

Julian@JMP Submission % ./project2_gbn
----- Network Simulator Version 1.1 -----

Enter the number of messages to simulate: 45
Enter packet loss probability [enter 0.0 for no loss]:0.2
Enter packet corruption probability [0.0 for no corruption]:0.2
Enter average time between messages from sender's layer5 [> 0.0]:10
Enter TRACE:2

EVENT time: 6.965711, type: 1, fromlayer5 entity: 1
Sent from B: seq = 10, ack = 0, isACK = 0, checksum = 3228,
aaaaaaaaaaaaaaaaaaaaa
Buffer at B: filled buffer slots = 0, filled window slots = 0, base A
seqnum = 0

EVENT time: 11.168114, type: 1, fromlayer5 entity: 0
Sent from A: seq = 20, ack = 0, isACK = 0, checksum = 2814,
bbbbbbbbbbbbbbbbbb
Buffer at A: filled buffer slots = 0, filled window slots = 0, base A
seqnum = 0

EVENT time: 13.216425, type: 2, fromlayer3 entity: 0
Received at A: seq = 10, ack = 0, isACK = 0, checksum = 3228,
aaaaaaaaaaaaaaaaaaaaa
Accpeted at A: seq = 10, ack = 0, isACK = 0, checksum = 3228,
aaaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

EVENT time: 13.858004, type: 1, fromlayer5 entity: 0
Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 1e09,
cccccccccccccccccc
Buffer at A: filled buffer slots = 1, filled window slots = 1, base A
seqnum = 20

EVENT time: 20.696243, type: 2, fromlayer3 entity: 1
Received at B: seq = 20, ack = 0, isACK = 0, checksum = 2814,
bbbbbbbbbbbbbbbbbb
Accpeted at B: seq = 20, ack = 0, isACK = 0, checksum = 2814,
bbbbbbbbbbbbbbbbbb

EVENT time: 21.850939, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 20, isACK = 1, checksum = 56bb, ?0
Base A seqnum is 20
Total successful ACKs: 1

EVENT time: 25.316151, type: 2, fromlayer3 entity: 1
Received at B: seq = 21, ack = 0, isACK = 0, checksum = 1e09,
cccccccccccccccccc
Accpeted at B: seq = 21, ack = 0, isACK = 0, checksum = 1e09,
cccccccccccccccccc

EVENT time: 30.965710, type: 0, timerinterrupt entity: 1

Go back to 10

Retransmitted packet seqnum 10

TOLAYER3: packet being lost

EVENT time: 31.485765, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 21, isACK = 1, checksum = 567a, ?0@

Base A seqnum is 21

Total successful ACKs: 2

EVENT time: 33.198532, type: 1, fromlayer5 entity: 1

Sent from B: seq = 11, ack = 0, isACK = 0, checksum = 1409,

dddddddddddddddddd

Buffer at B: filled buffer slots = 1, filled window slots = 1, base A
seqnum = 10

EVENT time: 42.649467, type: 2, fromlayer3 entity: 0

Received at A: seq = 11, ack = 0, isACK = 0, checksum = 1409,

dddddddddddddddddd

Accpeted at A: seq = 11, ack = 0, isACK = 0, checksum = 1409,

dddddddddddddddddd

EVENT time: 43.866299, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 11, isACK = 1, checksum = 5704, ?0?

B just received ACK from A for a packet previously retransmitted at
time 30.965710

Base B seqnum is 10

Total successful ACKs: 3

Total successful ACKs: 4

EVENT time: 45.046837, type: 1, fromlayer5 entity: 1

Sent from B: seq = 12, ack = 0, isACK = 0, checksum = 9fe,

eeeeeeeeeeeeeeeeee

Buffer at B: filled buffer slots = 0, filled window slots = 0, base A
seqnum = 0

EVENT time: 46.070732, type: 2, fromlayer3 entity: 0

Received at A: seq = 12, ack = 0, isACK = 0, checksum = 9fe,

eeeeeeeeeeeeeeeeee

Accpeted at A: seq = 12, ack = 0, isACK = 0, checksum = 9fe,

eeeeeeeeeeeeeeeeee

EVENT time: 54.537804, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 12, isACK = 1, checksum = 5703, ?0?

Base B seqnum is 12

Total successful ACKs: 5

EVENT time: 56.050827, type: 1, fromlayer5 entity: 0

Sent from A: seq = 22, ack = 0, isACK = 0, checksum = ffe9,
fffffffffffffffffffff
Buffer at A: filled buffer slots = 0, filled window slots = 0, base A
seqnum = 0

TOLAYER3: packet being corrupted

EVENT time: 63.538921, type: 2, fromlayer3 entity: 1
Received at B: seq = 22, ack = 0, isACK = 0, checksum = ffe9,
Zffffffffffffffffffff
Checksum error at B: seq = 22, ack = 0, isACK = 0, checksum = 0,
Zffffffffffffffffffff
Sent NAK from B

TOLAYER3: packet being corrupted

EVENT time: 67.921181, type: 1, fromlayer5 entity: 0
Sent from A: seq = 23, ack = 0, isACK = 0, checksum = f5de,
ggggggggggggggggggggg
Buffer at A: filled buffer slots = 1, filled window slots = 1, base A
seqnum = 22

EVENT time: 69.572853, type: 2, fromlayer3 entity: 1
Received at B: seq = 23, ack = 0, isACK = 0, checksum = f5de,
ggggggggggggggggggggg
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 70.553047, type: 2, fromlayer3 entity: 0
Received at A: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
Z0?????
Checksum error at A: seq = -209419879, ack = -1, isACK = 1, checksum =
0, Z0?????
Sent NAK from A

EVENT time: 74.255905, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0?????
Received NAK
Empty window. Resending last sent ACK with acknum 21

TOLAYER3: packet being lost

EVENT time: 75.919876, type: 1, fromlayer5 entity: 1
Sent from B: seq = 13, ack = 0, isACK = 0, checksum = ebde,
hhhhhhhhhhhhhhhhhhhhh
Buffer at B: filled buffer slots = 0, filled window slots = 0, base A
seqnum = 0

TOLAYER3: packet being lost

EVENT time: 76.846428, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 21, isACK = 1, checksum = 3f3f, Zch?
Checksum error at A: seq = 0, ack = 21, isACK = 1, checksum = 0, Zch?
Sent NAK from A

EVENT time: 80.050827, type: 0, timerinterrupt entity: 0
Go back to 22
Retransmitted packet seqnum 22
Retransmitted packet seqnum 23
TOLAYER3: packet being lost

EVENT time: 80.347893, type: 1, fromlayer5 entity: 0
Sent from A: seq = 24, ack = 0, isACK = 0, checksum = e1c9,
iiiiiiiiiiiiiiiiiiii
Buffer at A: filled buffer slots = 2, filled window slots = 2, base A
seqnum = 22

EVENT time: 83.794868, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0?????
Received NAK
Go back to 13
Retransmitted packet seqnum 13
TOLAYER3: packet being lost

EVENT time: 90.981689, type: 2, fromlayer3 entity: 1
Received at B: seq = 22, ack = 0, isACK = 0, checksum = ffe9,
ffffffffffffffffffff
Accpeted at B: seq = 22, ack = 0, isACK = 0, checksum = ffe9,
ffffffffffffffffffff

EVENT time: 92.924133, type: 2, fromlayer3 entity: 1
Received at B: seq = 24, ack = 0, isACK = 0, checksum = e1c9,
iiiiiiiiiiiiiiiiiiii
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 95.754951, type: 1, fromlayer5 entity: 0
Sent from A: seq = 25, ack = 0, isACK = 0, checksum = d7be,
jjjjjjjjjjjjjjjjjjjj
Buffer at A: filled buffer slots = 3, filled window slots = 3, base A
seqnum = 22

EVENT time: 96.651497, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 22, isACK = 1, checksum = 56b9, ?0
A just received ACK from B for a packet previously retransmitted at
time 80.050827
Base A seqnum is 22
Total successful ACKs: 6

EVENT time: 100.226334, type: 2, fromlayer3 entity: 1
Received at B: seq = 25, ack = 0, isACK = 0, checksum = d7be,
jjjjjjjjjjjjjjjjjjjj
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 104.893120, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 22, isACK = 1, checksum = 3e3e, ch?
Received ACK 22 when base A seqnum is 23. Ignore

EVENT time: 107.794868, type: 0, timerinterrupt entity: 1
Go back to 13
Retransmitted packet seqnum 13
TOLAYER3: packet being corrupted

EVENT time: 112.587746, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 22, isACK = 1, checksum = 3d3e, ch?
Received ACK 22 when base A seqnum is 23. Ignore

EVENT time: 115.242203, type: 1, fromlayer5 entity: 0
Sent from A: seq = 26, ack = 0, isACK = 0, checksum = cdb3,
kkkkkkkkkkkkkkkkkkkk
Buffer at A: filled buffer slots = 3, filled window slots = 3, base A
seqnum = 23

EVENT time: 115.540169, type: 2, fromlayer3 entity: 0
Received at A: seq = 13, ack = 0, isACK = 0, checksum = ebde,
Zhhhhhhhhhhhhhhhhhhhh
Checksum error at A: seq = 13, ack = 0, isACK = 0, checksum = 0,
Zhhhhhhhhhhhhhhhhhhhh
Sent NAK from A

EVENT time: 116.535027, type: 2, fromlayer3 entity: 1
Received at B: seq = 26, ack = 0, isACK = 0, checksum = cdb3,
kkkkkkkkkkkkkkkkkkkk
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 120.651497, type: 0, timerinterrupt entity: 0
Go back to 23
Retransmitted packet seqnum 23
Retransmitted packet seqnum 24
Retransmitted packet seqnum 25
Retransmitted packet seqnum 26
TOLAYER3: packet being corrupted

EVENT time: 120.710190, type: 2, fromlayer3 entity: 1

Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b, 0??????

Received NAK

Go back to 13

Retransmitted packet seqnum 13

EVENT time: 122.480133, type: 2, fromlayer3 entity: 1

Received at B: seq = 23, ack = 0, isACK = 0, checksum = f5de, gggggggggggggggggggggg

Accpeted at B: seq = 23, ack = 0, isACK = 0, checksum = f5de, gggggggggggggggggggggg

EVENT time: 124.410927, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 22, isACK = 1, checksum = 3c3e, ch?

Received ACK 22 when base A seqnum is 23. Ignore

EVENT time: 125.741760, type: 2, fromlayer3 entity: 1

Received at B: seq = 24, ack = 0, isACK = 0, checksum = e1c9, iiiiiiiiiiiiiiiiiiiiii

Accpeted at B: seq = 24, ack = 0, isACK = 0, checksum = e1c9, iiiiiiiiiiiiiiiiiiiiii

EVENT time: 133.396469, type: 2, fromlayer3 entity: 1

Received at B: seq = 25, ack = 0, isACK = 0, checksum = d7be, jjjjjjjjjjjjjjjjjjjj

Accpeted at B: seq = 25, ack = 0, isACK = 0, checksum = d7be, jjjjjjjjjjjjjjjjjjjj

EVENT time: 133.905624, type: 2, fromlayer3 entity: 0

Received at A: seq = 13, ack = 0, isACK = 0, checksum = ebde, hhhhhhhhhhhhhhhhhhhh

Accpeted at A: seq = 13, ack = 0, isACK = 0, checksum = ebde, hhhhhhhhhhhhhhhhhhhh

EVENT time: 134.580200, type: 1, fromlayer5 entity: 1

Sent from B: seq = 14, ack = 0, isACK = 0, checksum = c3b5, llllllllllllllllllll

Buffer at B: filled buffer slots = 1, filled window slots = 1, base A seqnum = 13

TOLAYER3: packet being lost

EVENT time: 135.130722, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 23, isACK = 1, checksum = 5738, ?0?

A just received ACK from B for a packet previously retransmitted at time 120.651497

Base A seqnum is 23

Total successful ACKs: 7

EVENT time: 136.259750, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 24, isACK = 1, checksum = 56b7, ?0

EVENT time: 157.589142, type: 2, fromlayer3 entity: 0
Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 159.404648, type: 1, fromlayer5 entity: 0
Sent from A: seq = 27, ack = 0, isACK = 0, checksum = af94,
nnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnn
Buffer at A: filled buffer slots = 1, filled window slots = 1, base A
seqnum = 26

TOLAYER3: packet being lost

EVENT time: 159.632874, type: 2, fromlayer3 entity: 0
Received at A: seq = 13, ack = 0, isACK = 0, checksum = ebde,
Zhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh
Checksum error at A: seq = 13, ack = 0, isACK = 0, checksum = 0,
Zhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh
Sent NAK from A

TOLAYER3: packet being corrupted

EVENT time: 164.891510, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 13, isACK = 1, checksum = 2fb0, ch?0??
Received ACK 13 when base B seqnum is 14. Ignore

EVENT time: 168.781845, type: 2, fromlayer3 entity: 0
Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 170.334381, type: 0, timerinterrupt entity: 1
Go back to 14

Retransmitted packet seqnum 14

TOLAYER3: packet being lost

Retransmitted packet seqnum 15

TOLAYER3: packet being corrupted

EVENT time: 171.202057, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 26, isACK = 1, checksum = 56d5, Z0?
Checksum error at A: seq = 0, ack = 26, isACK = 1, checksum = 0, Z0?
Sent NAK from A

TOLAYER3: packet being corrupted

EVENT time: 173.089172, type: 0, timerinterrupt entity: 0
Go back to 26

Retransmitted packet seqnum 26

Retransmitted packet seqnum 27

EVENT time: 173.978531, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
Z0??????
Checksum error at B: seq = -209419879, ack = -1, isACK = 1, checksum =
0, Z0??????
Sent NAK from B

EVENT time: 175.250687, type: 1, fromlayer5 entity: 0
Sent from A: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooooooo
Buffer at A: filled buffer slots = 2, filled window slots = 2, base A
seqnum = 26
TOLAYER3: packet being corrupted

EVENT time: 177.684357, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 13, isACK = 1, checksum = 3c47, ch?
Received ACK 13 when base B seqnum is 14. Ignore

EVENT time: 179.726837, type: 2, fromlayer3 entity: 0
Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
Zmmmmmmmmmmmmmmmmmmmm
Checksum error at A: seq = 15, ack = 0, isACK = 0, checksum = 0,
Zmmmmmmmmmmmmmmmmmmmm
Sent NAK from A

EVENT time: 181.968628, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = 999999, isACK = 1, checksum =
5a6b, 0??????
Checksum error at B: seq = -209419879, ack = 999999, isACK = 1,
checksum = 0, 0??????
Sent NAK from B

EVENT time: 182.378571, type: 2, fromlayer3 entity: 0
Received at A: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????
Received NAK
Go back to 26
Retransmitted packet seqnum 26
Retransmitted packet seqnum 27
Retransmitted packet seqnum 28

EVENT time: 184.726074, type: 1, fromlayer5 entity: 1
Sent from B: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
pppppppppppppppppppppp
Buffer at B: filled buffer slots = 2, filled window slots = 2, base A
seqnum = 14

EVENT time: 186.842194, type: 2, fromlayer3 entity: 1

Received at B: seq = 26, ack = 0, isACK = 0, checksum = cdb3,
kkkkkkkkkkkkkkkkkkkk

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 187.218903, type: 1, fromlayer5 entity: 1

Sent from B: seq = 17, ack = 0, isACK = 0, checksum = 9180,

qqqqqqqqqqqqqqqqqqqq

Buffer at B: filled buffer slots = 3, filled window slots = 3, base A
seqnum = 14

TOLAYER3: packet being corrupted

EVENT time: 190.096497, type: 2, fromlayer3 entity: 0

Received at A: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Received NAK

Go back to 26

Retransmitted packet seqnum 26

Retransmitted packet seqnum 27

Retransmitted packet seqnum 28

EVENT time: 192.559326, type: 2, fromlayer3 entity: 1

Received at B: seq = 27, ack = 0, isACK = 0, checksum = af94,

nnnnnnnnnnnnnnnnnnnn

Accpeted at B: seq = 27, ack = 0, isACK = 0, checksum = af94,

nnnnnnnnnnnnnnnnnnnn

EVENT time: 194.334381, type: 0, timerinterrupt entity: 1

Go back to 14

Retransmitted packet seqnum 14

Retransmitted packet seqnum 15

Retransmitted packet seqnum 16

TOLAYER3: packet being lost

Retransmitted packet seqnum 17

EVENT time: 195.130768, type: 1, fromlayer5 entity: 1

Sent from B: seq = 18, ack = 0, isACK = 0, checksum = 8775,

rrrrrrrrrrrrrrrrrrrr

Buffer at B: filled buffer slots = 4, filled window slots = 4, base A
seqnum = 14

EVENT time: 197.132278, type: 2, fromlayer3 entity: 0

Received at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,

pppppppppppppppppppp

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

EVENT time: 197.343979, type: 1, fromlayer5 entity: 1
Sent from B: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssss
Buffer at B: filled buffer slots = 5, filled window slots = 5, base A
seqnum = 14

EVENT time: 197.714050, type: 1, fromlayer5 entity: 1
Sent from B: seq = 20, ack = 0, isACK = 0, checksum = 735f,
tttttttttttttttttttt
Buffer at B: filled buffer slots = 6, filled window slots = 6, base A
seqnum = 14

TOLAYER3: packet being corrupted

EVENT time: 200.362122, type: 2, fromlayer3 entity: 0
Received at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,
Zqqqqqqqqqqqqqqqqqqq
Checksum error at A: seq = 17, ack = 0, isACK = 0, checksum = 0,
Zqqqqqqqqqqqqqqqqqqq
Sent NAK from A

TOLAYER3: packet being corrupted

EVENT time: 202.398224, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
Zoooooooooooooooooooo
Checksum error at B: seq = 28, ack = 0, isACK = 0, checksum = 0,
Zoooooooooooooooooooo
Sent NAK from B

EVENT time: 203.910950, type: 1, fromlayer5 entity: 1
Sent from B: seq = 21, ack = 0, isACK = 0, checksum = 6954,
uuuuuuuuuuuuuuuuuuuu
Buffer at B: filled buffer slots = 7, filled window slots = 7, base A
seqnum = 14

EVENT time: 209.268219, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Received NAK

Go back to 14

Retransmitted packet seqnum 14

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 15

TOLAYER3: packet being lost

Retransmitted packet seqnum 16

Retransmitted packet seqnum 17

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 18

TOLAYER3: packet being lost

Retransmitted packet seqnum 19

Retransmitted packet seqnum 20

TOLAYER3: packet being lost
Retransmitted packet seqnum 21
TOLAYER3: packet being corrupted

EVENT time: 210.155121, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 27, isACK = 1, checksum = 56b4, ?0
A just received ACK from B for a packet previously retransmitted at
time 173.089172
Base A seqnum is 26
Total successful ACKs: 11
Total successful ACKs: 12

EVENT time: 212.196869, type: 2, fromlayer3 entity: 1
Received at B: seq = 26, ack = 0, isACK = 0, checksum = cdb3,
kkkkkkkkkkkkkkkkkkkkkk
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 216.635986, type: 2, fromlayer3 entity: 1
Received at B: seq = 27, ack = 0, isACK = 0, checksum = af94,
nnnnnnnnnnnnnnnnnnnnnn
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 216.645874, type: 2, fromlayer3 entity: 0
Received at A: seq = 14, ack = 0, isACK = 0, checksum = c3b5,
llllllllllllllllllllll
Accpeted at A: seq = 14, ack = 0, isACK = 0, checksum = c3b5,
llllllllllllllllllllll

EVENT time: 219.974915, type: 1, fromlayer5 entity: 0
Sent from A: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvvvv
Buffer at A: filled buffer slots = 1, filled window slots = 1, base A
seqnum = 28

TOLAYER3: packet being corrupted

EVENT time: 223.897125, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooooo
Accpeted at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooooo

EVENT time: 224.725403, type: 2, fromlayer3 entity: 0
Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
mmmmmmmmmmmmmmmmmmmmmm
Accpeted at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
mmmmmmmmmmmmmmmmmmmmmm

TOLAYER3: packet being corrupted

EVENT time: 229.870926, type: 2, fromlayer3 entity: 0
Received at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,
qqqqqqqqqqqqqqqqqqqq
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 230.637192, type: 2, fromlayer3 entity: 1
Received at B: seq = 26, ack = 0, isACK = 0, checksum = cdb3,
kkkkkkkkkkkkkkkkkkkk
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 232.288727, type: 2, fromlayer3 entity: 1
Received at B: seq = 27, ack = 0, isACK = 0, checksum = af94,
nnnnnnnnnnnnnnnnnnnn
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 233.268219, type: 0, timerinterrupt entity: 1
Go back to 14
Retransmitted packet seqnum 14
Retransmitted packet seqnum 15
Retransmitted packet seqnum 16
Retransmitted packet seqnum 17
Retransmitted packet seqnum 18
Retransmitted packet seqnum 19
Retransmitted packet seqnum 20
Retransmitted packet seqnum 21

TOLAYER3: packet being corrupted

EVENT time: 233.978577, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooo
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 234.155121, type: 0, timerinterrupt entity: 0
Go back to 28
Retransmitted packet seqnum 28
Retransmitted packet seqnum 29

EVENT time: 235.959305, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 13, isACK = 1, checksum = 4547, ch?

Received ACK 13 when base B seqnum is 14. Ignore

EVENT time: 239.786224, type: 2, fromlayer3 entity: 0
Received at A: seq = 18, ack = 0, isACK = 0, checksum = 8775,
rrrrrrrrrrrrrrrrrrrrrr
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 239.964111, type: 1, fromlayer5 entity: 1
Sent from B: seq = 22, ack = 0, isACK = 0, checksum = 553f,
wwwwwwwwwwwwwwwwwwww
Buffer at B: filled buffer slots = 8, filled window slots = 8, base A
seqnum = 14

EVENT time: 241.853867, type: 2, fromlayer3 entity: 0
Received at A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssss
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 242.547195, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
Z0?????
Checksum error at B: seq = -209419879, ack = -1, isACK = 1, checksum =
0, Z0?????
Sent NAK from B

EVENT time: 247.017090, type: 1, fromlayer5 entity: 1
Sent from B: seq = 23, ack = 0, isACK = 0, checksum = 4b34,
xxxxxxxxxxxxxxxxxxxxxx
Buffer at B: filled buffer slots = 9, filled window slots = 9, base A
seqnum = 14

EVENT time: 248.476593, type: 2, fromlayer3 entity: 0
Received at A: seq = 20, ack = 0, isACK = 0, checksum = 735f,
Zttttttttttttttttttt
Checksum error at A: seq = 20, ack = 0, isACK = 0, checksum = 0,
Zttttttttttttttttttt
Sent NAK from A

EVENT time: 249.456467, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 14, isACK = 1, checksum = 56c1, ?0
B just received ACK from A for a packet previously retransmitted at
time 170.334381
Base B seqnum is 14
Total successful ACKs: 13

Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 275.803833, type: 2, fromlayer3 entity: 1
Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvvvv
Accpeted at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvvvv

EVENT time: 279.701660, type: 1, fromlayer5 entity: 0
Sent from A: seq = 31, ack = 0, isACK = 0, checksum = 3718,
zzzzzzzzzzzzzzzzzzzzzz
Buffer at A: filled buffer slots = 3, filled window slots = 3, base A
seqnum = 28

EVENT time: 280.005493, type: 2, fromlayer3 entity: 0
Received at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
pppppppppppppppppppppp
Accpeted at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
pppppppppppppppppppppp

TOLAYER3: packet being corrupted

EVENT time: 280.441986, type: 0, timerinterrupt entity: 0
Go back to 28
Retransmitted packet seqnum 28
Retransmitted packet seqnum 29
Retransmitted packet seqnum 30
Retransmitted packet seqnum 31

EVENT time: 282.867401, type: 2, fromlayer3 entity: 0
Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 9180,
qqqqqqqqqqqqqqqqqqqqqq
Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 0,
qqqqqqqqqqqqqqqqqqqqqq
Sent NAK from A

EVENT time: 284.325378, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 15, isACK = 1, checksum = 2fae, Zch?0??
Checksum error at B: seq = 0, ack = 15, isACK = 1, checksum = 0,
Zch?0??
Sent NAK from B

EVENT time: 286.745117, type: 2, fromlayer3 entity: 0
Received at A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssssss
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.


```
EVENT time: 287.524841, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 15, isACK = 1, checksum = 4145, ch?
Received ACK 15 when base B seqnum is 16. Ignore
```

```
EVENT time: 289.989838, type: 0, timerinterrupt entity: 1
```

Go back to 16

Retransmitted packet seqnum 16

Retransmitted packet seqnum 17

Retransmitted packet seqnum 18

Retransmitted packet seqnum 19

TOLAYER3: packet being lost

Retransmitted packet seqnum 20

TOLAYER3: packet being lost

Retransmitted packet seqnum 21

Retransmitted packet seqnum 22

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 23

EVENT time: 292.022552, type: 2, fromlayer3 entity: 1

```
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0???????
```

Received NAK

Go back to 16

Retransmitted packet seqnum 16

Retransmitted packet seqnum 17

Retransmitted packet seqnum 18

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 19

Retransmitted packet seqnum 20

Retransmitted packet seqnum 21

Retransmitted packet seqnum 22

T0LAYER3: packet being lost

Retransmitted packet seqnum 23

TOLAYER3: packet being corrupted

EVENT time: 293.752899, type: 2, fromlayer3 entity: 0

Received at A: seq = 21, ack = 0, isACK = 0, checksum = 6954.

Zzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz

Checksum error at A: seq = 21, ack = 0, isACK = 0, checksum = 0,

Zzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz

Sent NAK from A

TOLAYER3: packet being corrupted

EVENT time: 294.329407, type: 1, fromlayer5 entity: 0

Sent from A: seq = 32, ack = 0, isACK = 0, checksum = 3212,

aaaaaaaaaaaaaaaaaaaaa

Buffer at A: filled buffer slots = 4, filled window slots = 4, base A segnum = 28

EVENT time: 294.979797, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 27, isACK = 1, checksum = 4139, ch?
Received ACK 27 when base A seqnum is 28. Ignore

EVENT time: 297.669495, type: 1, fromlayer5 entity: 1
Sent from B: seq = 24, ack = 0, isACK = 0, checksum = 2810,
bbbbbbbbbbbbbbbbbbbb
Buffer at B: filled buffer slots = 8, filled window slots = 8, base A
seqnum = 16

EVENT time: 298.602814, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 27, isACK = 1, checksum = 4139, ch?
Received ACK 27 when base A seqnum is 28. Ignore

EVENT time: 299.382751, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooo
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 300.777222, type: 2, fromlayer3 entity: 1
Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvv
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 304.441986, type: 0, timerinterrupt entity: 0
Go back to 28
Retransmitted packet seqnum 28
TOLAYER3: packet being corrupted
Retransmitted packet seqnum 29
Retransmitted packet seqnum 30
Retransmitted packet seqnum 31
Retransmitted packet seqnum 32

EVENT time: 304.536072, type: 2, fromlayer3 entity: 1
Received at B: seq = 30, ack = 0, isACK = 0, checksum = 4123,
yyyyyyyyyyyyyyyyyyyy
Accpeted at B: seq = 30, ack = 0, isACK = 0, checksum = 4123,
yyyyyyyyyyyyyyyyyyyy

EVENT time: 305.924103, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 28, isACK = 1, checksum = 5673, ?0@
A just received ACK from B for a packet previously retransmitted at
time 234.155121
Base A seqnum is 28
Total successful ACKs: 15

EVENT time: 306.503845, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 15, isACK = 1, checksum = 3945, ch?
Received ACK 15 when base B seqnum is 16. Ignore

EVENT time: 306.670929, type: 1, fromlayer5 entity: 0
Sent from A: seq = 33, ack = 0, isACK = 0, checksum = 1dfd,
cccccccccccccccccccc
Buffer at A: filled buffer slots = 4, filled window slots = 4, base A
seqnum = 29

TOLAYER3: packet being lost

EVENT time: 311.389221, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Received NAK

Go back to 16

Retransmitted packet seqnum 16

Retransmitted packet seqnum 17

Retransmitted packet seqnum 18

Retransmitted packet seqnum 19

TOLAYER3: packet being lost

Retransmitted packet seqnum 20

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 21

Retransmitted packet seqnum 22

Retransmitted packet seqnum 23

Retransmitted packet seqnum 24

EVENT time: 312.034302, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 28, isACK = 1, checksum = 3938, ch?
Received ACK 28 when base A seqnum is 29. Ignore

EVENT time: 314.013306, type: 2, fromlayer3 entity: 1
Received at B: seq = 31, ack = 0, isACK = 0, checksum = 3718,
zzzzzzzzzzzzzzzzzzzz
Accpeted at B: seq = 31, ack = 0, isACK = 0, checksum = 3718,
zzzzzzzzzzzzzzzzzzzz

EVENT time: 317.955322, type: 2, fromlayer3 entity: 1
Received at B: seq = 999999, ack = 16, isACK = 1, checksum = 573f, ?0?
Checksum error at B: seq = 999999, ack = 16, isACK = 1, checksum = 0,
?0?

Sent NAK from B

TOLAYER3: packet being lost

EVENT time: 319.857910, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 28, isACK = 1, checksum = 3938, ch?
Received ACK 28 when base A seqnum is 29. Ignore

EVENT time: 322.830383, type: 1, fromlayer5 entity: 1
Sent from B: seq = 25, ack = 0, isACK = 0, checksum = 13fb,
dddddddddddddddddd
Buffer at B: filled buffer slots = 9, filled window slots = 9, base A
seqnum = 16

TOLAYER3: packet being corrupted

EVENT time: 324.598114, type: 2, fromlayer3 entity: 0
Received at A: seq = 14, ack = 0, isACK = 0, checksum = c3b5,
llllllllllllllllllll

Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 325.490021, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
oooooooooooooooooooo

Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 329.584351, type: 2, fromlayer3 entity: 1
Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvv

Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 329.924103, type: 0, timerinterrupt entity: 0
Go back to 29

Retransmitted packet seqnum 29

Retransmitted packet seqnum 30

TOLAYER3: packet being lost

Retransmitted packet seqnum 31

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 32

Retransmitted packet seqnum 33

EVENT time: 332.273773, type: 2, fromlayer3 entity: 0
Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa,
mmmmmmmmmmmmmmmmmmmm

Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 333.291565, type: 2, fromlayer3 entity: 0
Received at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
pppppppppppppppppppp

Received unexpected seqnum.

Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 335.389221, type: 0, timerinterrupt entity: 1

Go back to 16

Retransmitted packet seqnum 16

TOLAYER3: packet being lost

Retransmitted packet seqnum 17

Retransmitted packet seqnum 18

Retransmitted packet seqnum 19

TOLAYER3: packet being lost

Retransmitted packet seqnum 20

TOLAYER3: packet being lost

Retransmitted packet seqnum 21

Retransmitted packet seqnum 22

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 23

Retransmitted packet seqnum 24

TOLAYER3: packet being lost

Retransmitted packet seqnum 25

EVENT time: 335.991638, type: 2, fromlayer3 entity: 1

Received at B: seq = 30, ack = 0, isACK = 0, checksum = 4123,

yyyyyyyyyyyyyyyyyyyy

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 339.225281, type: 1, fromlayer5 entity: 0

Sent from A: seq = 34, ack = 0, isACK = 0, checksum = 9e8,

eeeeeeeeeeeeeeeeeeee

Buffer at A: filled buffer slots = 5, filled window slots = 5, base A
seqnum = 29

TOLAYER3: packet being corrupted

EVENT time: 340.492004, type: 2, fromlayer3 entity: 0

Received at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,

qqqqqqqqqqqqqqqqqqqq

Accpeted at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,

qqqqqqqqqqqqqqqqqqqq

TOLAYER3: packet being corrupted

EVENT time: 340.570221, type: 1, fromlayer5 entity: 0

Sent from A: seq = 35, ack = 0, isACK = 0, checksum = ffdc,

ffffffffffffffffffff

Buffer at A: filled buffer slots = 6, filled window slots = 6, base A
seqnum = 29

TOLAYER3: packet being corrupted

EVENT time: 342.574463, type: 2, fromlayer3 entity: 1
Received at B: seq = 31, ack = 0, isACK = 0, checksum = 3718,
zzzzzzzzzzzzzzzzzzzzzzzzzzzzzz
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 343.462250, type: 1, fromlayer5 entity: 0
Sent from A: seq = 36, ack = 0, isACK = 0, checksum = f5d1,
gggggggggggggggggggggggggggggg
Buffer at A: filled buffer slots = 7, filled window slots = 7, base A
seqnum = 29

EVENT time: 345.086426, type: 2, fromlayer3 entity: 0
Received at A: seq = 18, ack = 0, isACK = 0, checksum = 8775,
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrr
Accpeted at A: seq = 18, ack = 0, isACK = 0, checksum = 8775,
rrrrrrrrrrrrrrrrrrrrrrrrrrrrrr

EVENT time: 346.239471, type: 2, fromlayer3 entity: 1
Received at B: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Received NAK
Go back to 16
Retransmitted packet seqnum 16
Retransmitted packet seqnum 17
Retransmitted packet seqnum 18
Retransmitted packet seqnum 19
Retransmitted packet seqnum 20
Retransmitted packet seqnum 21
Retransmitted packet seqnum 22
TOLAYER3: packet being lost
Retransmitted packet seqnum 23
TOLAYER3: packet being corrupted
Retransmitted packet seqnum 24
TOLAYER3: packet being lost
Retransmitted packet seqnum 25

EVENT time: 346.856476, type: 1, fromlayer5 entity: 0
Sent from A: seq = 37, ack = 0, isACK = 0, checksum = ebc6,
hhhhhhhhhhhhhhhhhhhhhhhhhhhh
Buffer at A: filled buffer slots = 8, filled window slots = 8, base A
seqnum = 29
Can't send right now, window is full. Placing in buffer.

EVENT time: 351.093231, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 16, isACK = 1, checksum = 2fad, ch?0??
B just received ACK from A for a packet previously retransmitted at
time 289.989838
Base B seqnum is 16

Total successful ACKs: 16

EVENT time: 351.305634, type: 2, fromlayer3 entity: 0
Received at A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssss
Accpeted at A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssss

TOLAYER3: packet being corrupted

EVENT time: 353.924103, type: 0, timerinterrupt entity: 0
Go back to 29

Retransmitted packet seqnum 29

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 30

TOLAYER3: packet being lost

Retransmitted packet seqnum 31

TOLAYER3: packet being lost

Retransmitted packet seqnum 32

Retransmitted packet seqnum 33

Retransmitted packet seqnum 34

Retransmitted packet seqnum 35

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 36

EVENT time: 354.527649, type: 2, fromlayer3 entity: 1
Received at B: seq = 999999, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Checksum error at B: seq = 999999, ack = -1, isACK = 1, checksum = 0,
0??????

Sent NAK from B

TOLAYER3: packet being lost

EVENT time: 355.959961, type: 2, fromlayer3 entity: 1
Received at B: seq = 32, ack = 0, isACK = 0, checksum = 3212,
aaaaaaaaaaaaaaaaaaaa
Accpeted at B: seq = 32, ack = 0, isACK = 0, checksum = 3212,
aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

EVENT time: 357.248566, type: 2, fromlayer3 entity: 0
Received at A: seq = 20, ack = 0, isACK = 0, checksum = 735f,
tttttttttttttttttttt
Accpeted at A: seq = 20, ack = 0, isACK = 0, checksum = 735f,
tttttttttttttttttttt

TOLAYER3: packet being corrupted

EVENT time: 363.225250, type: 2, fromlayer3 entity: 1
Received at B: seq = 28, ack = 0, isACK = 0, checksum = a589,
Zoooooooooooooooooooo

Checksum error at B: seq = 28, ack = 0, isACK = 0, checksum = 0,
Zooooooooooooooooooooo
Sent NAK from B

EVENT time: 363.834839, type: 2, fromlayer3 entity: 0
Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 6954,
oooooooooooooooooooo
Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 0,
oooooooooooooooooooo
Sent NAK from A

EVENT time: 366.616302, type: 1, fromlayer5 entity: 0
Sent from A: seq = 38, ack = 0, isACK = 0, checksum = e1bb,
iiiiiiiiiiiiiiiiiiii
Buffer at A: filled buffer slots = 9, filled window slots = 8, base A
seqnum = 29
Can't send right now, window is full. Placing in buffer.

EVENT time: 368.046753, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 28, isACK = 1, checksum = 2ea1, Zch?0??
Checksum error at A: seq = 0, ack = 28, isACK = 1, checksum = 0,
Zch?0??
Sent NAK from A
TOLAYER3: packet being lost

EVENT time: 368.050232, type: 2, fromlayer3 entity: 1
Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvv
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 373.383148, type: 2, fromlayer3 entity: 1
Received at B: seq = 30, ack = 0, isACK = 0, checksum = 4123,
yyyyyyyyyyyyyyyyyyyy
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.
TOLAYER3: packet being corrupted

EVENT time: 375.093231, type: 0, timerinterrupt entity: 1
Go back to 17
Retransmitted packet seqnum 17
Retransmitted packet seqnum 18
Retransmitted packet seqnum 19
TOLAYER3: packet being corrupted
Retransmitted packet seqnum 20
Retransmitted packet seqnum 21
Retransmitted packet seqnum 22
Retransmitted packet seqnum 23


```
Retransmitted packet seqnum 24
Retransmitted packet seqnum 25
```

```
EVENT time: 376.211426, type: 2, fromlayer3 entity: 0
Received at A: seq = 22, ack = 0, isACK = 0, checksum = 553f,
~~~~~
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.
```

```
EVENT time: 377.924103, type: 0, timerinterrupt entity: 0
Go back to 29
Retransmitted packet seqnum 29
    TOLAYER3: packet being lost
Retransmitted packet seqnum 30
Retransmitted packet seqnum 31
    TOLAYER3: packet being lost
Retransmitted packet seqnum 32
Retransmitted packet seqnum 33
    TOLAYER3: packet being corrupted
Retransmitted packet seqnum 34
Retransmitted packet seqnum 35
    TOLAYER3: packet being lost
Retransmitted packet seqnum 36
    TOLAYER3: packet being lost
```

```
EVENT time: 382.860229, type: 2, fromlayer3 entity: 0
Received at A: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????
Received NAK
Go back to 29
Retransmitted packet seqnum 29
    TOLAYER3: packet being corrupted
Retransmitted packet seqnum 30
    TOLAYER3: packet being lost
Retransmitted packet seqnum 31
Retransmitted packet seqnum 32
Retransmitted packet seqnum 33
Retransmitted packet seqnum 34
Retransmitted packet seqnum 35
Retransmitted packet seqnum 36
```

[illegible]

EVENT time: 384.719116, type: 1, fromlayer5 entity: 1

Sent from B: seq = 26, ack = 0, isACK = 0, checksum = d7bd,
jjjjjjjjjjjjjjjjjjjj
Buffer at B: filled buffer slots = 9, filled window slots = 9, base A
seqnum = 17
Can't send right now, window is full. Placing in buffer.

EVENT time: 385.500824, type: 1, fromlayer5 entity: 1
Sent from B: seq = 27, ack = 0, isACK = 0, checksum = cdb2,
kkkkkkkkkkkkkkkkkkkk
Buffer at B: filled buffer slots = 10, filled window slots = 9, base A
seqnum = 17
Can't send right now, window is full. Placing in buffer.

EVENT time: 386.061340, type: 2, fromlayer3 entity: 1
Received at B: seq = 32, ack = 0, isACK = 0, checksum = 3212,
aaaaaaaaaaaaaaaaaaaa
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 387.457092, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 999999, isACK = 1, checksum = 3e44, ch?
Checksum error at B: seq = 0, ack = 999999, isACK = 1, checksum = 0,
ch?
Sent NAK from B

EVENT time: 388.126343, type: 2, fromlayer3 entity: 0
Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34,
xxxxxxxxxxxxxxxxxxxxxx
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 389.396790, type: 2, fromlayer3 entity: 0
Received at A: seq = 999999, ack = -1, isACK = 1, checksum = 5a6b,
0??????
Checksum error at A: seq = 999999, ack = -1, isACK = 1, checksum = 0,
0??????
Sent NAK from A

EVENT time: 392.812164, type: 2, fromlayer3 entity: 1
Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42,
vvvvvvvvvvvvvvvvvvvv
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 395.341858, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 29, isACK = 1, checksum = 5732, ?0?

A just received ACK from B for a packet previously retransmitted at
time 329.924103
Base A seqnum is 29
Total successful ACKs: 17

EVENT time: 399.093231, type: 0, timerinterrupt entity: 1

Go back to 17

Retransmitted packet seqnum 17

Retransmitted packet seqnum 18

TOLAYER3: packet being lost

Retransmitted packet seqnum 19

TOLAYER3: packet being lost

Retransmitted packet seqnum 20

Retransmitted packet seqnum 21

Retransmitted packet seqnum 22

Retransmitted packet seqnum 23

Retransmitted packet seqnum 24

TOLAYER3: packet being lost

Retransmitted packet seqnum 25

TOLAYER3: packet being lost

EVENT time: 399.604065, type: 2, fromlayer3 entity: 1

Received at B: seq = 31, ack = 0, isACK = 0, checksum = 3718,

Zzzzzzzzzzzzzzzzzzzzz

Checksum error at B: seq = 31, ack = 0, isACK = 0, checksum = 0,

Zzzzzzzzzzzzzzzzzzzzz

Sent NAK from B

EVENT time: 400.861542, type: 1, fromlayer5 entity: 0

Sent from A: seq = 39, ack = 0, isACK = 0, checksum = c39c,

llllllllllllllllllll

Buffer at A: filled buffer slots = 9, filled window slots = 7, base A
seqnum = 30

EVENT time: 402.847321, type: 2, fromlayer3 entity: 0

Received at A: seq = -209419879, ack = -1, isACK = 1, checksum = 5a6b,
0??????

Received NAK

Go back to 30

Retransmitted packet seqnum 30

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 31

Retransmitted packet seqnum 32

Retransmitted packet seqnum 33

Retransmitted packet seqnum 34

Retransmitted packet seqnum 35

Retransmitted packet seqnum 36

TOLAYER3: packet being lost

Retransmitted packet seqnum 37

EVENT time: 403.351013, type: 2, fromlayer3 entity: 1
Received at B: seq = 32, ack = 0, isACK = 0, checksum = 3212,
aaaaaaaaaaaaaaaaaaaaa
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 406.511017, type: 1, fromlayer5 entity: 1
Sent from B: seq = 28, ack = 0, isACK = 0, checksum = b99d,
mmmmmmmmmmmmmmmmmmmm
Buffer at B: filled buffer slots = 11, filled window slots = 9, base A
seqnum = 17
Can't send right now, window is full. Placing in buffer.

EVENT time: 407.197784, type: 2, fromlayer3 entity: 0
Received at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
ppppppppppppppppppppp
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 409.902405, type: 2, fromlayer3 entity: 1
Received at B: seq = 33, ack = 0, isACK = 0, checksum = 1dfd,
cccccccccccccccccccc
Accpeted at B: seq = 33, ack = 0, isACK = 0, checksum = 1dfd,
cccccccccccccccccccc

EVENT time: 411.093964, type: 2, fromlayer3 entity: 0
Received at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,
qqqqqqqqqqqqqqqqqqqq
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 415.308746, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 16, isACK = 1, checksum = 2fad, ch?0??
Received ACK 16 when base B seqnum is 17. Ignore

EVENT time: 419.764709, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 16, isACK = 1, checksum = 2fad, ch?0??
Received ACK 16 when base B seqnum is 17. Ignore

EVENT time: 421.023468, type: 2, fromlayer3 entity: 0
Received at A: seq = 18, ack = 0, isACK = 0, checksum = 8775,
rrrrrrrrrrrrrrrrrrrrr
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 421.587769, type: 2, fromlayer3 entity: 1
Received at B: seq = 34, ack = 0, isACK = 0, checksum = 9e8,
Zeeeeeeeeeeeeeeeeee
Checksum error at B: seq = 34, ack = 0, isACK = 0, checksum = 0,
Zeeeeeeeeeeeeeeeeee
Sent NAK from B

TOLAYER3: packet being lost

EVENT time: 422.551270, type: 2, fromlayer3 entity: 0
Received at A: seq = 21, ack = 0, isACK = 0, checksum = 6954,
uuuuuuuuuuuuuuuuuuuuuu
Accpeted at A: seq = 21, ack = 0, isACK = 0, checksum = 6954,
uuuuuuuuuuuuuuuuuuuuuu

TOLAYER3: packet being corrupted

EVENT time: 423.093231, type: 0, timerinterrupt entity: 1
Go back to 17

Retransmitted packet seqnum 17

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 18

TOLAYER3: packet being lost

Retransmitted packet seqnum 19

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 20

TOLAYER3: packet being lost

Retransmitted packet seqnum 21

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 22

Retransmitted packet seqnum 23

TOLAYER3: packet being lost

Retransmitted packet seqnum 24

TOLAYER3: packet being lost

Retransmitted packet seqnum 25

EVENT time: 423.595062, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 17, isACK = 1, checksum = 567e, Z0@
Checksum error at B: seq = 0, ack = 17, isACK = 1, checksum = 0, Z0@
Sent NAK from B

EVENT time: 425.922180, type: 1, fromlayer5 entity: 0
Sent from A: seq = 40, ack = 0, isACK = 0, checksum = af87,
nnnnnnnnnnnnnnnnnnnn
Buffer at A: filled buffer slots = 10, filled window slots = 8, base A
seqnum = 30
Can't send right now, window is full. Placing in buffer.

EVENT time: 426.847321, type: 0, timerinterrupt entity: 0
Go back to 30

Retransmitted packet seqnum 30

Retransmitted packet seqnum 31

TOLAYER3: packet being corrupted
Retransmitted packet seqnum 32

TOLAYER3: packet being lost
Retransmitted packet seqnum 33
Retransmitted packet seqnum 34
Retransmitted packet seqnum 35
Retransmitted packet seqnum 36
Retransmitted packet seqnum 37

EVENT time: 427.279968, type: 2, fromlayer3 entity: 0
Received at A: seq = 22, ack = 0, isACK = 999999, checksum = 553f,
wwwwwwwwwwwwwwwwwwwwwwwwwwwwww
Checksum error at A: seq = 22, ack = 0, isACK = 999999, checksum = 0,
wwwwwwwwwwwwwwwwwwwwwwwwwwwwww
Sent NAK from A

EVENT time: 431.981171, type: 2, fromlayer3 entity: 0
Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34,
xxxxxxxxxxxxxxxxxxxxxx
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 433.246490, type: 2, fromlayer3 entity: 1
Received at B: seq = 35, ack = 0, isACK = 0, checksum = ffdc,
Zfffffffffffffffffffff
Checksum error at B: seq = 35, ack = 0, isACK = 0, checksum = 0,
Zfffffffffffffffffffff
Sent NAK from B

TOLAYER3: packet being lost

EVENT time: 434.828430, type: 2, fromlayer3 entity: 0
Received at A: seq = 16, ack = 0, isACK = 0, checksum = 9b8b,
pppppppppppppppppppppp
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 438.618530, type: 2, fromlayer3 entity: 0
Received at A: seq = 17, ack = 0, isACK = 0, checksum = 9180,
qqqqqqqqqqqqqqqqqqqq
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

TOLAYER3: packet being corrupted

EVENT time: 440.769379, type: 1, fromlayer5 entity: 1

Sent from B: seq = 29, ack = 0, isACK = 0, checksum = a588,
oooooooooooooooooooo
Buffer at B: filled buffer slots = 12, filled window slots = 9, base A
seqnum = 17
Can't send right now, window is full. Placing in buffer.

EVENT time: 441.205963, type: 1, fromlayer5 entity: 1
Sent from B: seq = 30, ack = 0, isACK = 0, checksum = 9b7d,
pppppppppppppppppppp
Buffer at B: filled buffer slots = 13, filled window slots = 9, base A
seqnum = 17
Can't send right now, window is full. Placing in buffer.

EVENT time: 441.218842, type: 2, fromlayer3 entity: 1
Received at B: seq = 36, ack = 0, isACK = 0, checksum = f5d1,
gggggggggggggggggggg
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 441.317688, type: 2, fromlayer3 entity: 0
Received at A: seq = 18, ack = 0, isACK = 0, checksum = 8775,
Zrrrrrrrrrrrrrrrrrrrr
Checksum error at A: seq = 18, ack = 0, isACK = 0, checksum = 0,
Zrrrrrrrrrrrrrrrrrrrr
Sent NAK from A
TOLAYER3: packet being lost

EVENT time: 443.012360, type: 2, fromlayer3 entity: 0
Received at A: seq = 19, ack = 0, isACK = 0, checksum = 7d6a,
ssssssssssssssssssss
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 443.669800, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 18, isACK = 1, checksum = 56bd, ?0
B just received ACK from A for a packet previously retransmitted at
time 375.093231
Base B seqnum is 17
Total successful ACKs: 18
Total successful ACKs: 19

EVENT time: 445.159241, type: 2, fromlayer3 entity: 1
Received at B: seq = 0, ack = 19, isACK = 1, checksum = 56dc, Z0?
Checksum error at B: seq = 0, ack = 19, isACK = 1, checksum = 0, Z0?
Sent NAK from B
TOLAYER3: packet being corrupted

EVENT time: 448.704681, type: 2, fromlayer3 entity: 0

Resent ACK to A.

EVENT time: 462.406036, type: 2, fromlayer3 entity: 0
Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34,
Zxxxxxxxxxxxxxxxxxxxxx
Checksum error at A: seq = 23, ack = 0, isACK = 0, checksum = 0,
Zxxxxxxxxxxxxxxxxxxxxx
Sent NAK from A
TOLAYER3: packet being corrupted

EVENT time: 467.669800, type: 0, timerinterrupt entity: 1
Go back to 19
Retransmitted packet seqnum 19
Retransmitted packet seqnum 20
TOLAYER3: packet being lost
Retransmitted packet seqnum 21
Retransmitted packet seqnum 22
Retransmitted packet seqnum 23
Retransmitted packet seqnum 24
TOLAYER3: packet being lost
Retransmitted packet seqnum 25

EVENT time: 467.725220, type: 1, fromlayer5 entity: 1
Sent from B: seq = 32, ack = 0, isACK = 0, checksum = 8767,
rrrrrrrrrrrrrrrrrrrrrr
Buffer at B: filled buffer slots = 13, filled window slots = 7, base A
seqnum = 19
Can't send right now, window is full. Placing in buffer.

EVENT time: 468.608704, type: 2, fromlayer3 entity: 1
Received at B: seq = 33, ack = 0, isACK = 0, checksum = 1dfd,
cccccccccccccccccccc
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.

EVENT time: 471.588074, type: 2, fromlayer3 entity: 0
Received at A: seq = 24, ack = 0, isACK = 0, checksum = 2810,
bbbbbbbbbbbbbbbbbbbb
Received unexpected seqnum.
Previous ACK probably didn't arrive.
Resent ACK to A.
TOLAYER3: packet being corrupted

EVENT time: 473.633636, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 29, isACK = 1, checksum = 3537, ch?
Received ACK 29 when base A seqnum is 30. Ignore

EVENT time: 474.847321, type: 0, timerinterrupt entity: 0
Go back to 30

Retransmitted packet seqnum 30
TOLAYER3: packet being lost
Retransmitted packet seqnum 31
Retransmitted packet seqnum 32
Retransmitted packet seqnum 33
Retransmitted packet seqnum 34
TOLAYER3: packet being corrupted
Retransmitted packet seqnum 35
Retransmitted packet seqnum 36
TOLAYER3: packet being corrupted
Retransmitted packet seqnum 37
TOLAYER3: packet being lost

EVENT time: 477.275146, type: 2, fromlayer3 entity: 1
Received at B: seq = 34, ack = 0, isACK = 0, checksum = 9e8,
eeeeeeeeeeeeeeeeeeee
Accpeted at B: seq = 34, ack = 0, isACK = 0, checksum = 9e8,
eeeeeeeeeeeeeeeeeeee
TOLAYER3: packet being lost

EVENT time: 481.965271, type: 2, fromlayer3 entity: 1
Received at B: seq = 999999, ack = 0, isACK = 0, checksum = ffdc,
ffffffffffffffffffff
Checksum error at B: seq = 999999, ack = 0, isACK = 0, checksum = 0,
ffffffffffffffffffff
Sent NAK from B
TOLAYER3: packet being corrupted

EVENT time: 482.789337, type: 2, fromlayer3 entity: 0
Received at A: seq = 0, ack = 30, isACK = 1, checksum = 56f1, ?0?
A just received ACK from B for a packet previously retransmitted at
time 426.847321
Base A seqnum is 30
Total successful ACKs: 20