```
cubictcp_cong_avoid() /* called upon receiving an ACK */
                                                                                          hystartpp adjust cwnd(acked)
If (cwnd < ssthresh)
                                                                                          /* is it time to enter CSS? */
                                                                                          if (flag == SS && rttsample_counter > N_RTT_SAMPLE
  if (hystartpp && flag != DEACTIVE)
                                                                                                       && current_round_minRTT != infinity
     call hystartpp adjust cwnd(acked)
     return /* HyStart++ overrides HyStart */
                                                                                                        && last round minRTT != infinity) {
                                                                                            rtt thresh = last round minRTT >> 3
                                                                                            clamp rtt_thresh between 4 and 16
                                                                                            if (current round minrtt >= (last minrtt + rtt thresh)) {
                                                                                               /* Enter CSS*/
                                                                                               flag = CSS
                 /* called when tcp state is changed */
cubictcp_state()
                                                                                                baseline = current round minrtt
                                                                                               entered css at round = round counter
if (hystartpp && flag !=DEACTIVE &&
   new_state is CA_CWR or CA_Loss or CA_Recovery)
  /*go to Congestion Avoidance phase */
  flag = DEACTIVE
                                                                                          if (flag == SS)
  return /* HyStart++ overrides HyStart */
                                                                                            tcp slow start(acked)<sup>1</sup>
                                                                                          else if (flag == CSS)
                                                                                            tcp cong avoid ai(CSS GROWTH DIV, acked)<sup>2</sup>
                                                                                          if (cwnd >= ssthresh)
cubictcp_acked() /* called upon receiving an ACK */
                                                                                            /*go to Congestion Avoidance phase */
                                                                                            flag = DEACTIVE
                                                                                          <sup>1</sup> tcp_slow_start() is defined on line 455 in tcp_cong.c
If (cwnd < ssthresh && hystartpp && flag != DEACTIVE)
                                                                                          <sup>2</sup> tcp_cong_avoid_ai() is defined on line 469 in tcp_cong.c
  call hystartpp_adjust_params (recent_rtt)-
                                                                                          hystartpp adjust params(recent rtt)
hystartpp new round()
                                                                                          /* Is it the start of a new round? */
call hystartpp_reset()-
                                                                                          if (snd_una > end_seq)
round counter++
                                                                                            call hystartpp_new_round()
If (we are in CSS for at least CSS ROUNDS rounds)
  /* It is time to go to Congestion Avoidance phase */
                                                                                          update current_round_minrtt
  ssthresh = cwnd
                                                                                          rttsample_counter++
  flag = DEACTIVE
                                                                                          if (we are in CSS and
                                                                                            current_round_minrtt < baseline)
                                                                                            flag = SS /* enter slow-start */
cubictcp_init() /* called after three-way handshake */
If (hystartpp)
                                                                                          hystartpp_reset()
  round counter = 0
  flag = SS /* enter the slow-start phase*/
                                                                                          last round minrtt = current round minrtt
  last_round_minrtt = infinity
                                                                                          current_round_minrtt = infinity
  current round minrtt = infinity
                                                                                          rttsample_counter = 0
  call hystartpp_reset() -
                                                                                          hspp_end_seq = tp->snd_nxt /*mark the start of round*/
          /* HyStart++ overrides HyStart */
  return
```