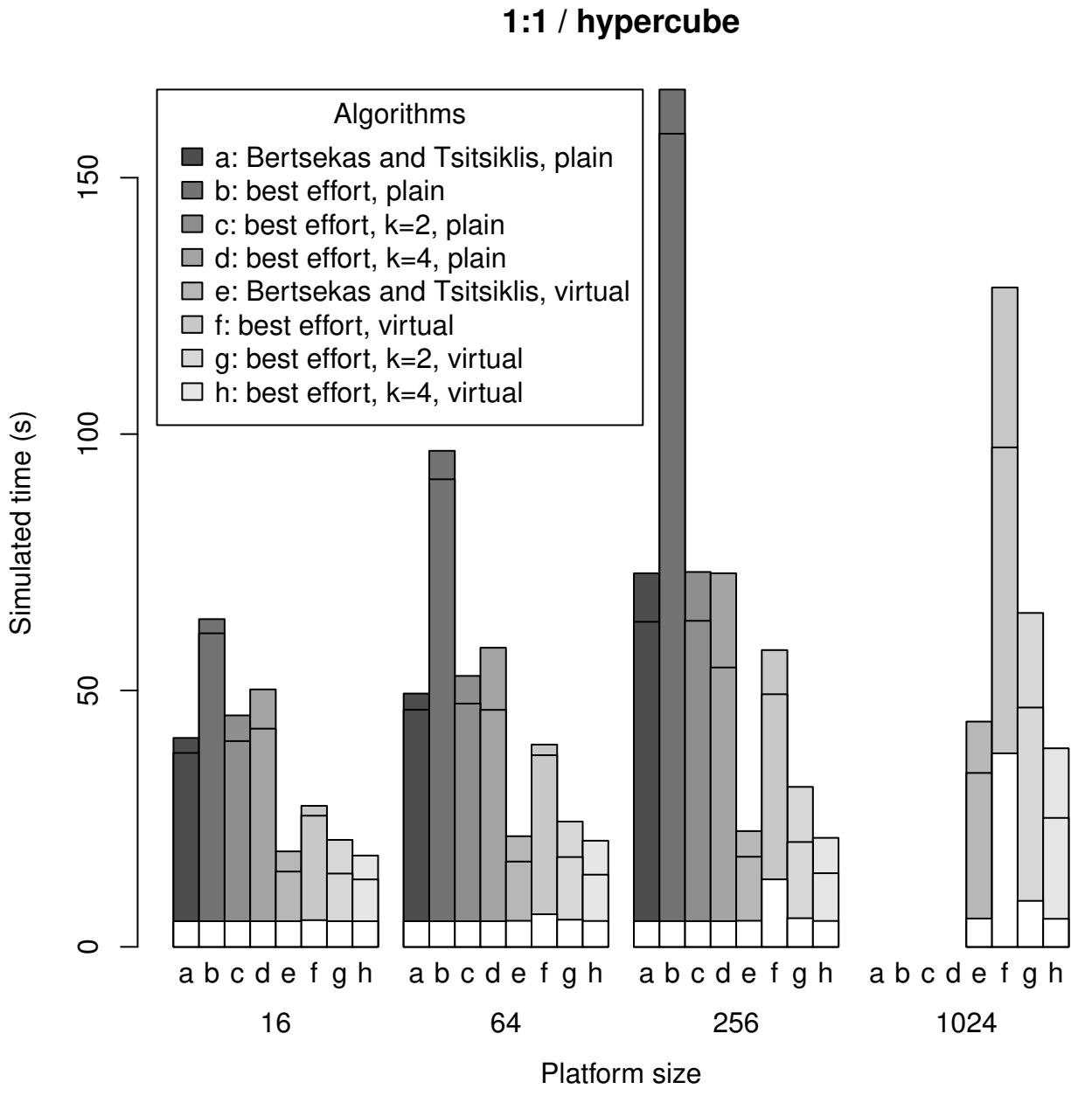
1:1 / hypercube
Algorithms
a: Bertsekas and Tsitsiklis, plain
b: best effort, plain
c: best effort, k=2, plain
d: best effort, k=4, plain
e: Bertsekas and Tsitsiklis, virtual
f: best effort, virtual
g: best effort, k=2, virtual
h: best effort, k=4, virtual
Simulated time (s)
0
50
100
150
a b c d e f g h
16
64
256
1024
Platform size