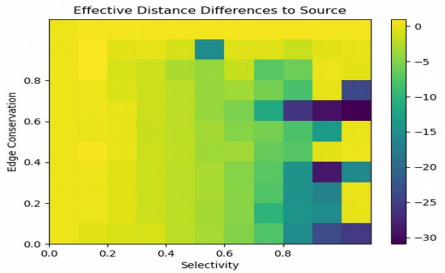
Variable Source Reward Effective Distance Difference

For Connection Based Seeding, 50 Nodes, δ = 1

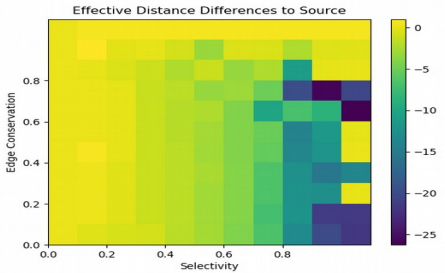
Source Reward 0.2



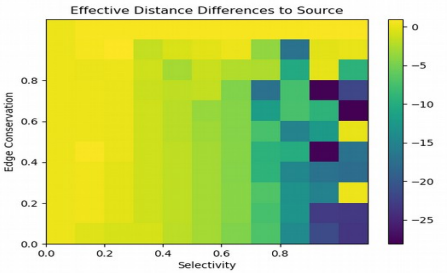
Source Reward 0.4



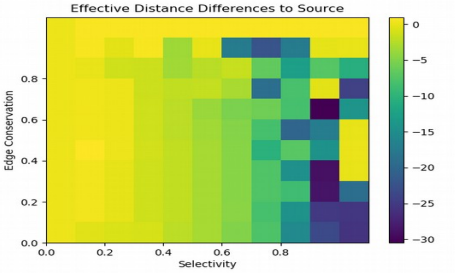
Source Reward 0.6



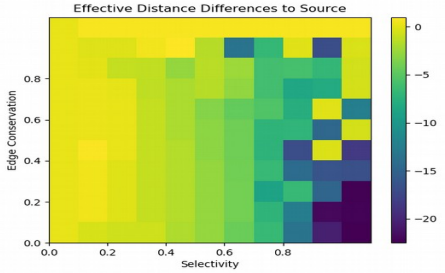
Source Reward 0.8



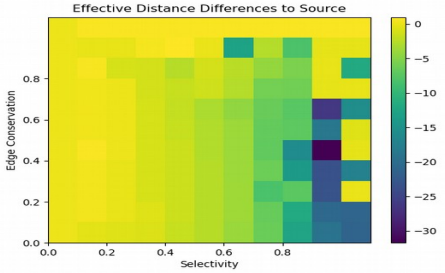
Source Reward 1



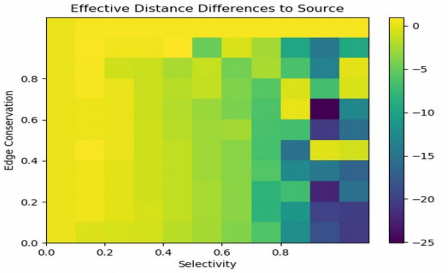
Source Reward 1.2



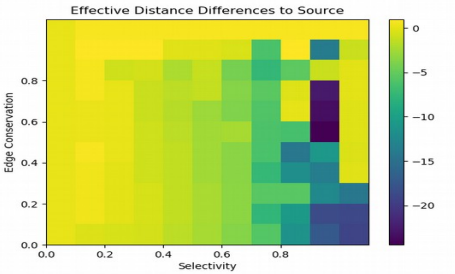
Source Reward 1.4



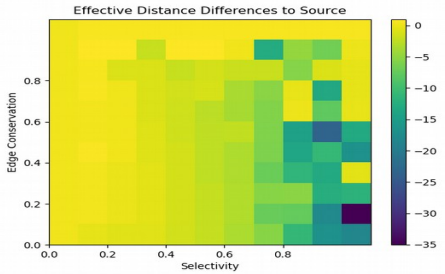
Source Reward 1.6



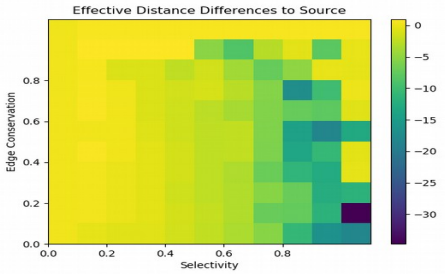
Source Reward 1.8



Source Reward 2



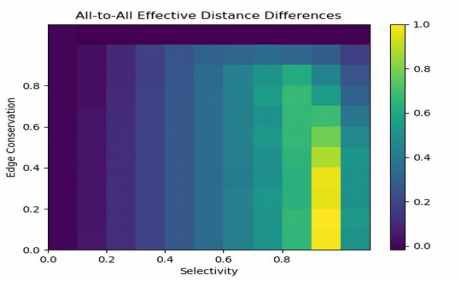
Source Reward 2.2



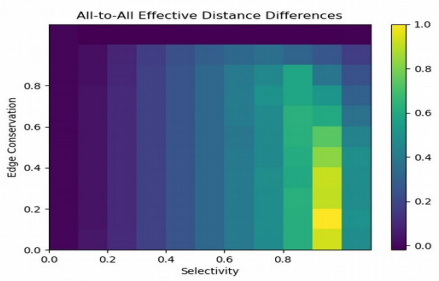
Variable Source Reward Global Effective Distance

For Connection Based Seeding, 50 Nodes, $\delta = 1$

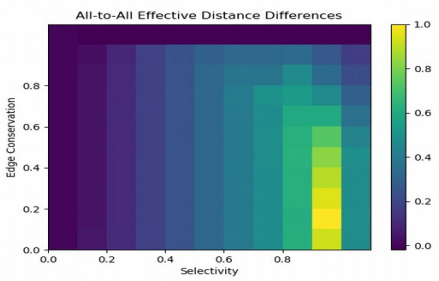
Source Reward 0.2



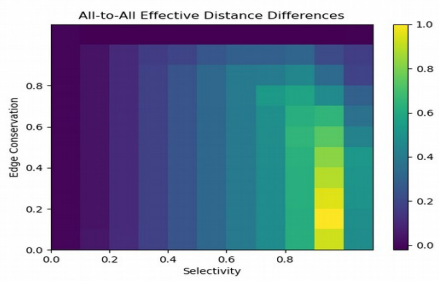
Source Reward 0.4



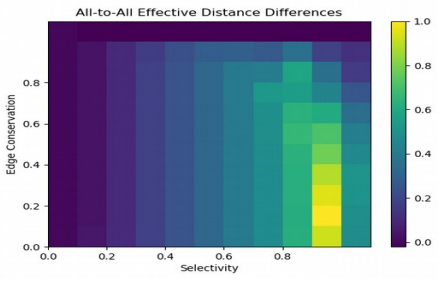
Source Reward 0.6



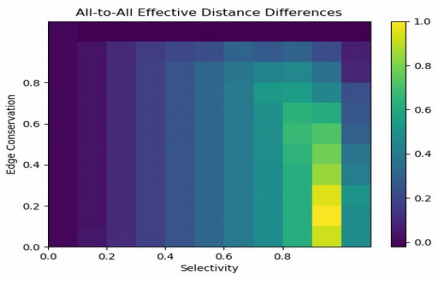
Source Reward 0.8



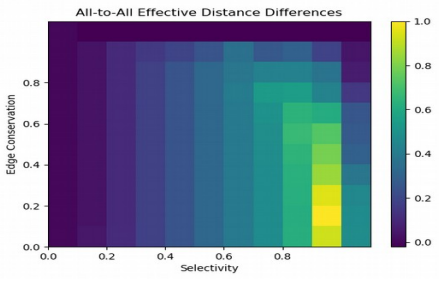
Source Reward 1



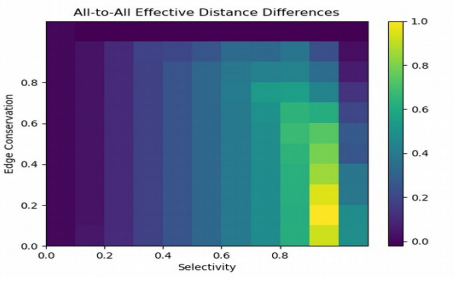
Source Reward 1.2



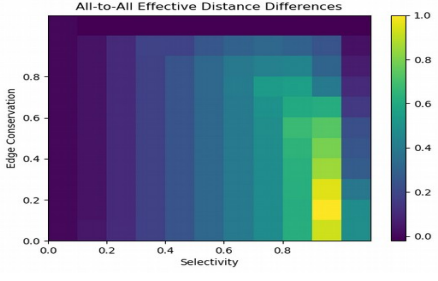
Source Reward 1.4



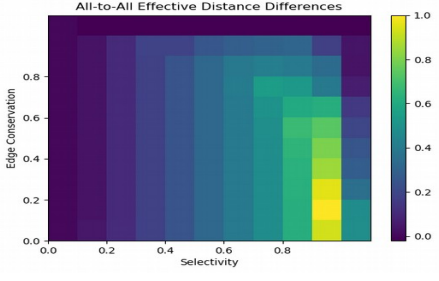
Source Reward 1.6



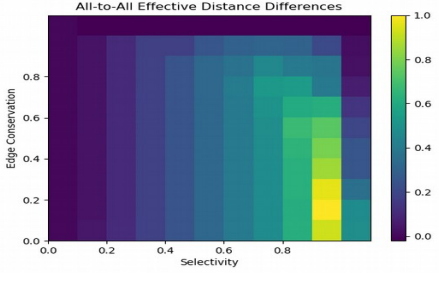
Source Reward 1.8



Source Reward 2



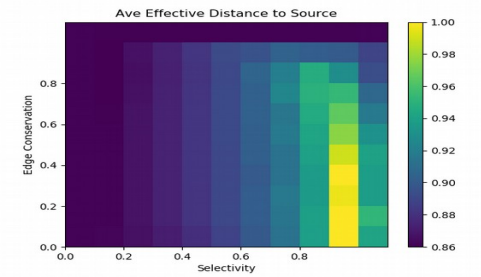
Source Reward 2.2



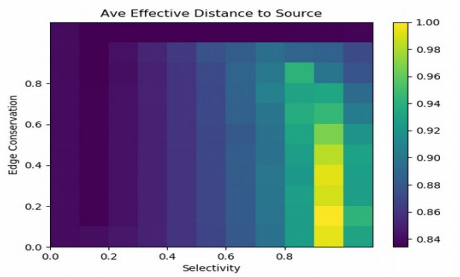
Variable Source Reward Mean Effective Distance

For Connection Based Seeding, 50 Nodes, δ = 1 (I *think* the δ is the difference)

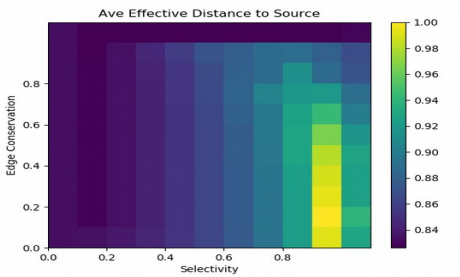
Source Reward 0.2



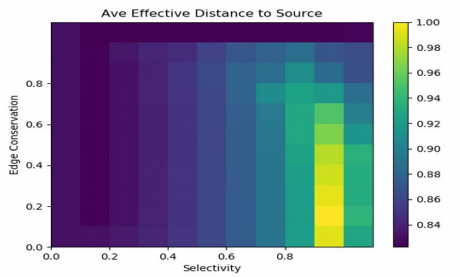
Source Reward 0.4



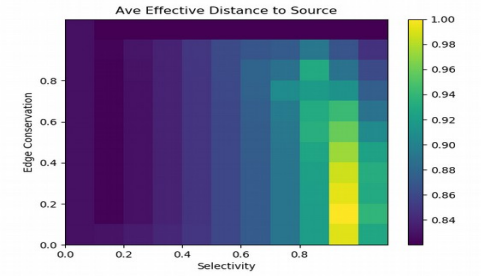
Source Reward 0.6



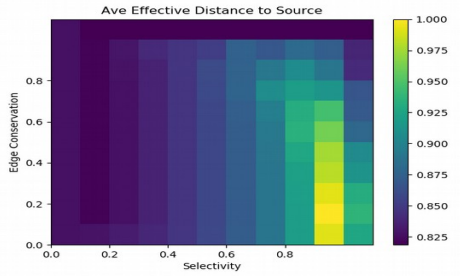
Source Reward 0.8



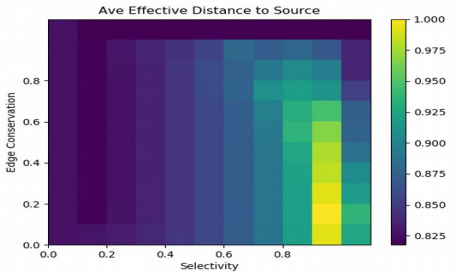
Source Reward 1



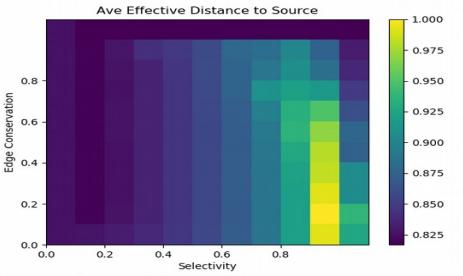
Source Reward 1.2



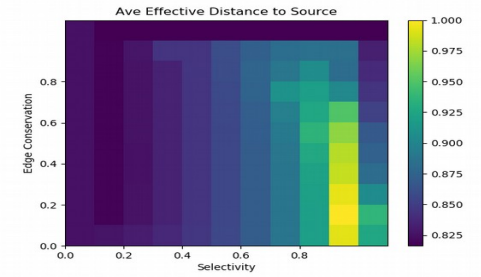
Source Reward 1.4



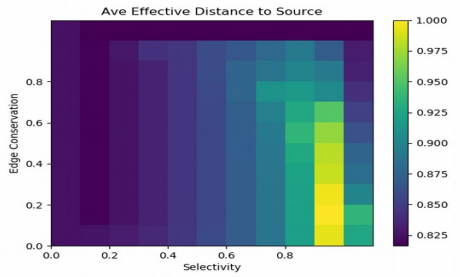
Source Reward 1.6



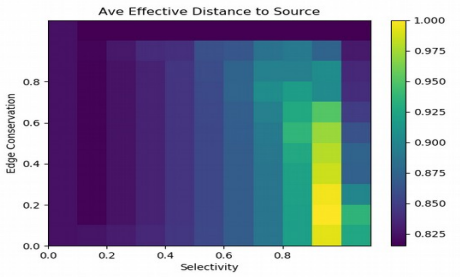
Source Reward 1.8



Source Reward 2



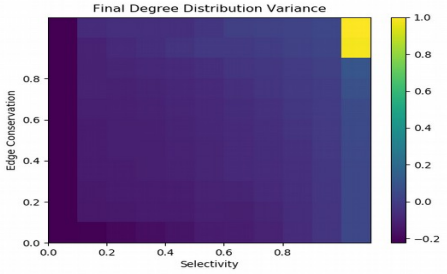
Source Reward 2.2



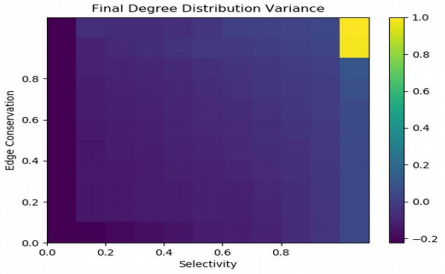
Variable Source Reward Log Degree Variance

For Connection Based Seeding, 50 Nodes, δ = 1

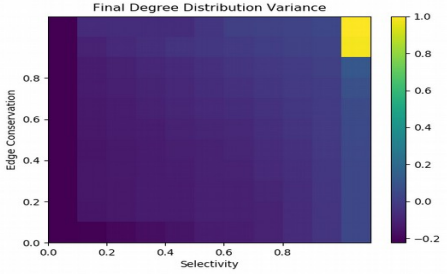
Source Reward 0.2



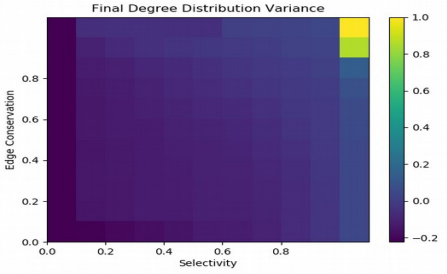
Source Reward 0.4



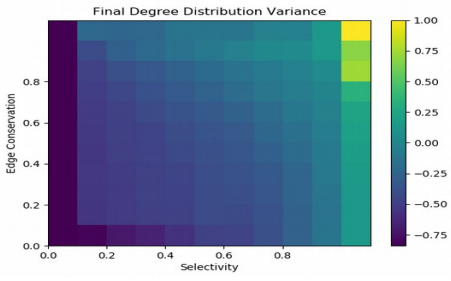
Source Reward 0.6



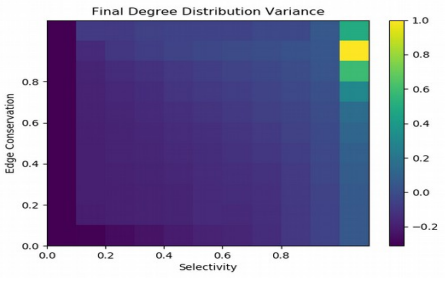
Source Reward 0.8



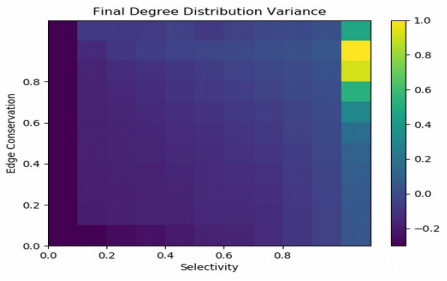
Source Reward 1



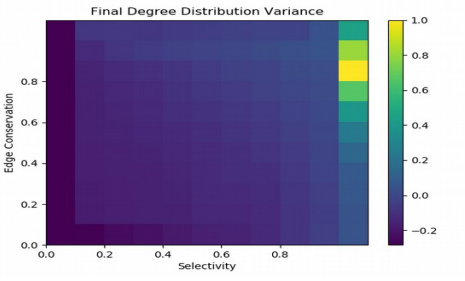
Source Reward 1.2



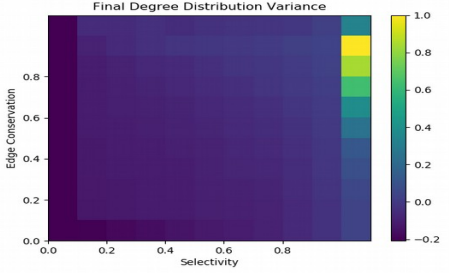
Source Reward 1.4



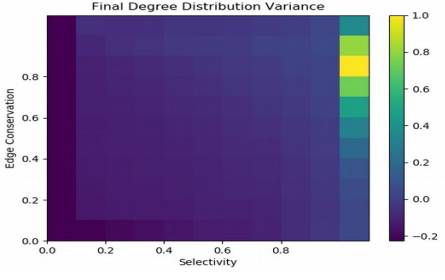
Source Reward 1.6



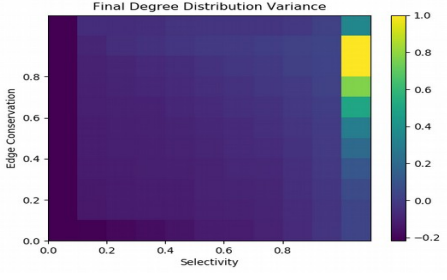
Source Reward 1.8



Source Reward 2



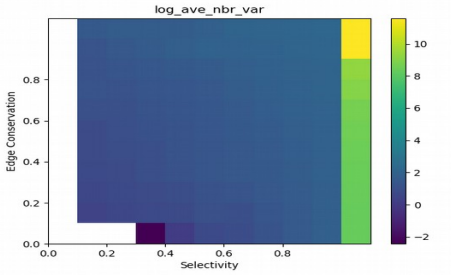
Source Reward 2.2



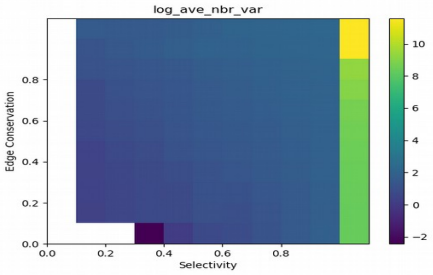
Variable Source Reward Log Average Neighbor Variance

For Connection Based Seeding, 50 Nodes, δ = 1

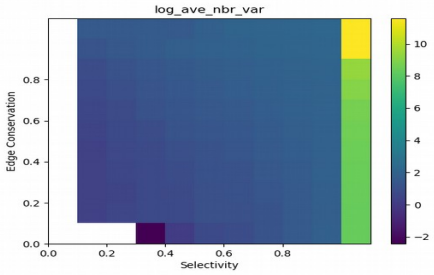
Source Reward 0.2



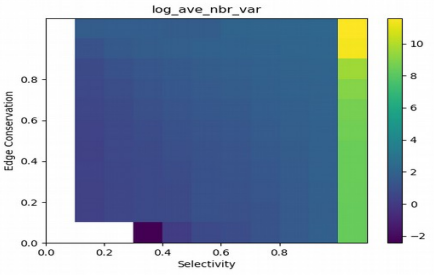
Source Reward 0.4



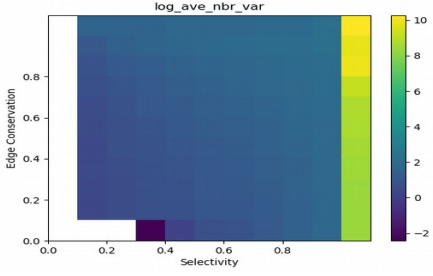
Source Reward 0.6



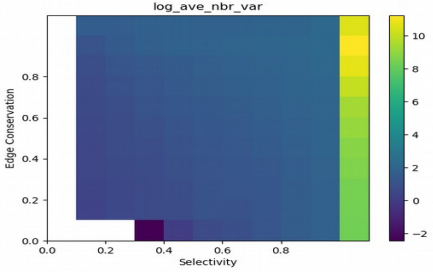
Source Reward 0.8



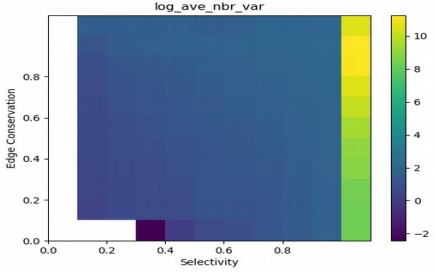
Source Reward 1



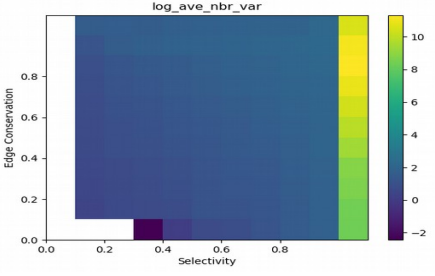
Source Reward 1.2



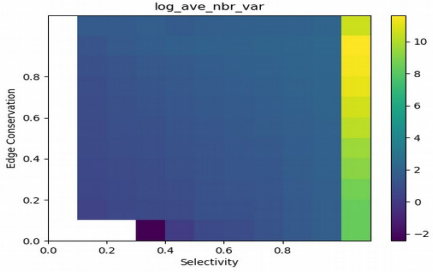
Source Reward 1.4



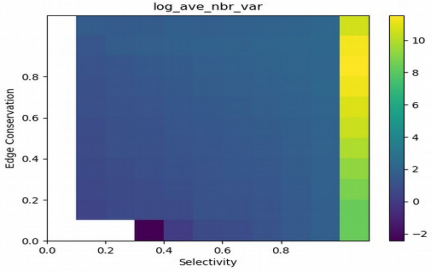
Source Reward 1.6



Source Reward 1.8



Source Reward 2



Source Reward 2.2