Project Name: Gossip Simulator

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What is working

All topologies are working as expected for both algorithms gossip and pushsum

Performance and detailed comparison are provided in report and excel sheet attached in project.

The line topology is solwest in gossip.
Random 2D is fastest algorithm and converges for higher number of nodes. Maximum 15000 nodes converged without failure.

>$ ./project2 numnodes topology algorithm

Topologies: "full", "line", "rand2D", "3Dtorus", "honeycomb", "randhoneycomb"
Algorithms: "gossip", "pushsum"

While executing project, all 4 cores of system were utilized to 100% infering parallelism and concurrency.

Largest network:
"full": 2000,
"line" 2000,
"rand2D" 15000,
"3Dtorus" 5000,
"honeycomb" 4000,
"randhoneycomb" 4000