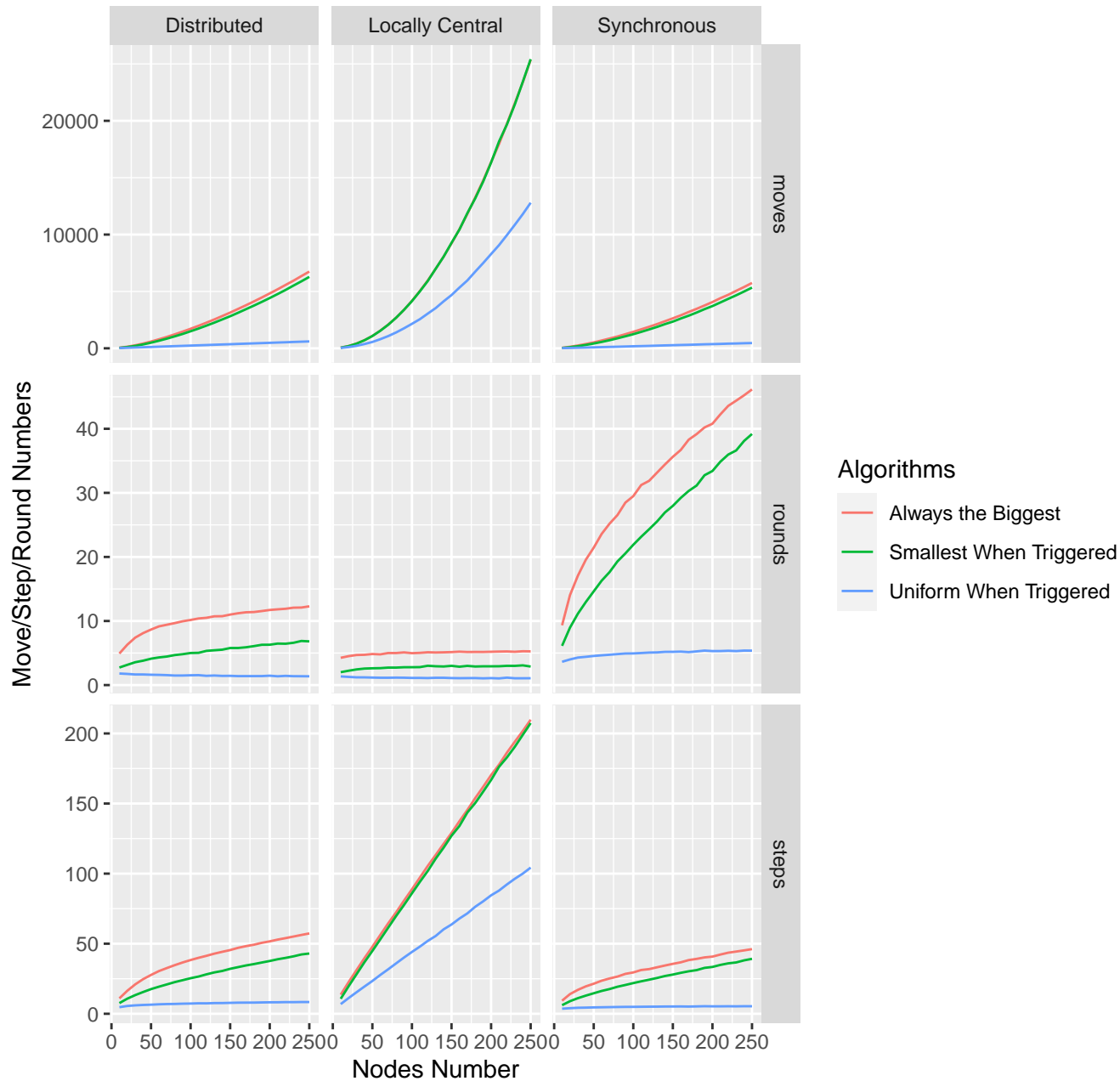
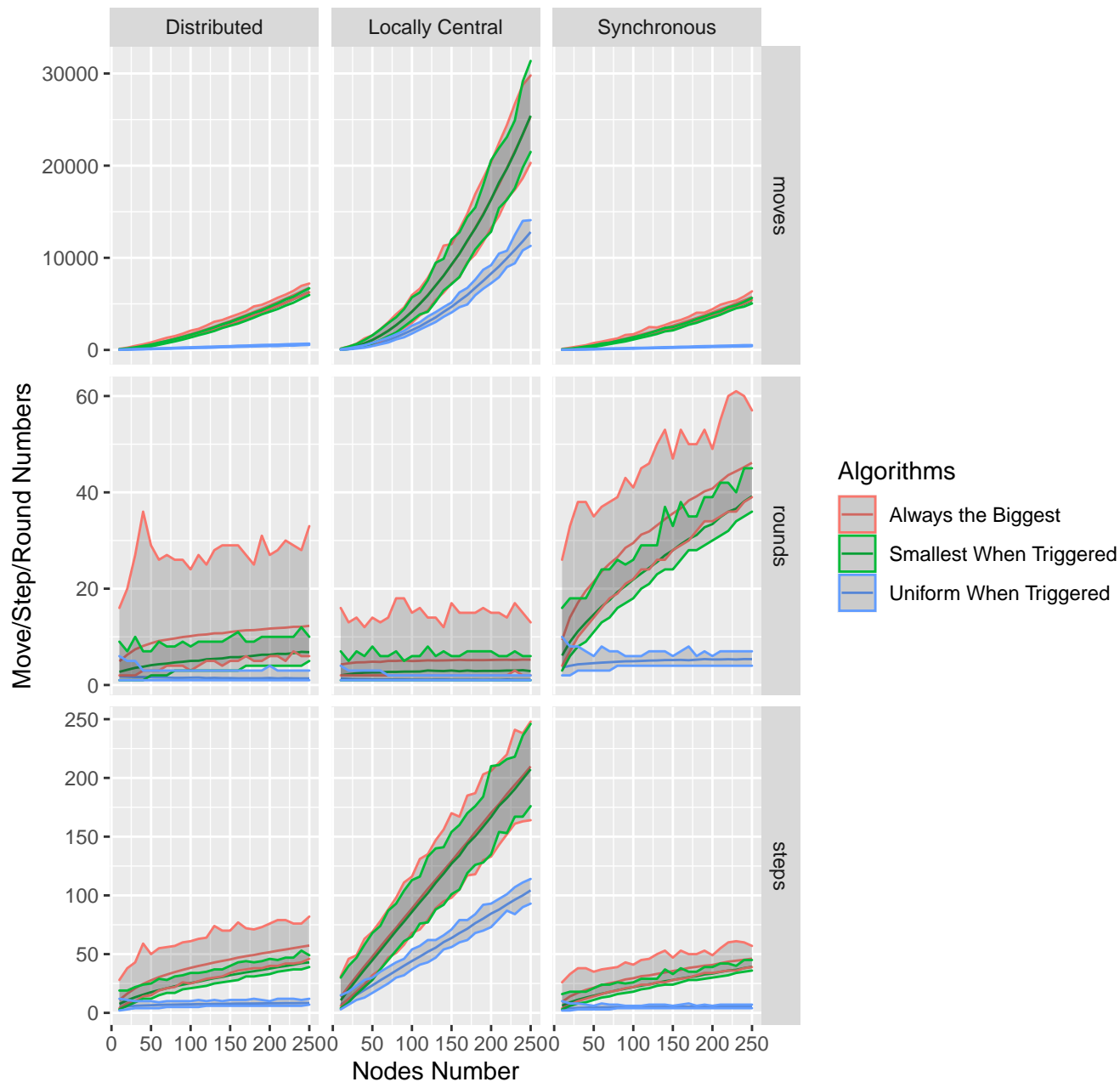


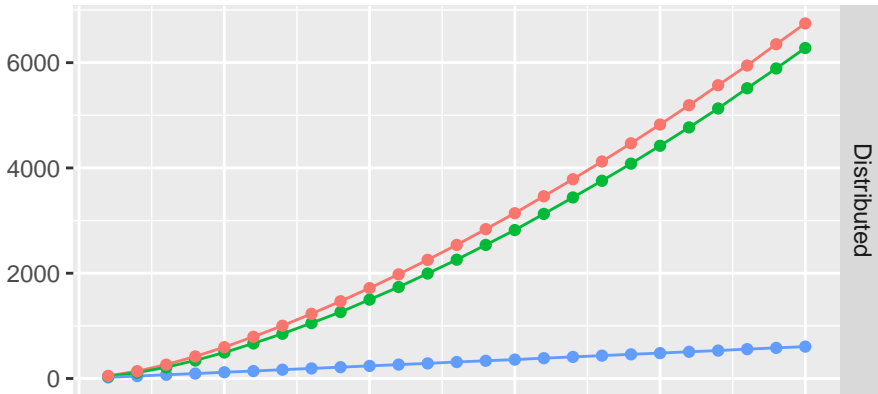
# Compare Algorithms on various Daemons Numbers on Er



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

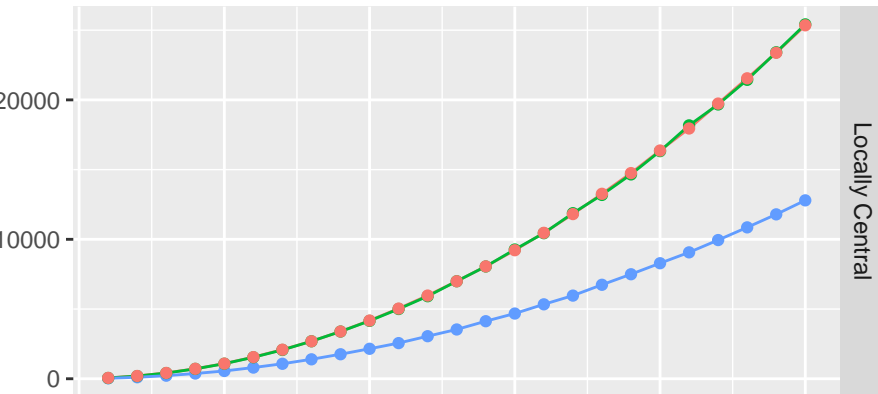


# Moves Numbers on Er



Distributed

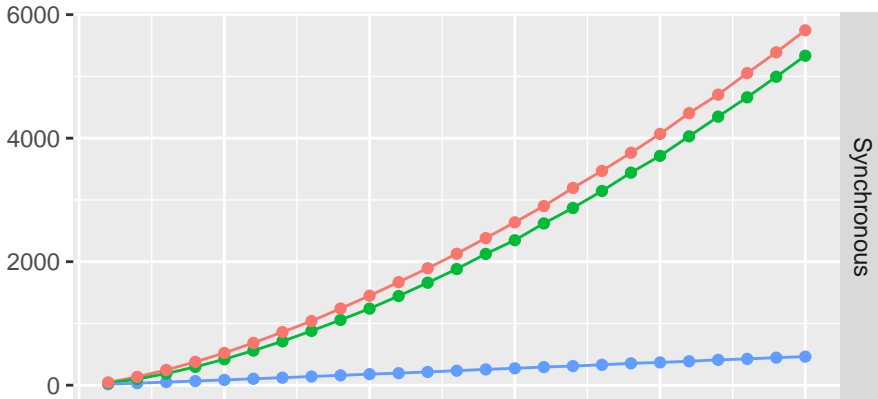
moves Number



Locally Central

## Algorithms

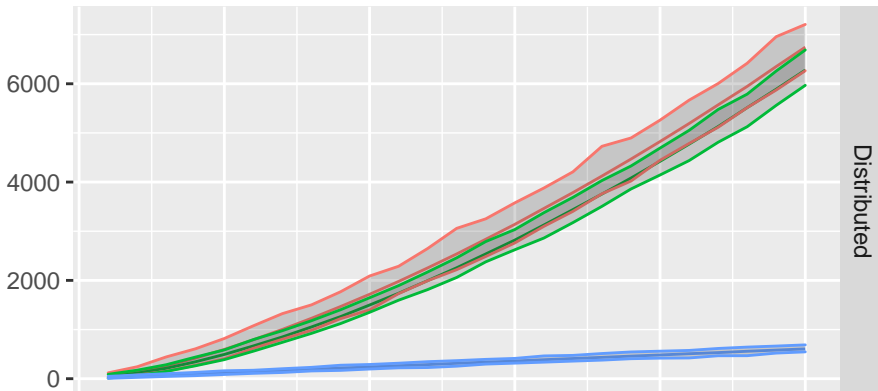
- Always the Biggest
- Smallest When Triggered
- Uniform When Triggered



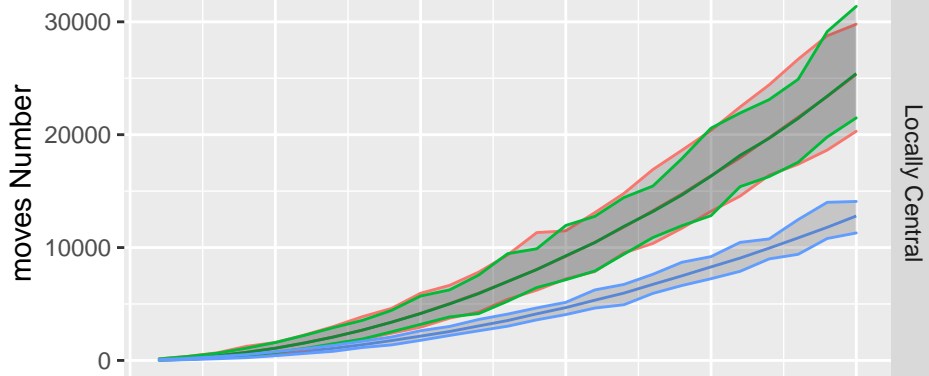
Synchronous

Nodes Number

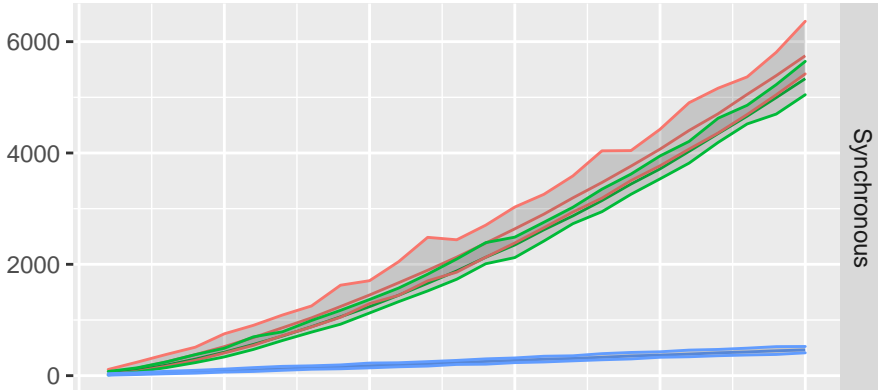
# Moves Numbers on Er (+ min/max ribbon)



Distributed



Locally Central



Synchronous

## Algorithms

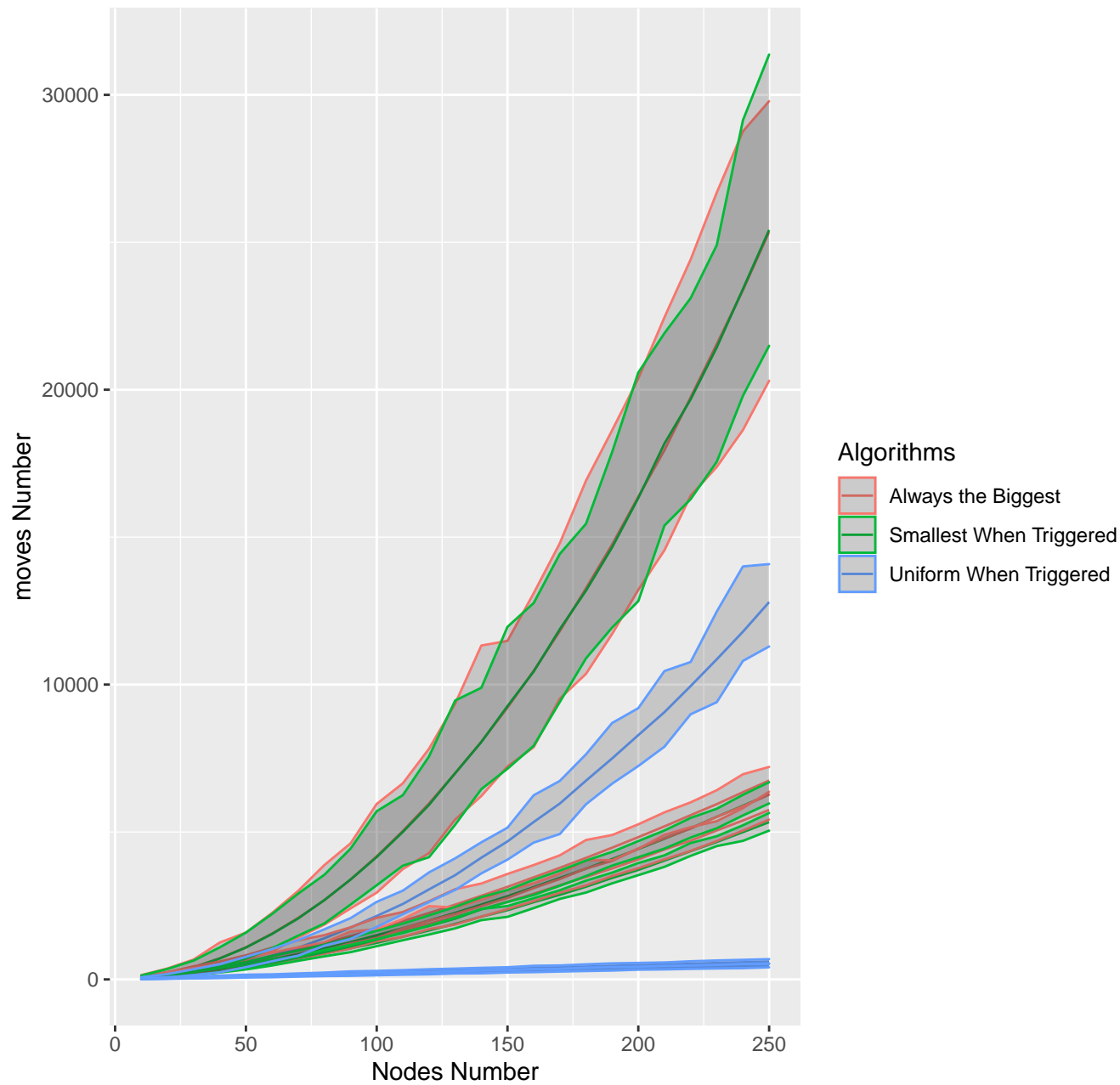
- Always the Biggest
- Smallest When Triggered
- Uniform When Triggered

Nodes Number

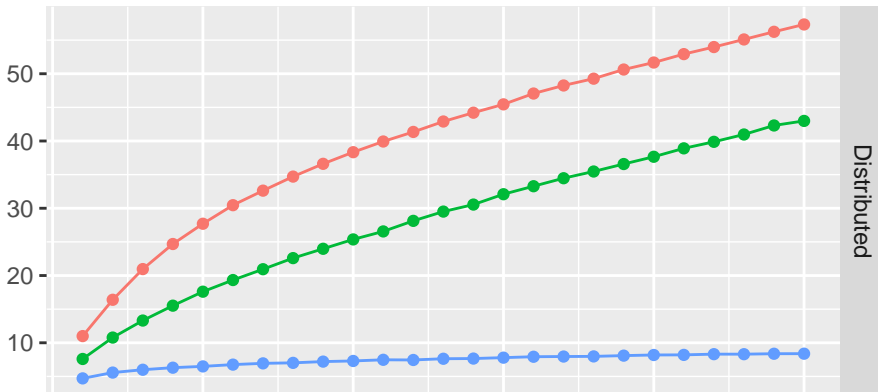
moves Number



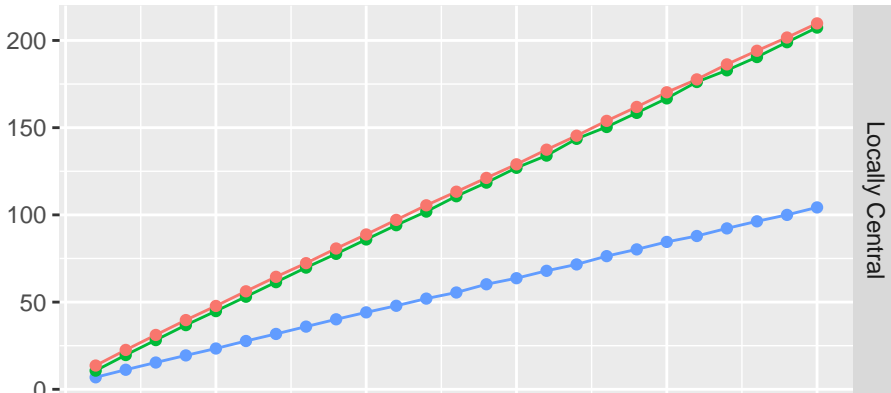
Moves Numbers on Er (+ min/max ribbon)



# Steps Numbers on Er



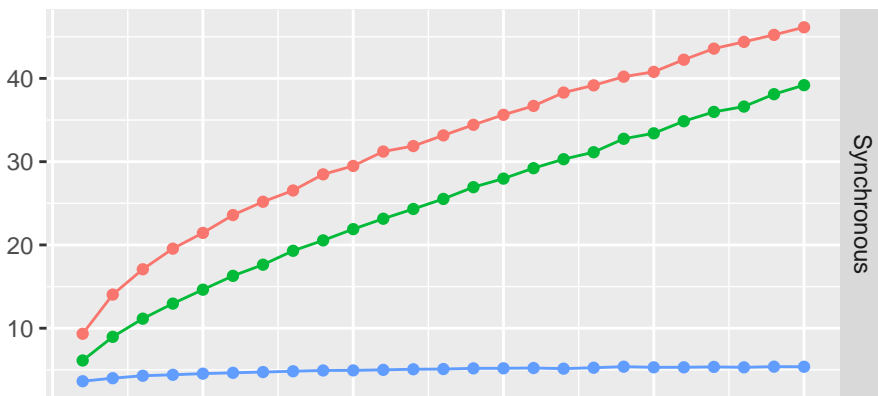
Distributed



Locally Central

## Algorithms

- Always the Biggest
- Smallest When Triggered
- Uniform When Triggered

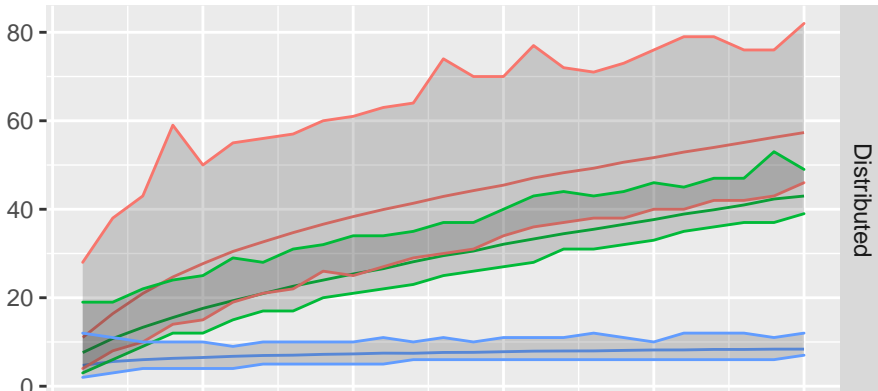


Synchronous

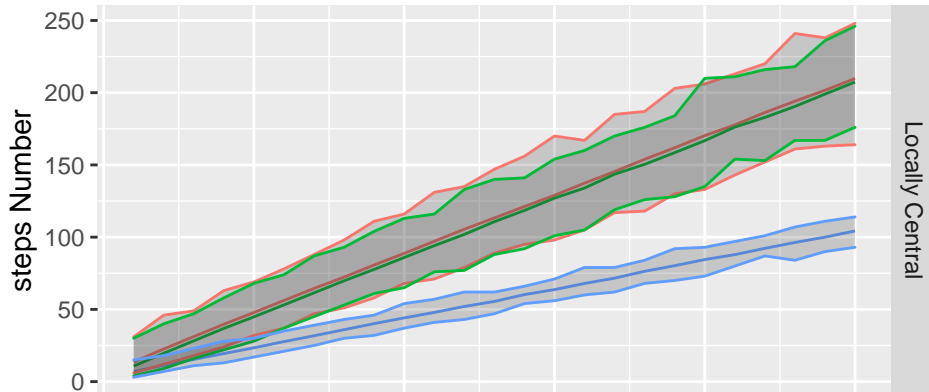
Nodes Number

steps Number

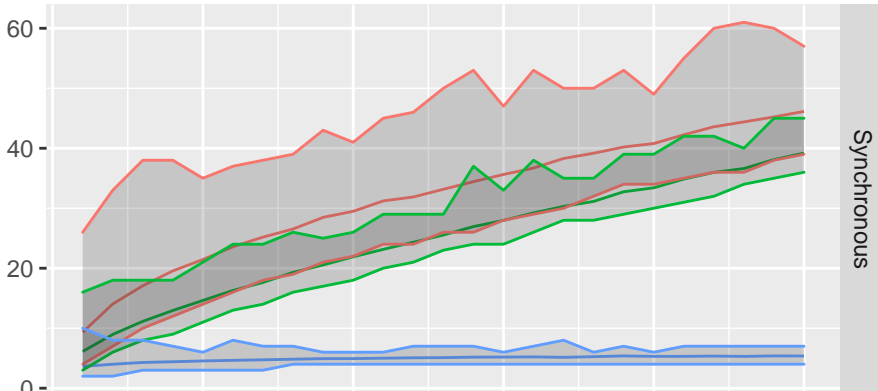
# Steps Numbers on Er (+ min/max ribbon)



Distributed



Locally Central



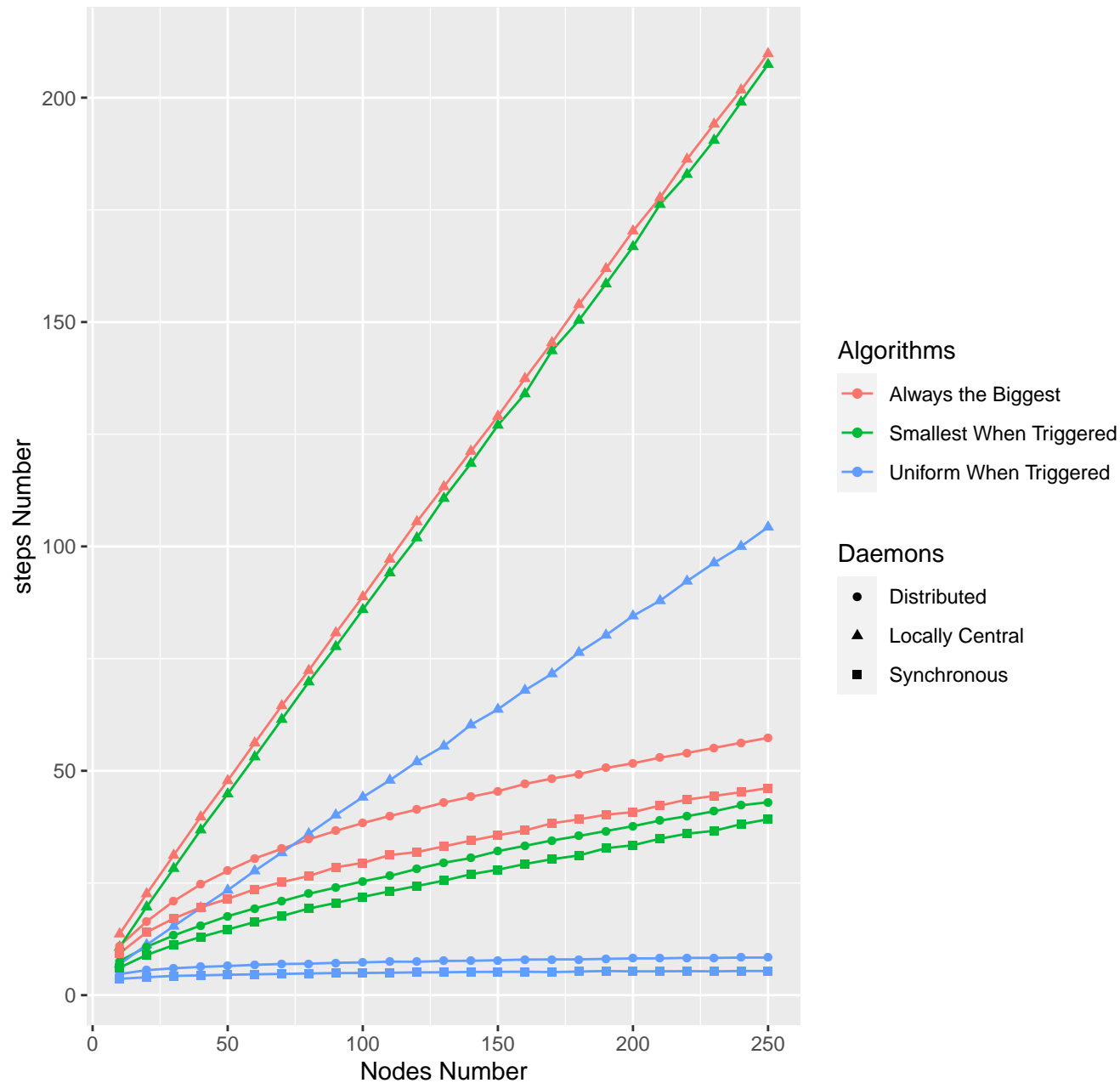
Synchronous

- Algorithms**
- Always the Biggest
  - Smallest When Triggered
  - Uniform When Triggered

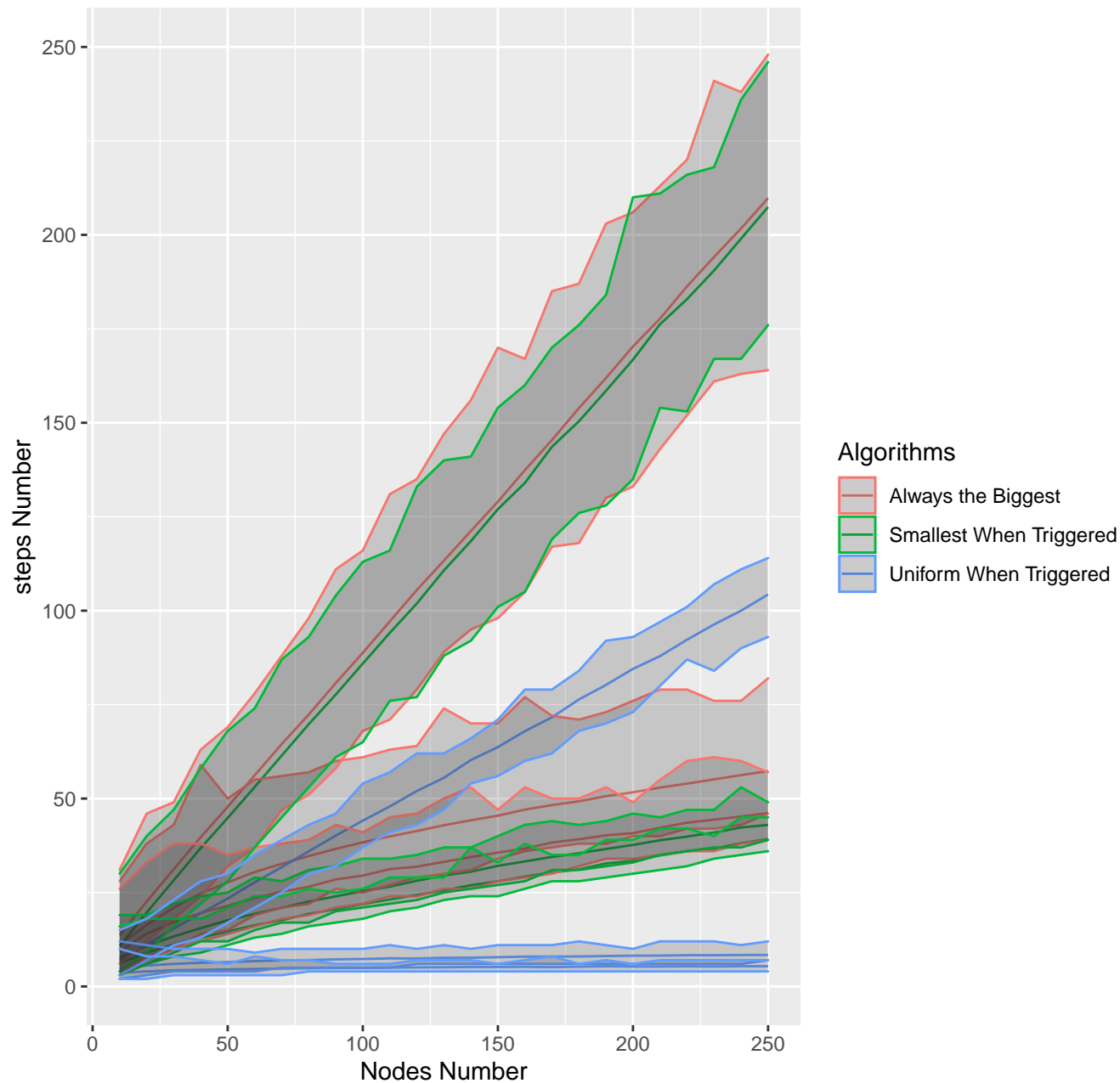
Nodes Number



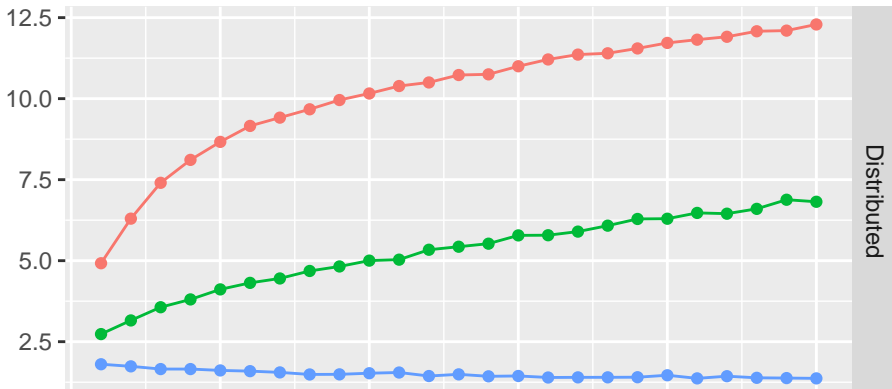
# Steps Numbers on Er



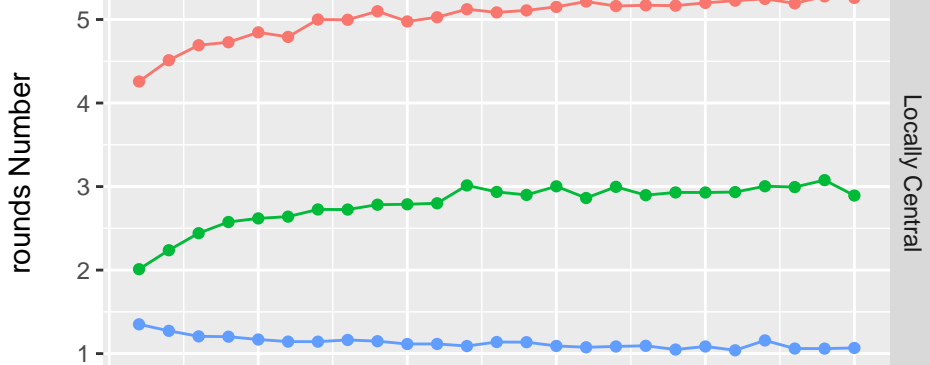
Steps Numbers on Er (+ min/max ribbon)



# Rounds Numbers on Er



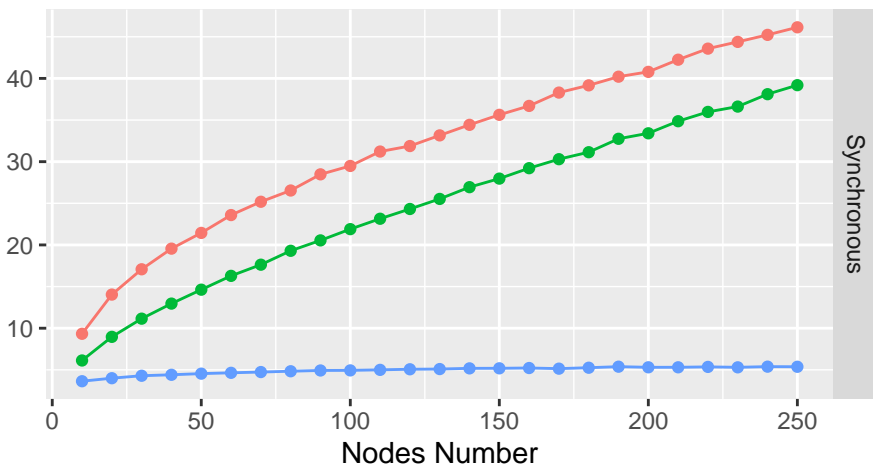
Distributed



Locally Central

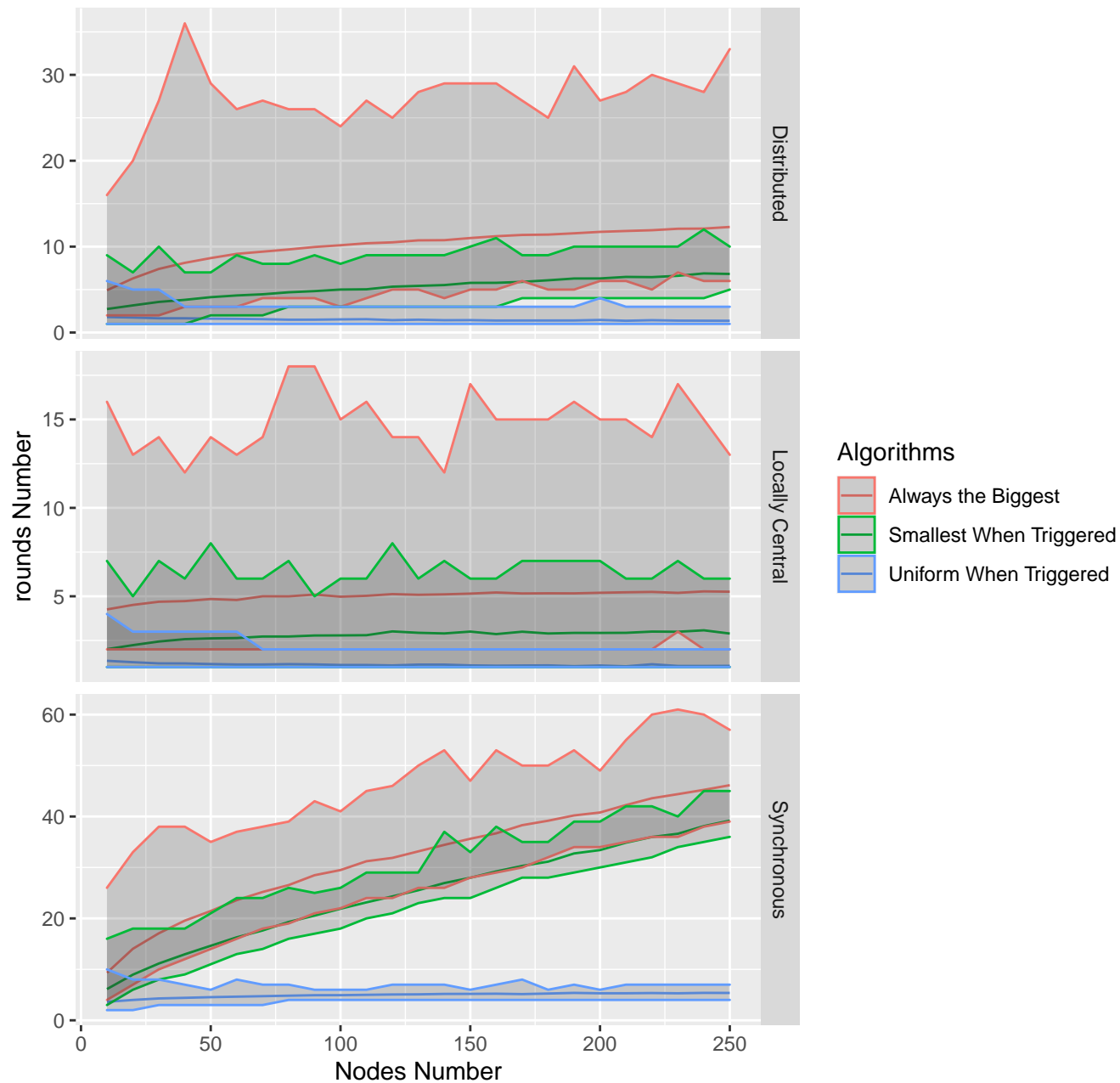
## Algorithms

- Always the Biggest
- Smallest When Triggered
- Uniform When Triggered

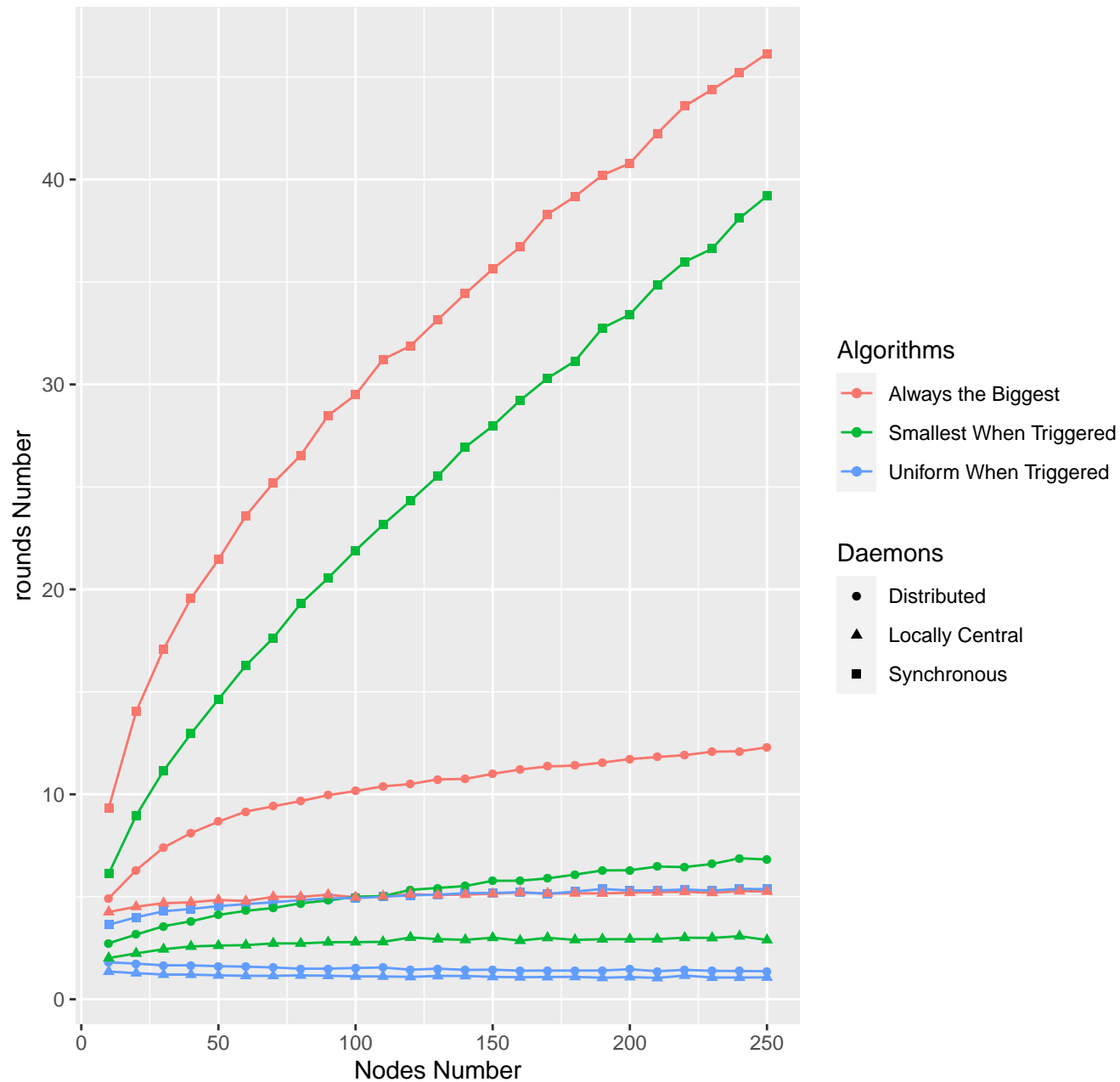


Synchronous

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



# Rounds Numbers on Er



Rounds Numbers on Er (+ min/max ribbon)

