Real-World Transfer Penalty: Congestion vs. Path Inflation

Legend:
- Strategy: Single Best Path (High Congestion Risk)
- Strategy: ECMP 2 Paths (Balances Congestion vs Latency)
- Strategy: ECMP 3 Paths

Point of Diminishing Returns

X-axis: Latency Inflation of 2nd Best Path (1.0 = Equal, 2.0 = 2nd Path is 2x Slower)

Y-axis: Effective Performance Penalty (%) (Includes Latency + Congestion Delays)