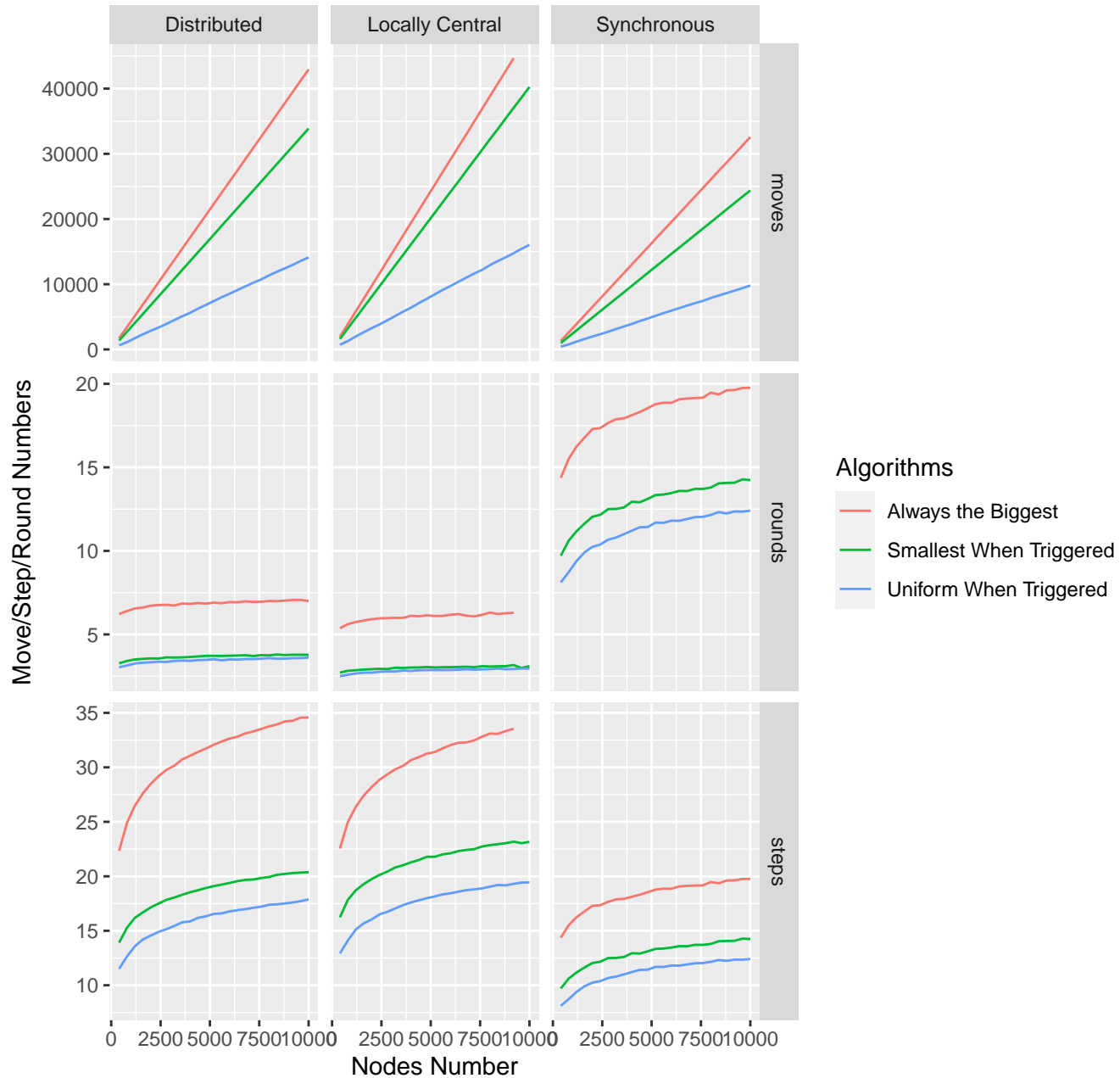
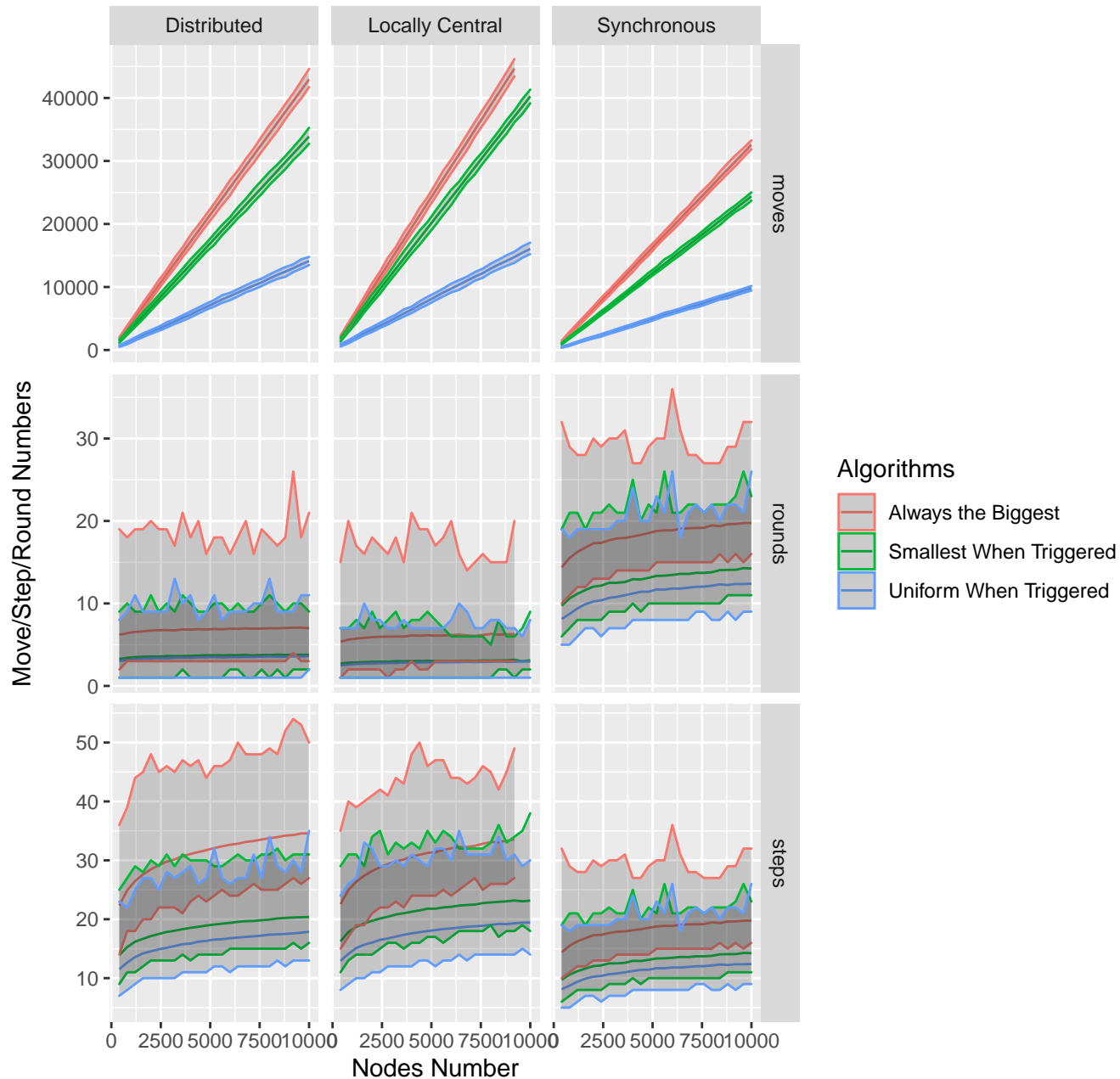


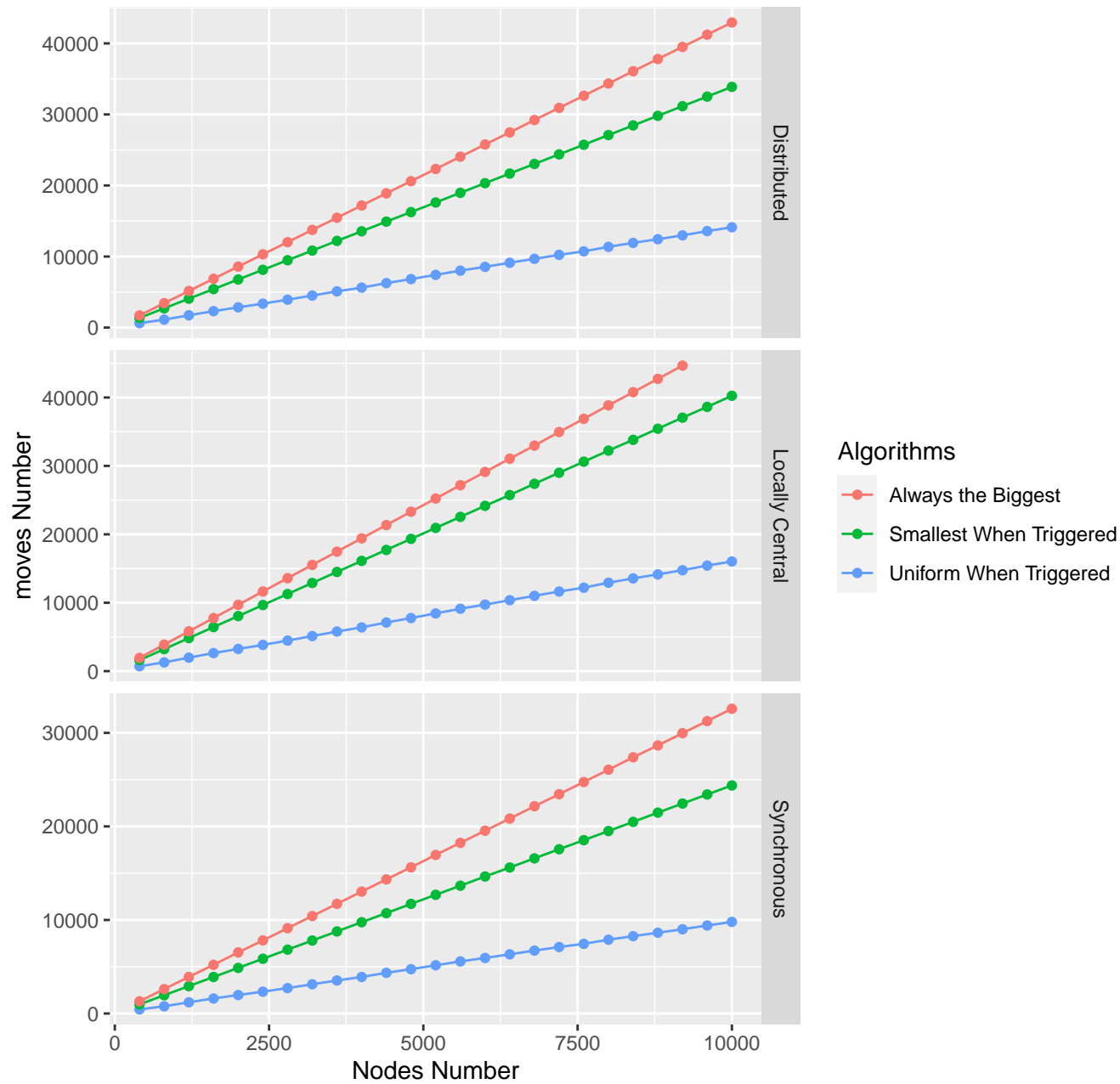
# Compare Algorithms on various Daemons Numbers on Ring



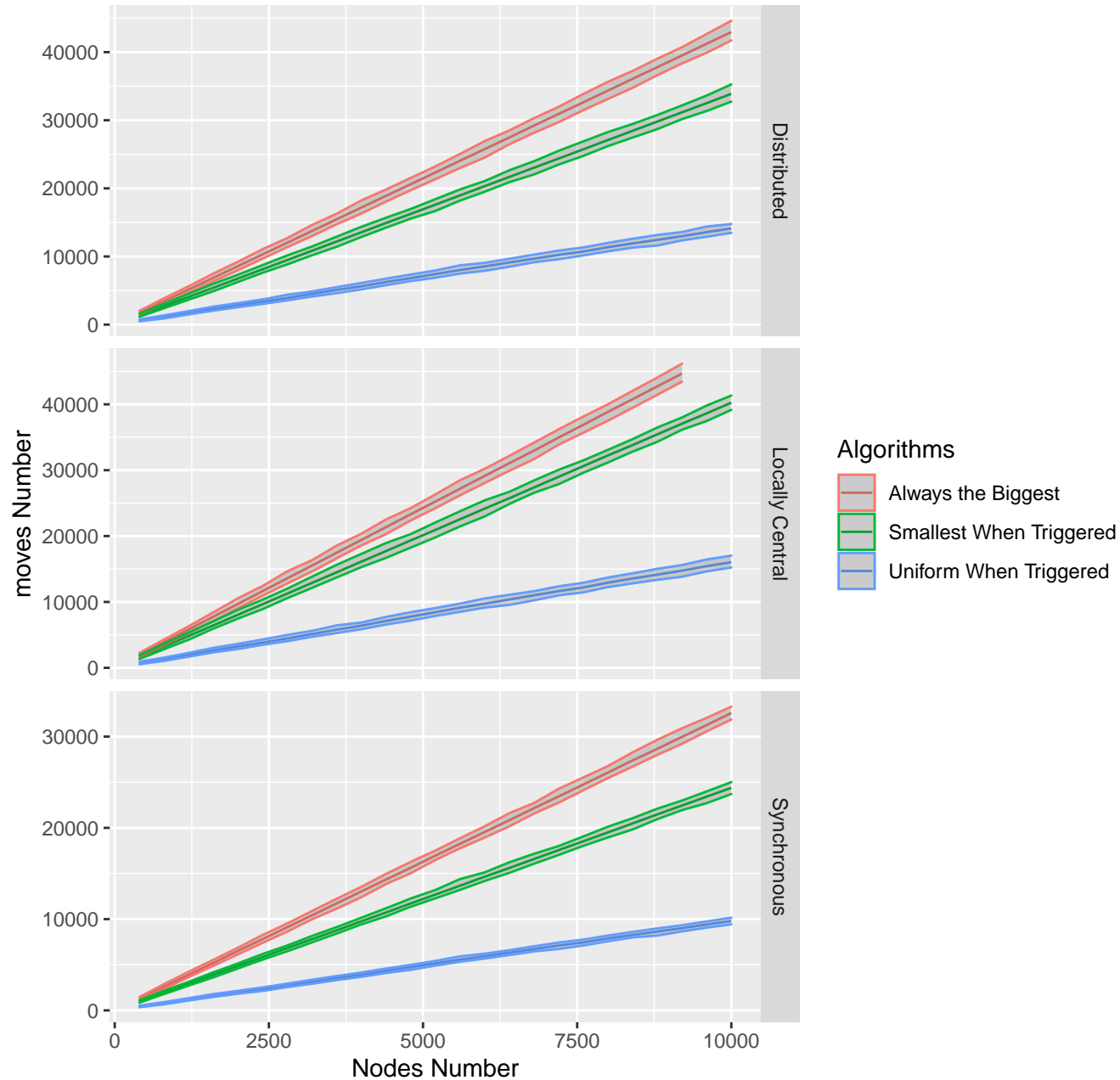
# Compare Algorithms on various Daemons Numbers on Ring (+ min/max ribbon)



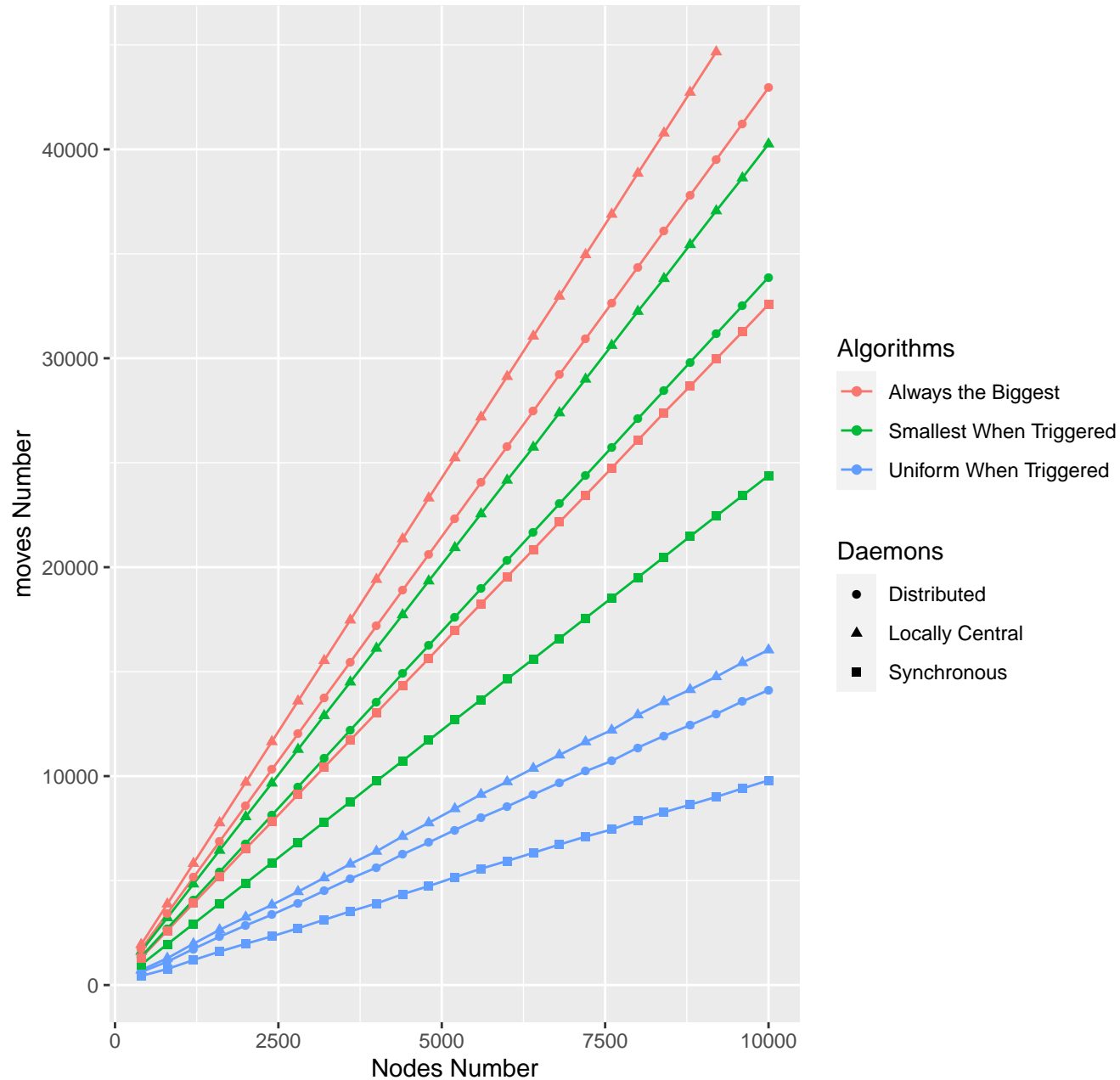
# Moves Numbers on Ring



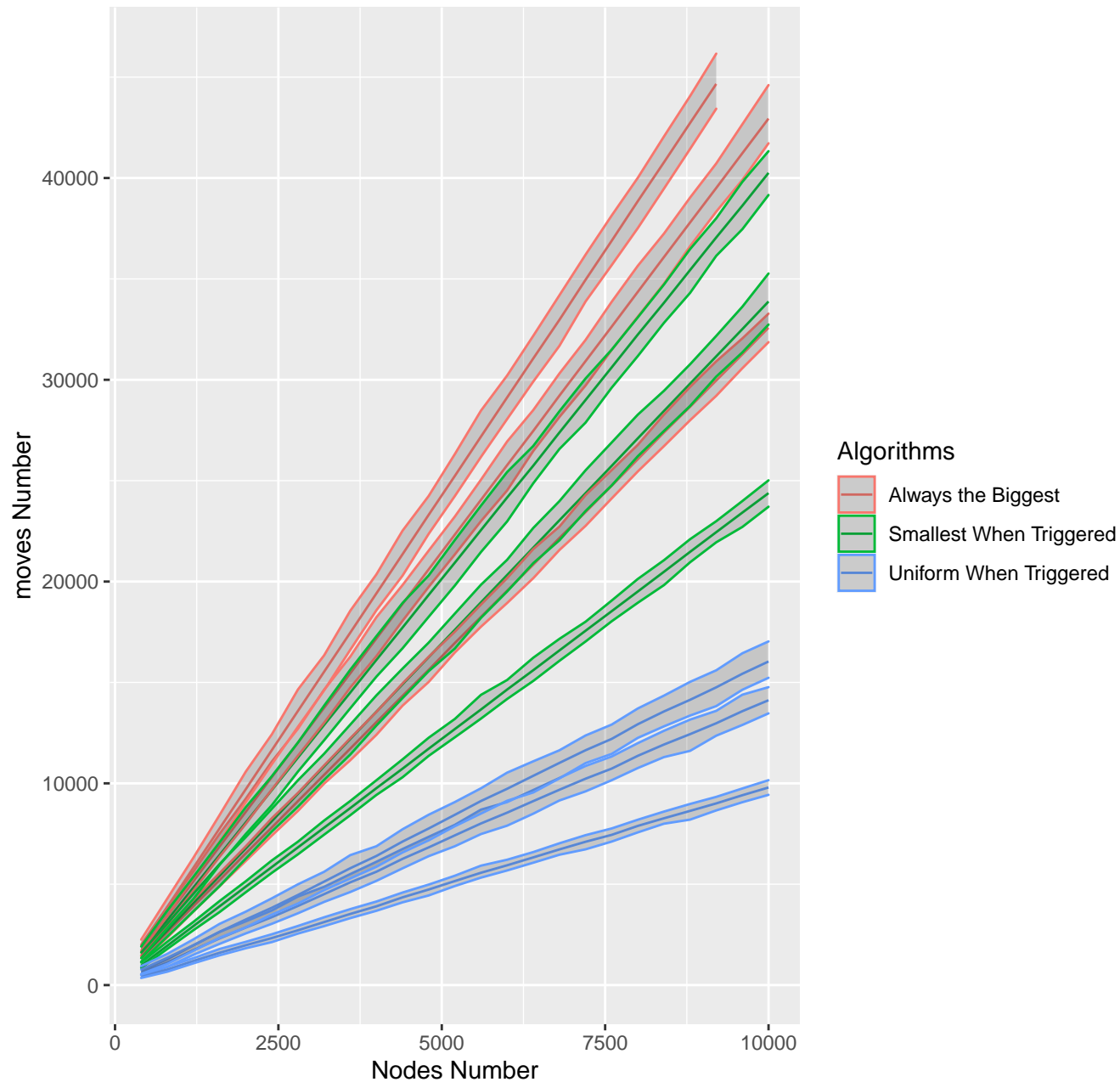
# Moves Numbers on Ring (+ min/max ribbon)



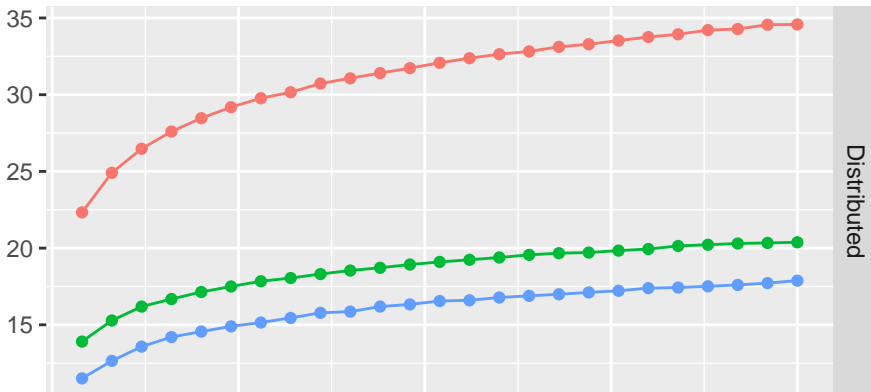
# Moves Numbers on Ring



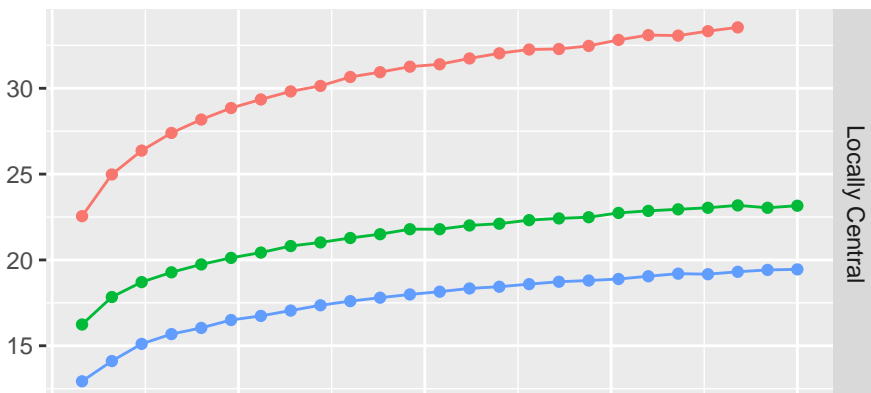
Moves Numbers on Ring (+ min/max ribbon)



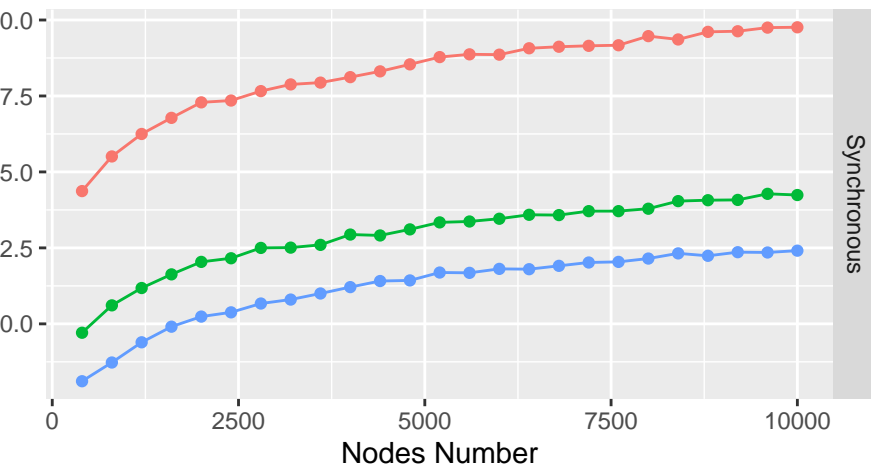
# Steps Numbers on Ring



Distributed



Locally Central

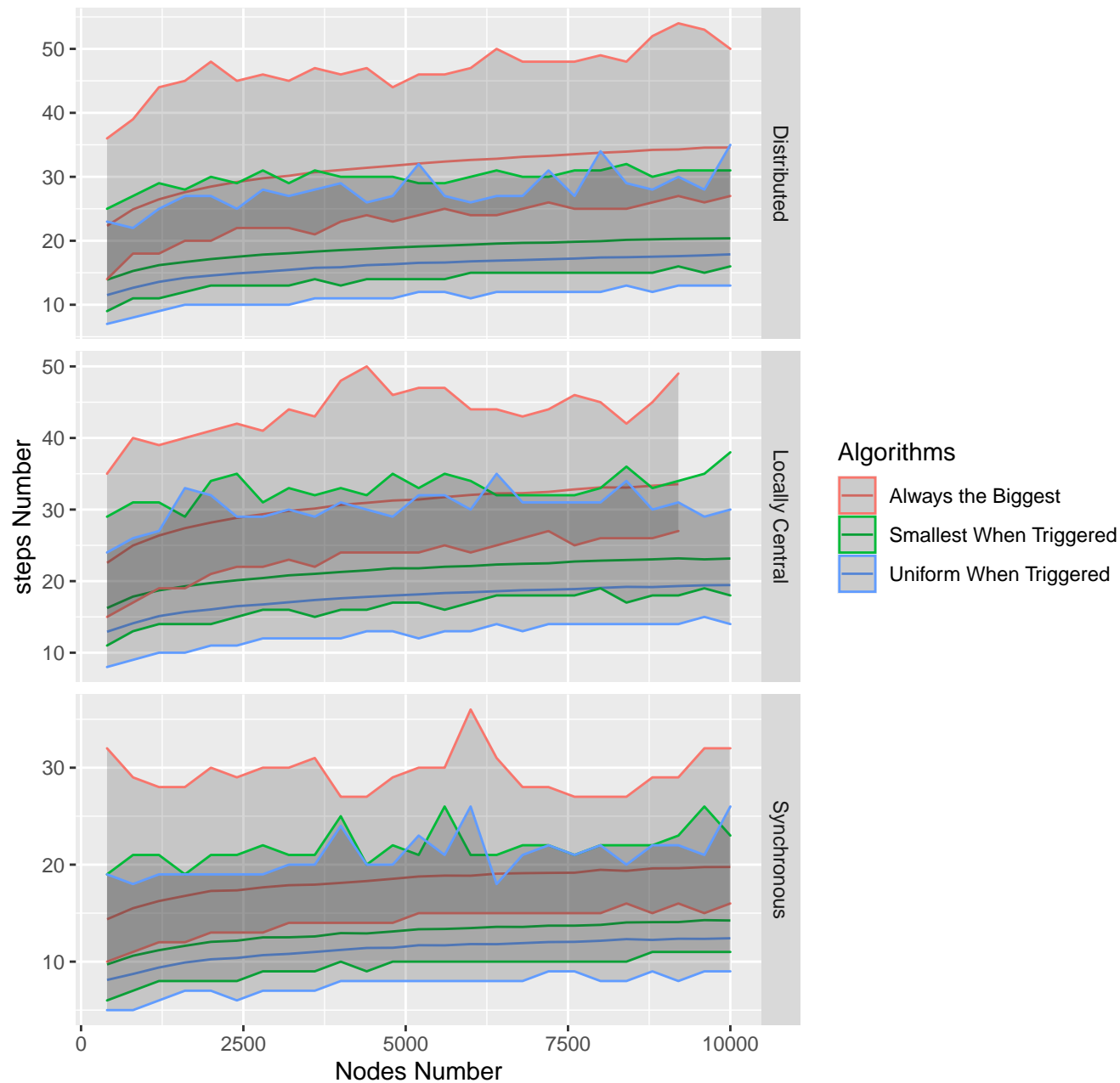


Synchronous

## Algorithms

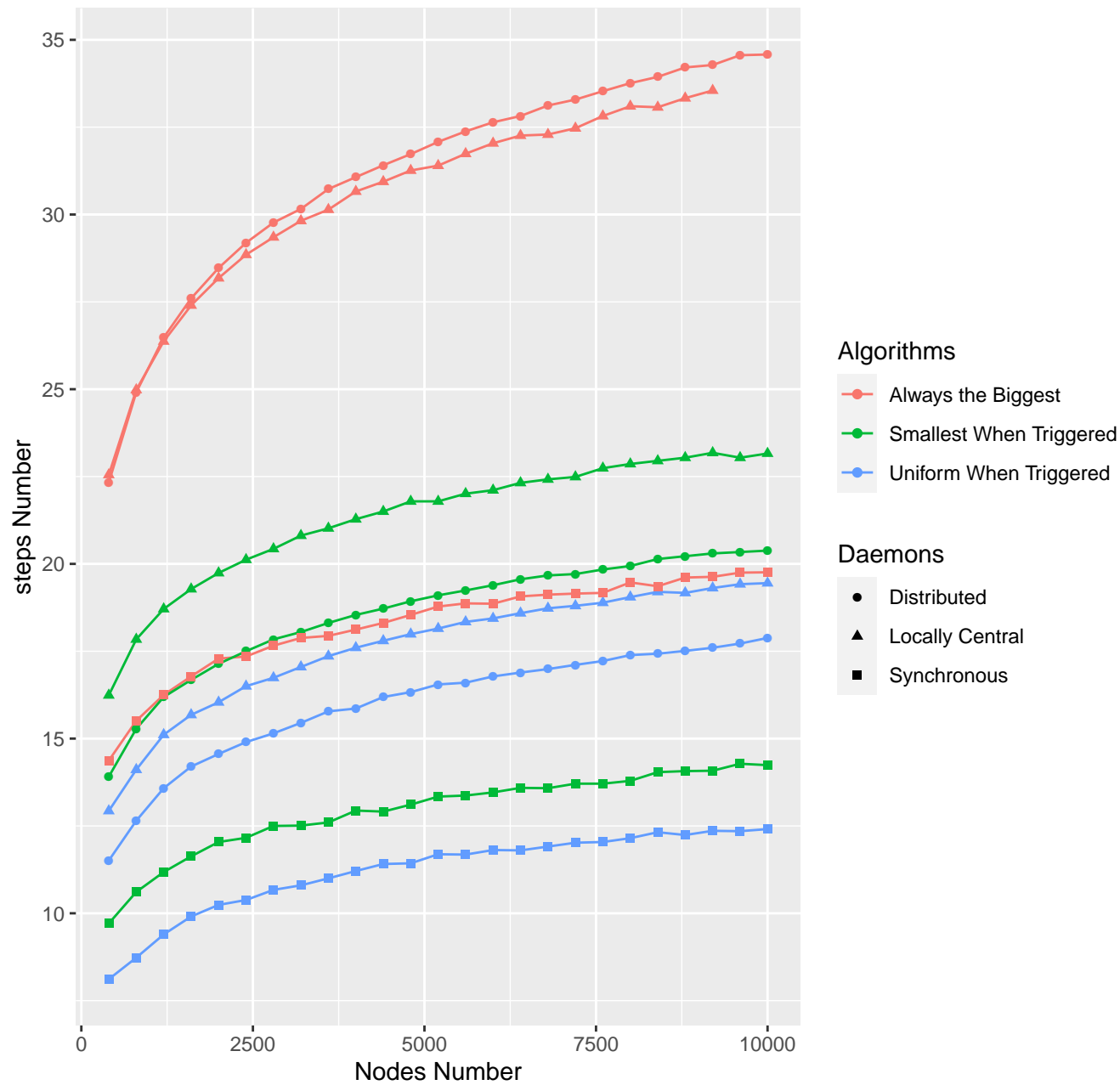
- Always the Biggest
- Smallest When Triggered
- Uniform When Triggered

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

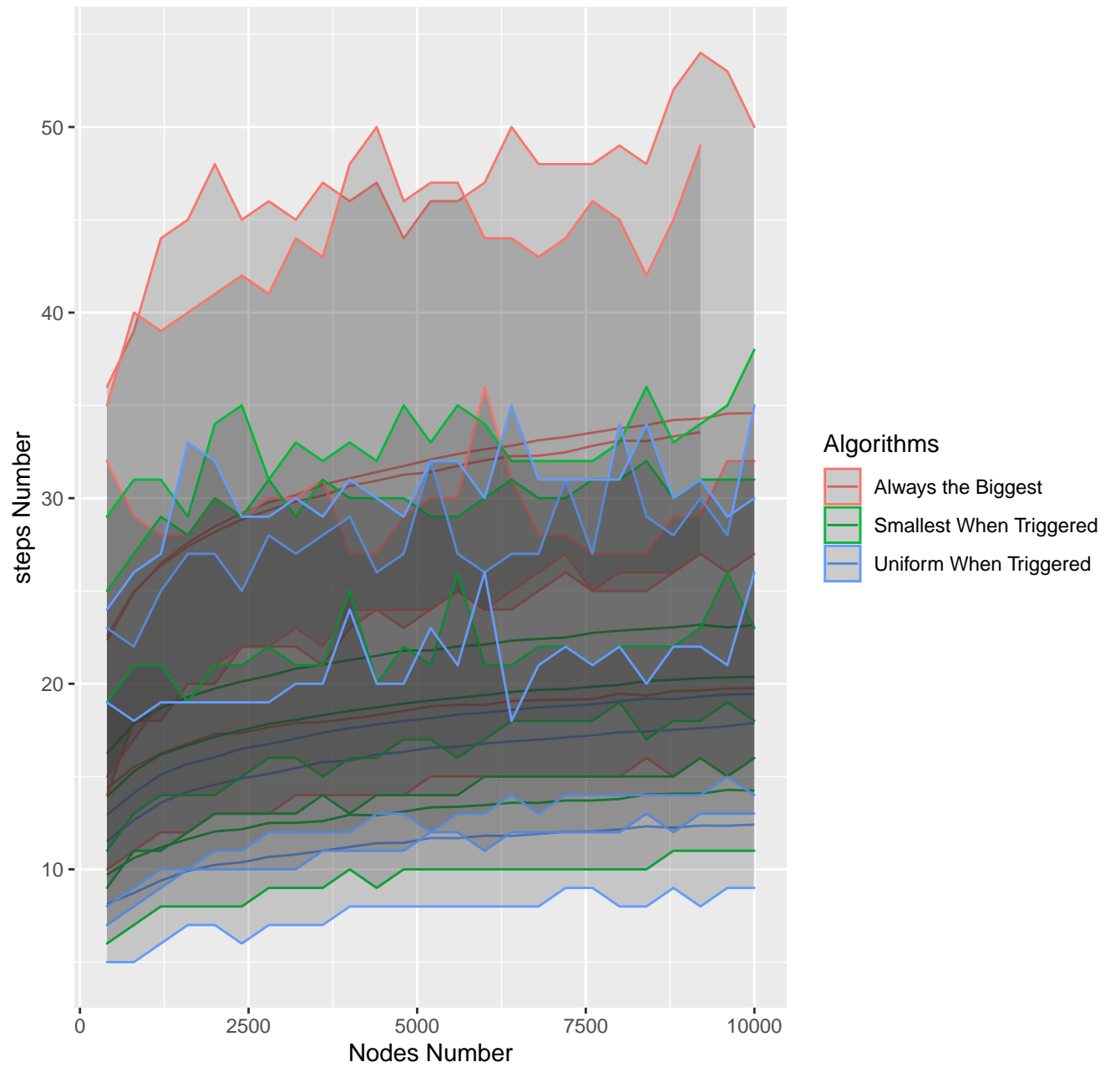




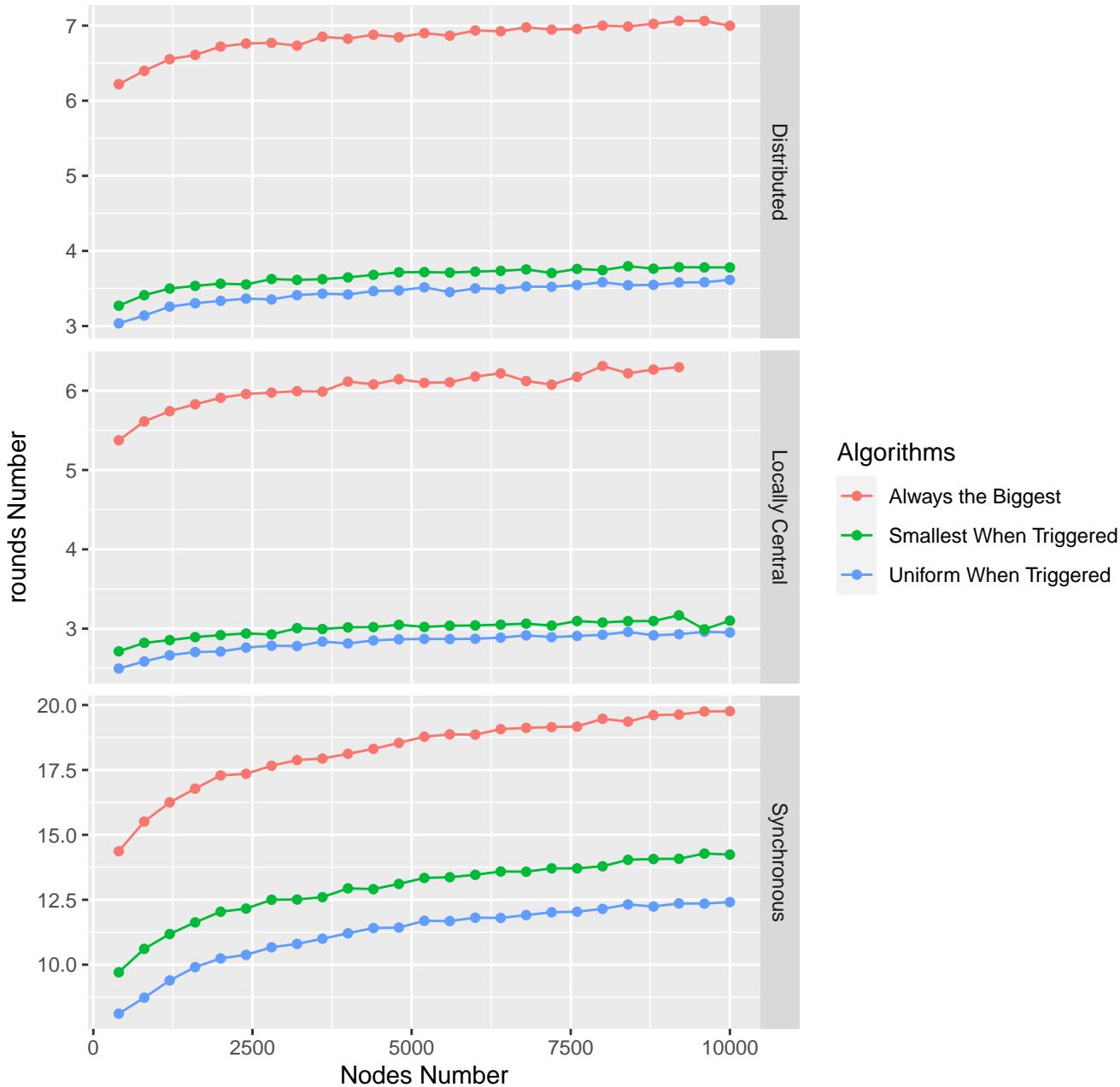
# Steps Numbers on Ring



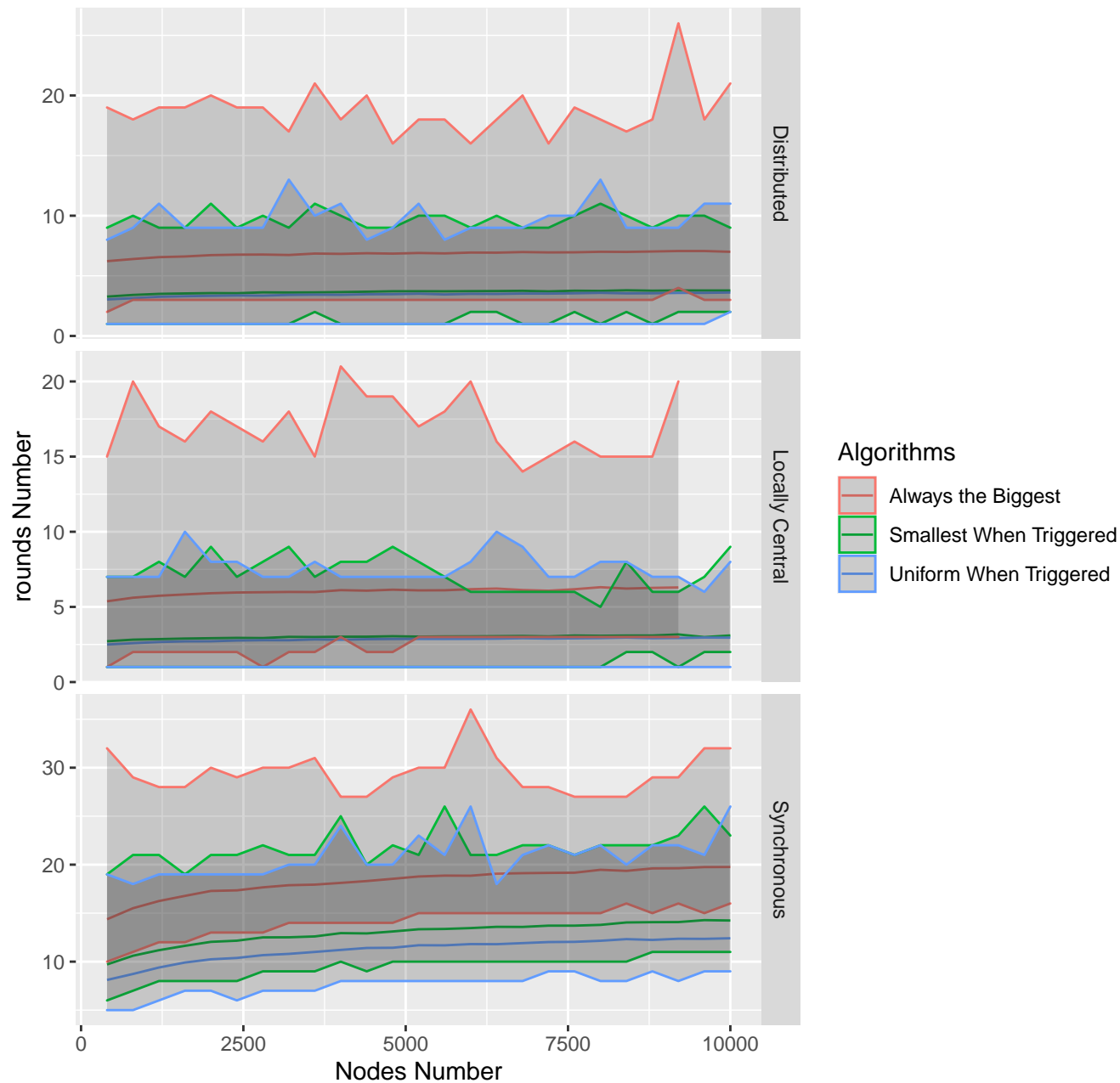
# Steps Numbers on Ring (+ min/max ribbon)



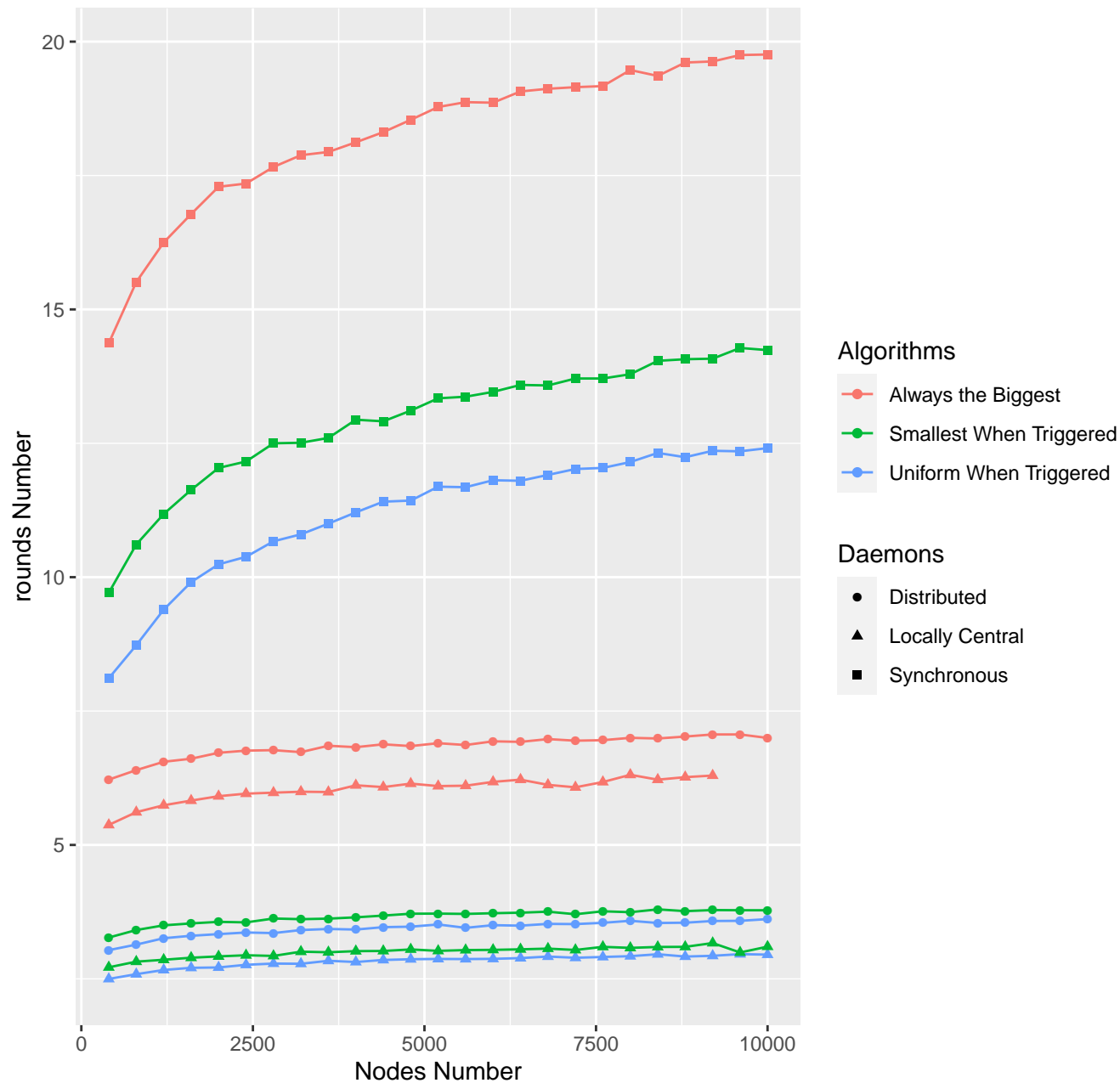
# Rounds Numbers on Ring



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



# Rounds Numbers on Ring



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

