folders:

regularCodes - holds all paper-based codes:

allAtOne - m workers each compute m functions together, take the time from the fastest worker

uncoded - m workers each compute one function, take the time for all functions to be computed

FR - there are m/d groups and in each group, d workers each compute d functions and take the time from the fastest worker of each group

LT - m workers each compute me/m encoded symbols, take the time for all functions to be recoverable (when rank is equal to m)

ratelessCodes - holds all improved codes:

FR\_RR - same as FR but upon finishing, each worker chooses the next function to compute using round robin scheme

FR\_rand - same as FR but upon finishing, each worker chooses the next function to compute by randomly picking

uncoded\_RR - special case of FR\_RR where d = 1

uncoded\_rand - special case of FR\_rand where d = 1

BCC - there are m/d batches and each worker randomly picks a batch to compute, each batch is computed by the fastest worker, take the time for all batches to be computed

LT\_gaus - m workers each continuously compute encoded symbols until all functions are recoverable (when rank is equal to m)

LT\_oneVec - m workers each continuously compute encoded symbols until the vector of all 1s can be derived from the matrix

SR\_gaus - m workers each compute their assigned systematic symbol and then continuously compute encoded symbols until all functions are recoverable (when rank is equal to m)

SR\_oneVec - m workers each compute their assigned systematic symbol and then continuously compute encoded symbols until the vector of all 1s can be derived from the matrix