

# SHRED

## An Active Queue Management

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January 23, 2023

# References

Paper Link <https://core.ac.uk/download/pdf/47187389.pdf>

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Publish Date May 22, 2002

# Motivation

- Most of the Improvements of RED are focused on Long-lived flows
- For Web only traffic, RED performs worse than Droptail
- Short-lived flows have small congestion window
- Short-lived flows are sensitive to packet drop

# Algorithm

- It extends gentle RED algorithm
- In SHRED, we send host or edge routers the information about current congestion window
- $min_{th}$  and  $max_p$  is adjusted according to current window
- the slop of the drop probability line remains same for given parameter

# Drop Probability

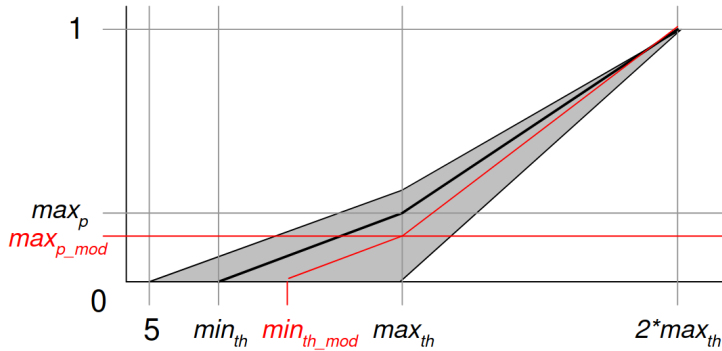


Figure: Computing Drop Probability in SHRED

# Improvement

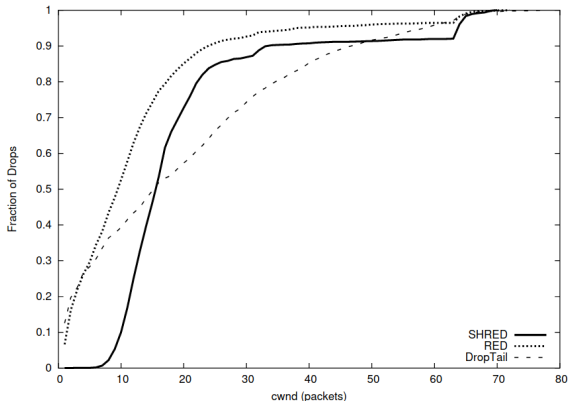


Figure: Drop probability vs congestion window