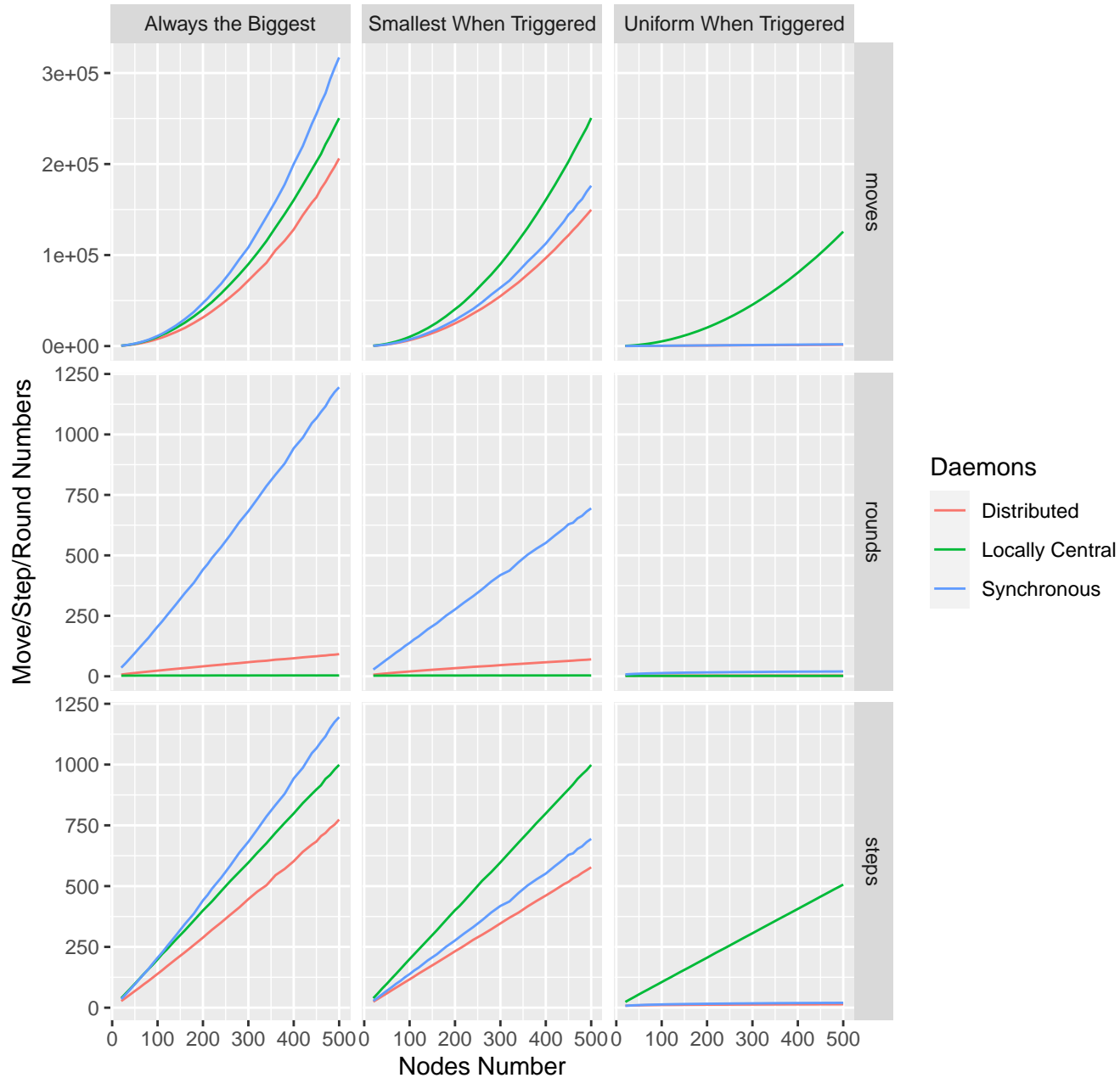
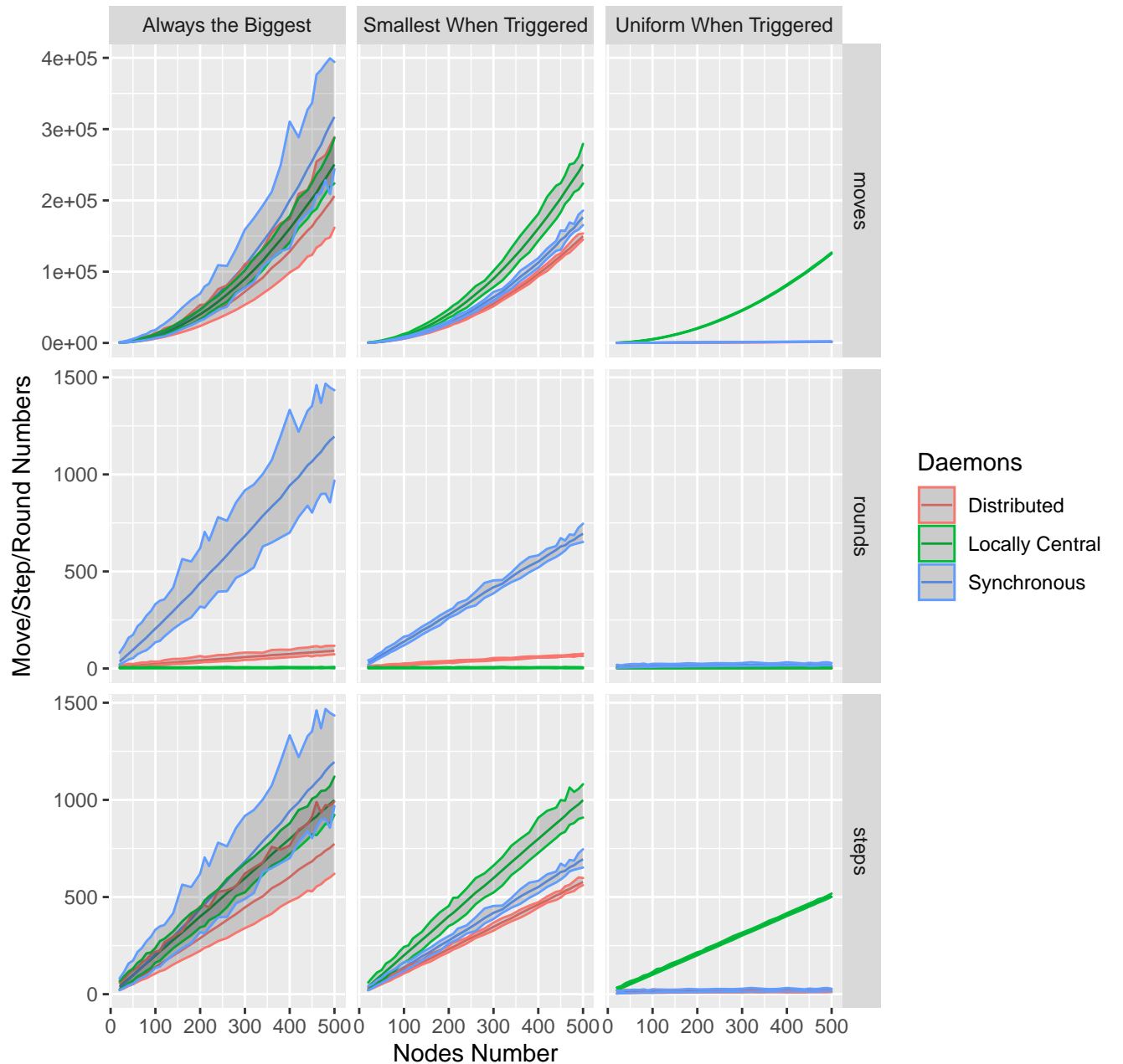


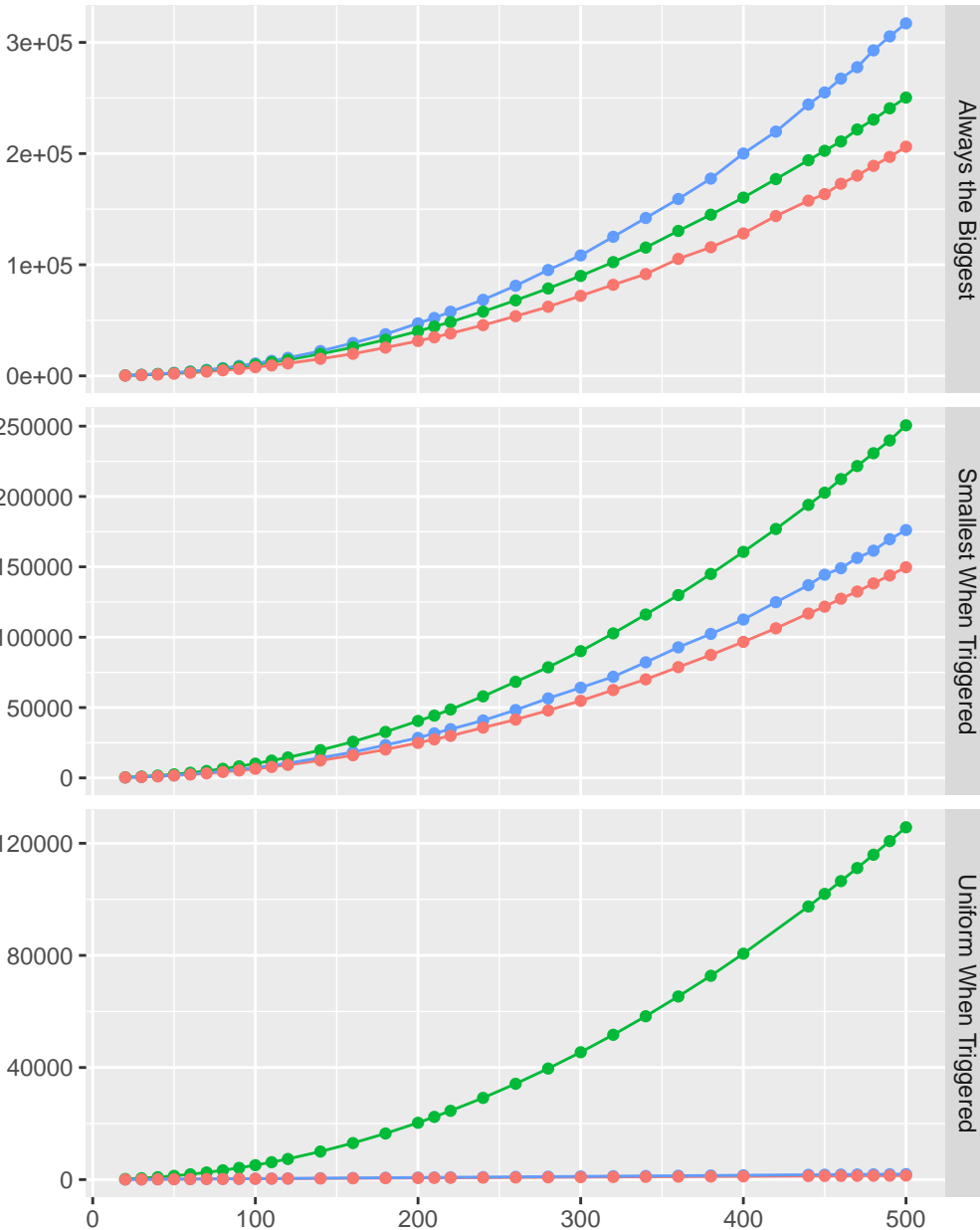
# Compare Daemons on various Algorithms Numbers on Clique



# Compare Daemons on various Algorithms Numbers on Clique (+ min/max ribbon)



# Moves Numbers on Clique



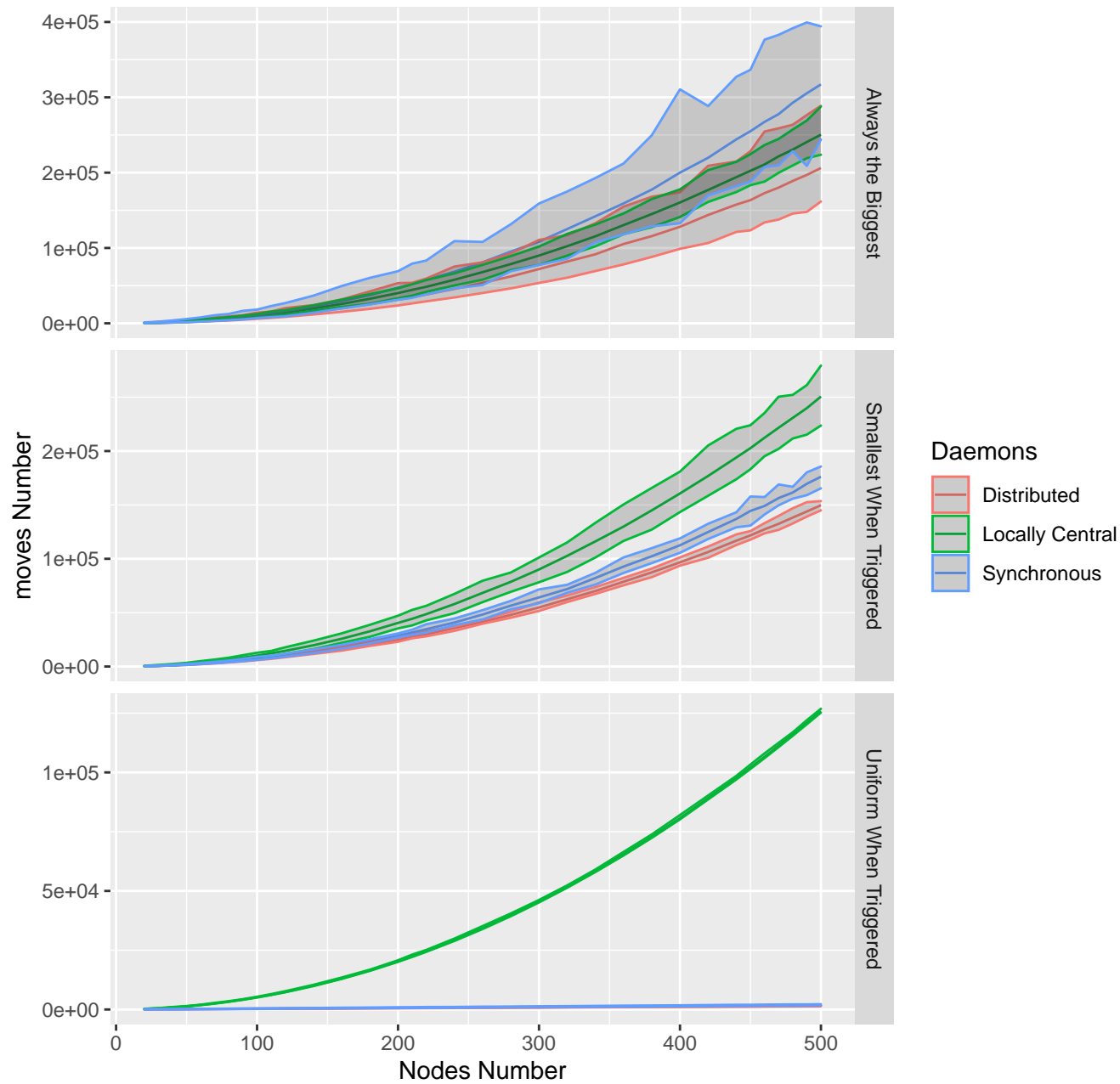
Always the Biggest

Smallest When Triggered

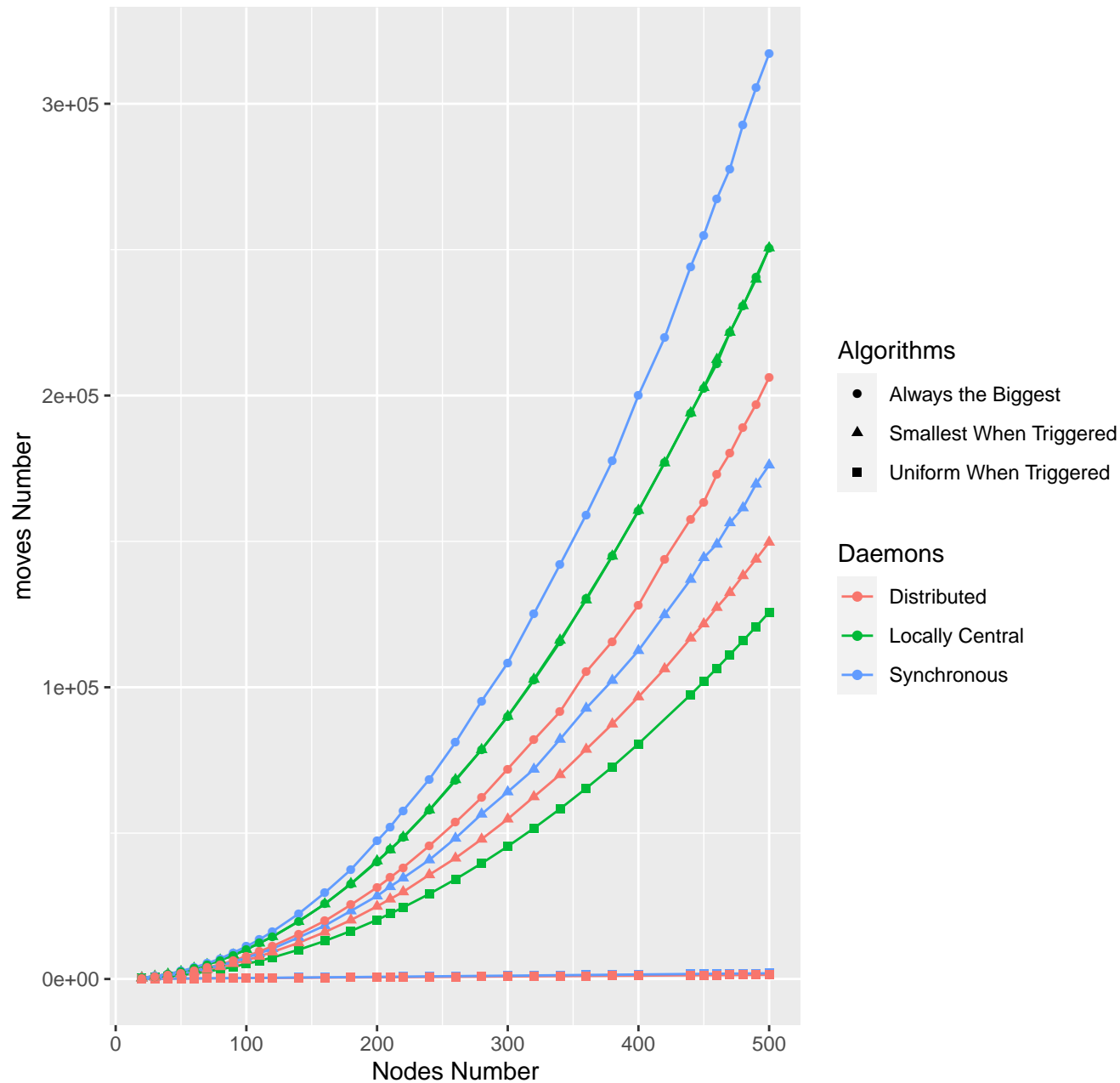
Uniform When Triggered

- Daemons
- Distributed
  - Locally Central
  - Synchronous

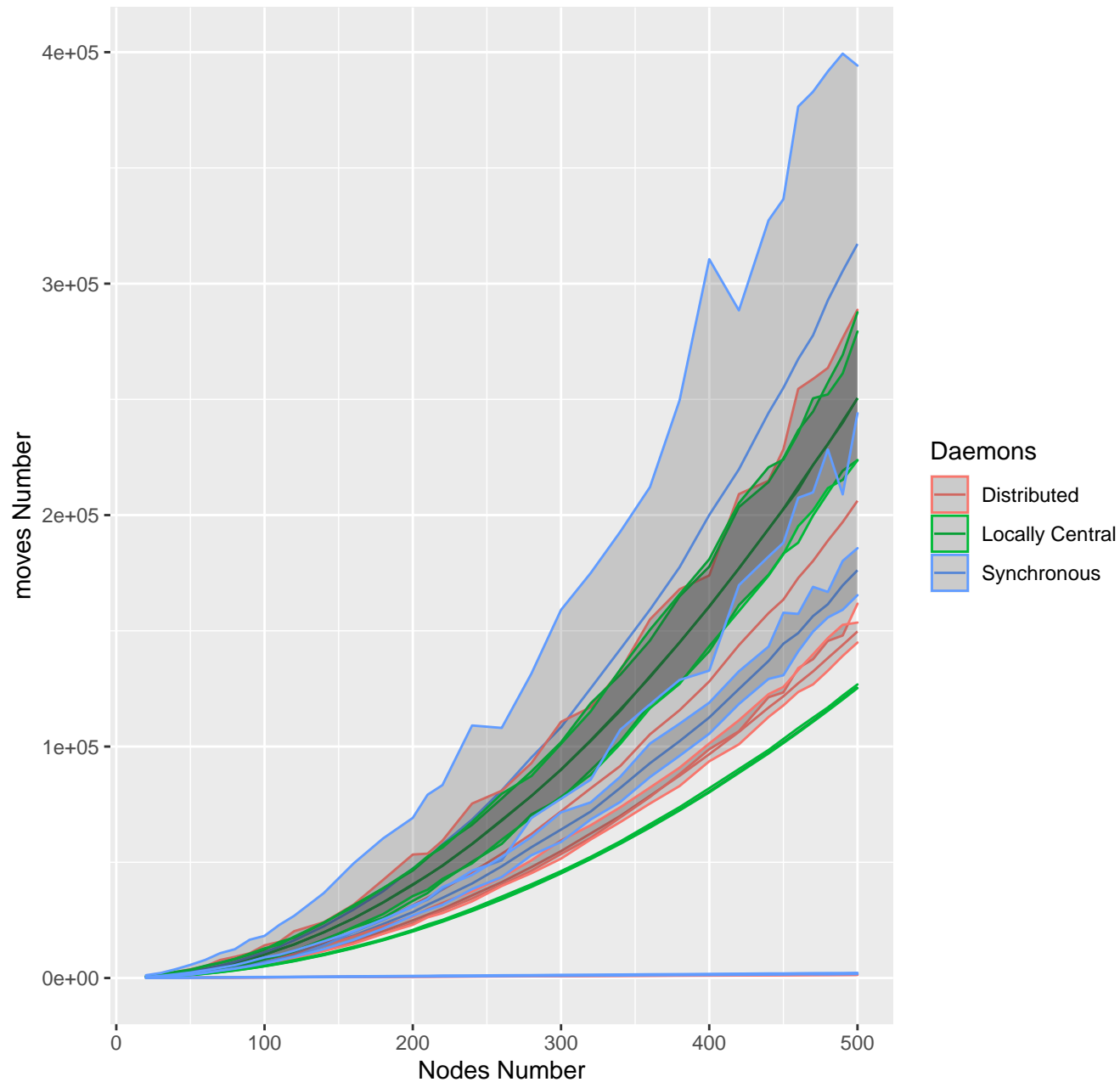
# Moves Numbers on Clique (+ min/max ribbon)



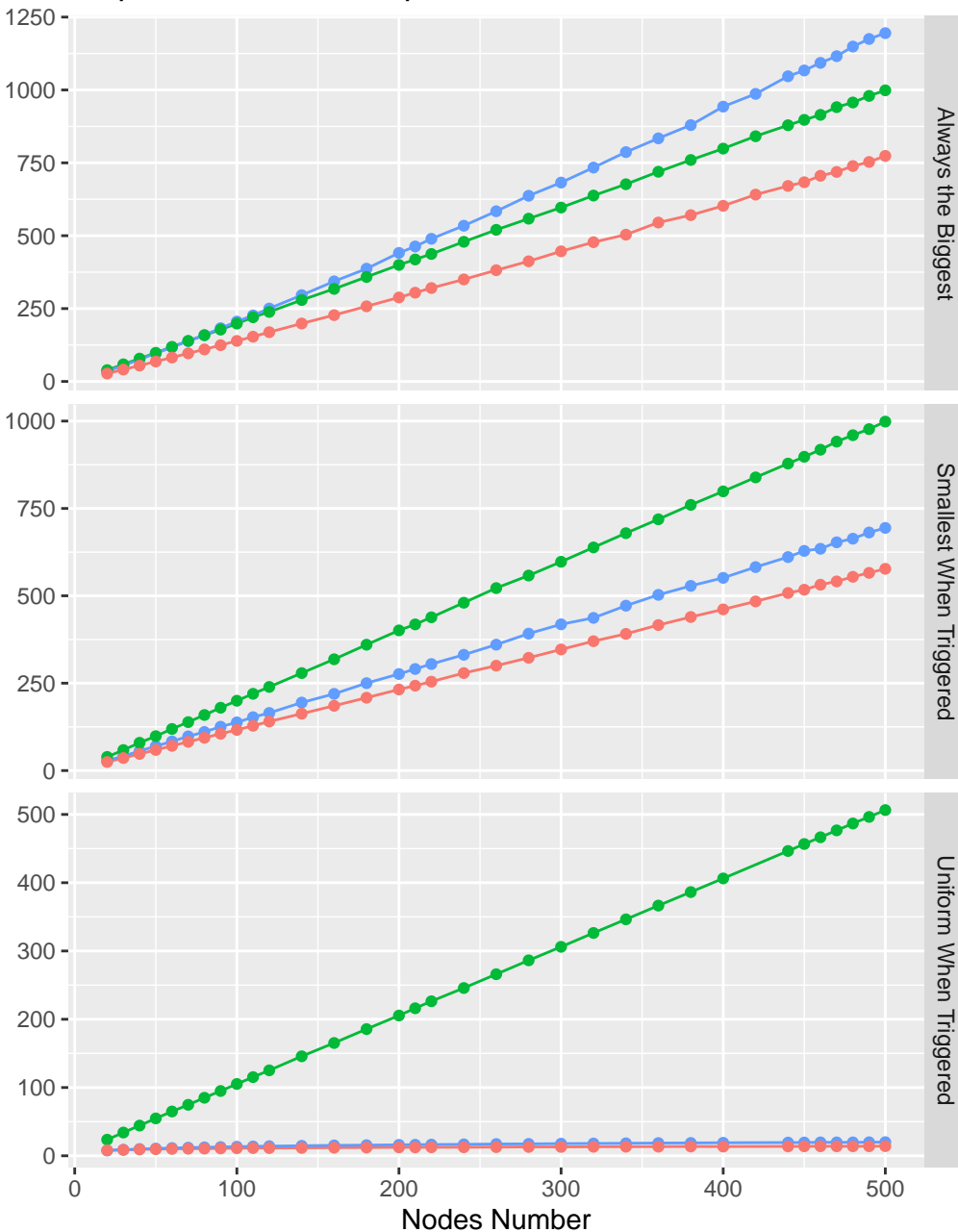
# Moves Numbers on Clique



Moves Numbers on Clique (+ min/max ribbon)



# Steps Numbers on Clique



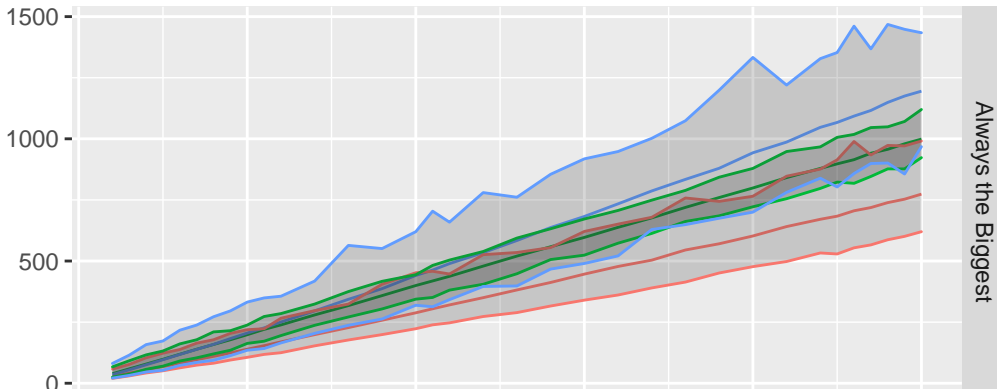
Always the Biggest

Smallest When Triggered

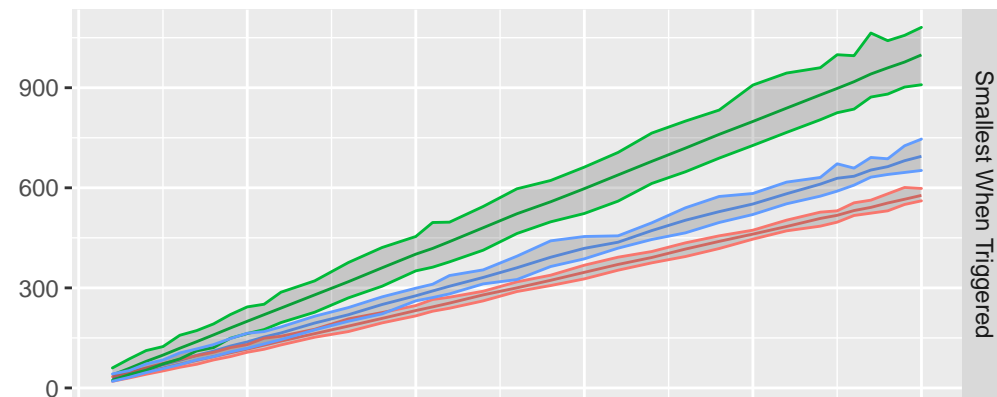
Uniform When Triggered

- Daemons
- Distributed
  - Locally Central
  - Synchronous

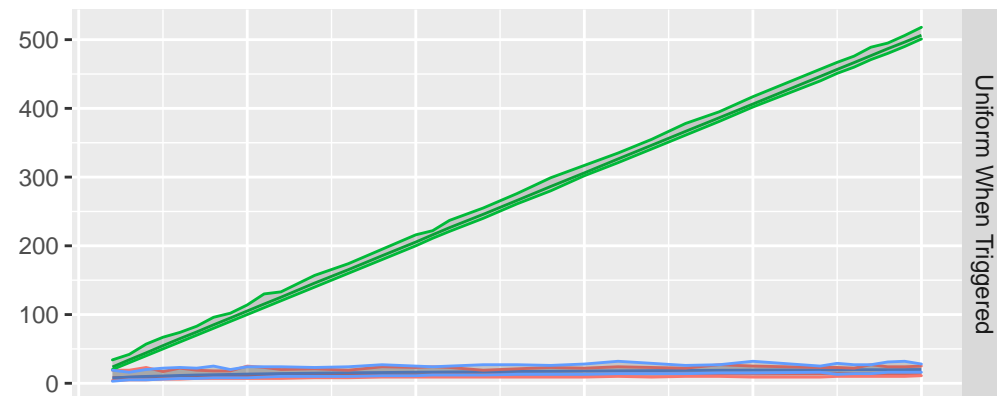
# Steps Numbers on Clique (+ min/max ribbon)



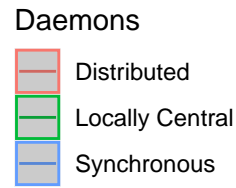
Always the Biggest



Smallest When Triggered



Uniform When Triggered

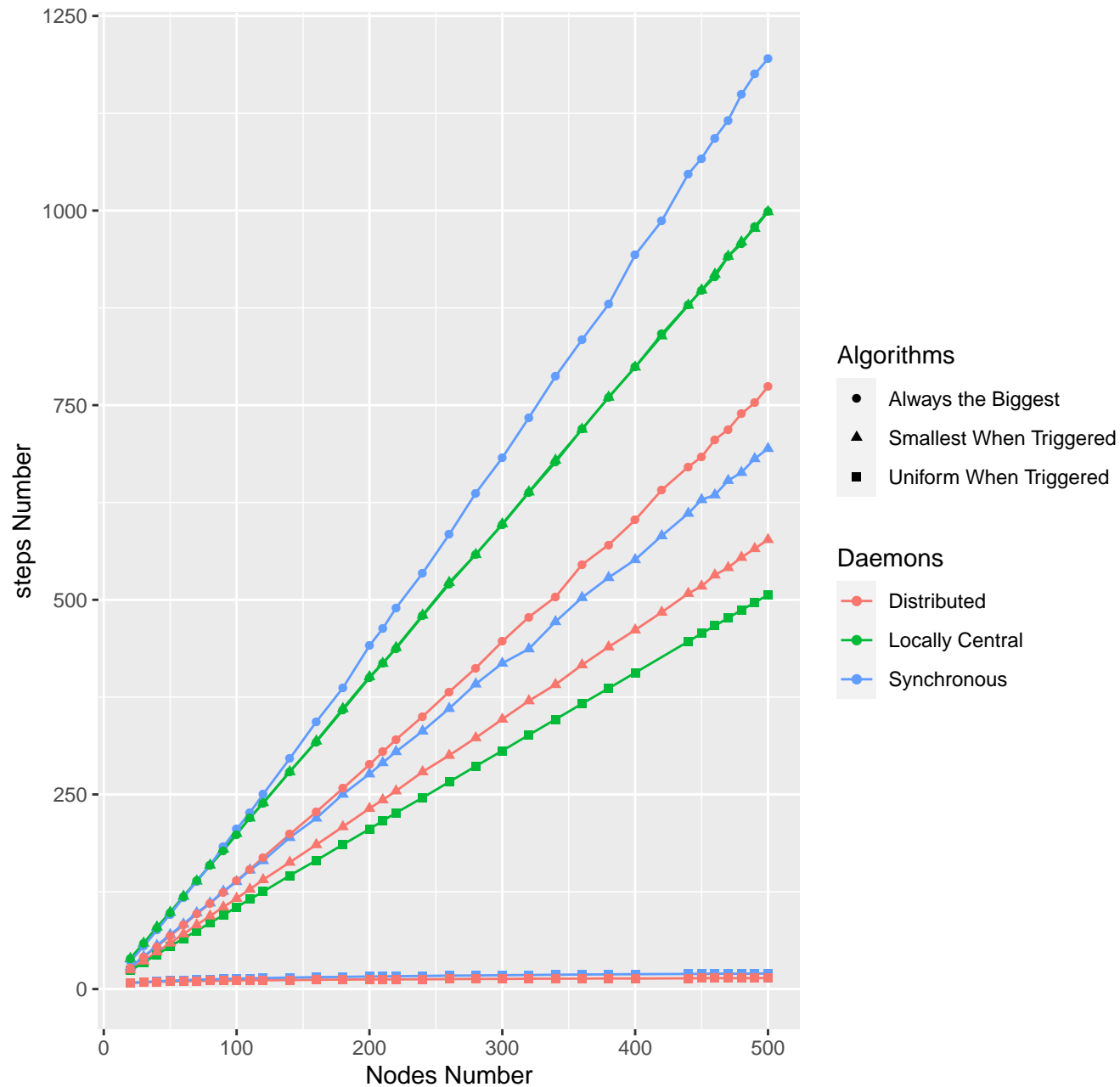


steps Number

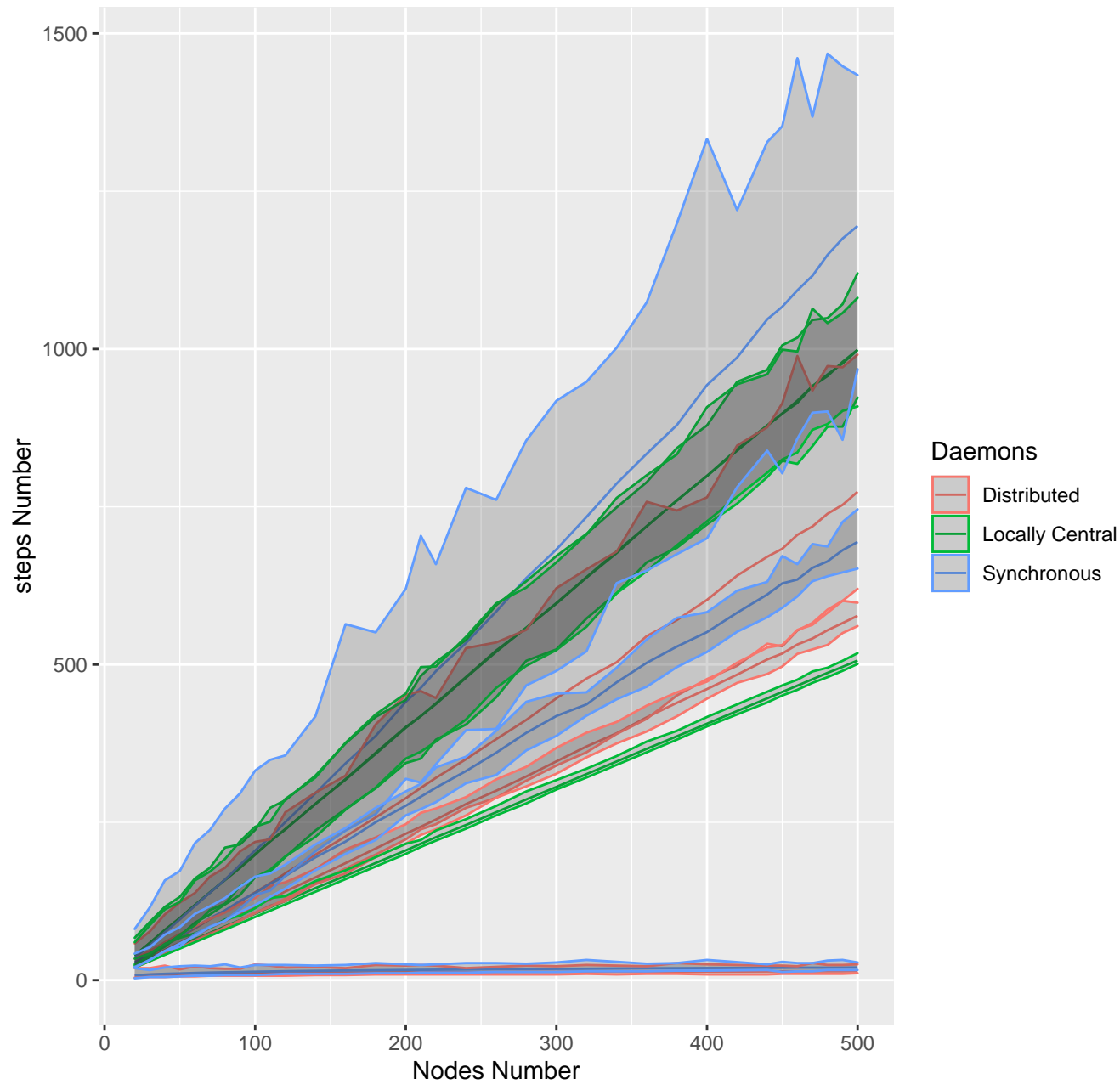
Nodes Number



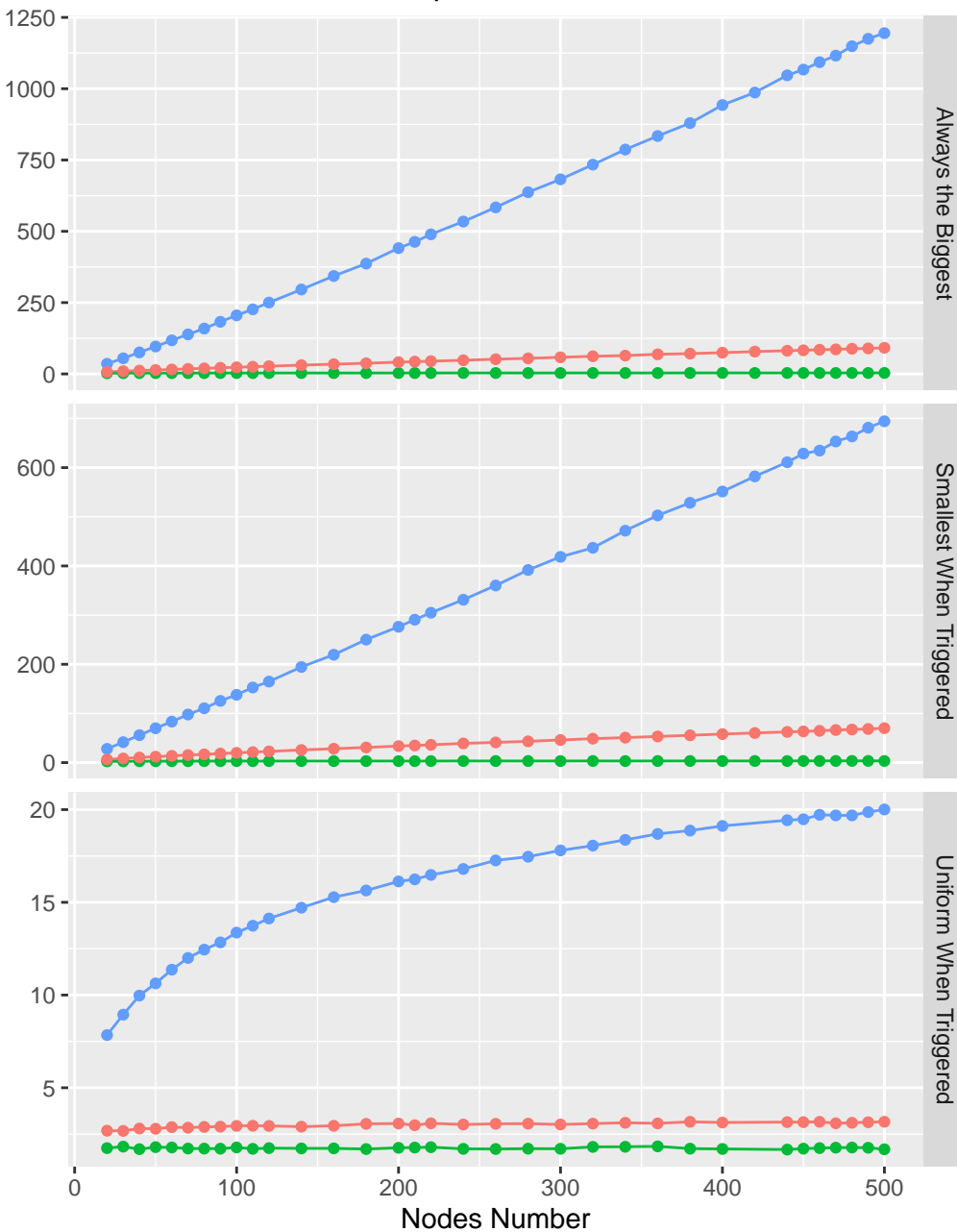
# Steps Numbers on Clique



# Steps Numbers on Clique (+ min/max ribbon)



# Rounds Numbers on Clique



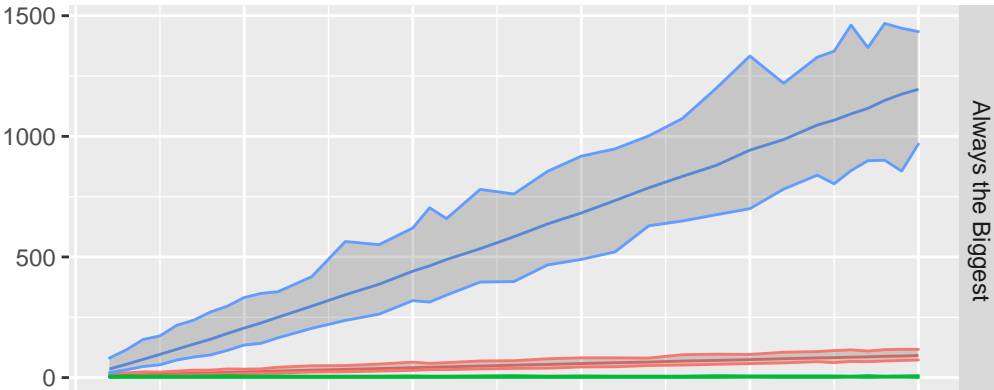
Always the Biggest

Smallest When Triggered

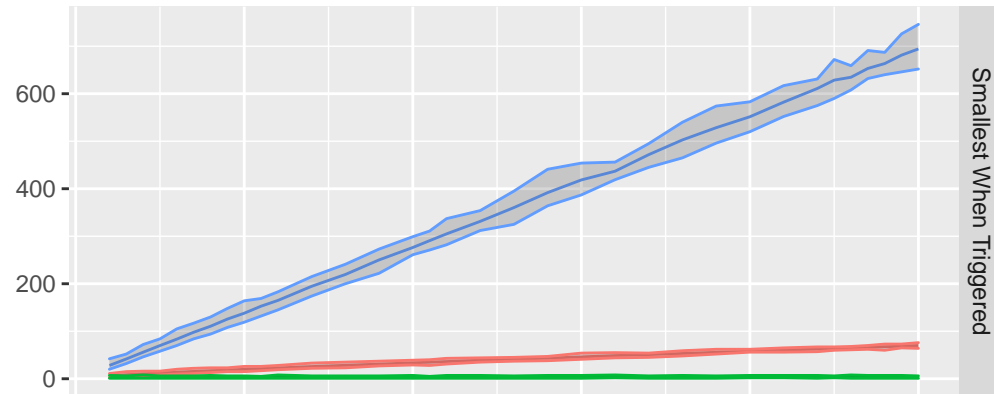
Uniform When Triggered

- Daemons
- Distributed
  - Locally Central
  - Synchronous

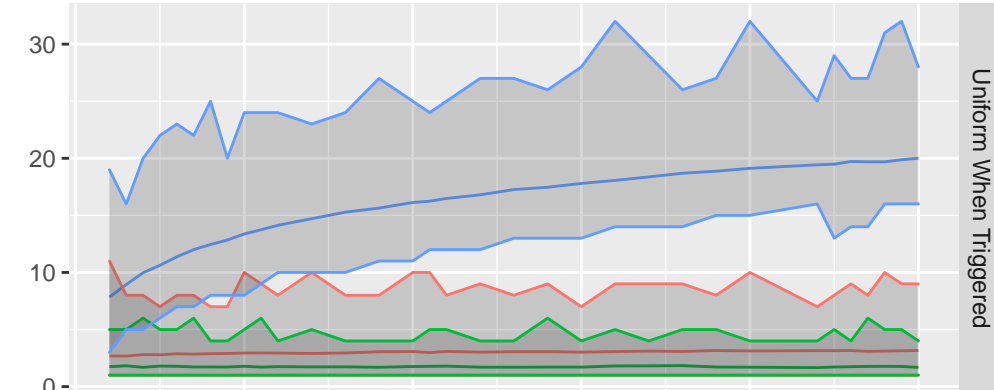
# Rounds Numbers on Clique (+ min/max ribbon)



Always the Biggest



Smallest When Triggered



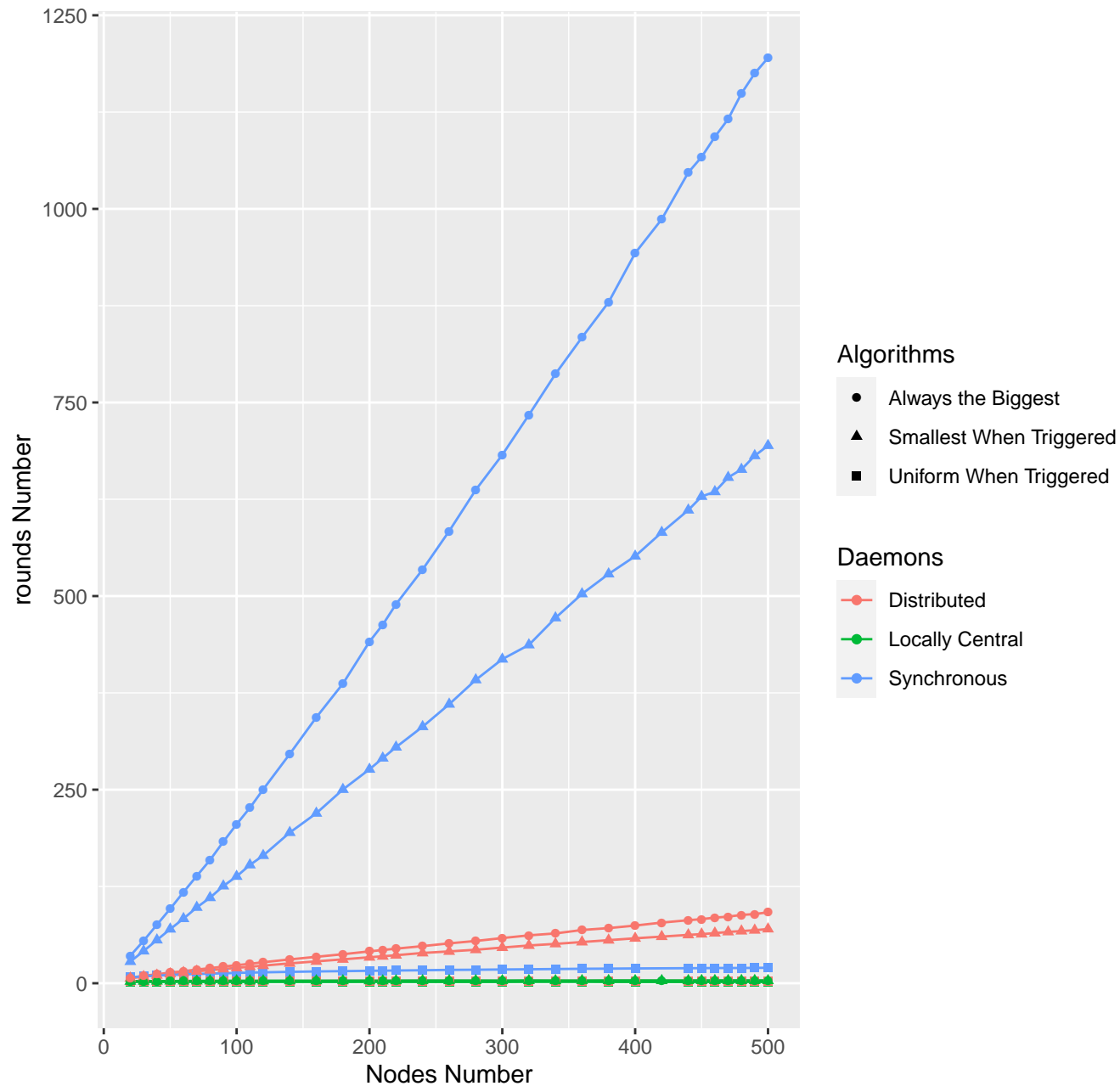
Uniform When Triggered

- Daemons
- Distributed
  - Locally Central
  - Synchronous

Nodes Number

rounds Number

# Rounds Numbers on Clique



Rounds Numbers on Clique (+ min/max ribbon)

