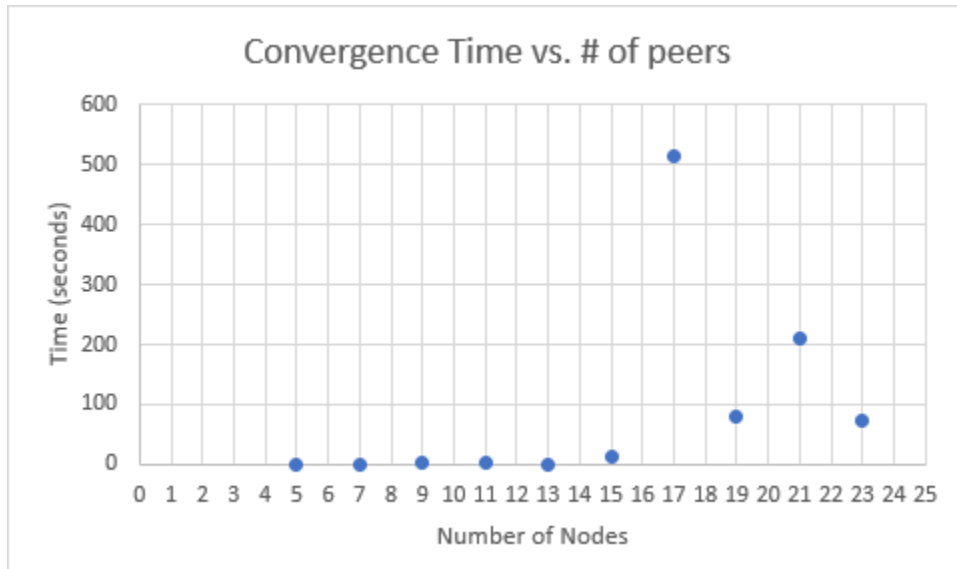


Gossiping Time Protocol Implementation Results



| n | conv. Time |
|----|------------|
| 5 | 0.11 |
| 7 | 0.11 |
| 9 | 2.52 |
| 11 | 2.41 |
| 13 | 0.224 |
| 15 | 11.15 |
| 17 | 515.52 |
| 19 | 79.65 |
| 21 | 210.16 |
| 23 | 72.3 |

- The code is not super optimized, nor does my computer have enough resources to run the code.
- I was also doing other processes while the code was running.
- With low number of nodes, the protocol works fast, while for much larger, the time taken grows exponentially.
- However, there are a few outliers, and with better optimization, the code will be able to support a larger number of nodes. Furthermore, I made sure that the nodes only have 5 neighbors max.