Linux Cross Reference

Free Electrons

Embedded Linux Experts

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Linux/net/ipv4/tcp vegas.h

```
* TCP Vegas congestion control interface
 4 #ifndef <u>TCP VEGAS H</u>
5 #define <u>TCP VEGAS H</u> 1
 7
   /* Vegas variables */
   struct vegas {
<u>9</u>
10
           <u>u32</u>
                                    /* right edge during last RTT */
                    beg snd nxt;
                                    /* left edge during last RTT */
           u32
                    beg snd una;
                    beg_snd_cwnd; /* saves the size of the cwnd */
<u>11</u>
           u32
                    doing_vegas_now;/* if true, do vegas for this RTT */
           <u>u8</u>
                               /* # of RTTs measured within Last RTT */
13
                    cntRTT;
           <u>u16</u>
                                    /* min of RTTs measured within Last RTT (in usec) */
                    minRTT;
                              /* the min of all Vegas RTT measurements seen (in usec) */
<u>15</u>
                    baseRTT;
<u>16</u> };
18 void tcp vegas init(struct sock *sk);
19 void tcp vegas state(struct sock *sk, u8 ca_state);
20 void tcp_vegas_pkts_acked(struct sock *sk, u32 cnt, s32 rtt_us);
21 void tcp vegas cwnd event(struct sock *sk, enum tcp ca event event);
22 void tcp vegas get info(struct sock *sk, u32 ext, struct sk buff *skb);
24 #endif /* TCP VEGAS H */
```

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