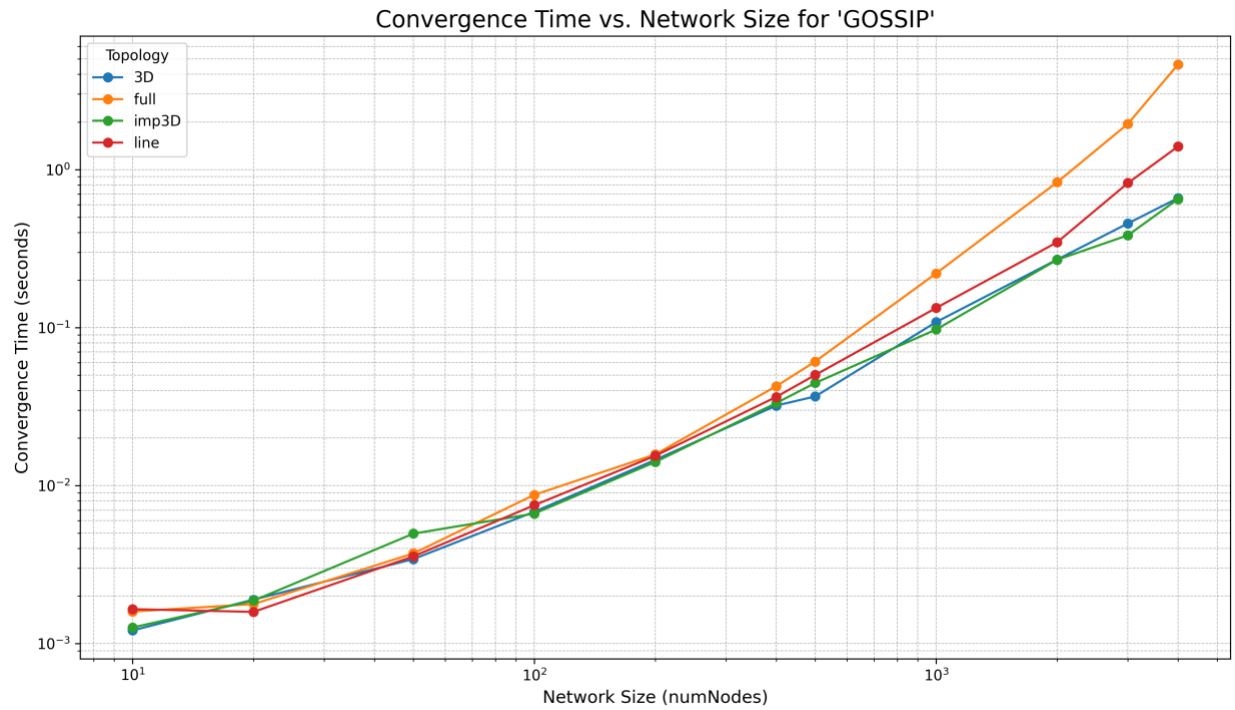


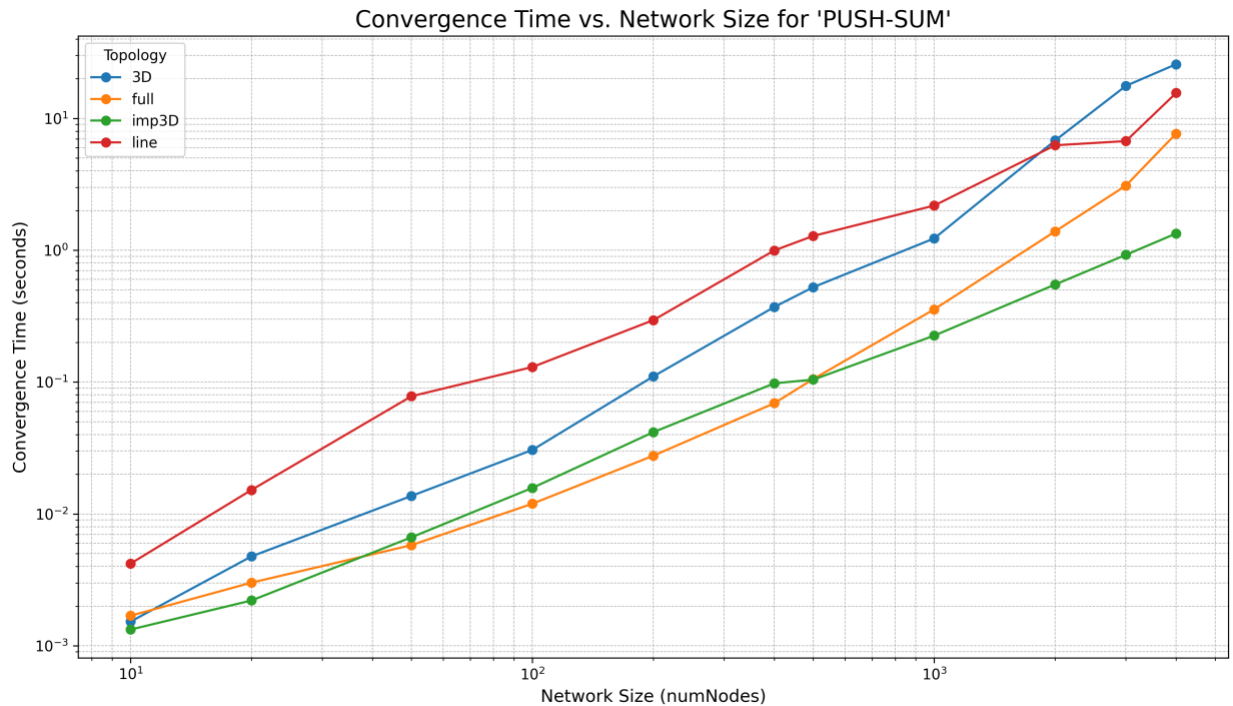
## Project 2

Team Members –

Shreyas Ganesh UFID: 61738179

Sai Sreeja Chava UFID: 46106106





- Gossip protocol seems to grow Exponentially where Push Sum seems to grow somewhat linearly with number of nodes upto 4000
- imperfect 3D seems to be the best of both worlds when it comes to scaling in terms of not too many connections that peter off at high node counts like full but also not too few that causes slower propagation like line.
- Above a 100000 nodes the system runs out of memory so I haven't been able to run simulations for that case, might need to extend it to remote nodes and run gossip across machines
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