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, aaaaaaaaaaaaaaaaaaaa

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, bbbbbbbbbbbbbbbbbbbb

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, aaaaaaaaaaaaaaaaaaaa

Accpeted at A: seq = 10, ack = 0, isACK = 0, checksum = 3228, aaaaaaaaaaaaaaaaaaaa

TOLAYER3: packet being lost

EVENT time: 13.858004, type: 1, fromlayer5 entity: 0

Sent from A: seq = 21, ack = 0, isACK = 0, checksum = 1e09, cccccccccccccccccccc

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, bbbbbbbbbbbbbbbbbbbb

Accpeted at B: seq = 20, ack = 0, isACK = 0, checksum = 2814, bbbbbbbbbbbbbbbbbbbb

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, cccccccccccccccccccc

Accpeted at B: seq = 21, ack = 0, isACK = 0, checksum = 1e09, cccccccccccccccccccc

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, dddddddddddddddddddd

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, dddddddddddddddddddd

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

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, eeeeeeeeeeeeeeeeeeee

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, eeeeeeeeeeeeeeeeeeee

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

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, ffffffffffffffffffff

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, Zfffffffffffffffffff

Checksum error at B: seq = 22, ack = 0, isACK = 0, checksum = 0, Zfffffffffffffffffff

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, gggggggggggggggggggg

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, gggggggggggggggggggg

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, hhhhhhhhhhhhhhhhhhhh

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, Zċh?

Checksum error at A: seq = 0, ack = 21, isACK = 1, checksum = 0, Zċh?

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, ċh?

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, ċh?

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, Zhhhhhhhhhhhhhhhhhhh

Checksum error at A: seq = 13, ack = 0, isACK = 0, checksum = 0, Zhhhhhhhhhhhhhhhhhhh

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, gggggggggggggggggggg

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

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

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

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, iiiiiiiiiiiiiiiiiiii

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

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

Base A seqnum is 24

Total successful ACKs: 8

EVENT time: 139.810822, type: 2, fromlayer3 entity: 1

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

Checksum error at B: seq = 26, ack = 0, isACK = 0, checksum = 0, Zkkkkkkkkkkkkkkkkkkk

Sent NAK from B

EVENT time: 142.390717, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 25, isACK = 1, checksum = 56d6, ?0?

Base A seqnum is 25

Total successful ACKs: 9

EVENT time: 144.455780, type: 1, fromlayer5 entity: 1

Sent from B: seq = 15, ack = 0, isACK = 0, checksum = b9aa, mmmmmmmmmmmmmmmmmmmm

Buffer at B: filled buffer slots = 2, filled window slots = 2, base A seqnum = 13

EVENT time: 144.710190, type: 0, timerinterrupt entity: 1

Go back to 13

Retransmitted packet seqnum 13

TOLAYER3: packet being corrupted

Retransmitted packet seqnum 14

TOLAYER3: packet being lost

Retransmitted packet seqnum 15

EVENT time: 146.334381, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 13, isACK = 1, checksum = 56e2, ?0?

B just received ACK from A for a packet previously retransmitted at time 107.794868

Base B seqnum is 13

Total successful ACKs: 10

EVENT time: 149.089172, 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

EVENT time: 152.364731, type: 2, fromlayer3 entity: 1

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

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

TOLAYER3: packet being corrupted

EVENT time: 157.589142, 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: 159.404648, type: 1, fromlayer5 entity: 0

Sent from A: seq = 27, ack = 0, isACK = 0, checksum = af94, nnnnnnnnnnnnnnnnnnnn

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, Zhhhhhhhhhhhhhhhhhhh

Checksum error at A: seq = 13, ack = 0, isACK = 0, checksum = 0, Zhhhhhhhhhhhhhhhhhhh

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, ċh?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, mmmmmmmmmmmmmmmmmmmm

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, oooooooooooooooooooo

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, ċh?

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, Zmmmmmmmmmmmmmmmmmmm

Checksum error at A: seq = 15, ack = 0, isACK = 0, checksum = 0, Zmmmmmmmmmmmmmmmmmmm

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, pppppppppppppppppppp

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, Zooooooooooooooooooo

Checksum error at B: seq = 28, ack = 0, isACK = 0, checksum = 0, Zooooooooooooooooooo

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, kkkkkkkkkkkkkkkkkkkk

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, nnnnnnnnnnnnnnnnnnnn

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, llllllllllllllllllll

Accpeted at A: seq = 14, ack = 0, isACK = 0, checksum = c3b5, llllllllllllllllllll

EVENT time: 219.974915, type: 1, fromlayer5 entity: 0

Sent from A: seq = 29, ack = 0, isACK = 0, checksum = 5f42, vvvvvvvvvvvvvvvvvvvv

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, oooooooooooooooooooo

Accpeted at B: seq = 28, ack = 0, isACK = 0, checksum = a589, oooooooooooooooooooo

EVENT time: 224.725403, type: 2, fromlayer3 entity: 0

Received at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa, mmmmmmmmmmmmmmmmmmmm

Accpeted at A: seq = 15, ack = 0, isACK = 0, checksum = b9aa, mmmmmmmmmmmmmmmmmmmm

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, ċh?

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, rrrrrrrrrrrrrrrrrrrr

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, xxxxxxxxxxxxxxxxxxxx

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

EVENT time: 254.744705, type: 2, fromlayer3 entity: 1

Received at B: seq = 999999, ack = 0, isACK = 0, checksum = 5f42, vvvvvvvvvvvvvvvvvvvv

Checksum error at B: seq = 999999, ack = 0, isACK = 0, checksum = 0, vvvvvvvvvvvvvvvvvvvv

Sent NAK from B

TOLAYER3: packet being lost

EVENT time: 256.441986, type: 2, fromlayer3 entity: 0

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

Received NAK

Go back to 28

Retransmitted packet seqnum 28

Retransmitted packet seqnum 29

EVENT time: 260.392761, type: 1, fromlayer5 entity: 0

Sent from A: seq = 30, ack = 0, isACK = 0, checksum = 4123, yyyyyyyyyyyyyyyyyyyy

Buffer at A: filled buffer slots = 2, filled window slots = 2, base A seqnum = 28

EVENT time: 261.730469, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = 5740, Z0?

Checksum error at B: seq = 0, ack = 15, isACK = 1, checksum = 0, Z0?

Sent NAK from B

TOLAYER3: packet being corrupted

EVENT time: 265.303192, type: 2, fromlayer3 entity: 0

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

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

EVENT time: 265.989838, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = 3a45, ċh?

Base B seqnum is 15

Total successful ACKs: 14

EVENT time: 270.978027, type: 2, fromlayer3 entity: 0

Received at A: seq = 14, ack = 0, isACK = 0, checksum = c3b5, Zlllllllllllllllllll

Checksum error at A: seq = 14, ack = 0, isACK = 0, checksum = 0, Zlllllllllllllllllll

Sent NAK from A

EVENT time: 272.115143, 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: 275.803833, type: 2, fromlayer3 entity: 1

Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42, vvvvvvvvvvvvvvvvvvvv

Accpeted at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42, vvvvvvvvvvvvvvvvvvvv

EVENT time: 279.701660, type: 1, fromlayer5 entity: 0

Sent from A: seq = 31, ack = 0, isACK = 0, checksum = 3718, zzzzzzzzzzzzzzzzzzzz

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, pppppppppppppppppppp

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

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, qqqqqqqqqqqqqqqqqqqq

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 0, qqqqqqqqqqqqqqqqqqqq

Sent NAK from A

EVENT time: 284.325378, type: 2, fromlayer3 entity: 1

Received at B: seq = 0, ack = 15, isACK = 1, checksum = 2fae, Zċh?0??

Checksum error at B: seq = 0, ack = 15, isACK = 1, checksum = 0, Zċh?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, ssssssssssssssssssss

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, ċh?

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

TOLAYER3: 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, Zuuuuuuuuuuuuuuuuuuu

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

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, aaaaaaaaaaaaaaaaaaaa

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

EVENT time: 294.979797, type: 2, fromlayer3 entity: 0

Received at A: seq = 0, ack = 27, isACK = 1, checksum = 4139, ċh?

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, ċh?

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, ċh?

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, ċh?

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, ċh?

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, dddddddddddddddddddd

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, zzzzzzzzzzzzzzzzzzzz

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, gggggggggggggggggggg

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, rrrrrrrrrrrrrrrrrrrr

Accpeted at A: seq = 18, ack = 0, isACK = 0, checksum = 8775, rrrrrrrrrrrrrrrrrrrr

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, hhhhhhhhhhhhhhhhhhhh

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, ċh?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, Zooooooooooooooooooo

Checksum error at B: seq = 28, ack = 0, isACK = 0, checksum = 0, Zooooooooooooooooooo

Sent NAK from B

EVENT time: 363.834839, type: 2, fromlayer3 entity: 0

Received at A: seq = 999999, ack = 0, isACK = 0, checksum = 6954, uuuuuuuuuuuuuuuuuuuu

Checksum error at A: seq = 999999, ack = 0, isACK = 0, checksum = 0, uuuuuuuuuuuuuuuuuuuu

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, Zċh?0??

Checksum error at A: seq = 0, ack = 28, isACK = 1, checksum = 0, Zċh?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, wwwwwwwwwwwwwwwwwwww

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

EVENT time: 383.264587, type: 2, fromlayer3 entity: 1

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

Received unexpected seqnum.

Previous ACk probably didn't arrive.

Resent ACK to A.

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, ċh?

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

Sent NAK from B

EVENT time: 388.126343, type: 2, fromlayer3 entity: 0

Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34, xxxxxxxxxxxxxxxxxxxx

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, Zzzzzzzzzzzzzzzzzzzz

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

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, aaaaaaaaaaaaaaaaaaaa

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, pppppppppppppppppppp

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, ċh?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, ċh?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, rrrrrrrrrrrrrrrrrrrr

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, Zeeeeeeeeeeeeeeeeeee

Checksum error at B: seq = 34, ack = 0, isACK = 0, checksum = 0, Zeeeeeeeeeeeeeeeeeee

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, uuuuuuuuuuuuuuuuuuuu

Accpeted at A: seq = 21, ack = 0, isACK = 0, checksum = 6954, uuuuuuuuuuuuuuuuuuuu

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, wwwwwwwwwwwwwwwwwwww

Checksum error at A: seq = 22, ack = 0, isACK = 999999, checksum = 0, wwwwwwwwwwwwwwwwwwww

Sent NAK from A

EVENT time: 431.981171, type: 2, fromlayer3 entity: 0

Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34, xxxxxxxxxxxxxxxxxxxx

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, Zfffffffffffffffffff

Checksum error at B: seq = 35, ack = 0, isACK = 0, checksum = 0, Zfffffffffffffffffff

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, pppppppppppppppppppp

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, Zrrrrrrrrrrrrrrrrrrr

Checksum error at A: seq = 18, ack = 0, isACK = 0, checksum = 0, Zrrrrrrrrrrrrrrrrrrr

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

Received at A: seq = 20, ack = 0, isACK = 0, checksum = 735f, tttttttttttttttttttt

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

TOLAYER3: packet being lost

EVENT time: 450.847321, 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

TOLAYER3: packet being lost

Retransmitted packet seqnum 33

TOLAYER3: packet being lost

Retransmitted packet seqnum 34

TOLAYER3: packet being lost

Retransmitted packet seqnum 35

Retransmitted packet seqnum 36

TOLAYER3: packet being lost

Retransmitted packet seqnum 37

TOLAYER3: packet being corrupted

EVENT time: 454.157013, type: 2, fromlayer3 entity: 0

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

Received unexpected seqnum.

Previous ACK probably didn't arrive.

Resent ACK to A.

EVENT time: 454.348541, type: 2, fromlayer3 entity: 1

Received at B: seq = 29, ack = 0, isACK = 0, checksum = 5f42, Zvvvvvvvvvvvvvvvvvvv

Checksum error at B: seq = 29, ack = 0, isACK = 0, checksum = 0, Zvvvvvvvvvvvvvvvvvvv

Sent NAK from B

EVENT time: 455.952942, type: 1, fromlayer5 entity: 1

Sent from B: seq = 31, ack = 0, isACK = 0, checksum = 9172, qqqqqqqqqqqqqqqqqqqq

Buffer at B: filled buffer slots = 12, filled window slots = 7, base A seqnum = 19

Can't send right now, window is full. Placing in buffer.

EVENT time: 461.648529, 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: 462.406036, type: 2, fromlayer3 entity: 0

Received at A: seq = 23, ack = 0, isACK = 0, checksum = 4b34, Zxxxxxxxxxxxxxxxxxxx

Checksum error at A: seq = 23, ack = 0, isACK = 0, checksum = 0, Zxxxxxxxxxxxxxxxxxxx

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, rrrrrrrrrrrrrrrrrrrr

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, ċh?

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