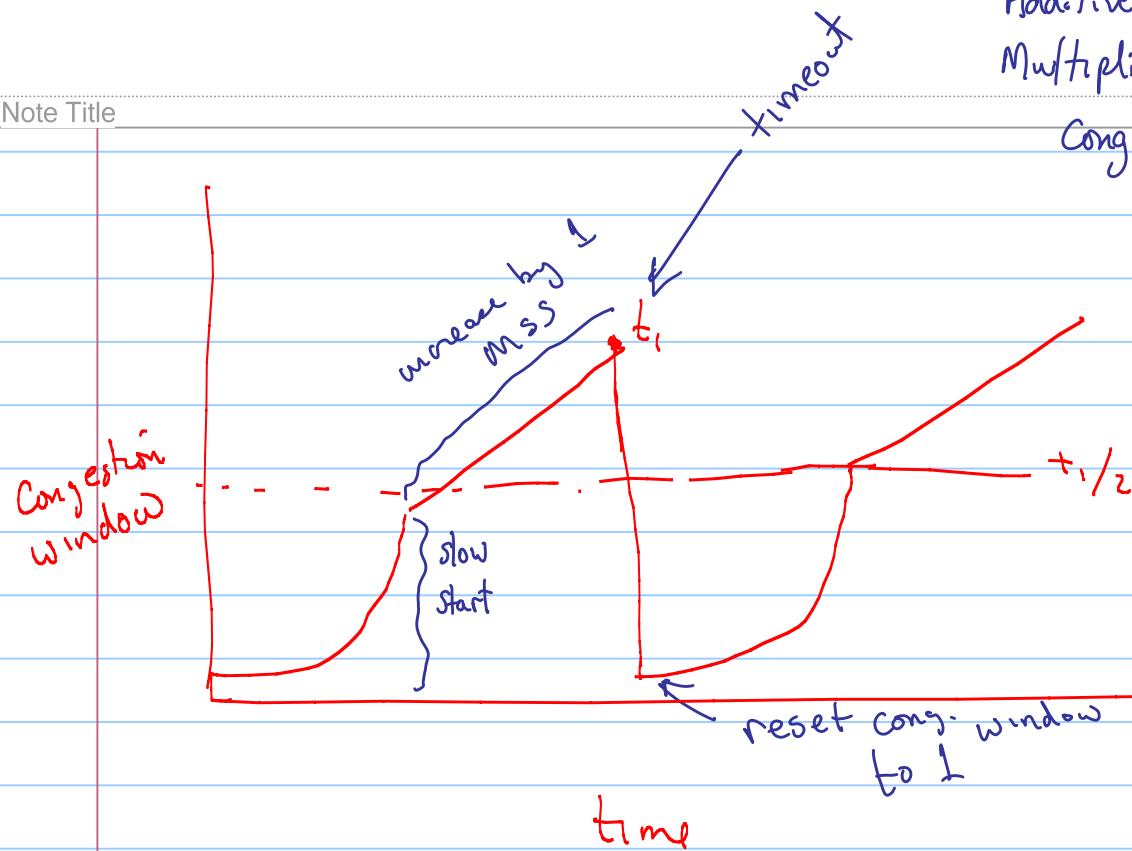
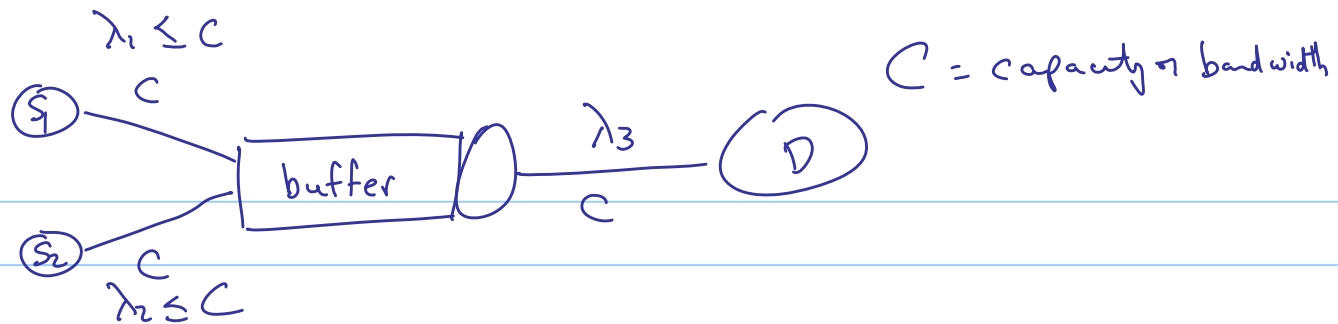
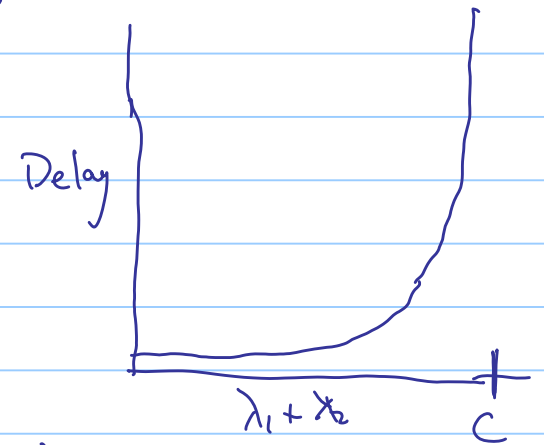
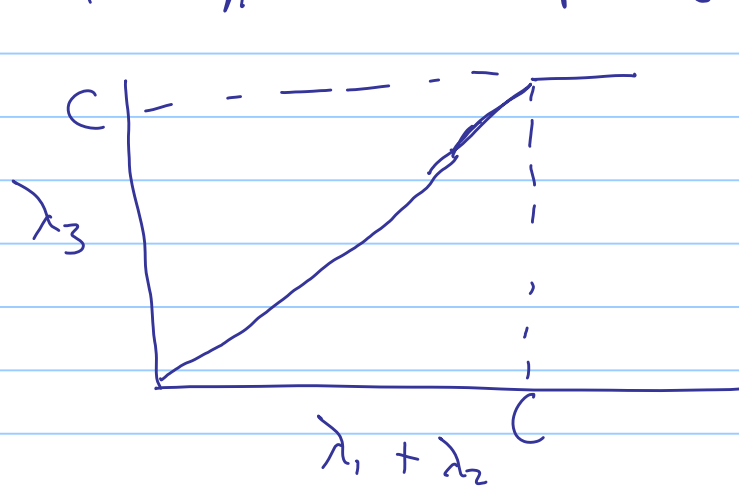


Additive increase
Multiplicative decrease
Cong. window alg.



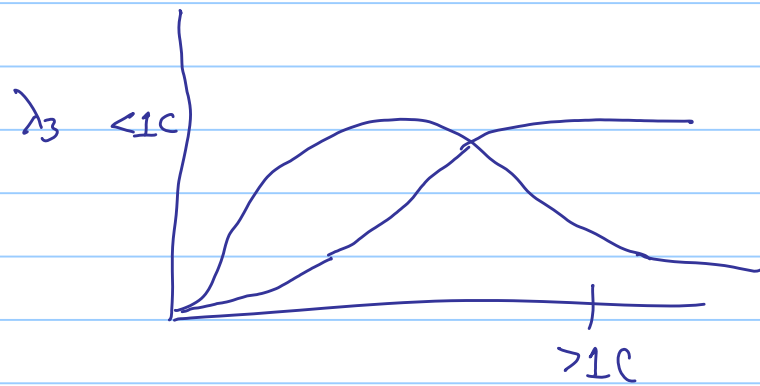


Look at behavior as S_1 and S_2 offer ever-increasing loads of traffic. Load repr. by symbol λ



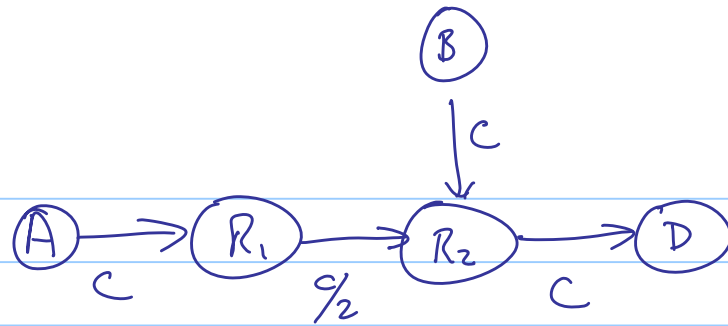
$\lambda_1 = \lambda_2$
infinite buffer case

Finite Buffer - dropped packets; some will have to be retransmitted



May have to overload the input queue to get maximum output

$\{ \begin{array}{l} \text{rate} \\ \text{used} \end{array} \right. \text{max output rate}$
may be $< 1C$.



What would you like the behavior to be when multiple flows (TCP connections) compete for a single link.

If R_c is rate of a link
and K_c is # of connections on the link

then each connection gets $\frac{R_c}{K_c}$ bandwidth.

Therefore: desired behavior is that a TCP connection

$$\text{get } \min_{i \in T} \frac{R_i}{K_i}$$

where T is the set of links
being used by the connection

Amazing thing is that the AIMD cong. window
algorithm provides this behavior. - Analyzed & inverted
Van Jacobson