Adaptive Tie-Breaking Strategy Comparison: Bit Reverse
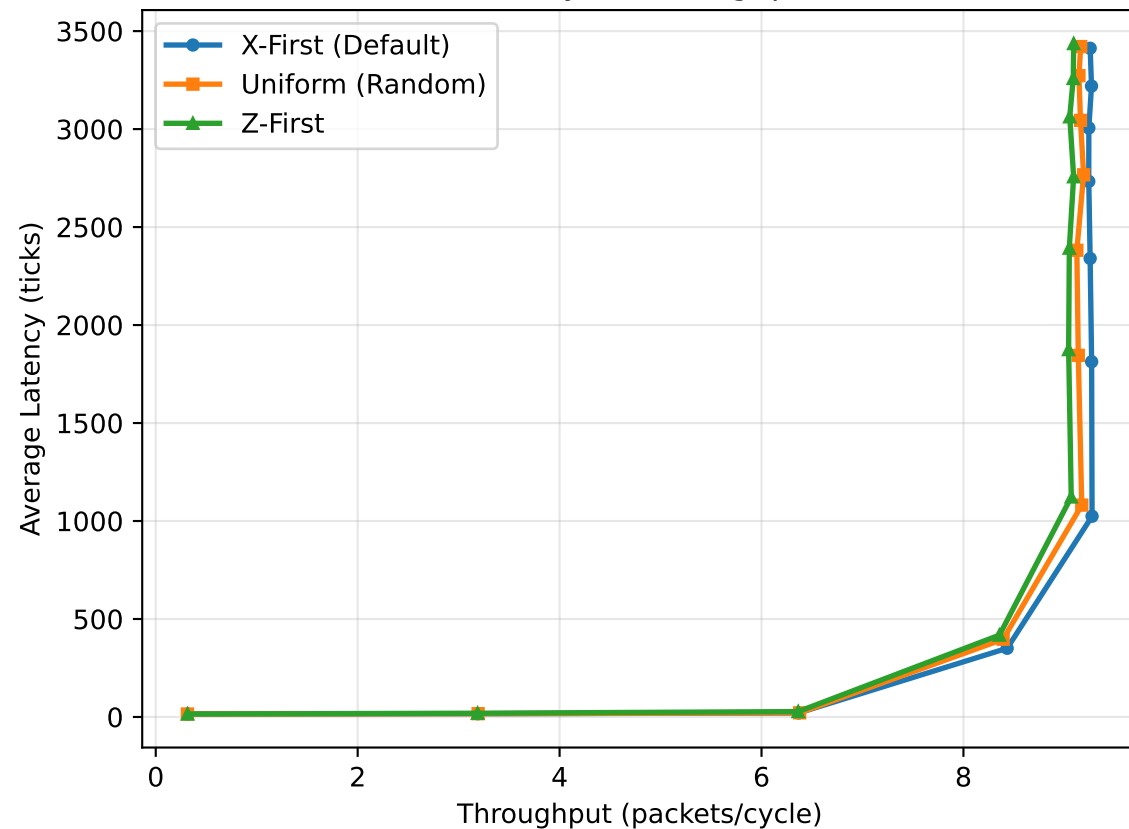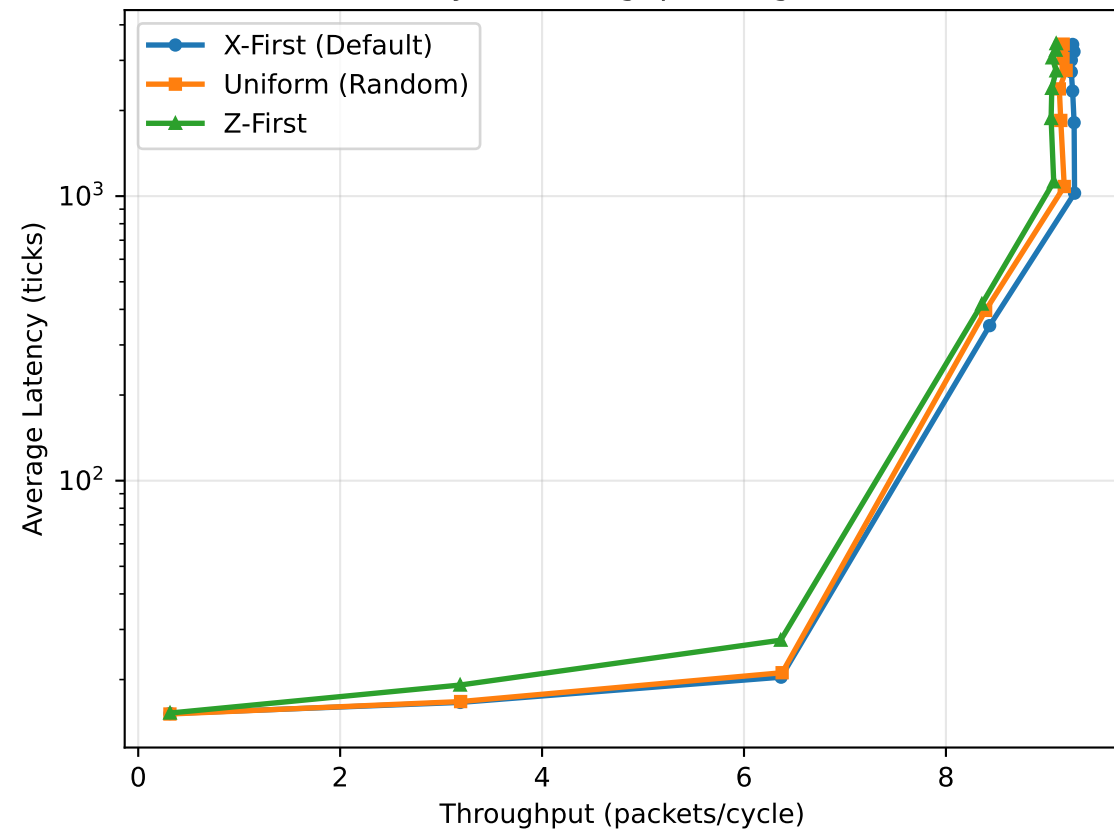**3D Torus 4x4x4, Adaptive Routing Algorithm**
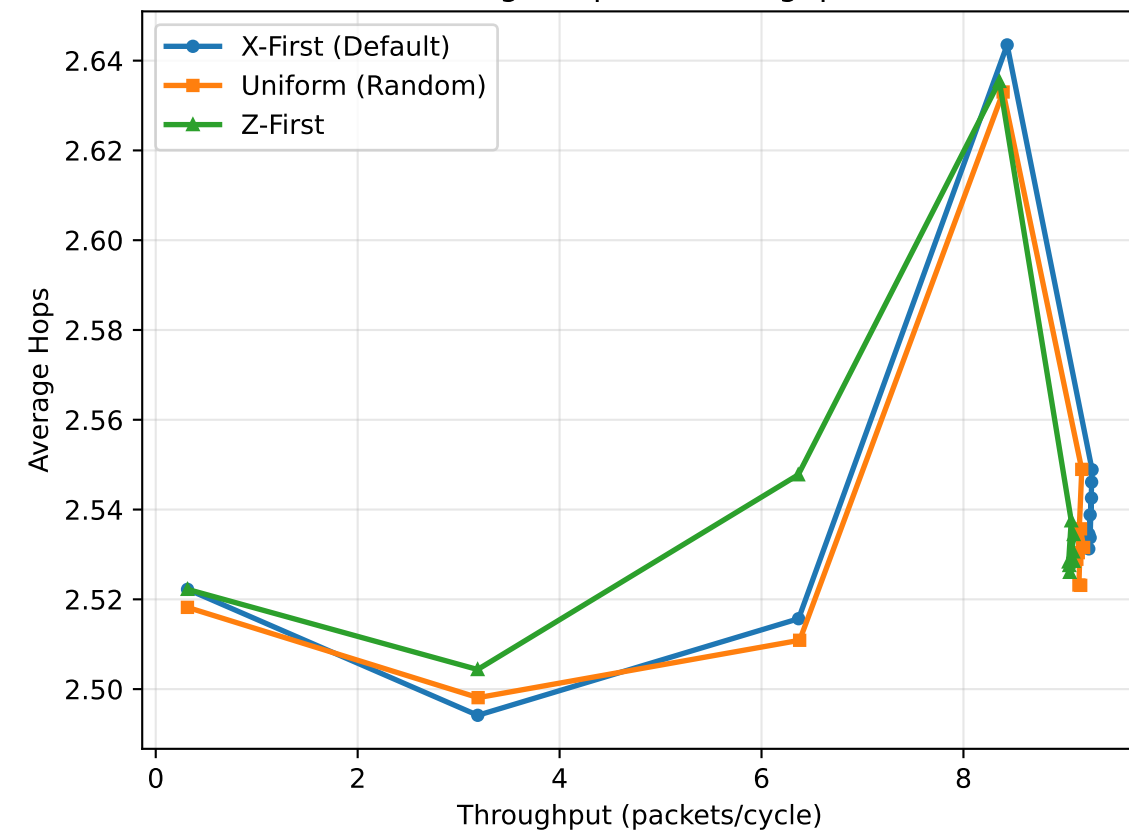
Latency vs Throughput

- X-First (Default)
- Uniform (Random)
- Z-First

Latency vs Throughput (Log Scale)

- X-First (Default)
- Uniform (Random)
- Z-First

Average Hops vs Throughput

- X-First (Default)
- Uniform (Random)
- Z-First

Throughput vs Injection Rate

- X-First (Default)
- Uniform (Random)
- Z-First