Incast number	Egress bandwidth	Parameter(chaging higher threshold)

15	75Mbps	double Alpha = 0.1;
		double AI = 1.0;
		double MD = 0.07;
		double Hth = 11000;
		double Lth = 500;
		double initial_rate = 5;
		uint32_t n = 5; // HAI

15	75Mbps	double Alpha = 0.1;
		double AI = 1.0;
		double MD = 0.07;
		double Hth = 5000;
		double Lth = 500;
		double initial_rate = 5;
		uint32_t n = 5; // HAI

15	75Mbps	double Alpha = 0.1;
		double AI = 1.0;
		double MD = 0.07;
		double Hth = 3500;
		double Lth = 500;
		double initial_rate = 5;
		uint32_t n = 5; // HAI

15	75Mbps	double Alpha = 0.1;
		double AI = 1.0;
		double MD = 0.07;
		double Hth = 1000;
		double Lth = 500;
		double initial_rate = 5;
		uint32_t n = 5; // HAI

TCP TIMELY
99-percentile RTT: 17144 µs Median RTT: 12575 µs Average RTT: 12683.1 µs AVG queue occupancy: 13.9053 pkts AVG Throughput: 49.7158Mbps
99-percentile RTT: 8021 µs Median RTT: 5665 µs Average RTT: 5890.99 µs AVG queue occupancy: 8.23599 pkts AVG Throughput: 49.1703Mbps
99-percentile RTT: 6169 µs Median RTT: 3962 µs Average RTT: 4247.64 µs AVG queue occupancy: 7.58459 pkts AVG Throughput: 49.0603Mbps
99-percentile RTT: 148063 µs Median RTT: 5705 µs Average RTT: 21419.3 µs AVG queue occupancy: 9.41936 pkts AVG Throughput: 0.676218Mbps

Comments
With a super large high threshold, we would get large avg throughput but much larger RTTs and queue occupan
Lower the high threshold usually gives lower RTT, queue occupancy and throughput.(Compare to row 1)
As we can see, there are tradeoffs whether we would like to drop a bit throughput to get obviously better RTT.
There would be cases that if one sends too low high threshold, the sending rate drops too fast and no longer ex

failure