**DOS Project 2**

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**Running the program:**

escript ./project2 50 rand2D push-sum

**Gossip/Push-Sum:**

* Enter the number of nodes(will be rounded up for rand2D)
* Enter the topology(line,rand2D,impline,full)
* Enter the algorithm(gossip,push-sum)

**Working:**

* **Gossip and Push-Sum algorithms**
* **Topologies: line, rand2D,full,impline**

**Largest working Solutions:**

**Gossip:**

Line: 1000 nodes, 8672ms

2D:1000 nodes, 54313ms

Impline: 1000 nodes, 43281ms

Full: 1000 nodes, 59188ms

**Push-Sum:**

Line: 1000 nodes, 500000(approx.)ms

2D: 1000 nodes,500000(approx.)ms

Impline: 1000 nodes,58906ms

Full: 1000 nodes,78094ms

The maximum number of nodes for the solution, I have by default assumed as the max of my test-runs due to time constraints. Higher number of nodes were solved during course of writing the code but I’m unable to show here because of time constraints and the amount of time such high nodes usually take.