







Satisfaction ratios during the attack (each graph for different number of attackers) 12 1.0 0.8 0.6 Interest satisfaction ratio 20 16 Scenario 0.6 - Physical limits 0.4 Queue with simple round robin Dynamic limits (no queuing) 0.2 -Dynamic limits (with queuing) 0.0 10 20 30 40 50 Time since attack started, seconds