

# ASSIGNMENT - 1

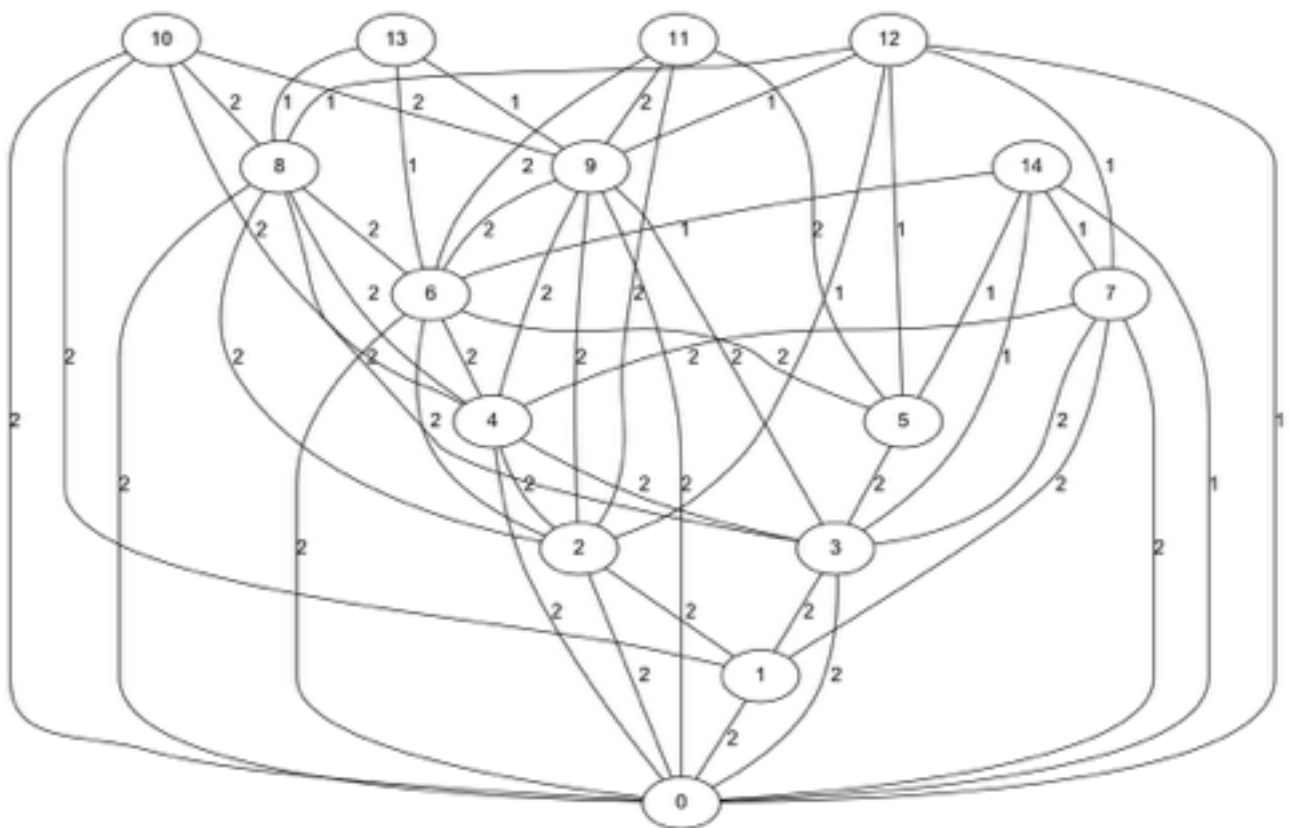
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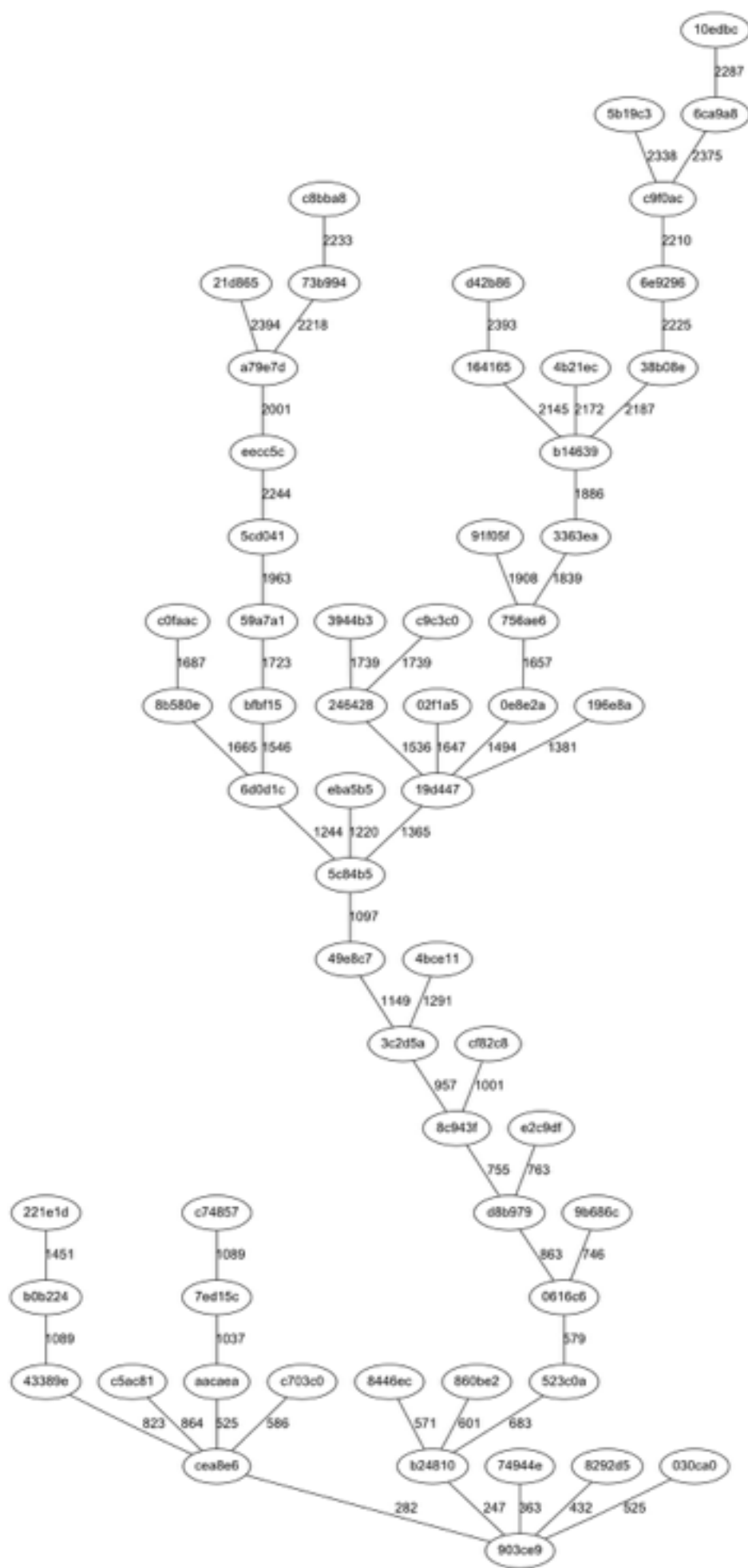
## Graph Taken:

There are 15 nodes taken in the below example numbered 0 - 14. The nodes are connected between randomly generated edges. Edges are marked by randomly choosing the speed of the edges(slow-1 or fast-2).



## Block Chain:

With the above graph the simulation was run for  $t=2500$  sec (logical time). The below image shows the block chain perceived by node 9 (connected on high speed network) and node 14 (connected on low speed network). The nodes are the blocks received by the node and edges denote the time of receive of the block. Likewise all the nodes perceive different views of the same block chain depending on the arrival of the blocks at the nodes.





## Analysis:

Slow Connected Edge : The blocks generated by a slow connected edges have less probability to be included in the longest chain because the receiving time of the block by other nodes is very high comparatively.

Example : node 14, 13 , 15

In node 14 there is an independent component indicating that a block is not received and is still waiting due to slow connectivity.

Fast Connected Edge : The blocks generated are highly likely to be in the longest chain as it is received by neighbours fast.

Example : node 9, 1 , 3.

Node 9 is connected on high speed net and hence it is fully connected to block chain.

High CPU Power : The block chain generated with different CPU powers for 250 sec (logical time is observed) and is shown under remaining parameters remaining constant.

No. of Nodes - 15

z % - 80%

Transaction time mean - 300 sec (logical)

Bottleneck time - 5 sec

with

Block generation time low indicating high CPU power in proof of work system.

Time = 10 sec - Num of blocks in longest chain = 13

Time = 100 sec - Num of blocks in longest chain = 6

Time = 1000 sec - Num of blocks in longest chain = 2