

## **Response to the reviews:**

- Modified the git repository, explained that you need to get rid of the passphrase and provided a link to show how it's done.
- Completely rewrite the result section and better explained the plots.
- More explanation provided on how the parameters are chosen
- Proof read the paper and got rid of the typos

## **About the discussions in the class:**

- The main issue brought up in the class was the fairness and why the client receives more their fair share in the RED experiment. I've addressed this in the report in this resubmission, in short, the answer is the duration of this experiment is too short for the queue to reach its steady state under RED, thus results are not reliable in terms of fairness and we cannot compare RED to DropTail using this experiment. The main point I wanted to show in this experiment was that larger attacks further disrupt the users traffic under both queuing techniques. To compare how fare each technique is, we need to design another experiment, or at the very least we should increase the duration of this experiment to say 2-3 minutes and measure average bandwidth over the whole duration of attack. Currently it measures average bandwidth over 5 seconds (from 15 to 20) which shows the transient effect of the attack as the original goal of this experiment.