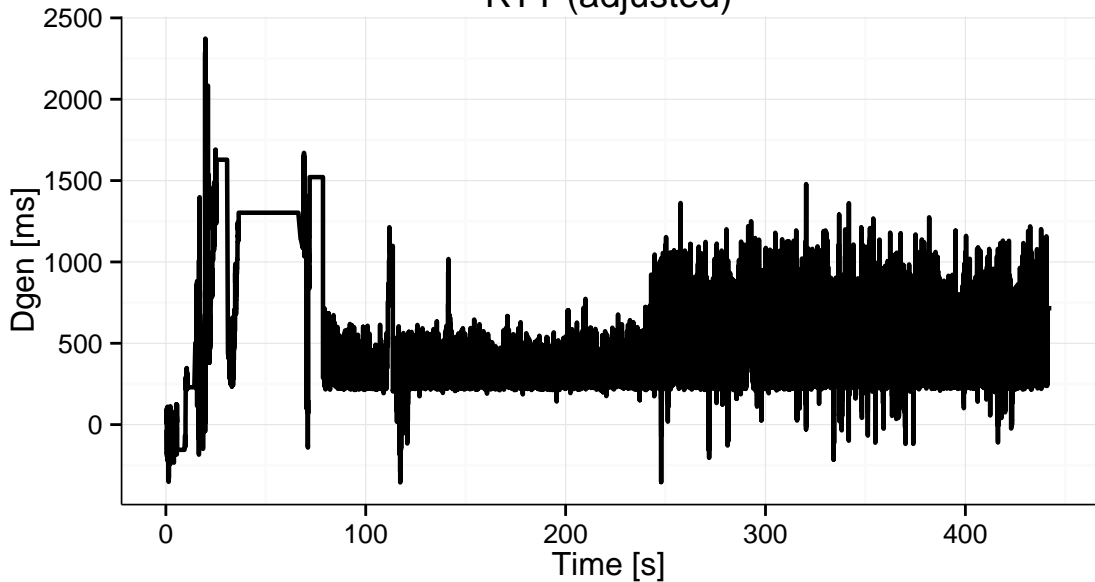
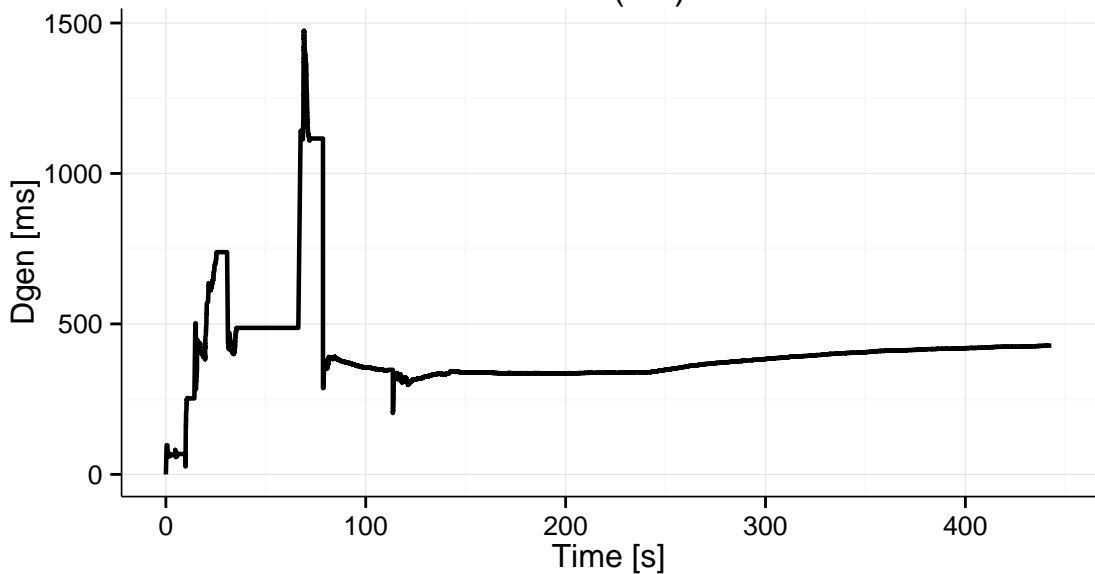


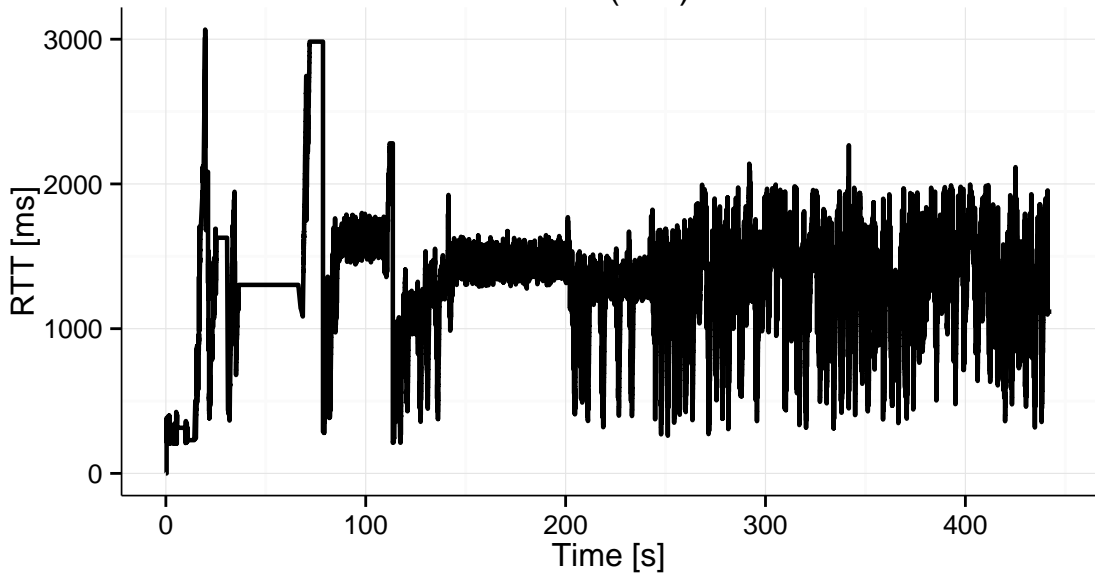
# RTT (adjusted)



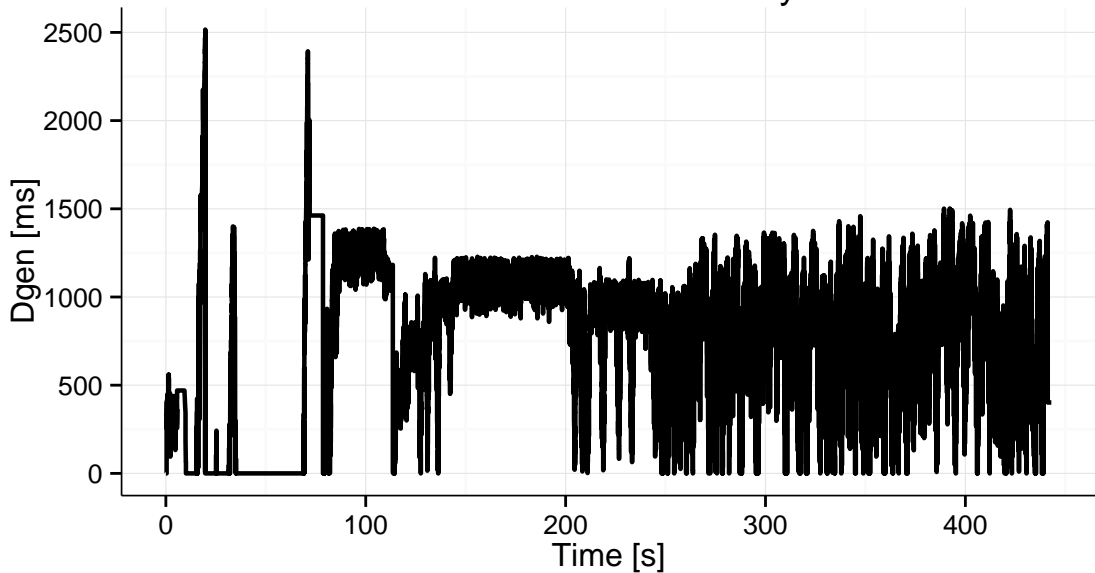
RTT (est)



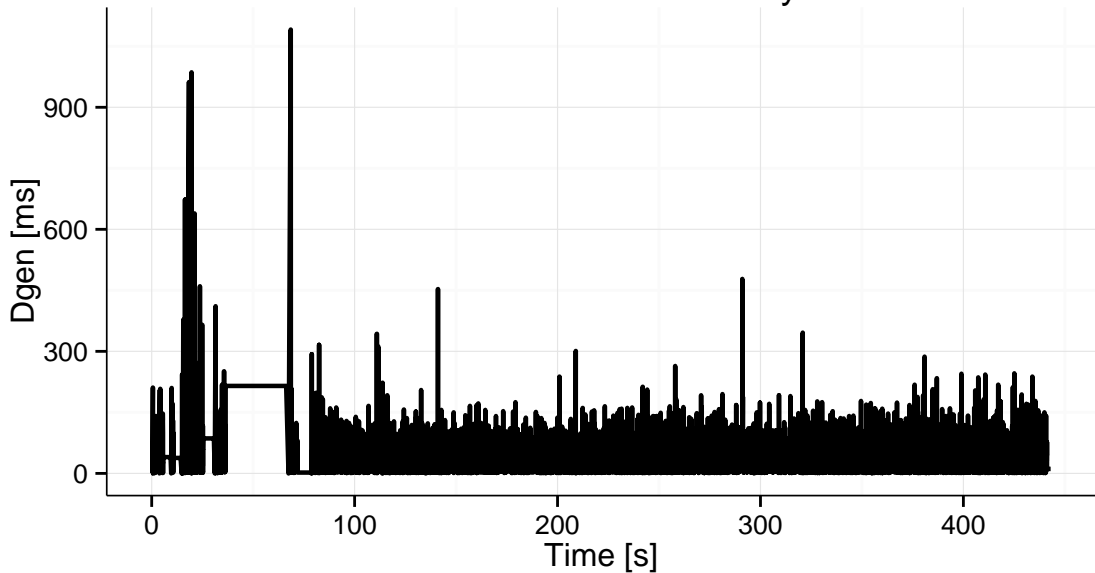
# RTT (raw)



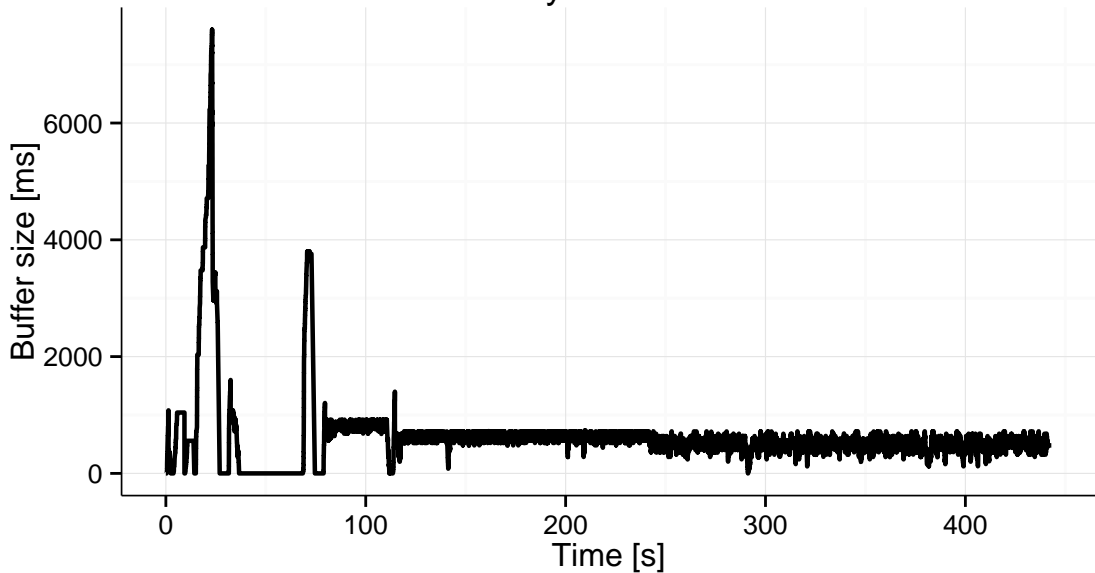
## Data Generation Delay



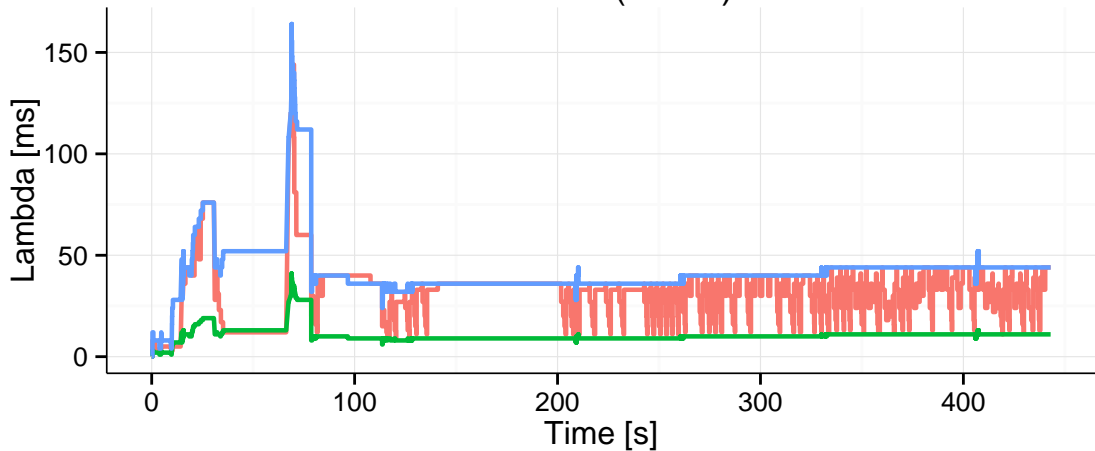
## Data Inter-Arrival Delay



# Playout Buffer

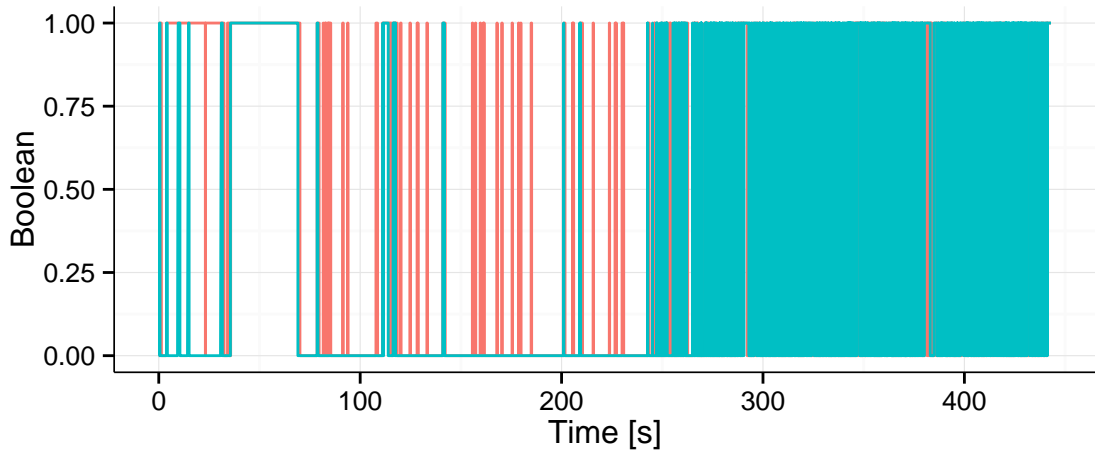


# Lambda (Cwnd)



variable — lambda\_d — lambda\_min — lambda\_max

## Unstable/Low Buffer



variable — unstable — low\_buf