Time series scenarios for Capstone

Scene 1) Transfer Image (smaller chunks 10 KB, faster individual attacks, shorter time series)

Attack 1 starts at 0 seconds runs 4-5 seconds.

Attack 2 starts at 1 seconds runs 4-5 seconds

Attack 3 starts at 7 seconds runs 4-5 seconds

Attack 4 starts at 13 seconds runs 4-5 seconds

Attack 5 starts at 13 seconds runs 4-5 seconds

Attack 6 starts at 15 seconds runs 4-5 seconds

Attack 7 starts at 28 seconds runs 4-5 seconds

Attack 8 starts at 34 seconds runs 4-5 seconds

Longer time series from Scene 2

Scene 2) Transfer mix data (smaller chunks 10 KB, medium speed individual attacks)

Attack 1 starts at 4 seconds runs 10 seconds. Audio

Attack 2 starts at 4 seconds runs 13 seconds. Image

Attack 3 starts at 4 seconds runs 16 seconds. Video

Attack 4 starts at 34 seconds runs 12 seconds. Image

Attack 5 starts at 46 seconds runs 8 seconds. Video

Attack 6 starts at 47 seconds runs 9 seconds. Audio

Attack 7 starts at 72 seconds runs 12 seconds. Image

Attack 8 starts at 98 seconds runs 9 seconds. Audio

Scene 3) Repeat Scene 2 to show Garbage collector randomness (Not plotted-data available)

Scene 4) Transfer mix data (smaller chunks 10 KB, slower individual attacks)

Attack 1 starts at 15 seconds runs 15 seconds. Image

Attack 2 starts at 28 seconds runs 11 seconds Audio

Attack 3 starts at 42 seconds runs 18 seconds Video

Attack 4 starts at 42 seconds runs 12 seconds Audio

Attack 5 starts at 62 seconds runs 20 seconds Video

Attack 6 starts at 63 seconds runs 11 seconds Audio

Attack 7 starts at 64 seconds runs 15 seconds Image

Attack 8 starts at 95 seconds runs 9 seconds Video

Scene 5) Transfer mix data (smaller chunks 10 KB, slower individual attacks)

Attack 1 starts at 3 seconds runs 26 seconds. Video

Attack 2 starts at 4 seconds runs 26 seconds Video

Attack 3 starts at 5 seconds runs 26 seconds Video

Attack 4 starts at 38 seconds runs 26 seconds Video

Attack 5 starts at 59 seconds runs 26 seconds Video

Attack 6 starts at 61 seconds runs 26 seconds Video

Attack 7 starts at 86 seconds runs 15 seconds Image

Attack 8 starts at 87 seconds runs 26 seconds Video

Scene 6) Transfer video data in all attacks (smaller chunks 10 KB, slower individual attacks)

Attack 1 starts at 1 seconds runs 26 seconds. Video

Attack 2 starts at 2 seconds runs 26 seconds Video

Attack 3 starts at 3 seconds runs 26 seconds Video

Attack 4 starts at 5 seconds runs 26 seconds Video

Attack 5 starts at 60 seconds runs 26 seconds Video

Attack 6 starts at 61 seconds runs 26 seconds Video

Attack 7 starts at 63 seconds runs 26 seconds Video

Attack 8 starts at 64 seconds runs 26 seconds Video

Scene 7) Transfer audio data (smaller chunks 10 KB, medium speed individual attacks)

(Not plotted-data available)

Attack 1 starts at 6 seconds runs 10 seconds.

Attack 2 starts at 7 seconds runs 10 seconds

Attack 3 starts at 8 seconds runs 10 seconds

Attack 4 starts at 9 seconds runs 10 seconds

Attack 5 starts at 54 seconds runs 10 seconds

Attack 6 starts at 82 seconds runs 10 seconds

Attack 7 starts at 83 seconds runs 10 seconds

Attack 8 starts at 83 seconds runs 10 seconds

Scene 8) Transfer audio data (smaller chunks 10 KB, faster individual attacks)

(Not plotted-data available)

Attack 1 starts at 1 seconds runs 5 seconds.

Attack 2 starts at 25 seconds runs 5 seconds

Attack 3 starts at 26 seconds runs 5 seconds

Attack 4 starts at 26 seconds runs 5 seconds

Attack 5 starts at 27 seconds runs 5 seconds

Attack 6 starts at 29 seconds runs 5 seconds

Attack 7 starts at 86 seconds runs 5 seconds

Attack 8 starts at 94 seconds runs 5 seconds

Scene 9) All video (big chunks 500 KB, faster individual attacks)

Attack 1 starts at 1 seconds runs 4 seconds.

Attack 2 starts at 3 seconds runs 4 seconds

Attack 3 starts at 32 seconds runs 4 seconds

Attack 4 starts at 51 seconds runs 4 seconds

Attack 5 starts at 52 seconds runs 4 seconds

Attack 6 starts at 78 seconds runs 4 seconds

Attack 7 starts at 91 seconds runs 4 seconds

Attack 8 starts at 93 seconds runs 4 seconds

Scene 10) All video (big chunks 500 KB, slower individual attacks)

Attack 1 starts at 1 seconds runs 14 seconds.

Attack 2 starts at 3 seconds runs 14 seconds

Attack 3 starts at 32 seconds runs 14 seconds

Attack 4 starts at 51 seconds runs 14 seconds

Attack 5 starts at 52 seconds runs 14 seconds

Attack 6 starts at 78 seconds runs 14 seconds

Attack 7 starts at 91 seconds runs 14 seconds

Attack 8 starts at 93 seconds runs 14 seconds

Scene 11) All video (big chunks 500 KB, slower individual attacks)

Attack 1 starts at 5 seconds runs 14 seconds.

Attack 2 starts at 7 seconds runs 14 seconds

Attack 3 starts at 37 seconds runs 14 seconds

Attack 4 starts at 56 seconds runs 14 seconds

Attack 5 starts at 58 seconds runs 14 seconds

Attack 6 starts at 83 seconds runs 14 seconds

Attack 7 starts at 85 seconds runs 14 seconds

Attack 8 starts at 92 seconds runs 14 seconds

Scene 12) All video (big chunks 500 KB, slower individual attacks)

Attack 1 starts at 2 seconds runs 14 seconds.

Attack 2 starts at 3 seconds runs 14 seconds

Attack 3 starts at 21 seconds runs 14 seconds

Attack 4 starts at 41 seconds runs 14 seconds

Attack 5 starts at 42 seconds runs 14 seconds

Attack 6 starts at 65 seconds runs 14 seconds

Attack 7 starts at 67 seconds runs 14 seconds

Attack 8 starts at 91 seconds runs 14 seconds