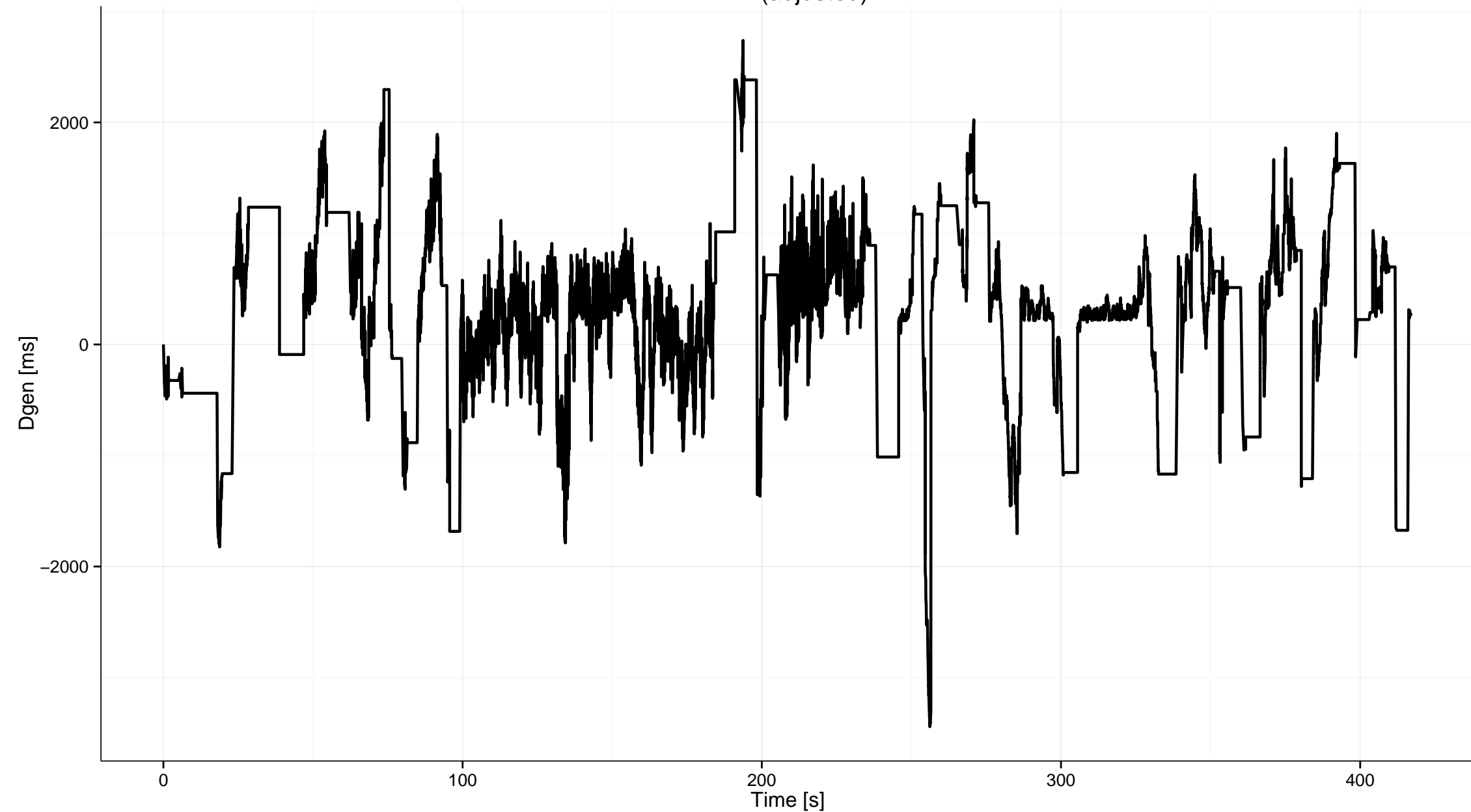
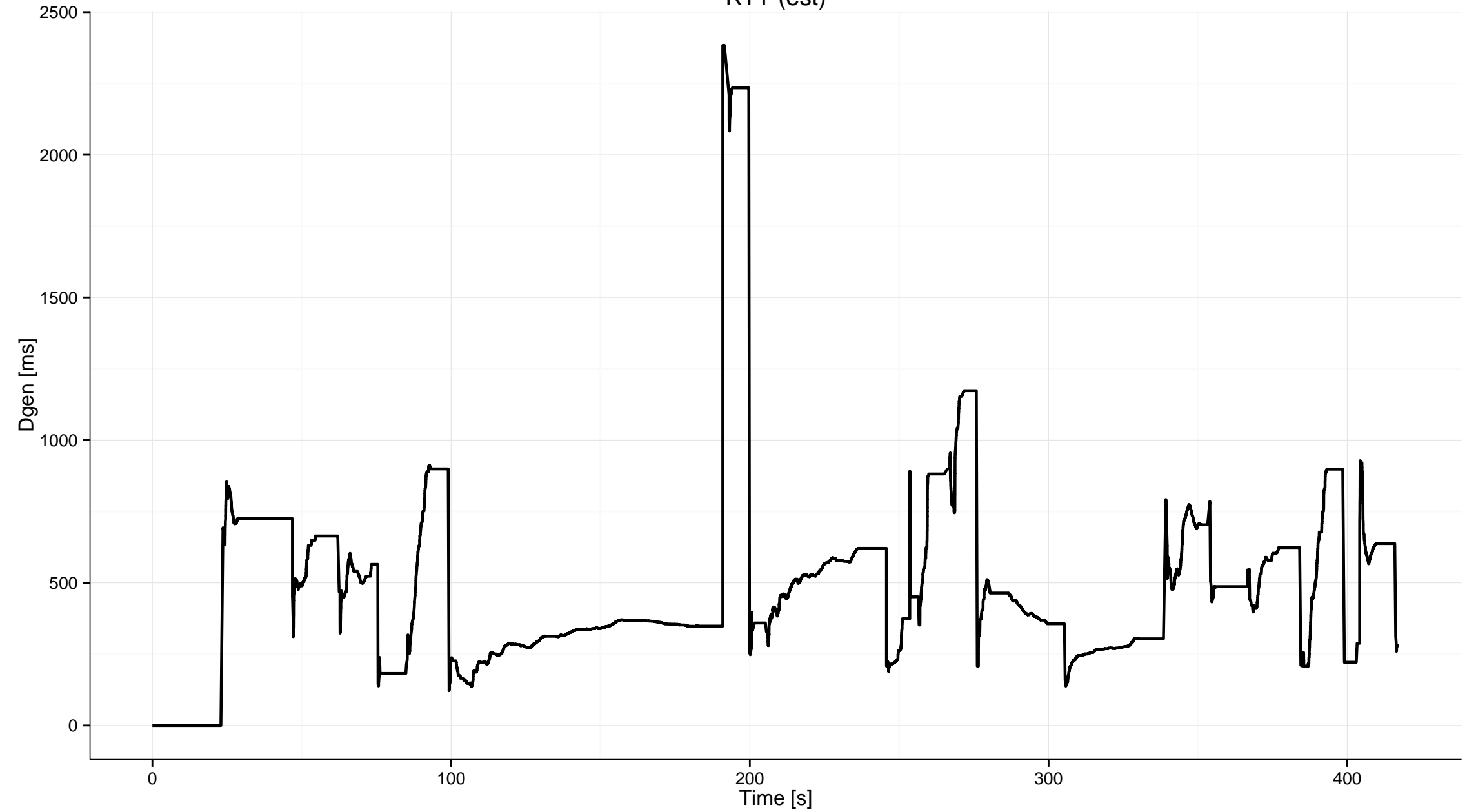


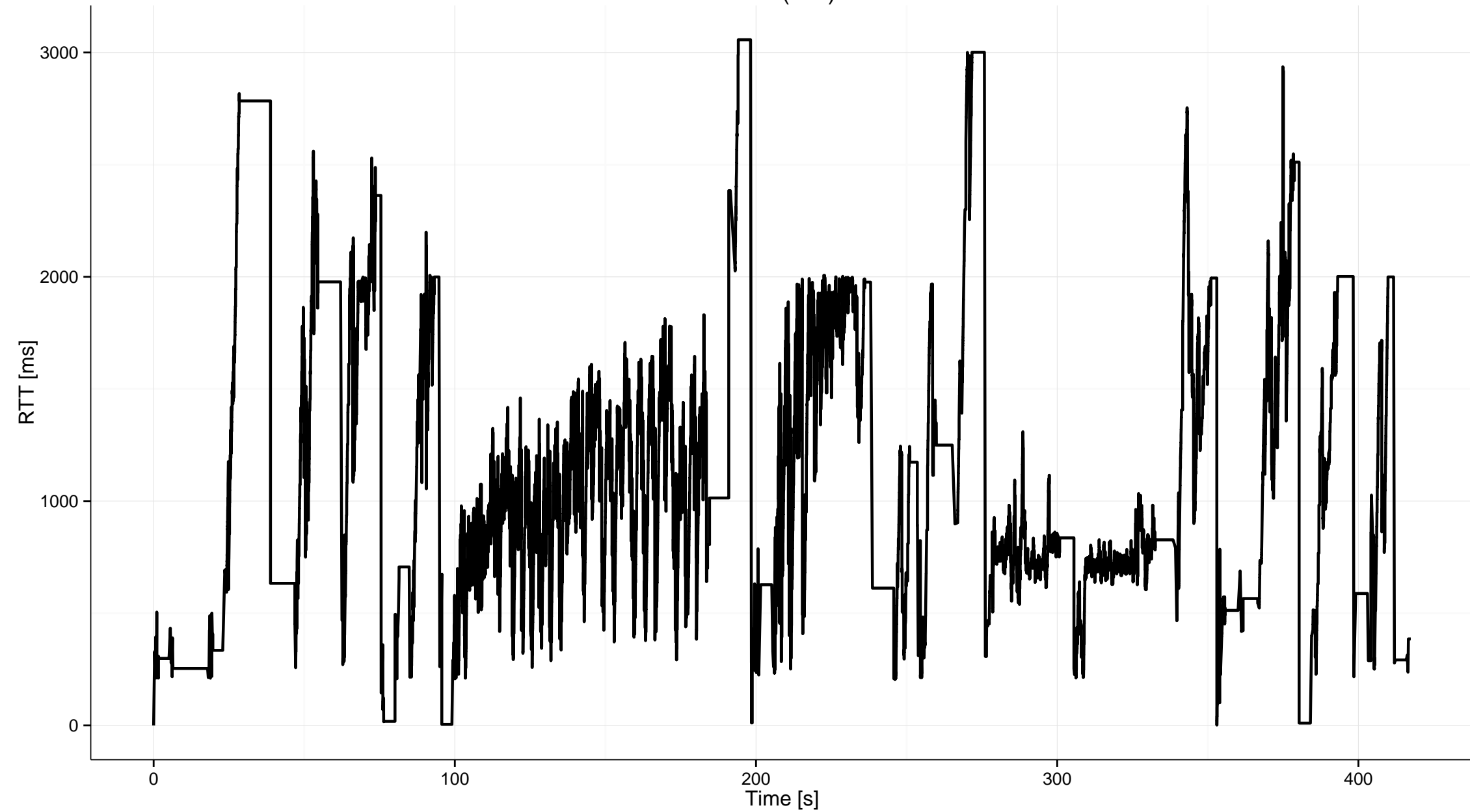
RTT (adjusted)



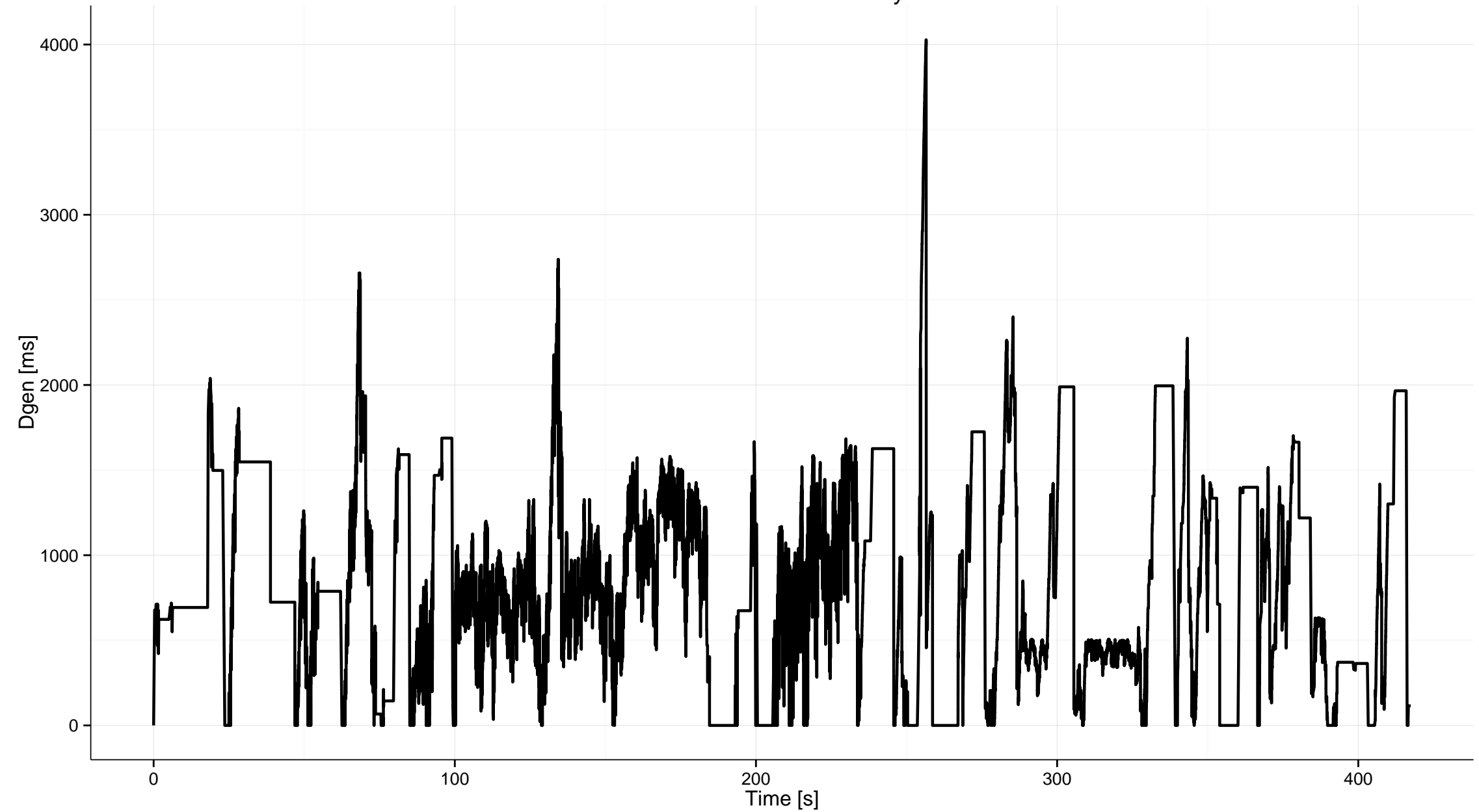
RTT (est)



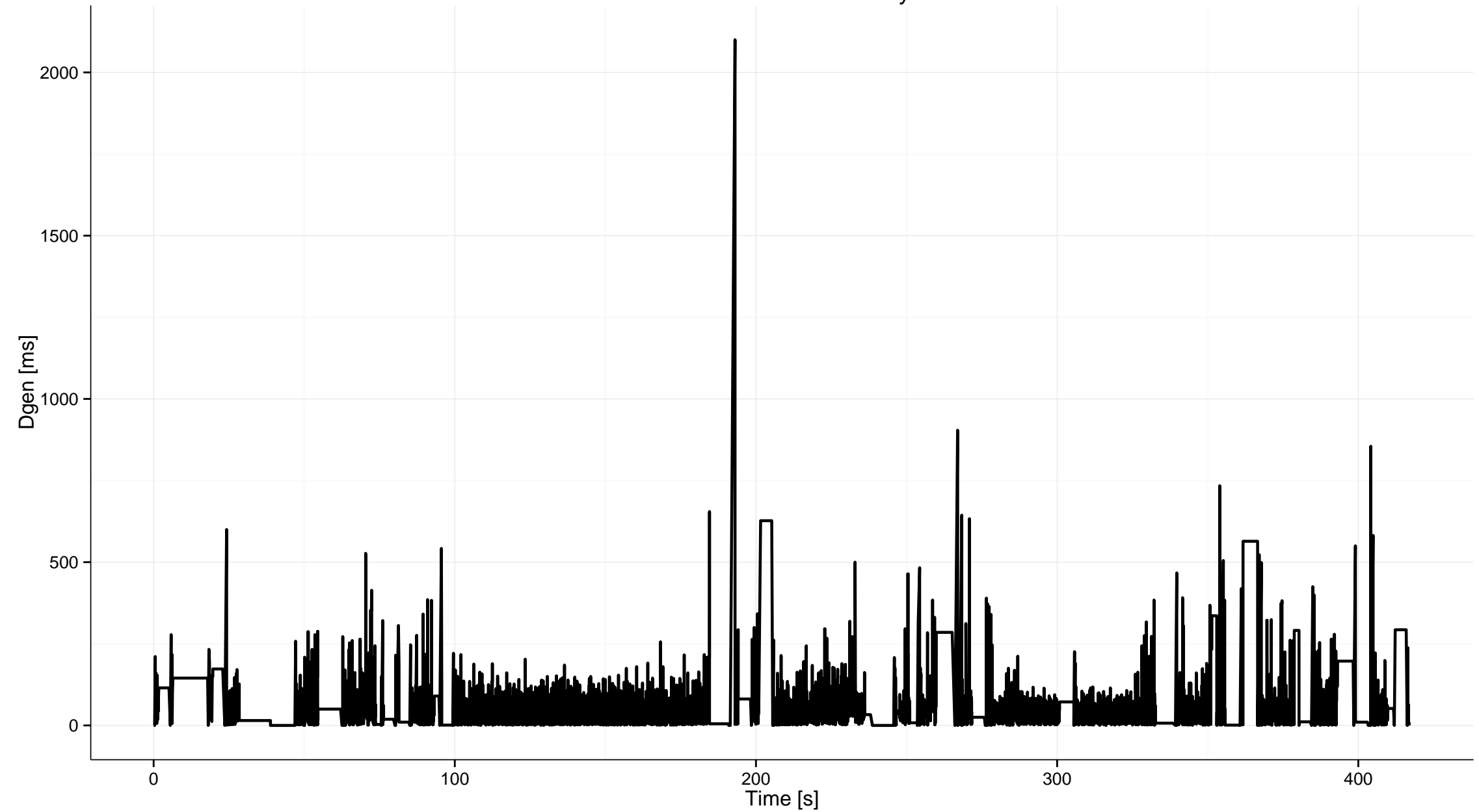
RTT (raw)



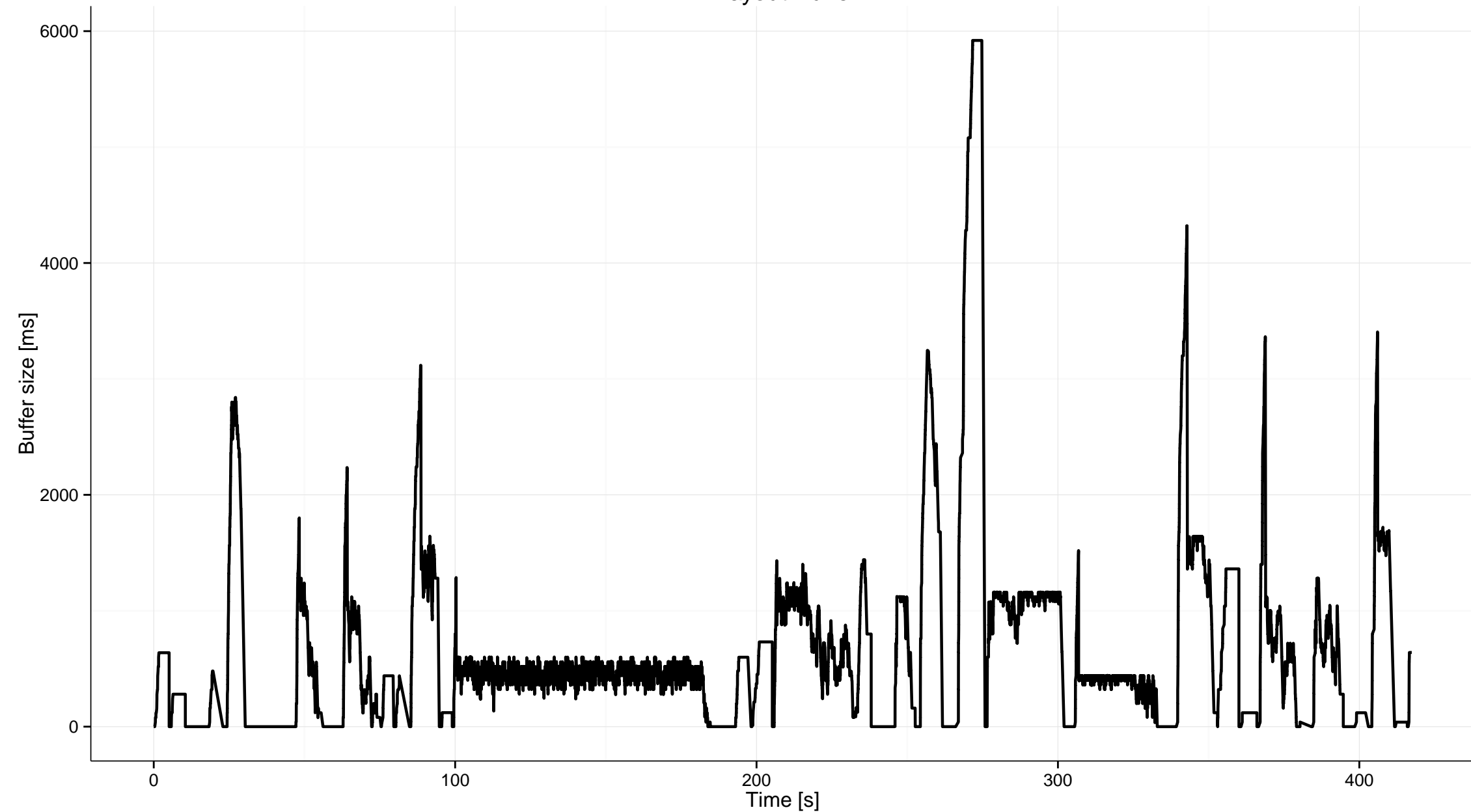
Data Generation Delay



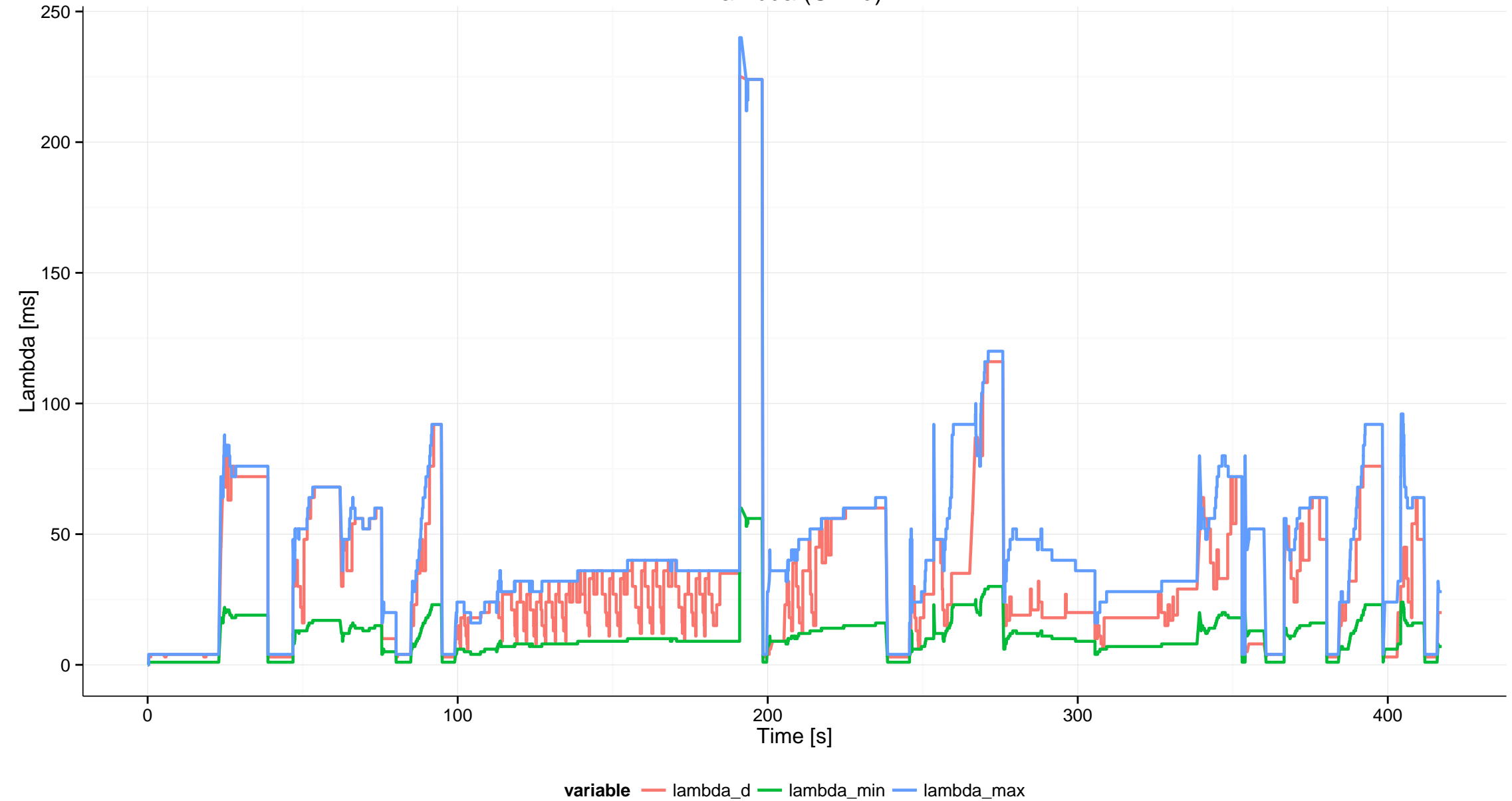
Data Inter-Arrival Delay



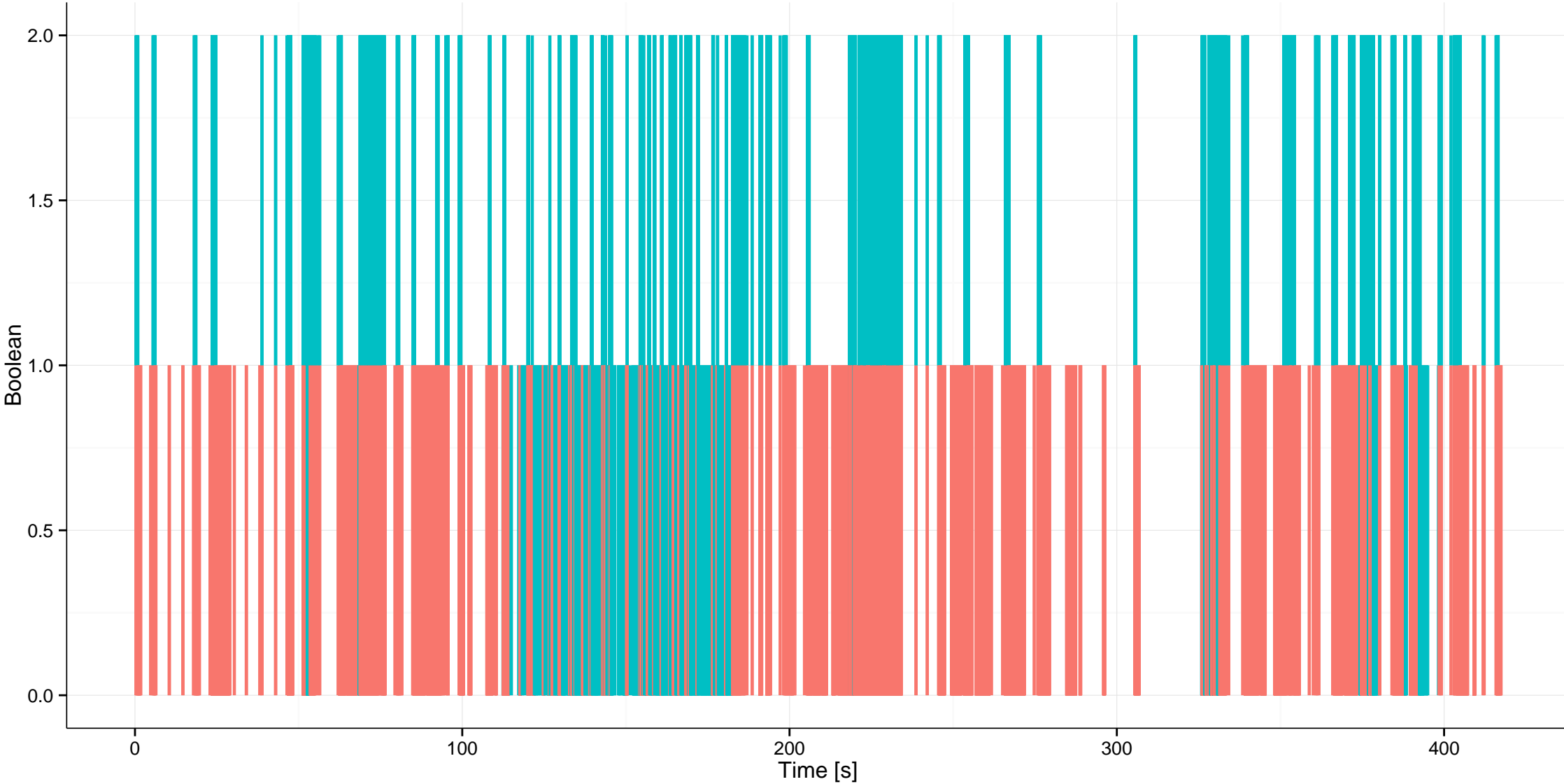
Playout Buffer




Lambda (Cwnd)



Unstable/Low Buffer



variable  unstable  low\_buf