

```
typedef struct flow_table{
    uint32_t vqueue;
    uint32_t hash;
    std::string type;
    uint64_t bwreq;
    Time last_arrival;
    uint32_t threshold_flow;
}flow_table_t;
```

```
typedef struct
detnetactiveflow{
    flow_table_t *flow;
}detnetactiveflow_t;
```

Active-list  
(Priority)

Active-list  
(Non-Priority)

Flow  
Table

pointer

1024 Rows  
(configurable)

Not fixed

