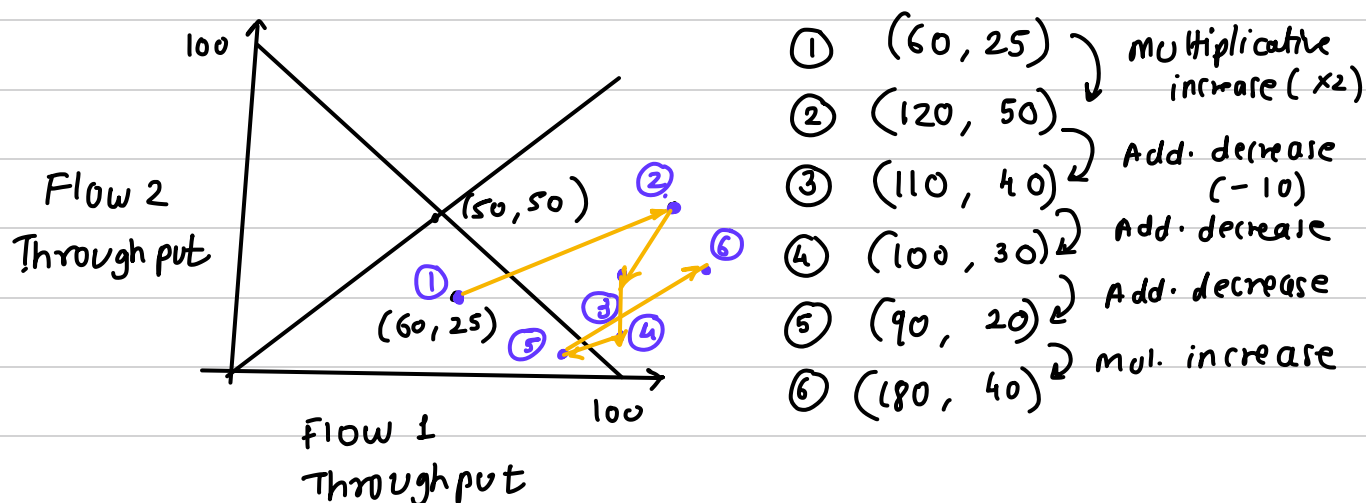


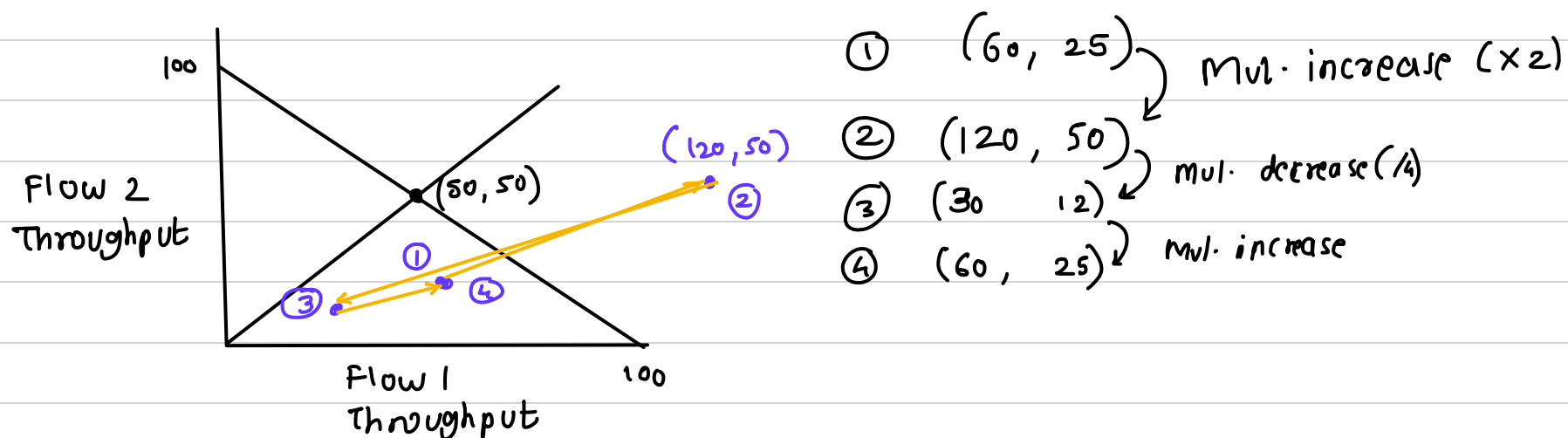
Part D - Fairness

1) Multiplicative Increase Additive Decrease



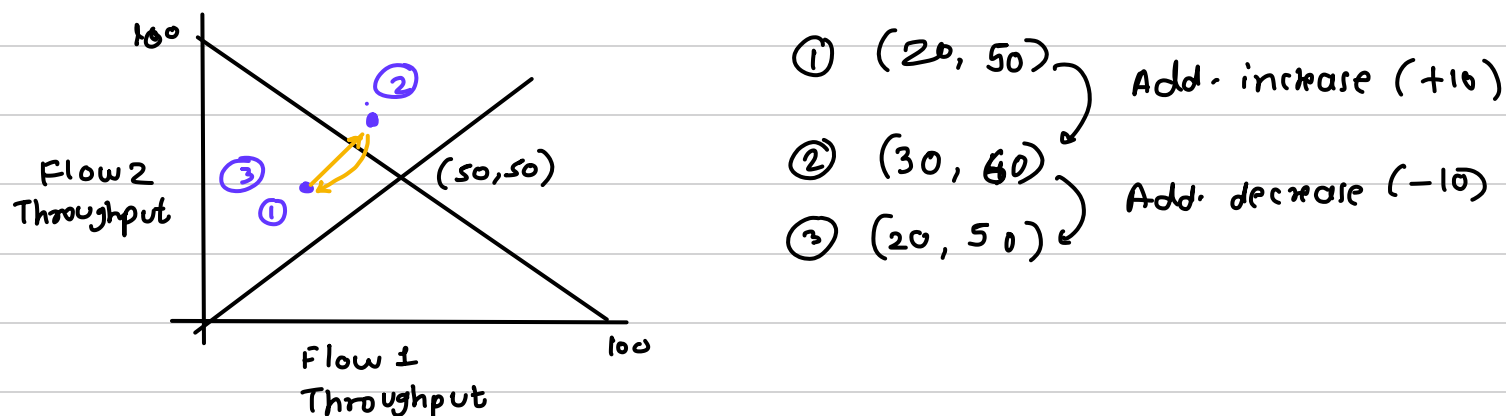
Multiplicative increase -shoots up 'wnd' by an enormous amount which additive decrease cannot cope up with.

2) Multiplicative Increase Multiplicative Decrease



Lot of oscillations back and forth

3) Additive Increase Additive Decrease



This approach too has oscillations and it's slow
Thus none of the above mentioned approaches are fair.