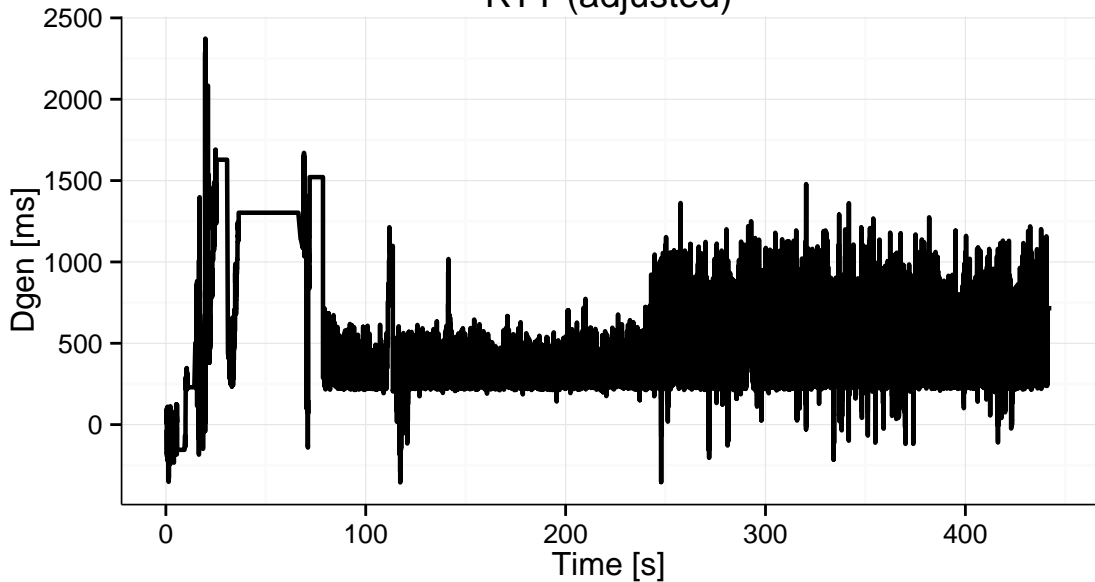
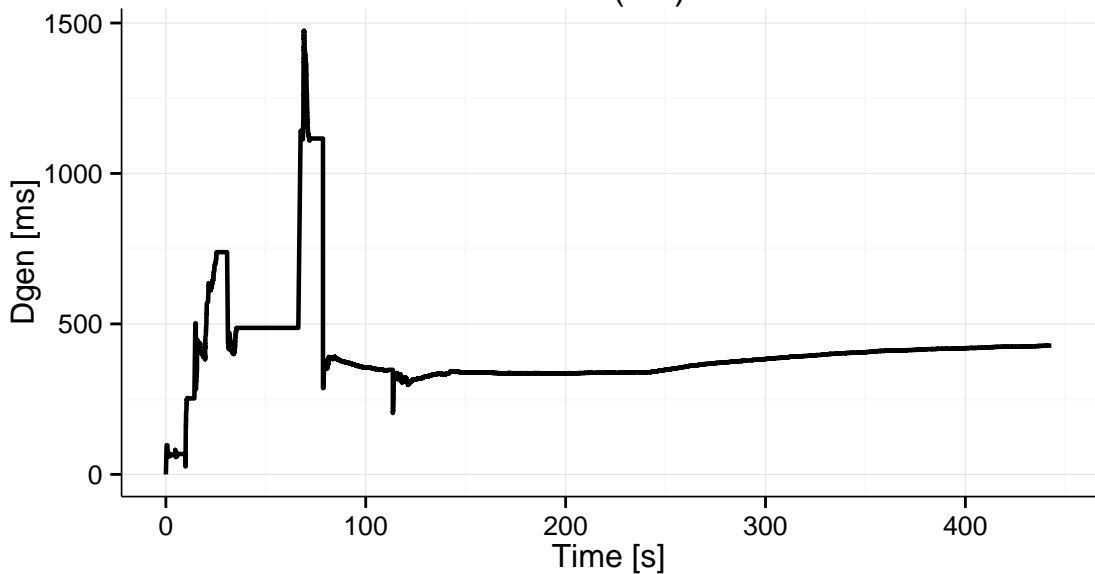


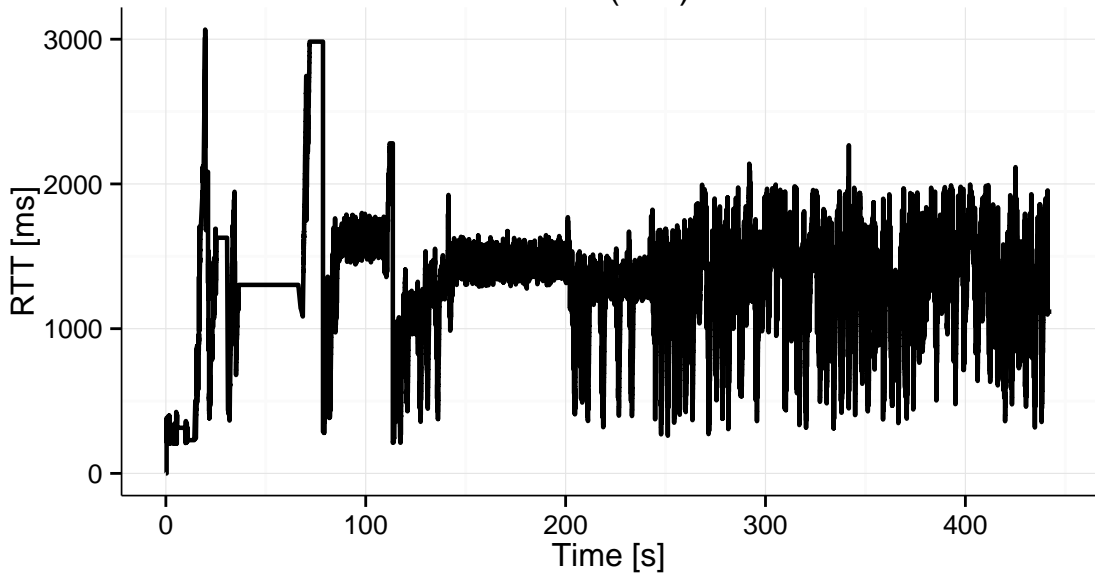
# RTT (adjusted)



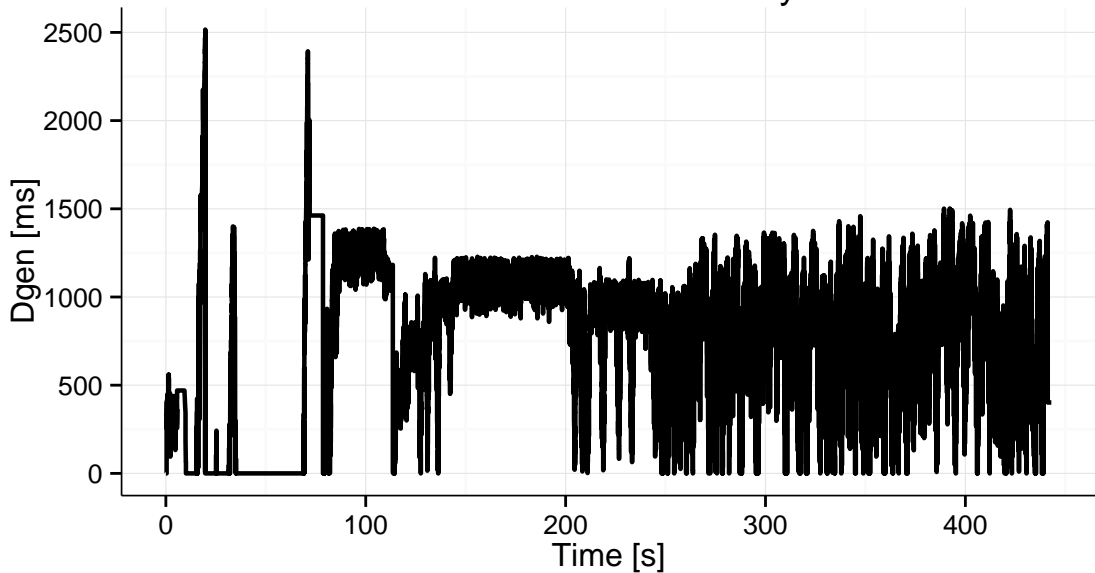
RTT (est)



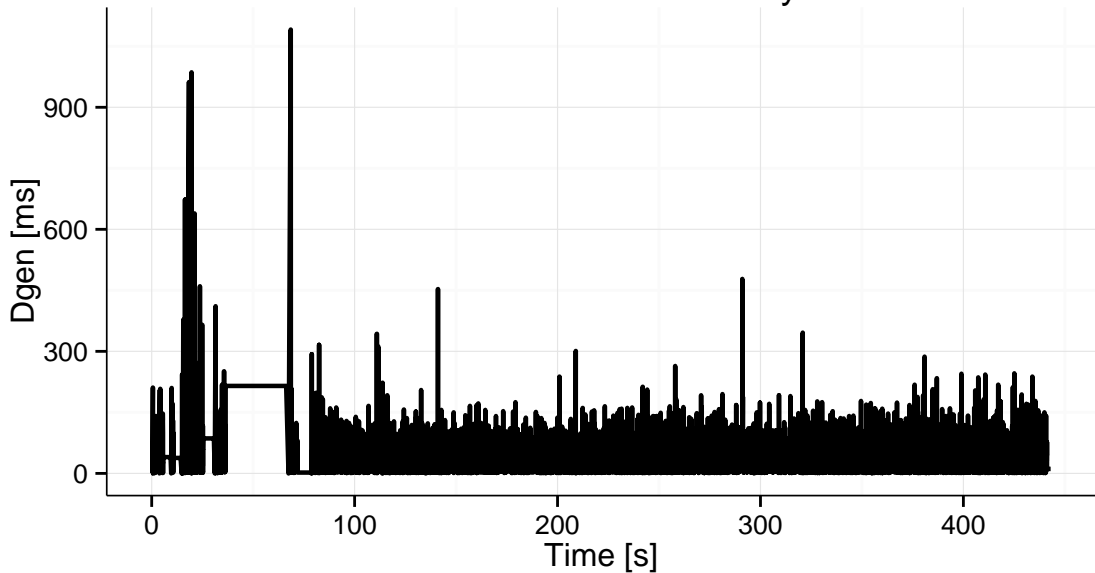
RTT (raw)



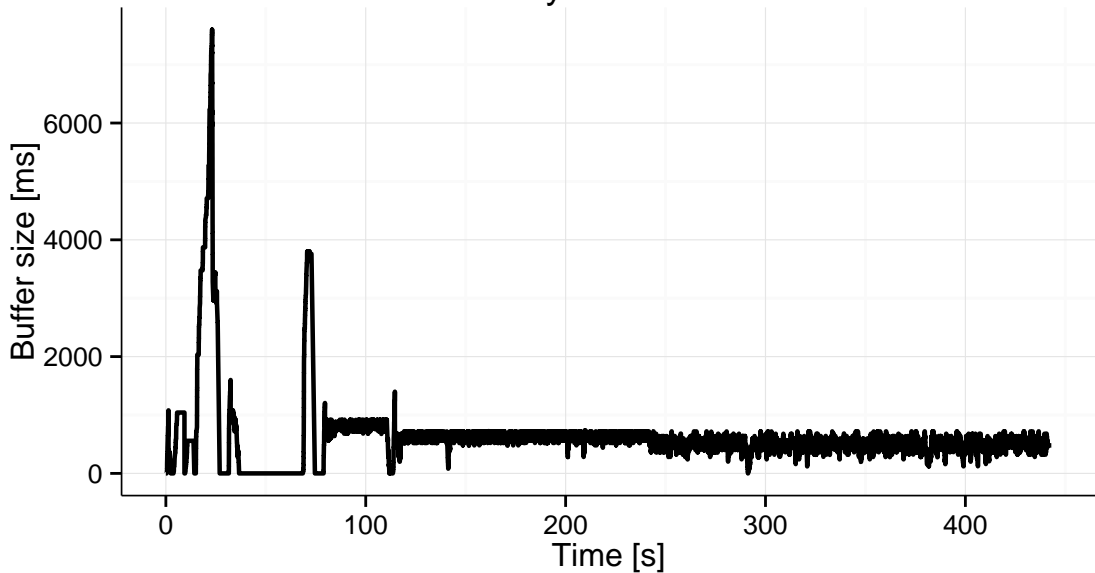
## Data Generation Delay



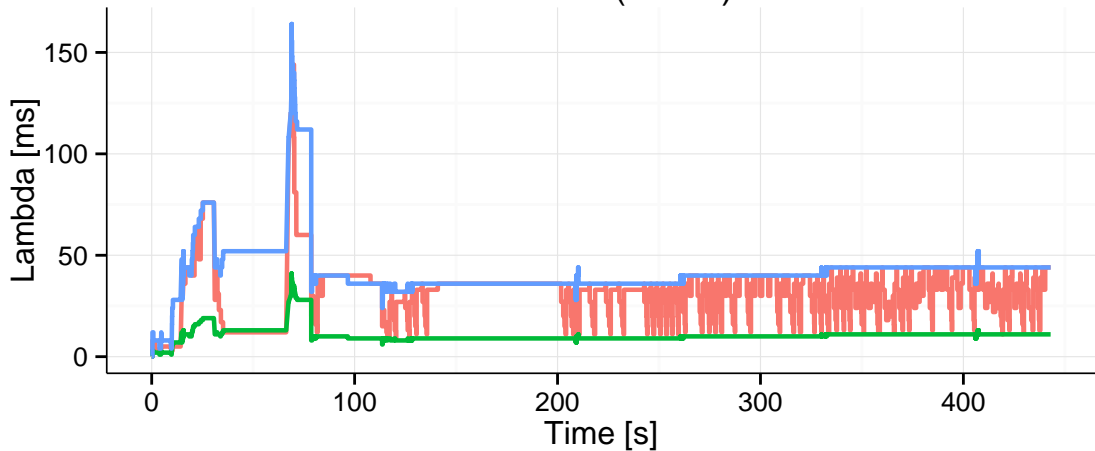
## Data Inter-Arrival Delay



# Playout Buffer

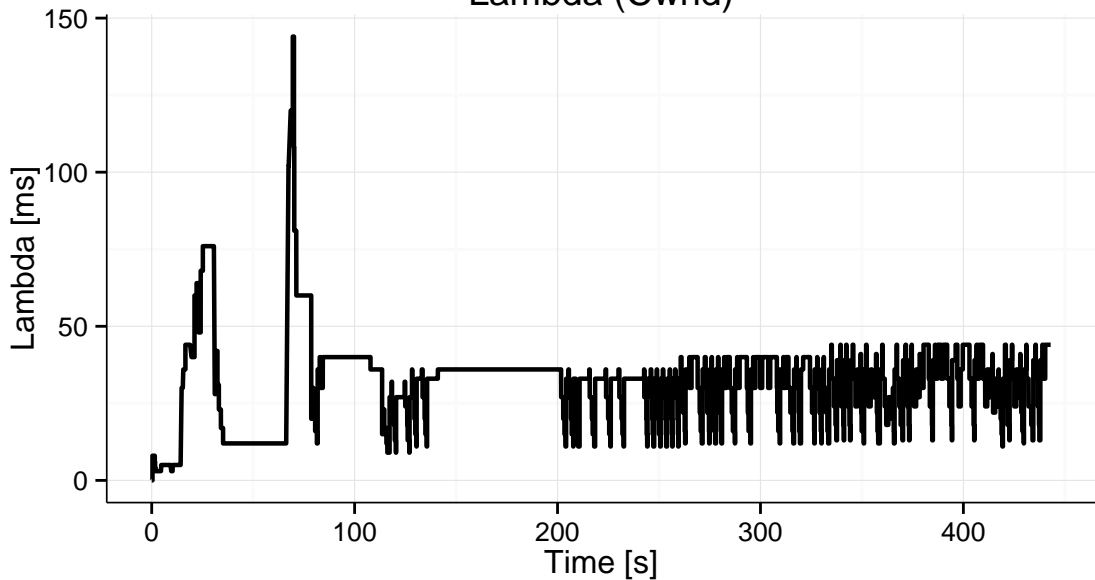


# Lambda (Cwnd)



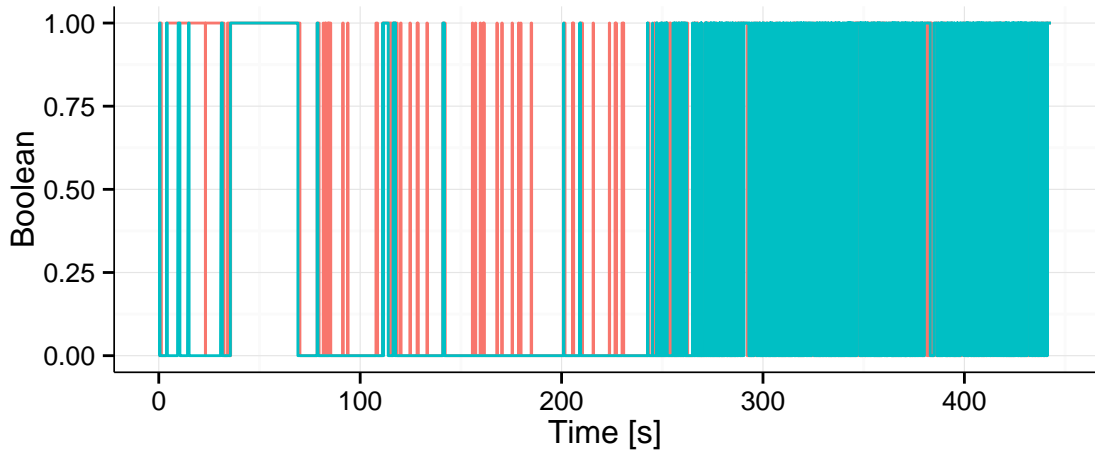
**variable** — lambda\_d — lambda\_min — lambda\_max

Lambda (Cwnd)





## Unstable/Low Buffer



variable — unstable — low\_buf