Incast number	Egress bandwidth	Parameter (Initial sending rate)

10	25Mbps	double Alpha = 0.2;
		double AI = 1.0;
		double MD = 0.05;
		double Hth = 4500;
		double Lth = 500;
		double initial_rate = 1.5;
		uint32_t n = 5; // HAI

10	25Mbps	double Alpha = 0.2;
		double AI = 1.0;
		double MD = 0.05;
		double Hth = 4500;
		double Lth = 500;
		double initial_rate = 5;
		uint32_t n = 5; // HAI

10	25Mbps	double Alpha = 0.2;
		double AI = 1.0;
		double MD = 0.05;
		double Hth = 4500;
		double Lth = 500;
		double initial_rate = 10;
		uint32_t n = 5; // HAI

10	25Mbps	double Alpha = 0.2;
		double AI = 1.0;
		double MD = 0.05;
		double Hth = 4500;
		double Lth = 500;
		double initial_rate = 0;
		uint32_t n = 5; // HAI

TCP TIMELY
99-percentile RTT: 6774 µs Median RTT: 4911 µs Average RTT: 5357.13 µs AVG queue occupancy: 18.0019 pkts AVG Throughput: 19.9502Mbps
99-percentile RTT: 9760 µs Median RTT: 5009 µs Average RTT: 5846.36 µs AVG queue occupancy: 18.218 pkts AVG Throughput: 20.6901Mbps
99-percentile RTT: 18047 µs Median RTT: 5101 µs Average RTT: 6264.79 µs AVG queue occupancy: 19.6958 pkts AVG Throughput: 20.6922Mbps
99-percentile RTT: 35842 µs Median RTT: 9125 µs Average RTT: 12547.8 µs AVG queue occupancy: 8.32857 pkts AVG Throughput: 0.04288Mbps

Comments
Sending rate grows too slow, which hurts a bit average throughput
Increasing initial rate can help one reach to idea case easily and benefits performance
We should make tradeoffs and be careful not sending initial rate too high as it hurts tail RTT
If intial rate is 0 and congestion happens immediately, there would be no way for sending rate to additively incr