

- 1 Ns-allinone-2.35 is used in our simulations.
- 2 Implementation of DCTCP  
The source codes and implementation of DCTCP can be found at DCTCP homepage:  
<http://simula.stanford.edu/~alizade/Site/DCTCP.html>
- 3 Implementation of LD-DCTCP  
We have modified or added some files in NS2. All our modification is started and ended with a marking string "//whx". The modified or added files are as follows.  
  - flowmon.h, red.cc, tcp.h, tcp.cc, tcp-full.cc, wrps.h, wrps.cc
  - flowmon.h: some codes are added to solve the bug in flow monitor.
  - red.cc: some code is added to avoid the syn packet to be dropped or marked.
  - tcp.h: some variables are defined for debugging or obtaining the data we want.
  - tcp.cc: bind the variables.
  - tcp-full.cc: adding some codes for debugging or obtaining the data we want.
  - wrps.h, wrps.cc: We added the two files to implement a weighted fairness queue.
- 3.1 Replace the previous flowmon.h, red.cc, tcp.h, tcp.cc, tcp-full.cc with the corresponding modified files.
- 3.2 Put wrps.h, wrps.cc into directory ./ns2/queue.
- 3.3 Enter the directory ./ns2, open the file: Makefile.  
Modifiy the content:  

```

adc/simple-intserv-sched.o queue/red.o \
as :
adc/simple-intserv-sched.o queue/red.o queue/ wrps.o\

```
- 3.4 Enter the directory ./ns2. Then, rebuild the ns by command: make.
- 4 Simulation script.  
  - dctcp.tcl
  - ld-dctcp.tcl
- 5 Run the simulations.  
  - ns dctcp.tcl
  - ns ld-dctcp.tcl
- 6 Simulation results  
Some files will be produced by running the simulation.  
  - trace\_cmptime.tr: record the flow ID, start time, end time and completion time.
  - trace\_longflowcwnd.tr: record the background long flows' cwnd.
  - trace\_longflowthr.tr: record the background long flows' throughput.
  - trace\_queue.tr: record the real time queue length of bottleneck link.
  - trace\_sfcwnd.tr: record the maximum cwnds of all short flows during their transferring.
  - trace\_utilization: record the utilization of bottleneck link. Record time, utilization, queue length and the number of dropped packet are recorded in the file.
  - trace\_all: record all information in simulation if needed.