Results about edge cases
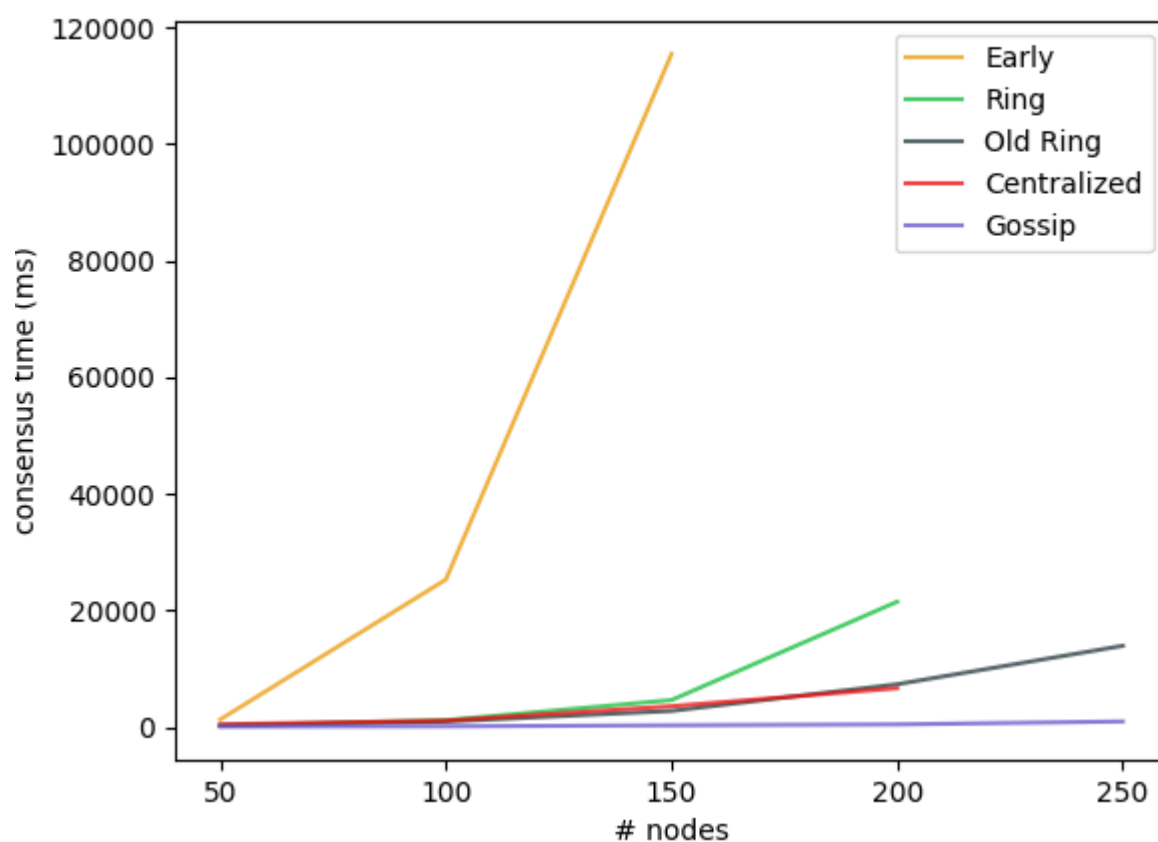
In order to have an overview and to be able to analyze all the results, a set of graphs was built. Each of these graphs represents a specific environment.

High latency

```
default_delta       = 2 s
max_tries           = 5 tries
percentage_miss     = 0.0 %
percentage_faults   = 0.0 %
probability_to_fail = 0.0 %
bandwidth           = 250 msgs/s
latency             = 650.0 ms
```

Graph

Large bandwitdh

```
default_delta        = 2 s
max_tries            = 5 tries
percentage_miss      = 0.0 %
percentage_faults    = 0.0 %
probability_to_fail = 0.0 %
bandwidth            = 500 msgs/s
latency              = 100.0 ms
```
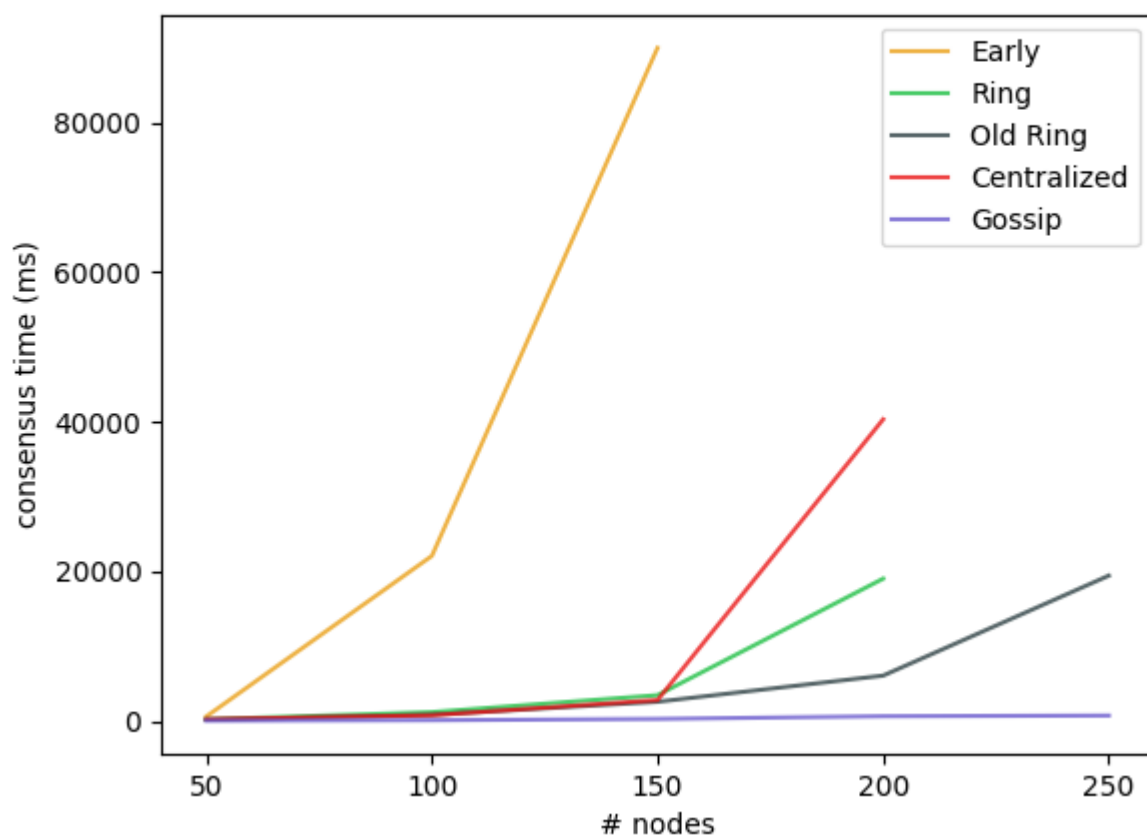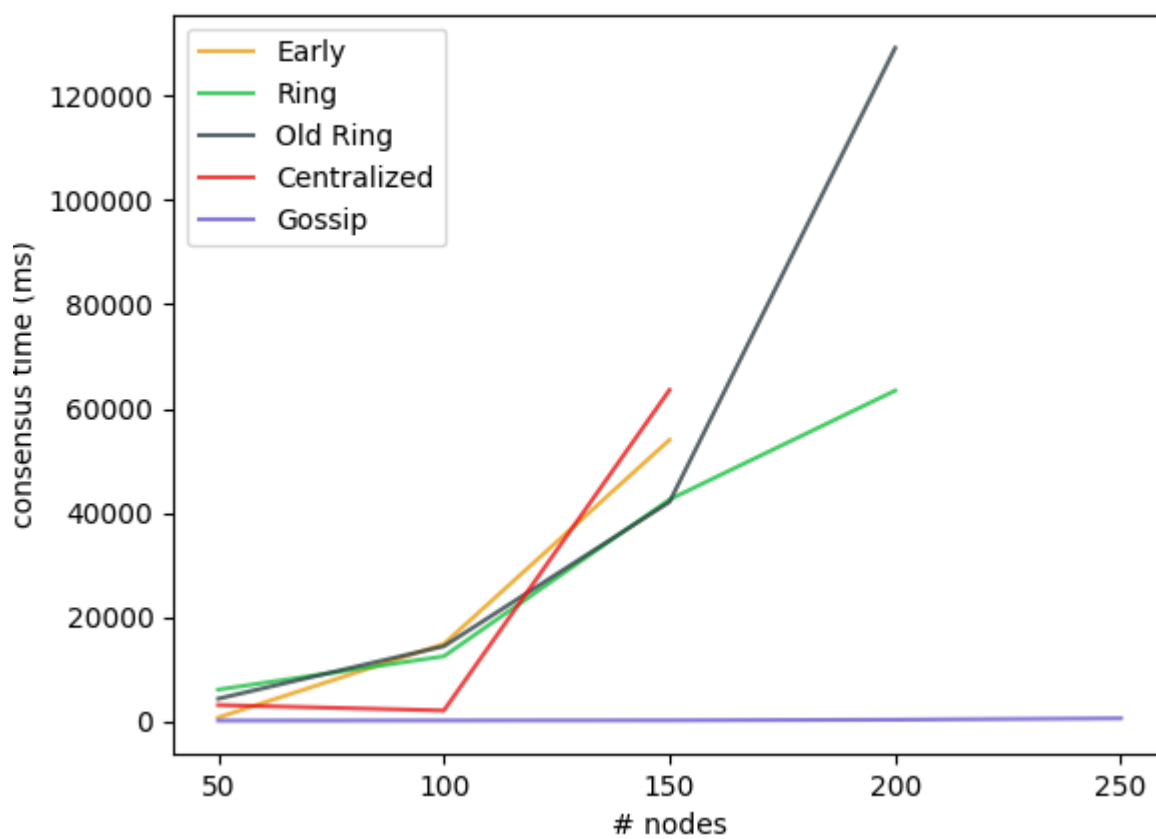
Graph

Faulty environment

```
default_delta       = 2 s
max_tries           = 5 tries
percentage_miss     = 8.0 %
percentage_faults   = 40.0 %
probability_to_fail = 40.0 %
bandwidth           = 250 msgs/s
latency             = 125.0 ms
```
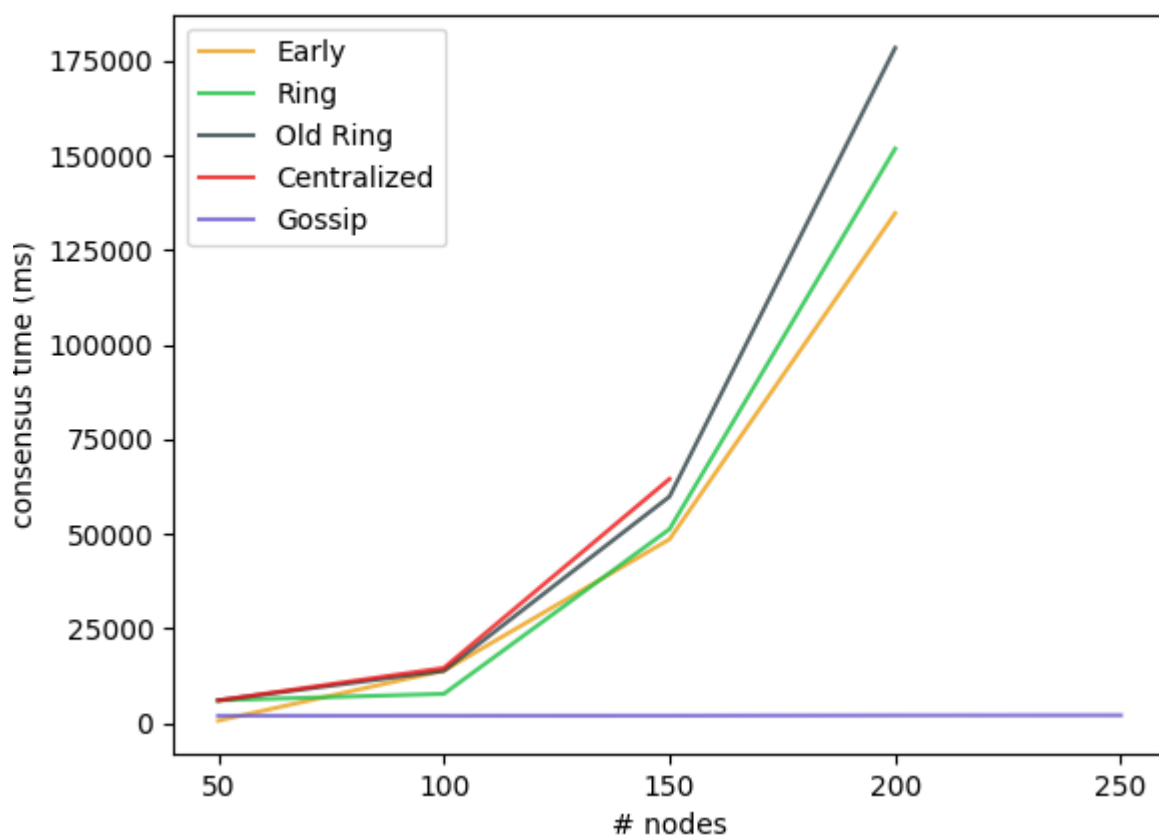
Graph

High probability of losing messages

```
default_delta       = 2 s
max_tries           = 5 tries
percentage_miss     = 60.0 %
percentage_faults   = 30.0 %
probability_to_fail = 30.0 %
bandwidth           = 250 msgs/s
latency             = 100.0 ms
```

Graph

High default delta

```
default_delta       = 5 s
max_tries           = 5 tries
percentage_miss     = 0.0 %
percentage_faults   = 0.0 %
probability_to_fail = 0.0 %
bandwidth           = 250 msgs/s
latency             = 100.0 ms
```
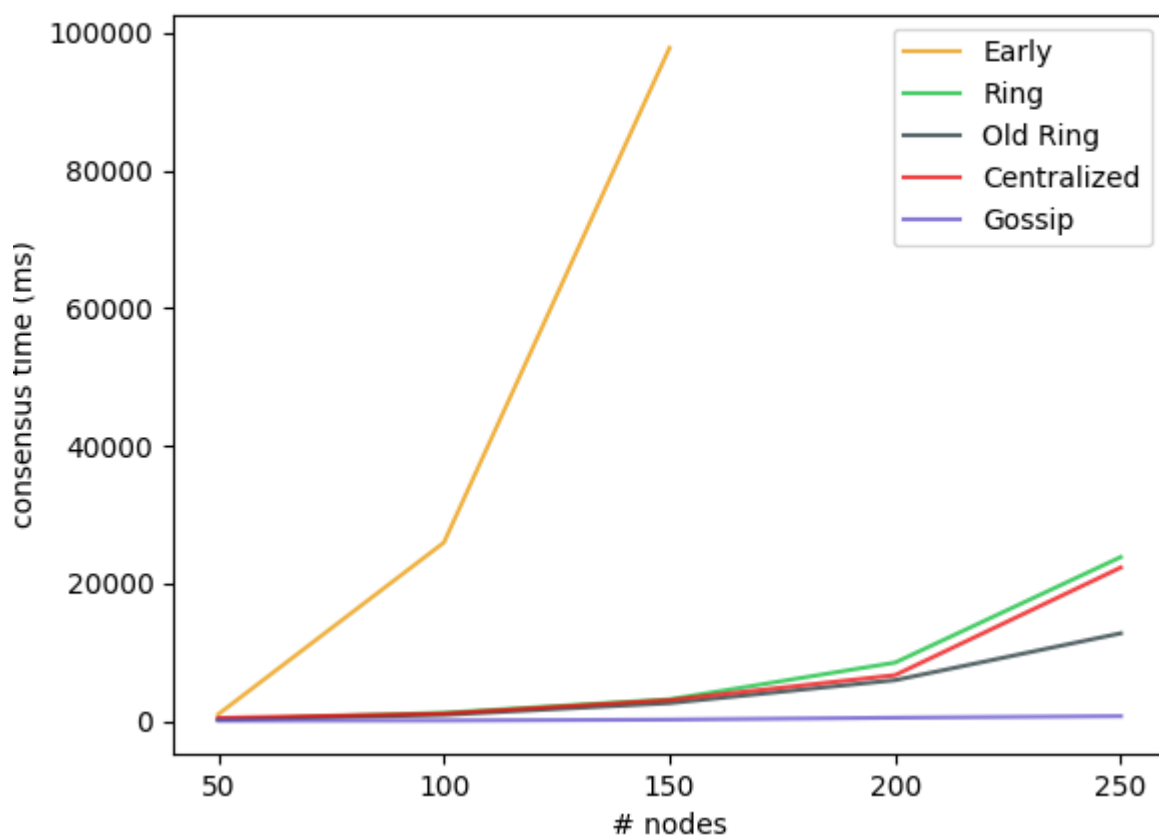
Graph

Low default delta

```
default_delta       = 1 s
max_tries           = 5 tries
percentage_miss     = 0.0 %
percentage_faults   = 0.0 %
probability_to_fail = 0.0 %
bandwidth           = 250 msgs/s
latency             = 100.0 ms
```
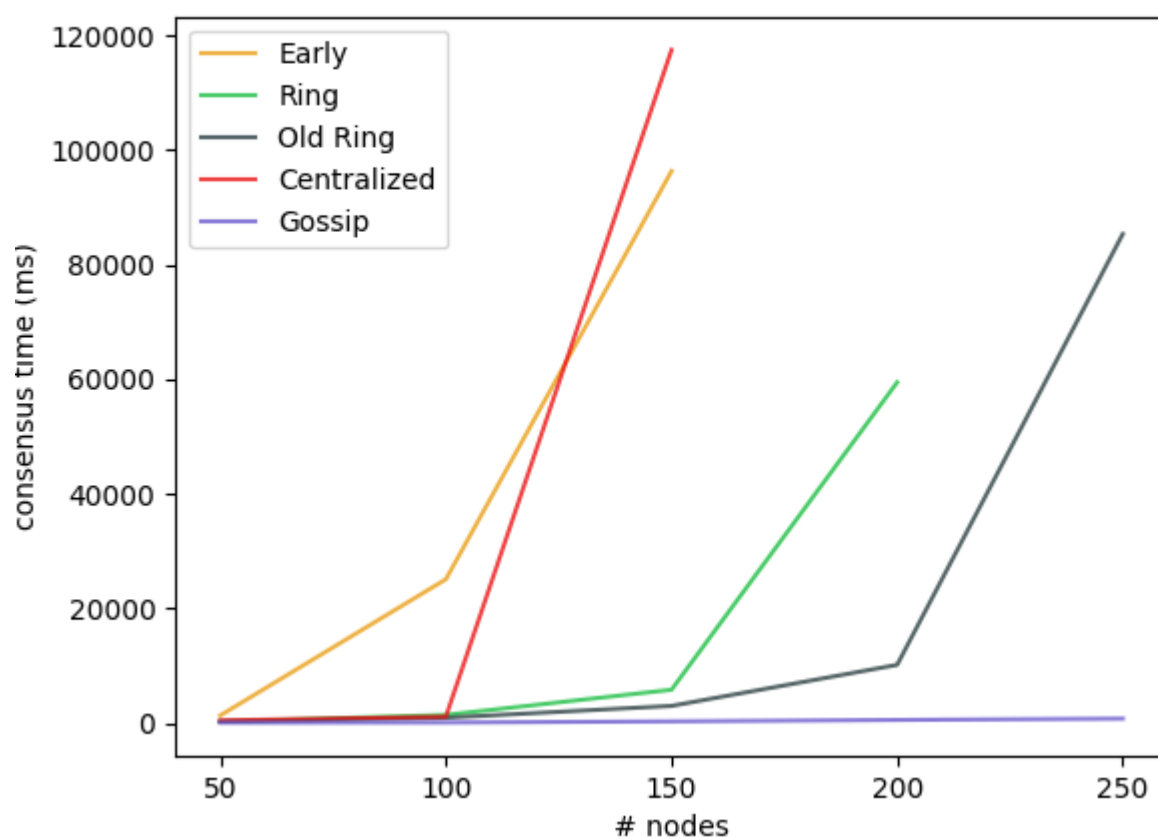
Graph

Conclusion

All mutation was submitted to several environments and, as we can see, some mutations got better performance in a specific environment. However, the gossip mutation got always the best perfomance (unquestionably) in all environments.