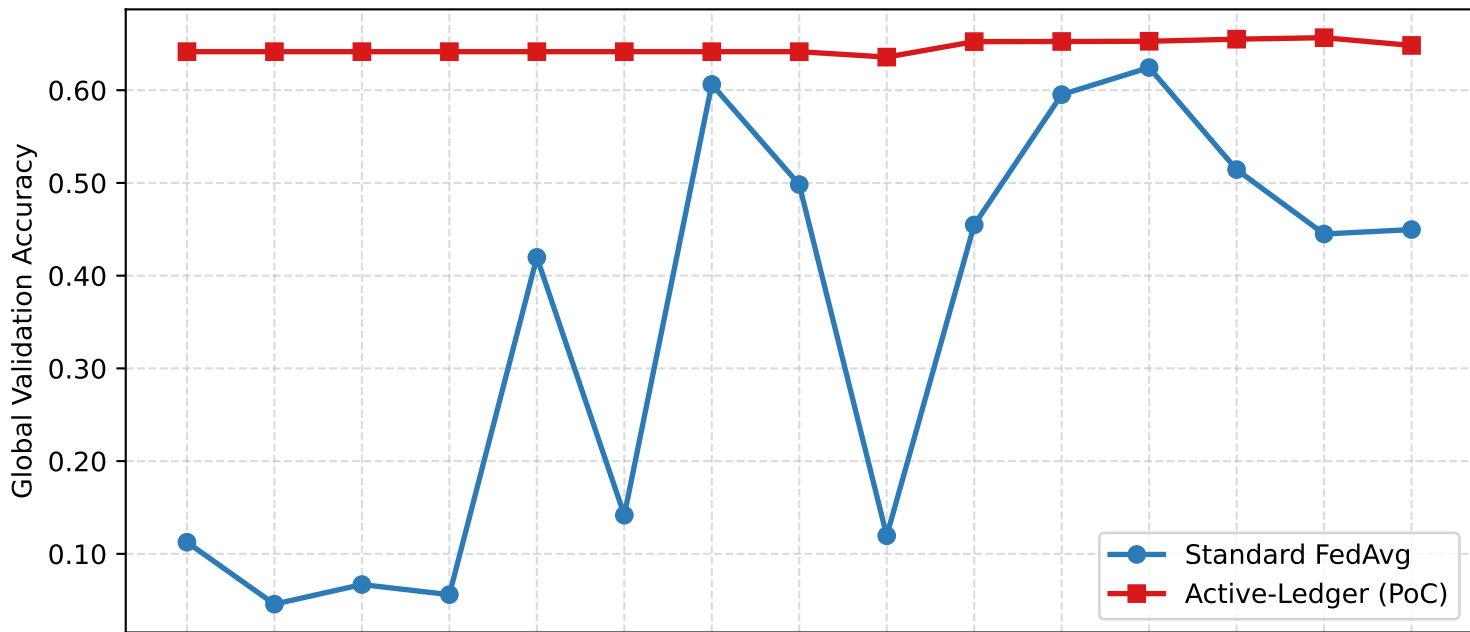Robustness Evaluation Under Byzantine Attack
(8 normal + 2 Byzantine clients, 15 rounds)

Average Round Latency vs Communication Round