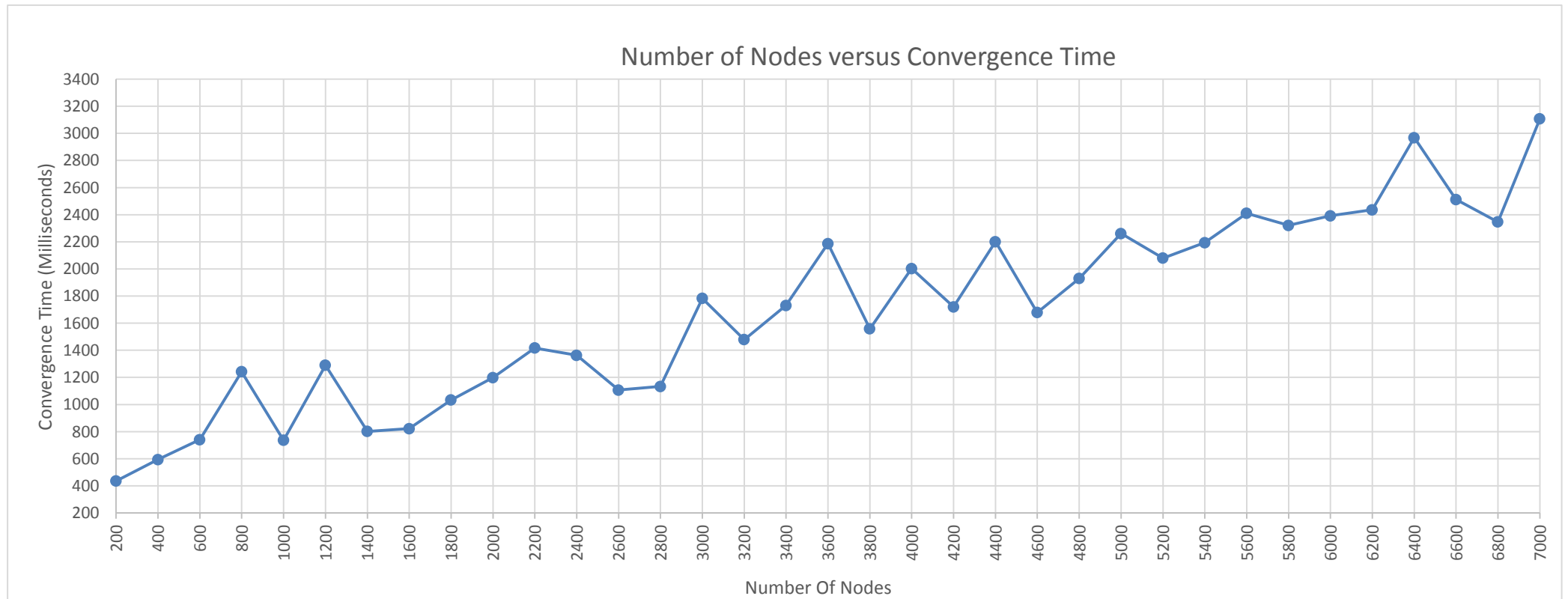


TEAM MEMBERS:

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ALGORITHM: Gossip

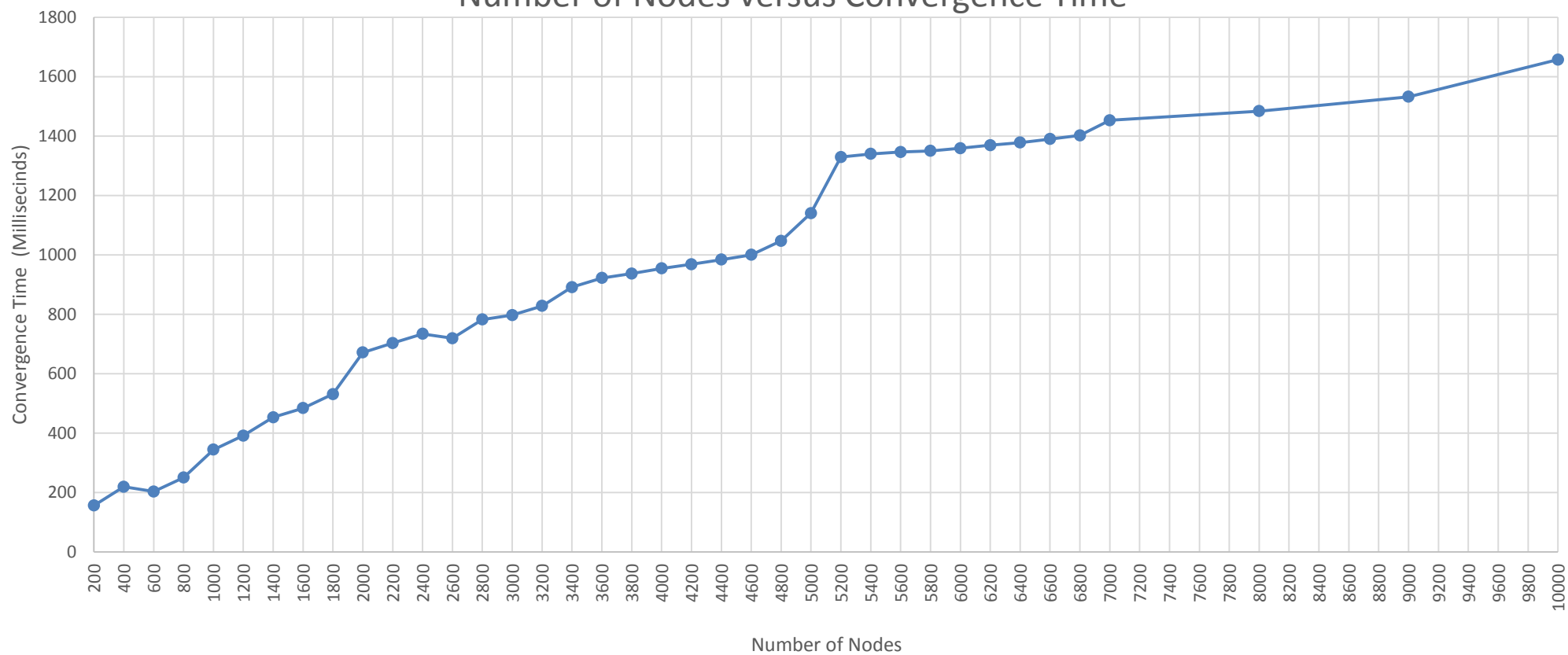
TOPOLOGY: Line



ALGORITHM: Gossip

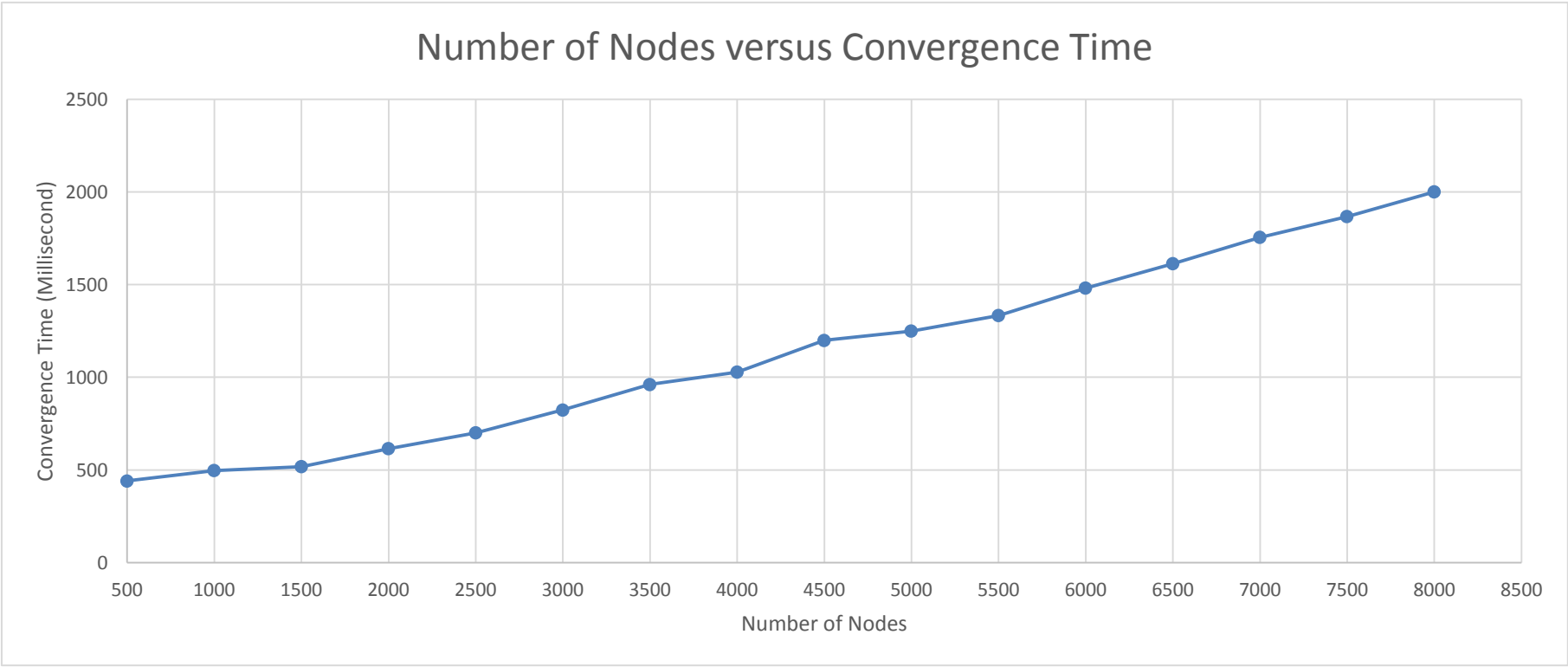
TOPOLOGY: 2D Grid

Number of Nodes versus Convergence Time



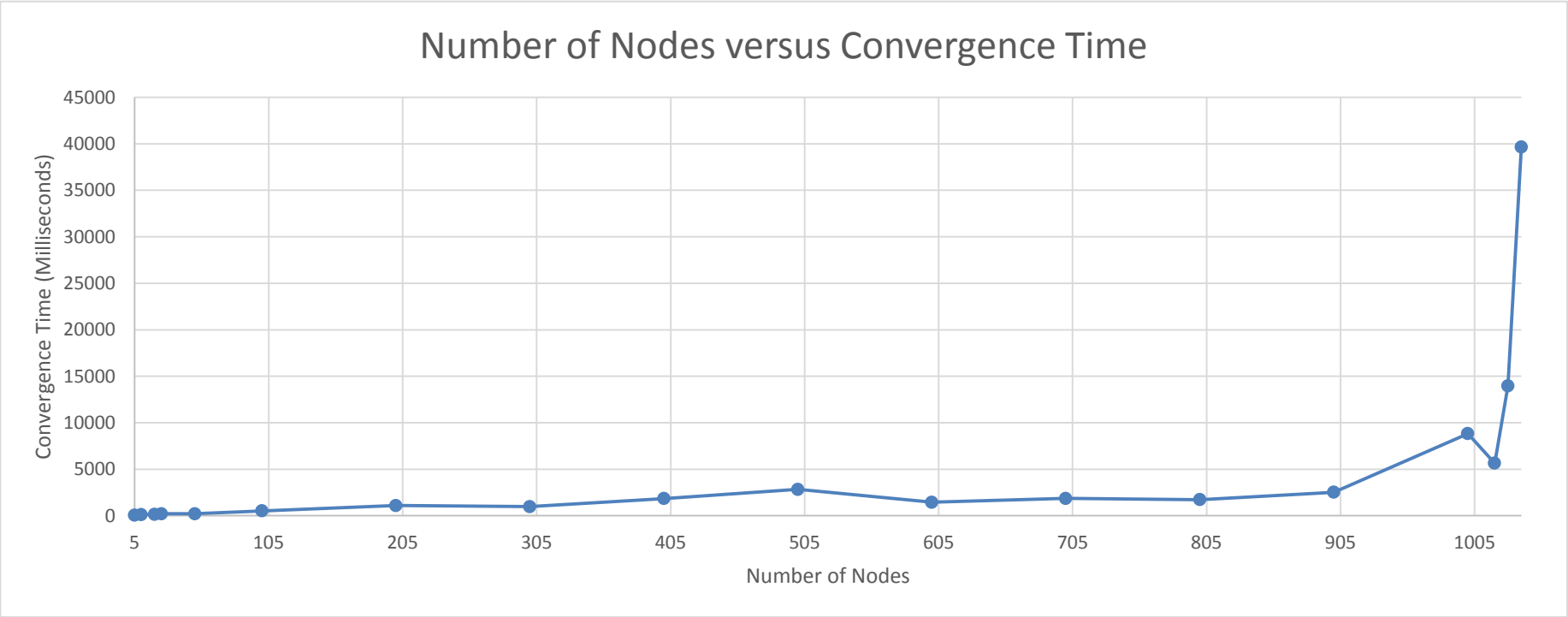
ALGORITHM: Gossip

TOPOLOGY: Imperfect 2D Grid



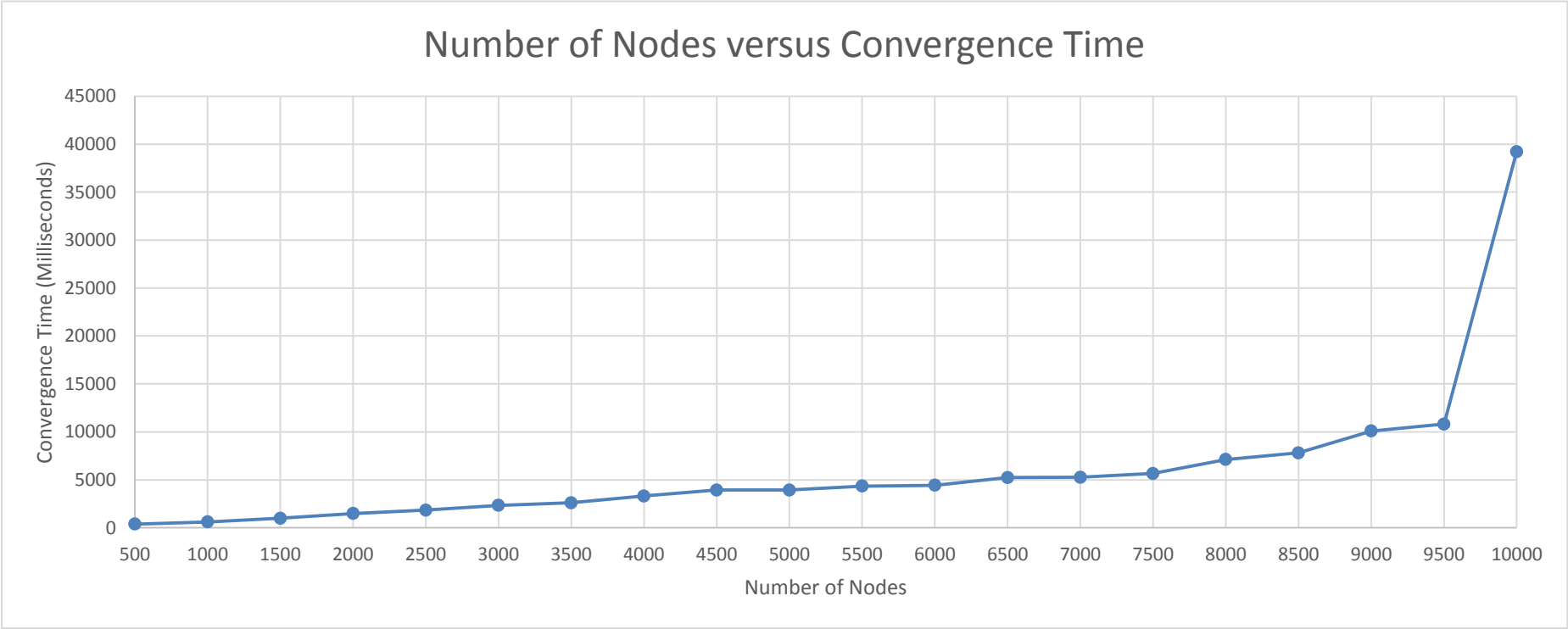
ALGORITHM: Gossip

TOPOLOGY: Full



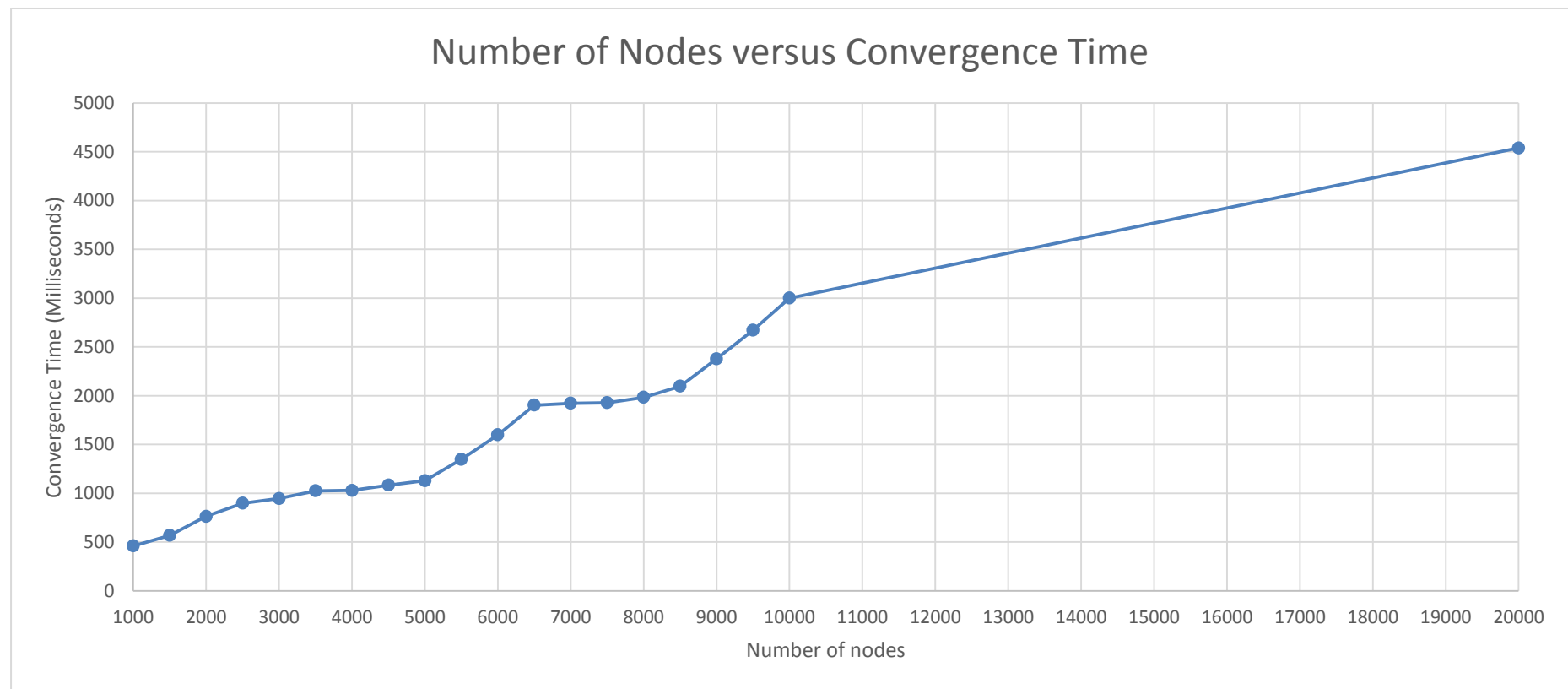
ALGORITHM: Push-Sum

TOPOLOGY: Line



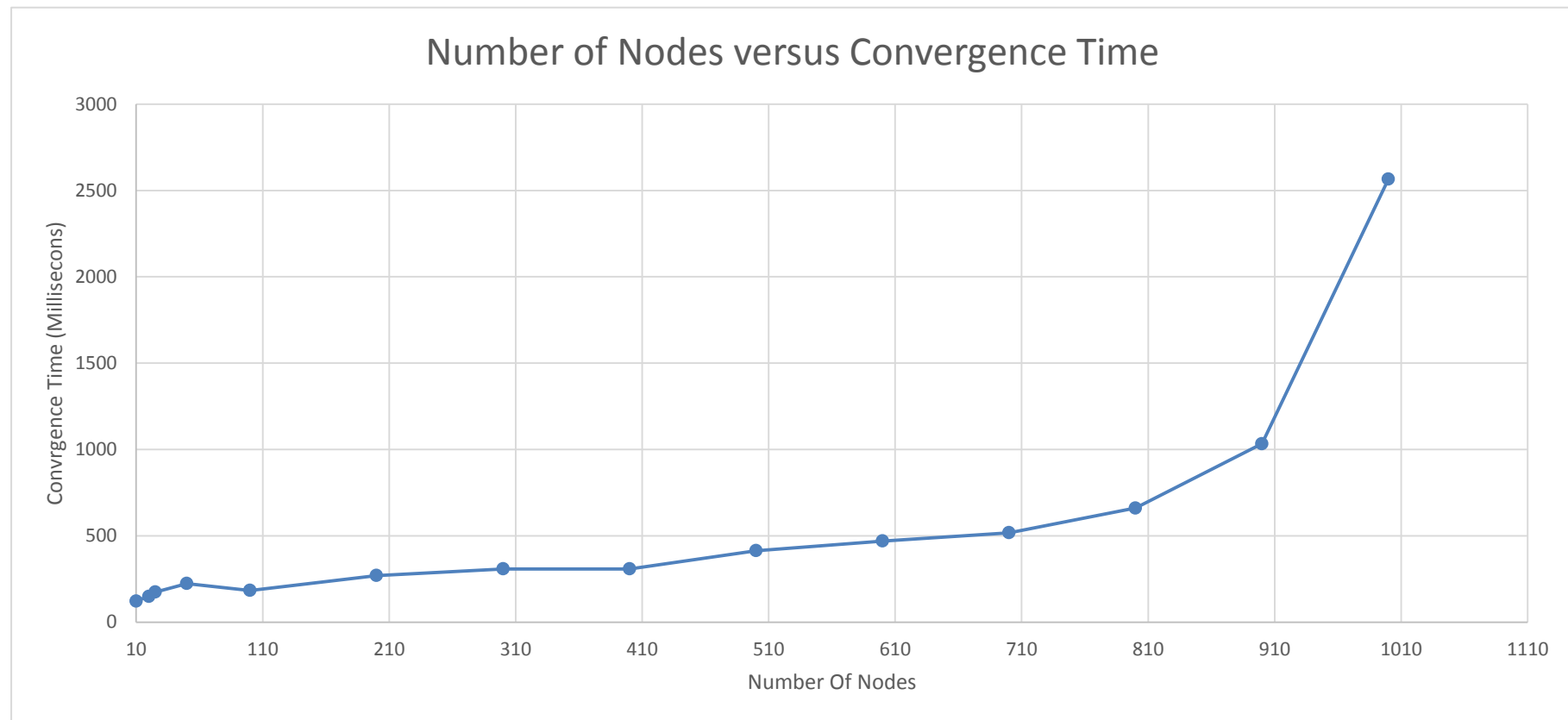
ALGORITHM: Push-Sum

TOPOLOGY: 2D Grid



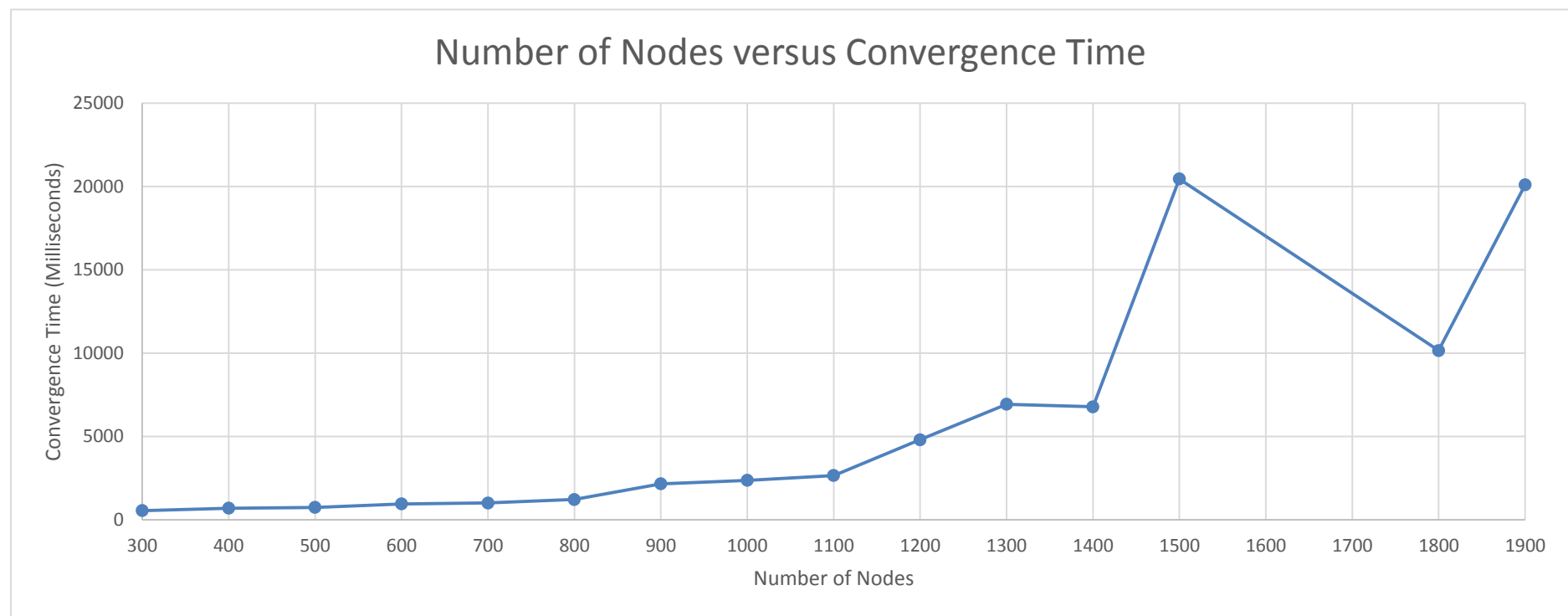
ALGORITHM: Push-Sum

TOPOLOGY: Imperfect 2D Grid



ALGORITHM: Push-Sum

TOPOLOGY: Full



Interesting Findings:

- The convergence time for some network was deviating very much. Like for 1500 nodes it was 20000 milliseconds and for 1800 it was 10000 milliseconds.
- For certain number of nodes, the value of convergence time suddenly rises resulting in spikes in the graph.
- The program converges even if all nodes have different wake up times. The convergence time decreases if the wakeup calls are more frequent.