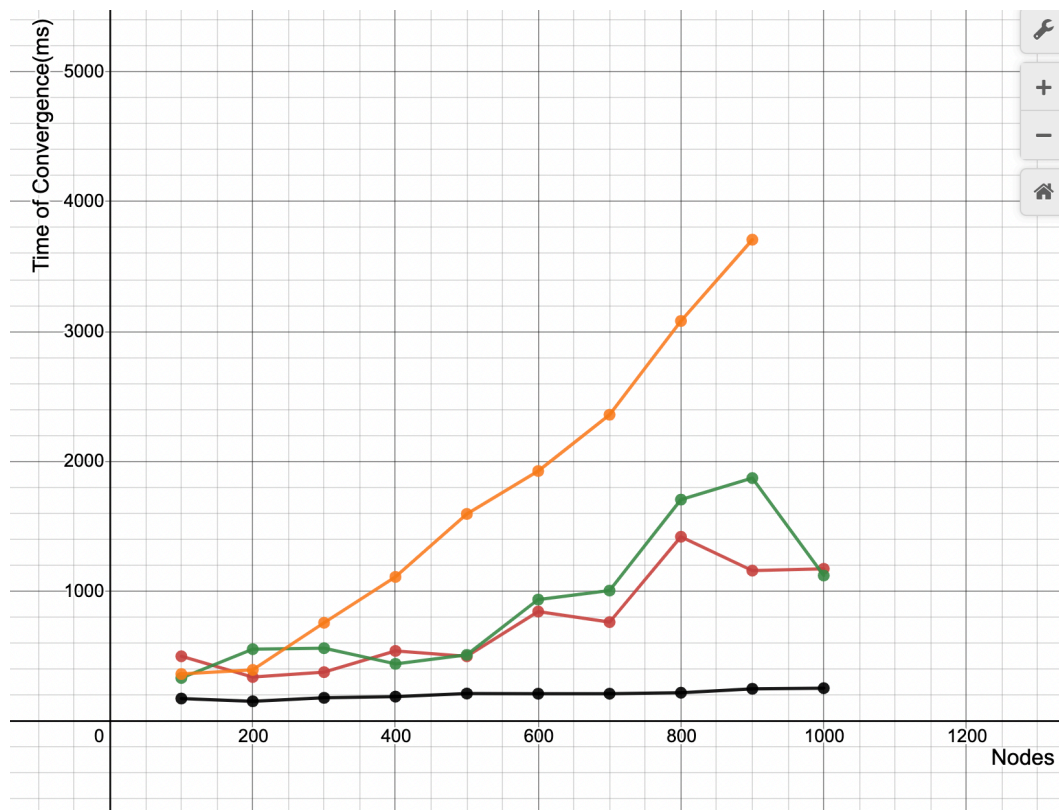


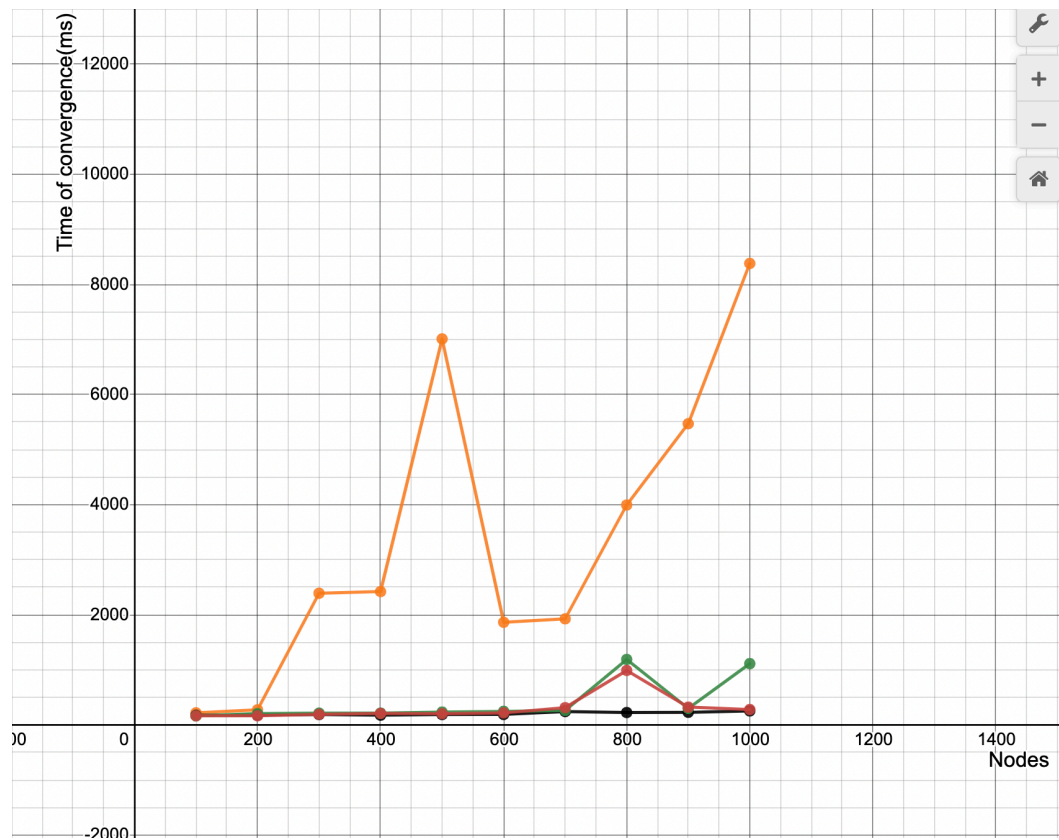
## Report

It was interesting to see that Imperfect 3D and 3D performance was nearly the same for push sum.

Below the graphs have been attached. The number of nodes we ran it for was upto 1000.

The graph given below was run for the **gossip algorithms**. The orange line - Line Topology, black line -Full Topology, green line-3D Topology, red line-Imp3D Topology.





There graph below is for the **push-sum algorithm**. The orange line - Line Topology, black line -Full Topology, green line-3D Topology, red line-Imp3D Topology.