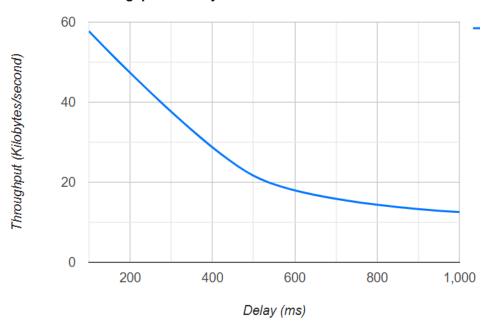
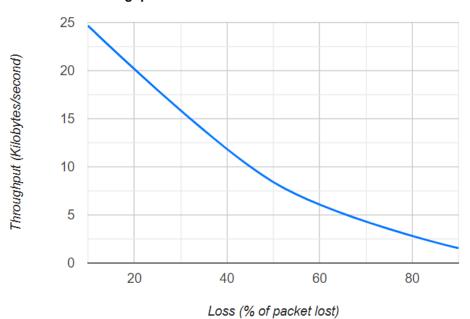
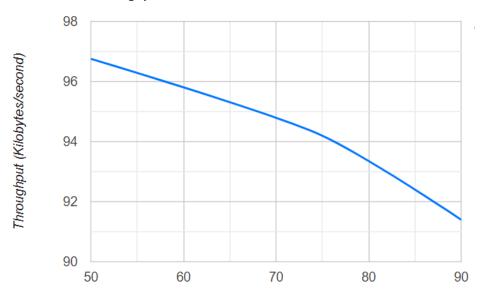
Throughput vs Delay



Throughput vs Loss



Throughput vs Re-order



Re-order (% of out-of-order packets)

Commands used to simulate adverse network conditions:

Delay:

- tc qdisc add dev lo root netem delay 100ms
- tc qdisc add dev lo root netem delay 250ms
- tc qdisc add dev lo root netem delay 500ms
- tc qdisc add dev lo root netem delay 750ms
- tc qdisc add dev lo root netem delay 1000ms

Loss:

- tc qdisc change dev lo root netem loss 10%
- tc qdisc change dev lo root netem loss 30%
- tc qdisc change dev lo root netem loss 50%
- tc qdisc change dev lo root netem loss 70%
- tc qdisc change dev lo root netem loss 90%

Re-order:

- tc qdisc change dev lo root netem delay 10ms reorder 10% 50%
- tc qdisc change dev lo root netem delay 10ms reorder 15% 50%
- tc qdisc change dev lo root netem delay 10ms reorder 25% 50%
- tc qdisc change dev lo root netem delay 10ms reorder 35% 50%
- tc qdisc change dev lo root netem delay 10ms reorder 50% 50%

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