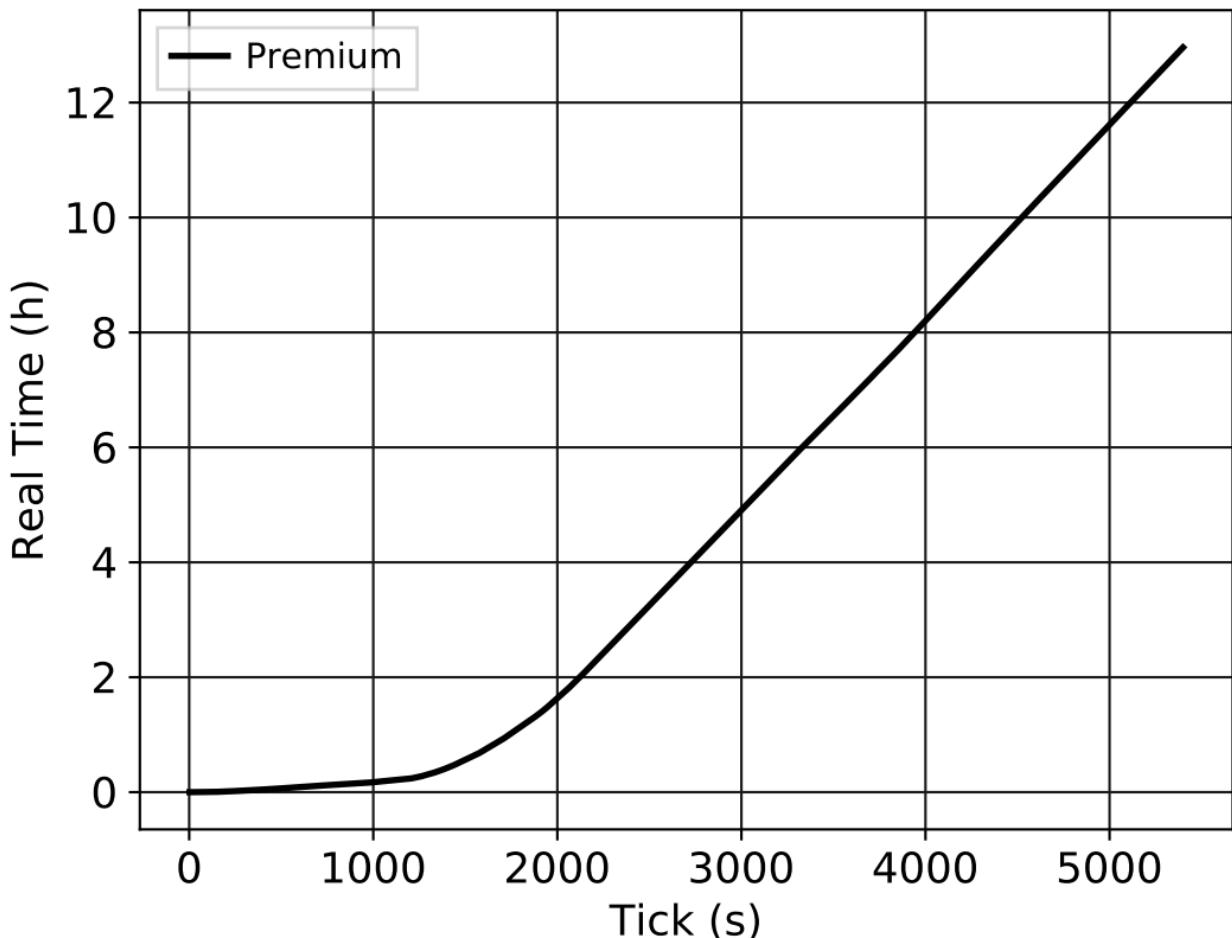
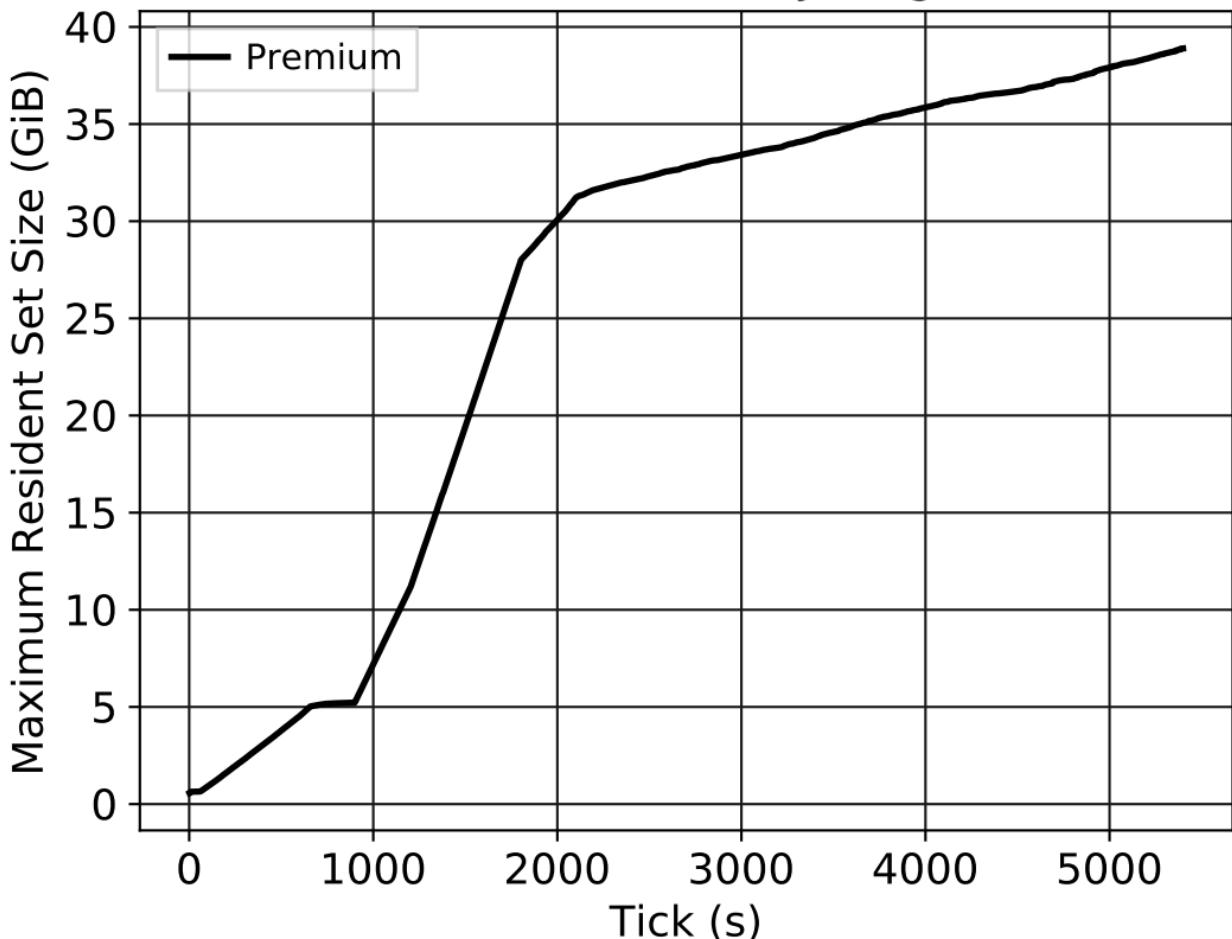


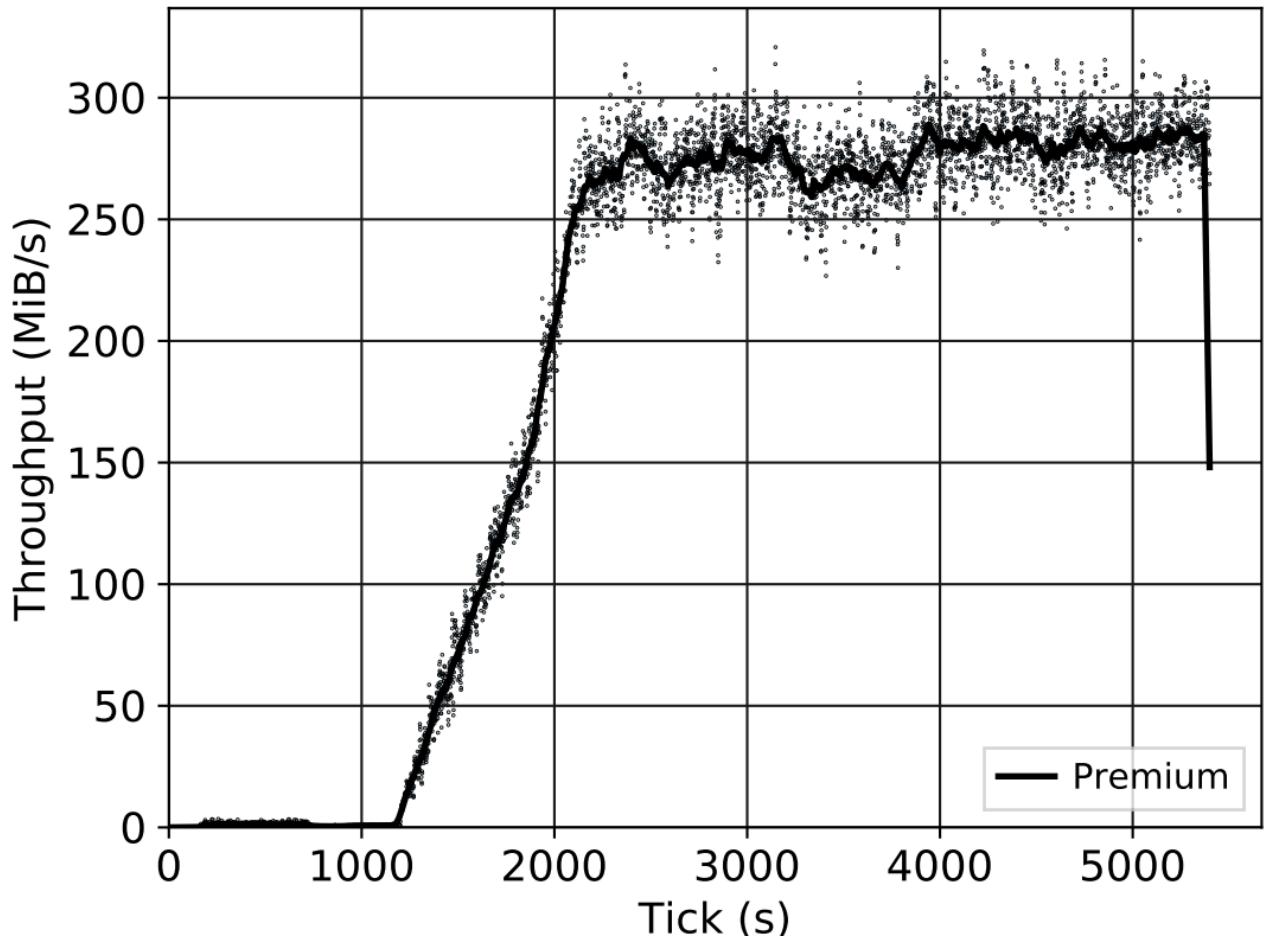
# simulation run time



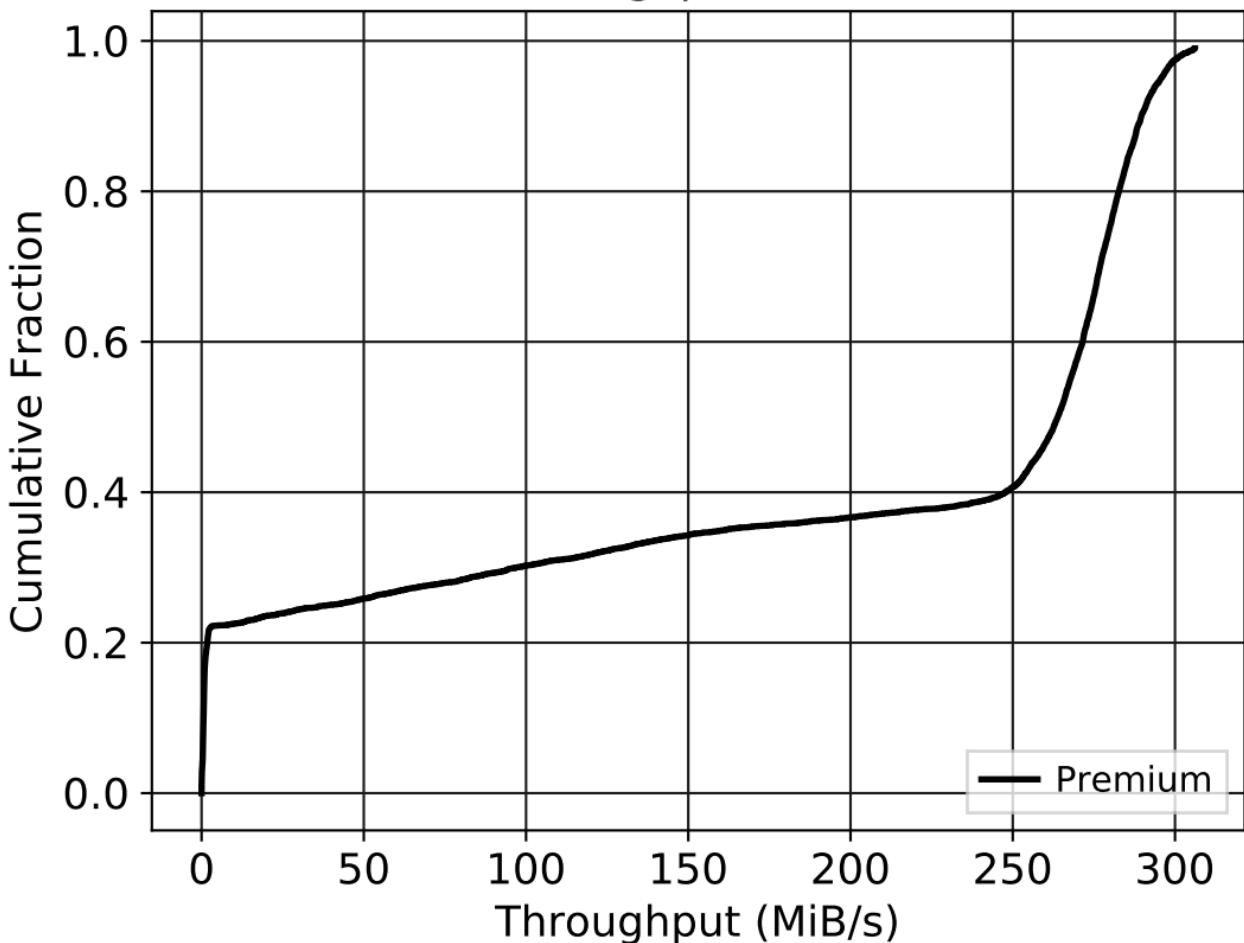
## simulation memory usage



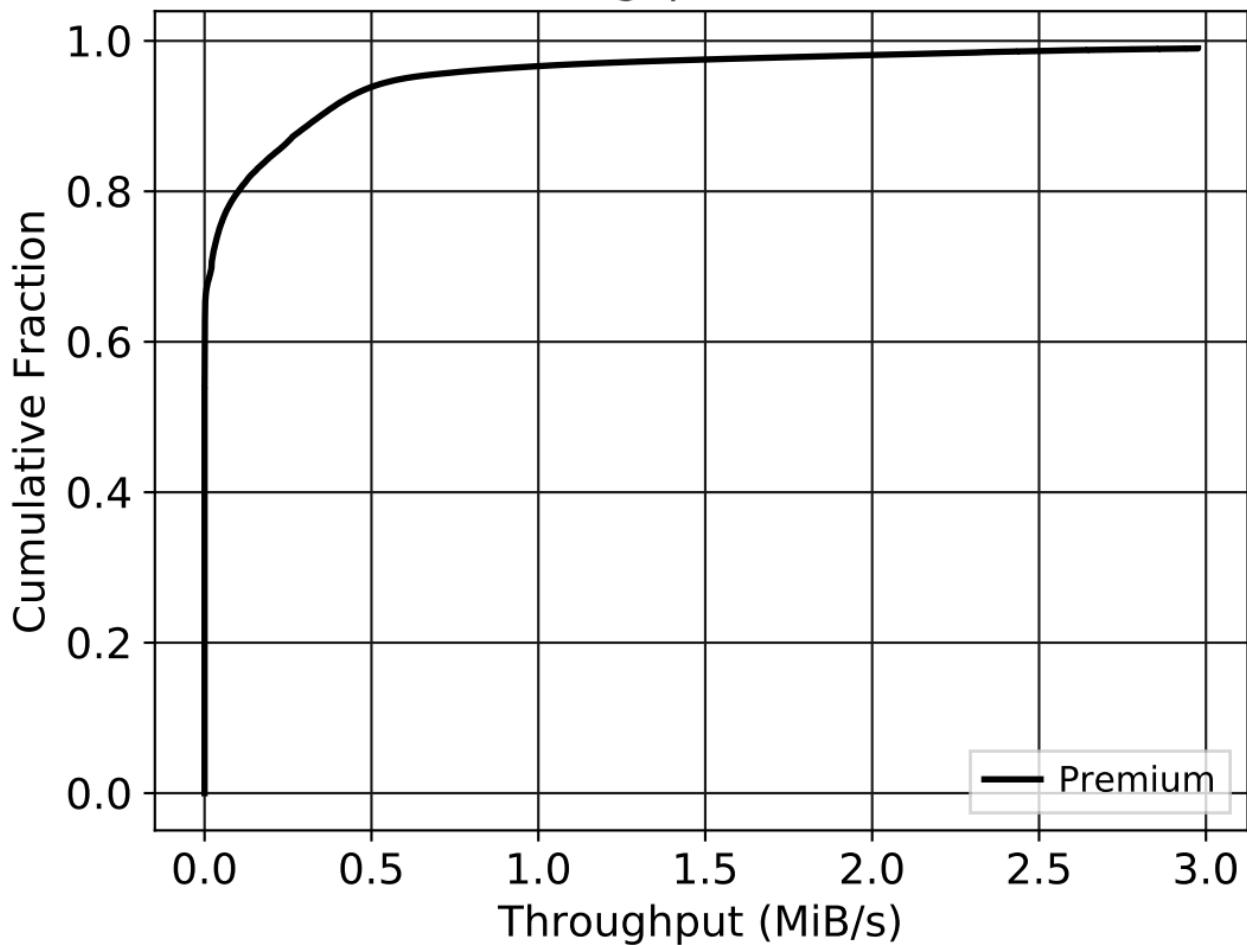
60 second moving average throughput, recv, all nodes



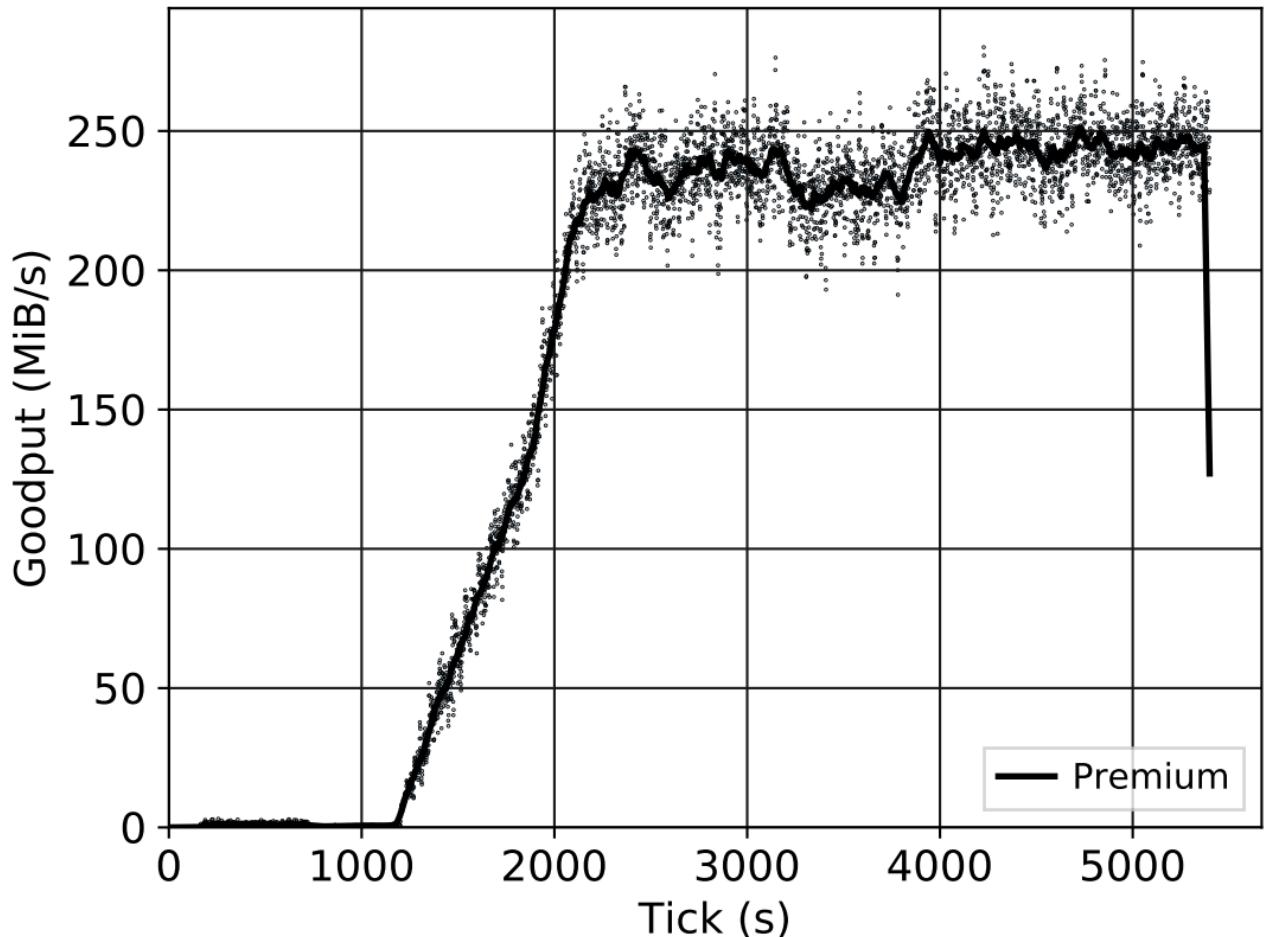
# 1 second throughput, recv, all nodes



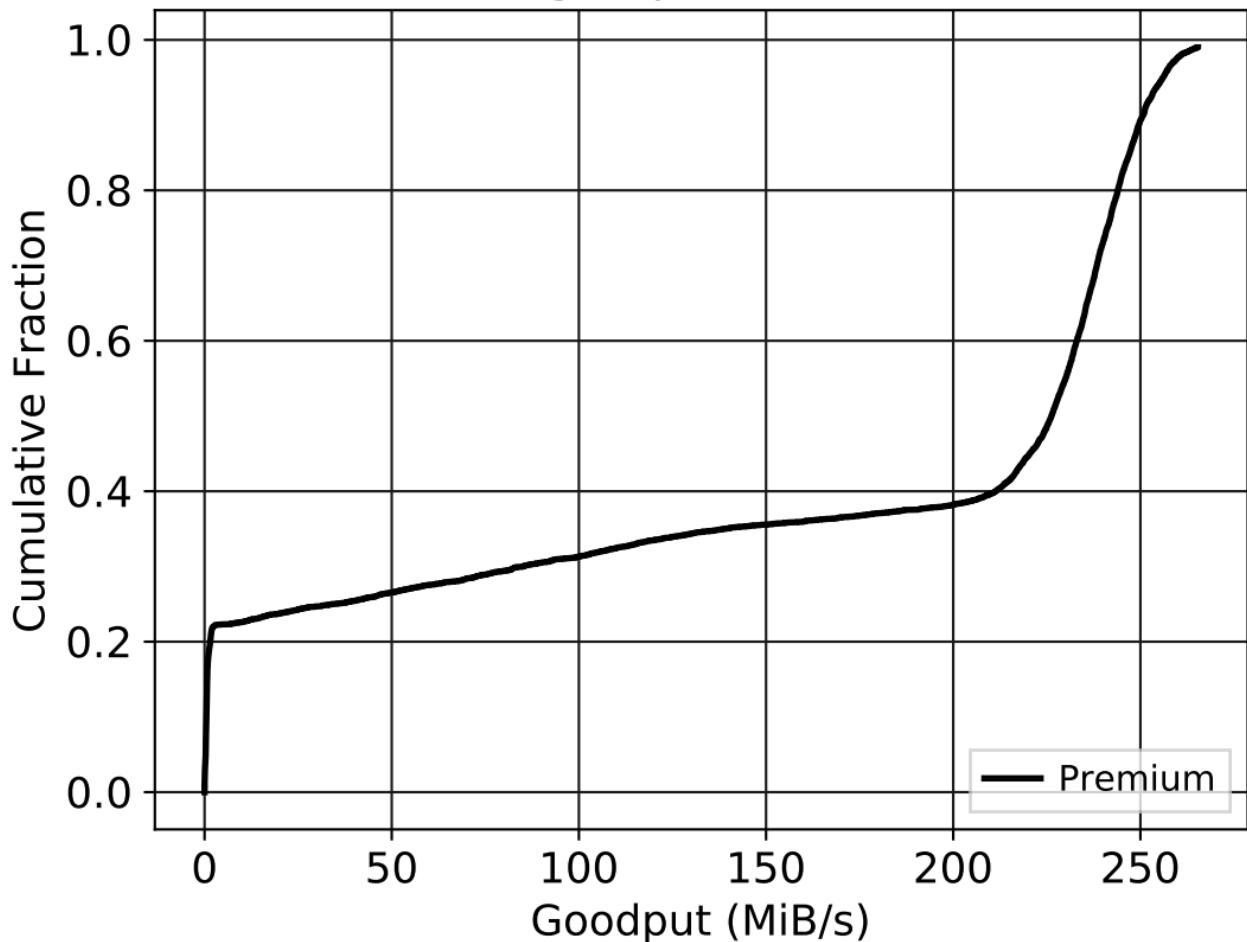
1 second throughput, recv, each node



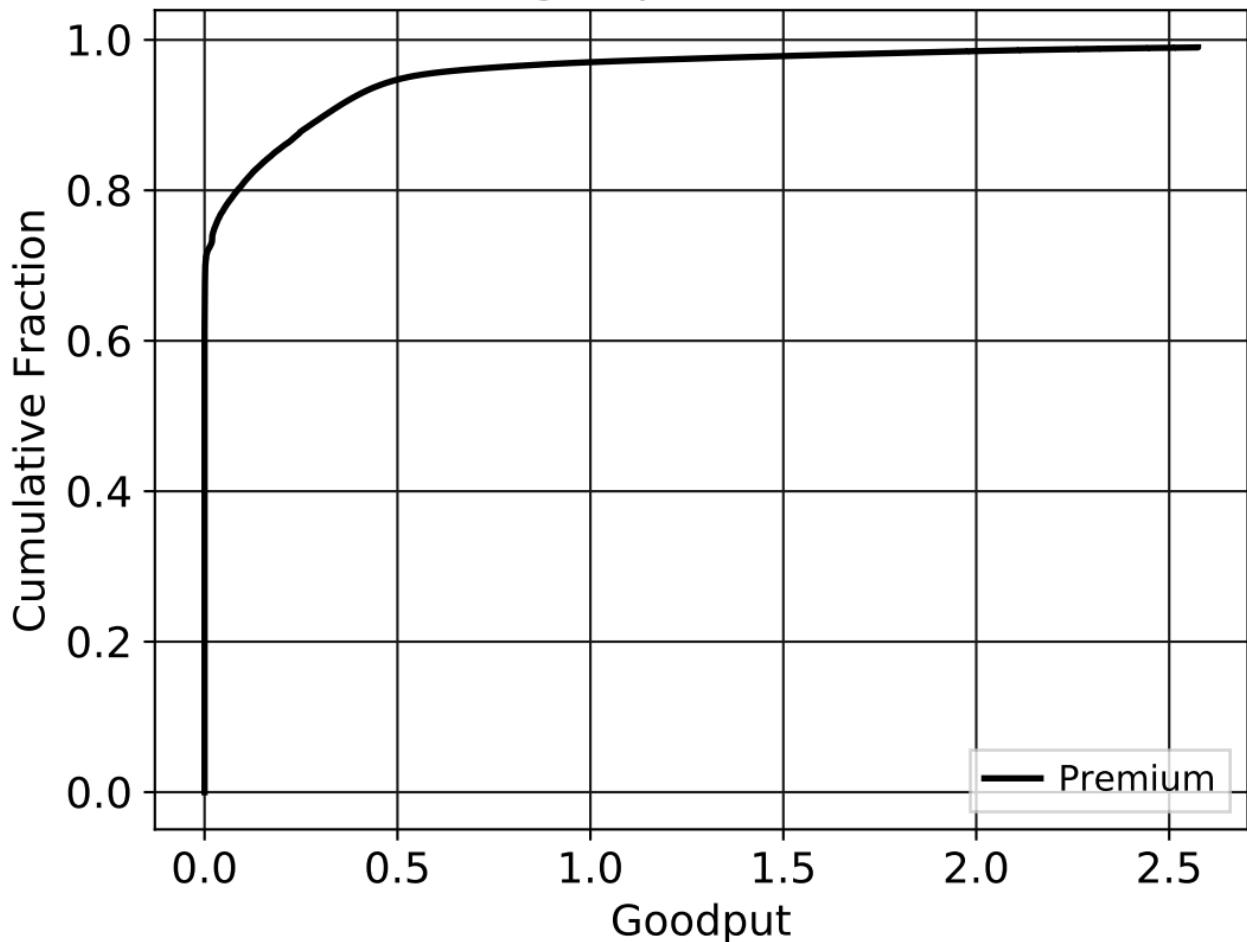
60 second moving average goodput, recv, all nodes



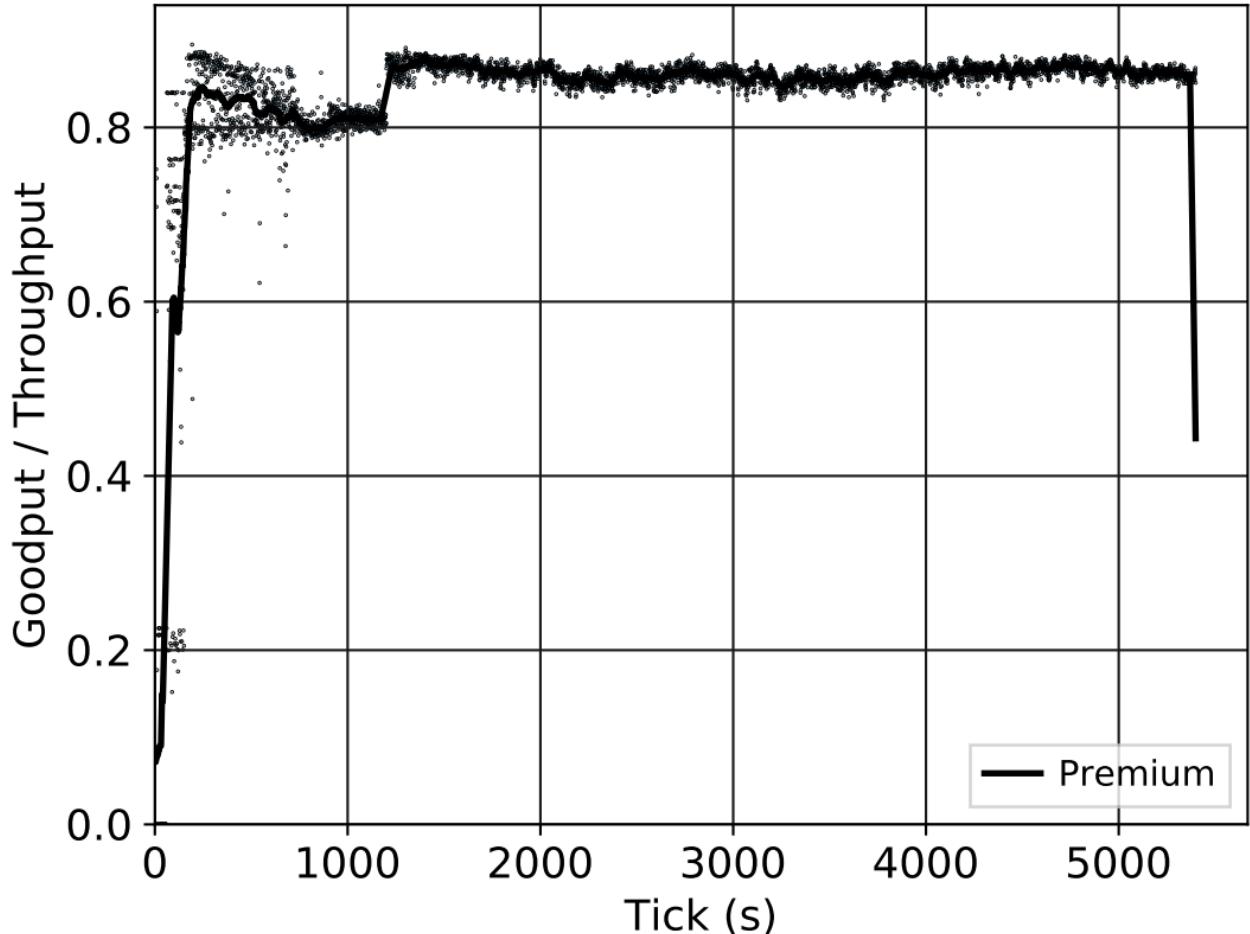
1 second goodput, recv, all nodes



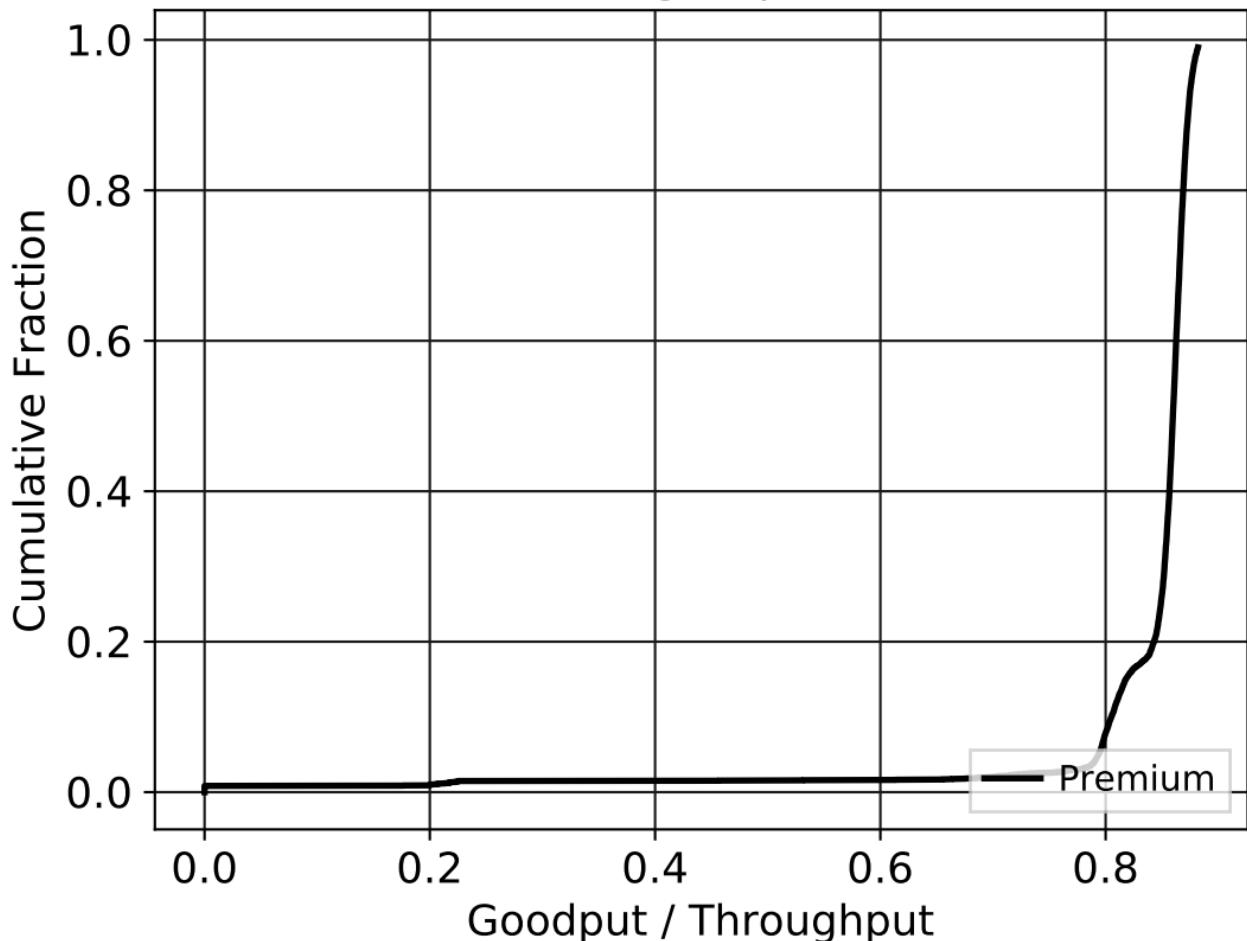
1 second goodput, recv, each node



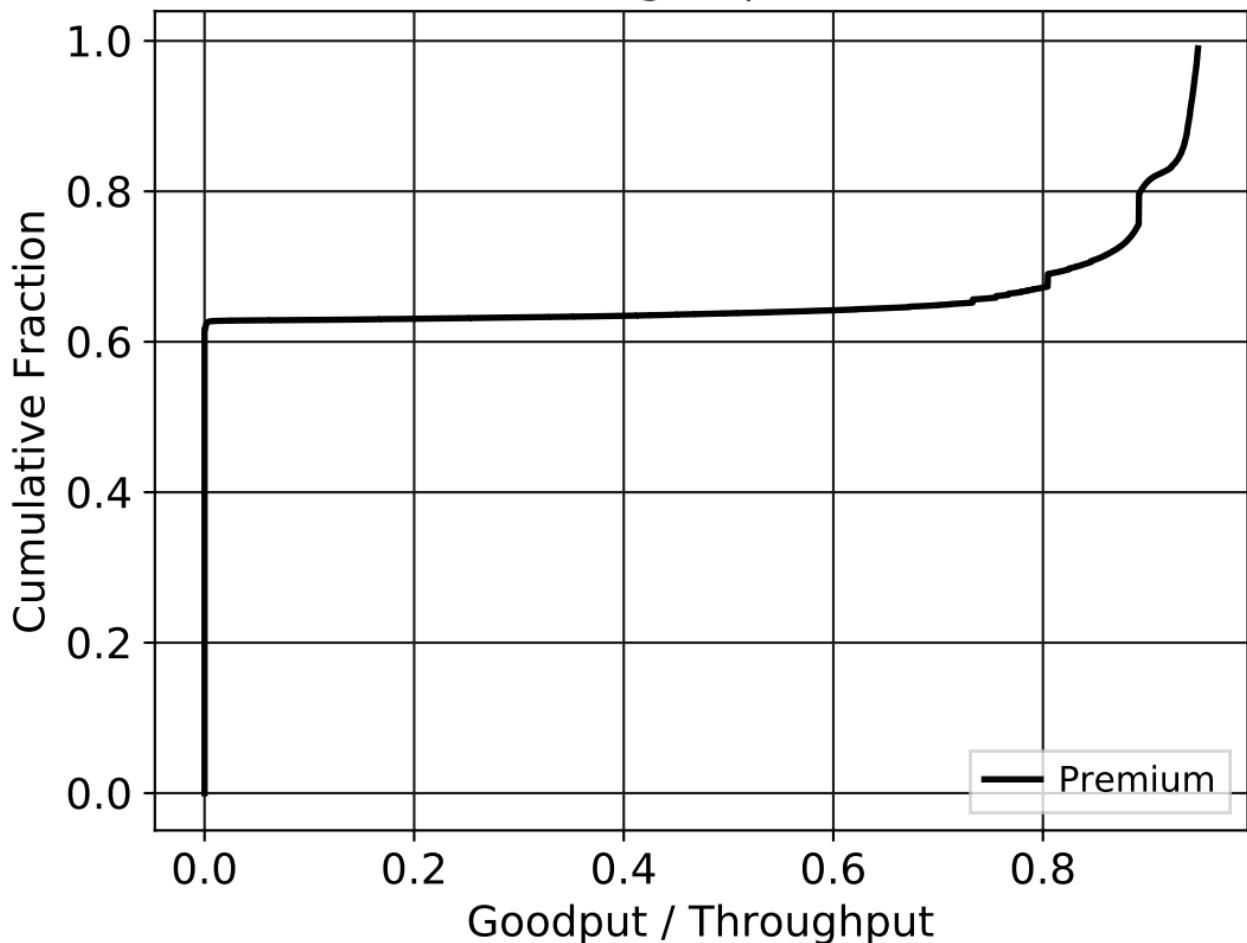
60 second moving average fractional goodput, recv, all nodes



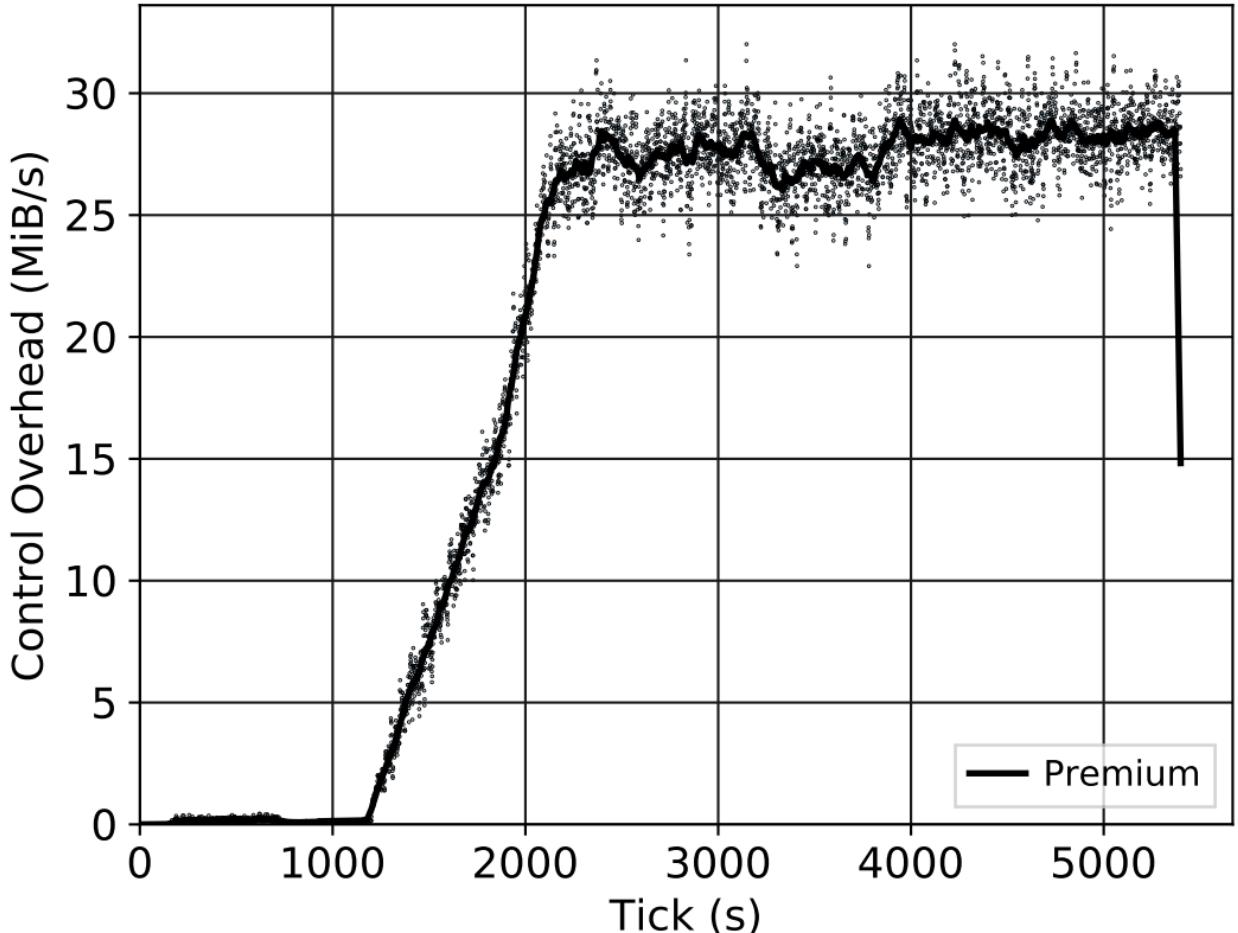
1 second fractional goodput, recv, all nodes



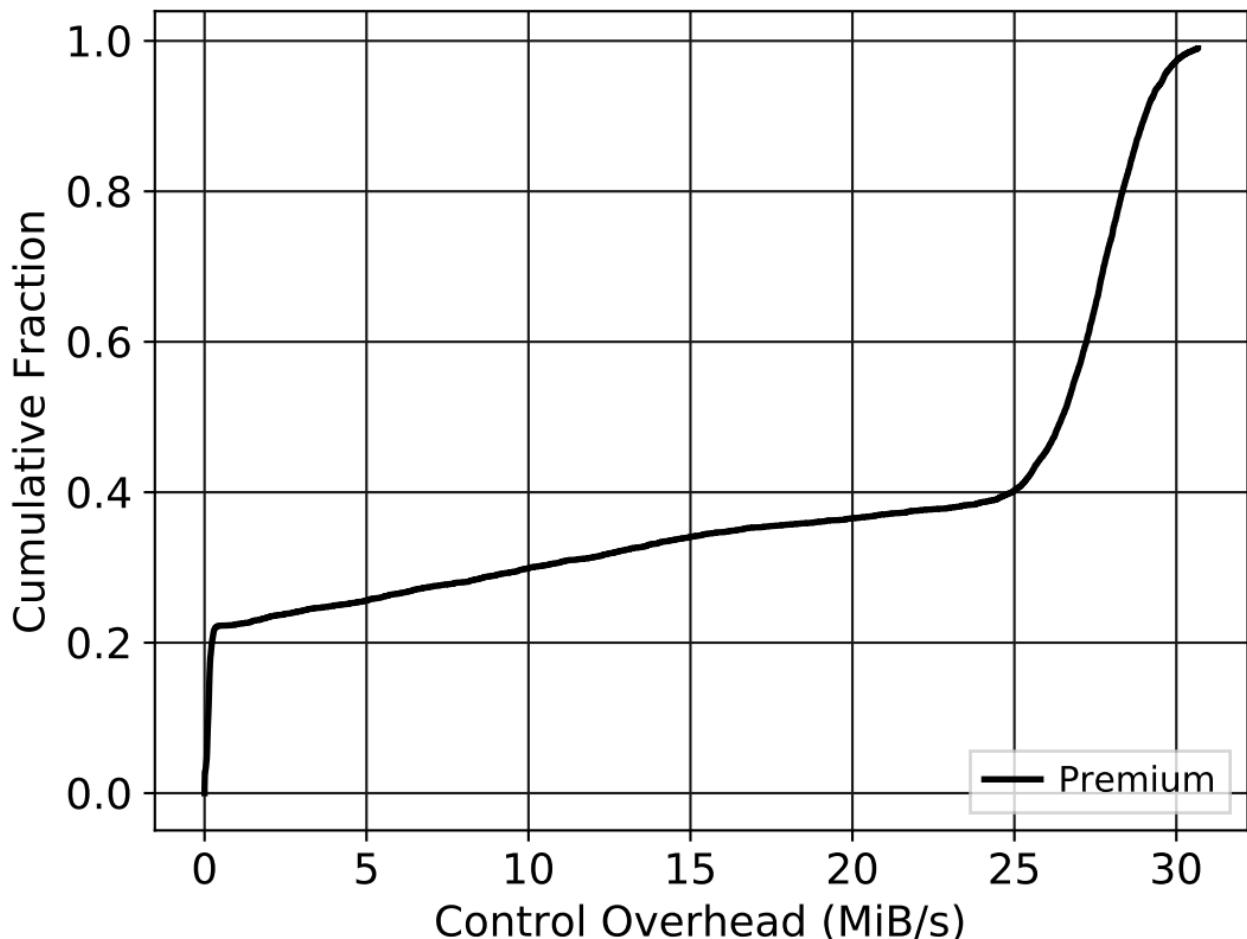
1 second fractional goodput, recv, each node



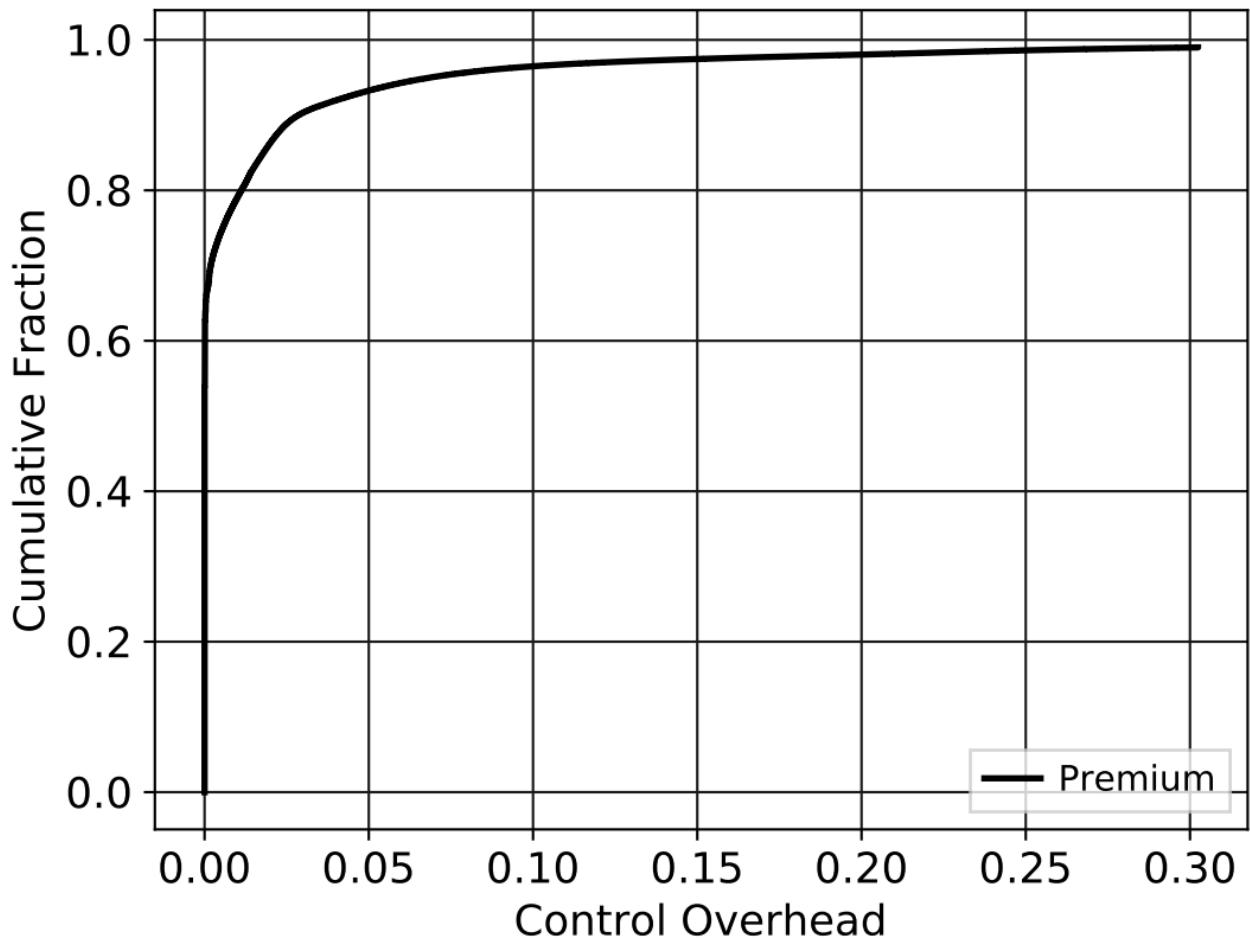
60 second moving average control overhead, recv, all node



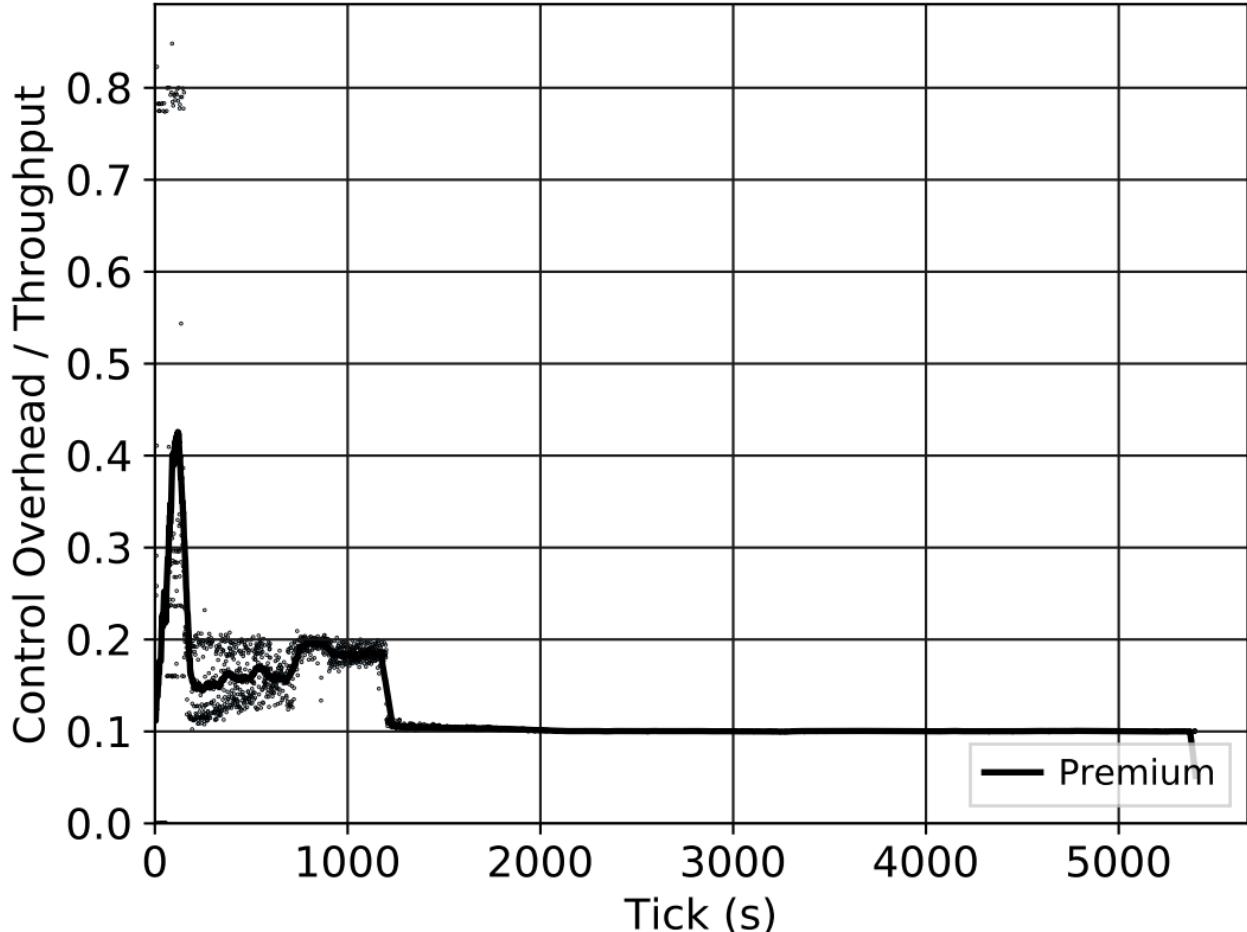
1 second control overhead, recv, all nodes



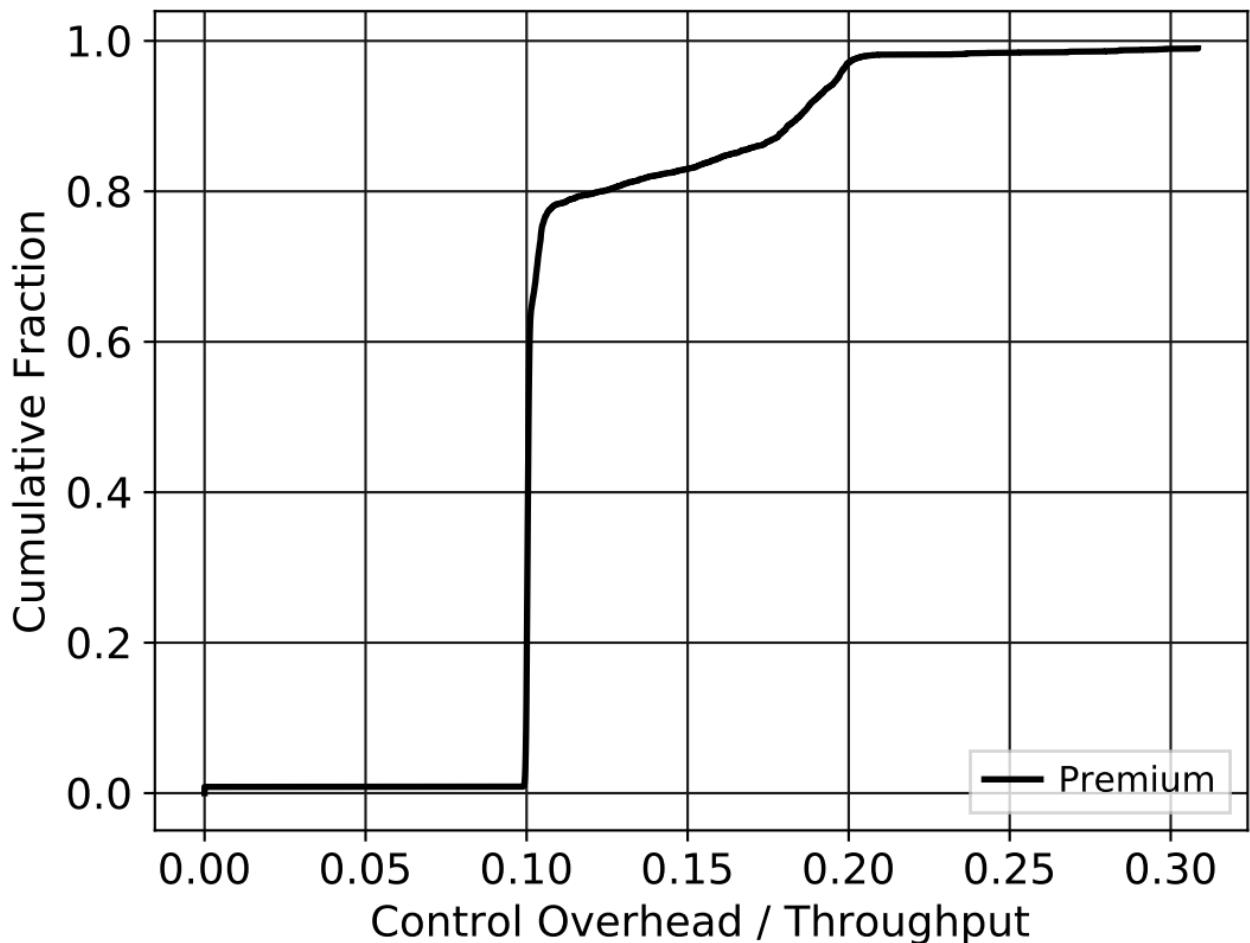
1 second control overhead, recv, each node



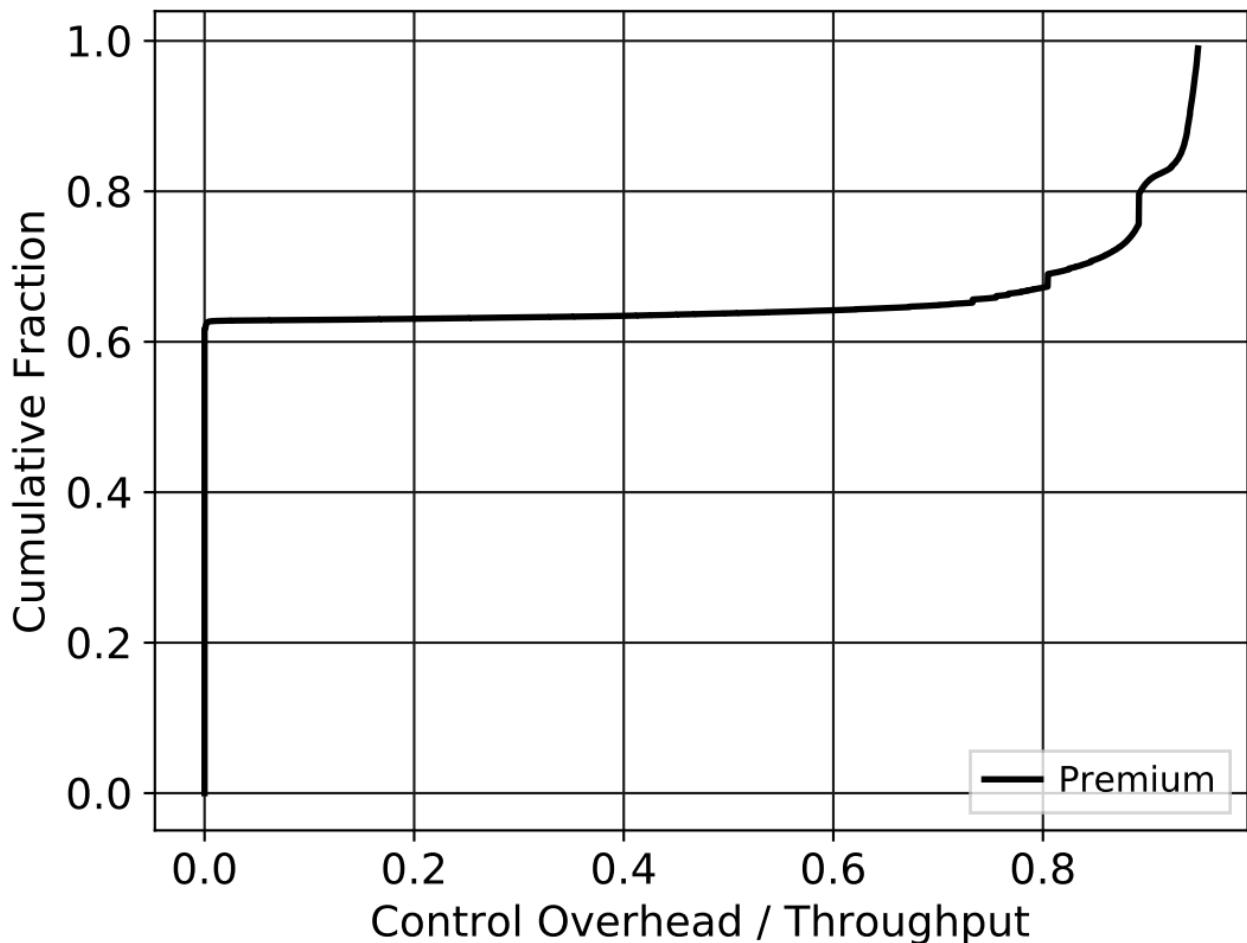
60 second moving average fractional control overhead, recv, all



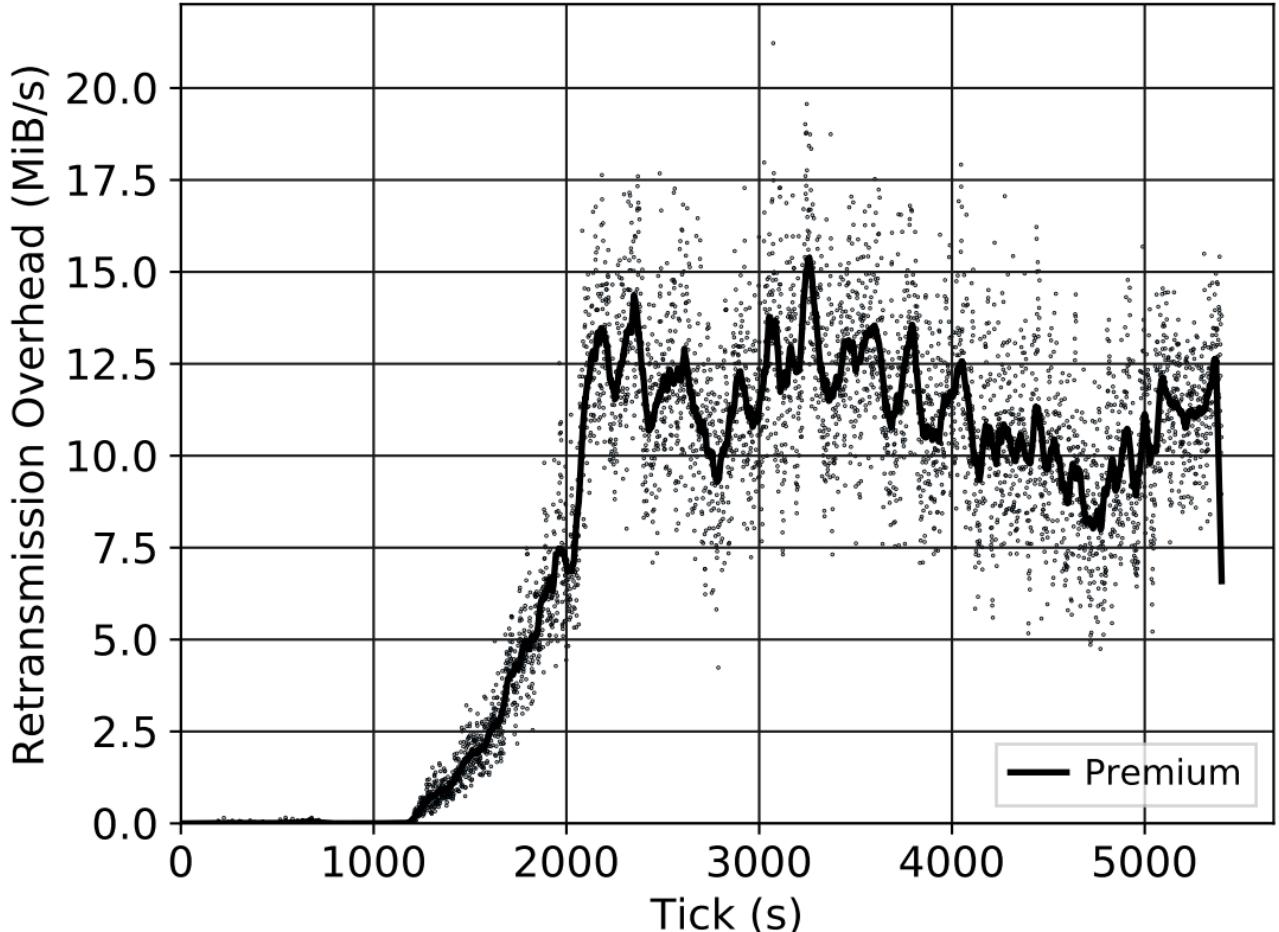
1 second fractional control overhead, recv, all nodes



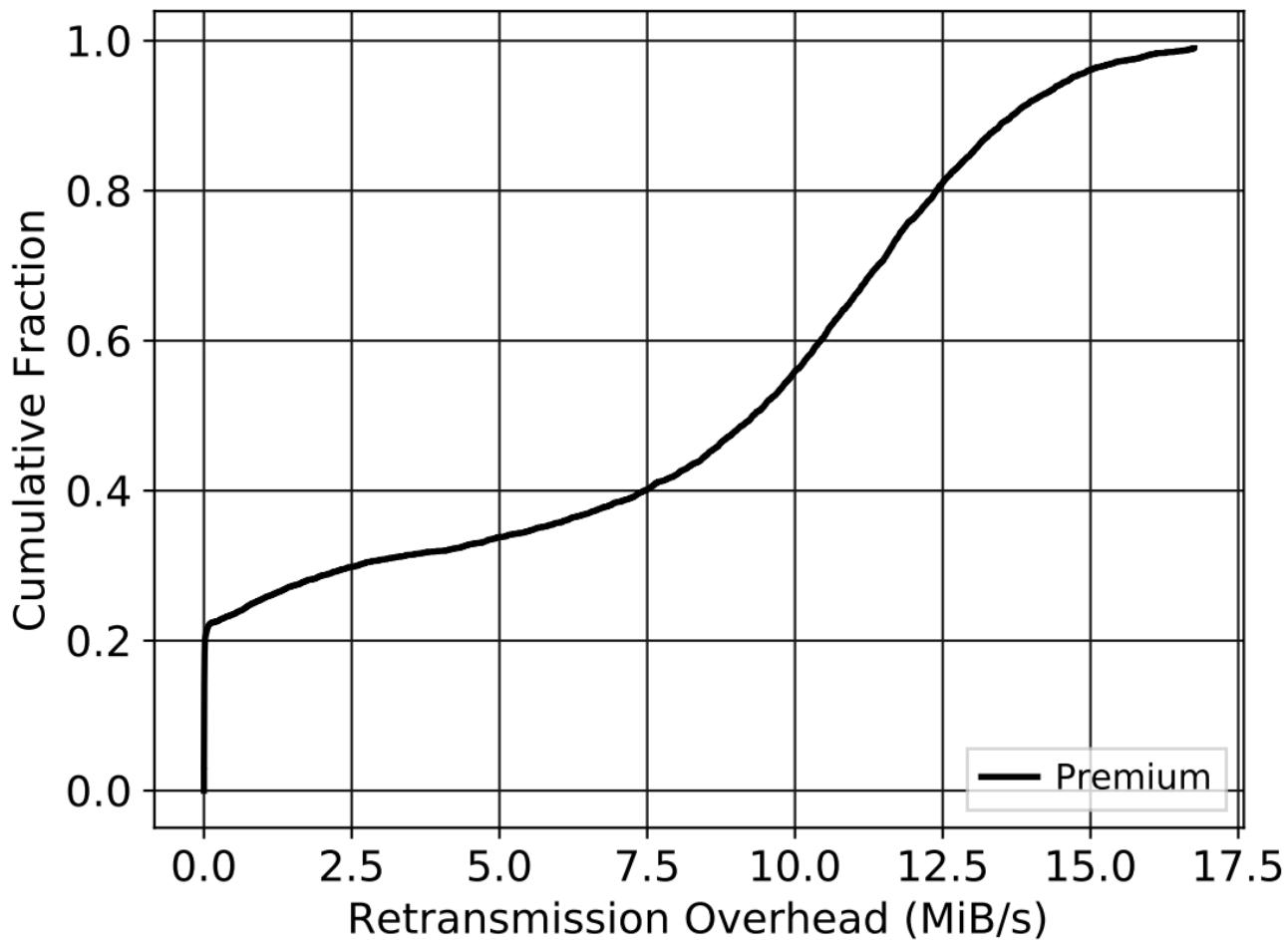
1 second fractional control overhead, recv, each node



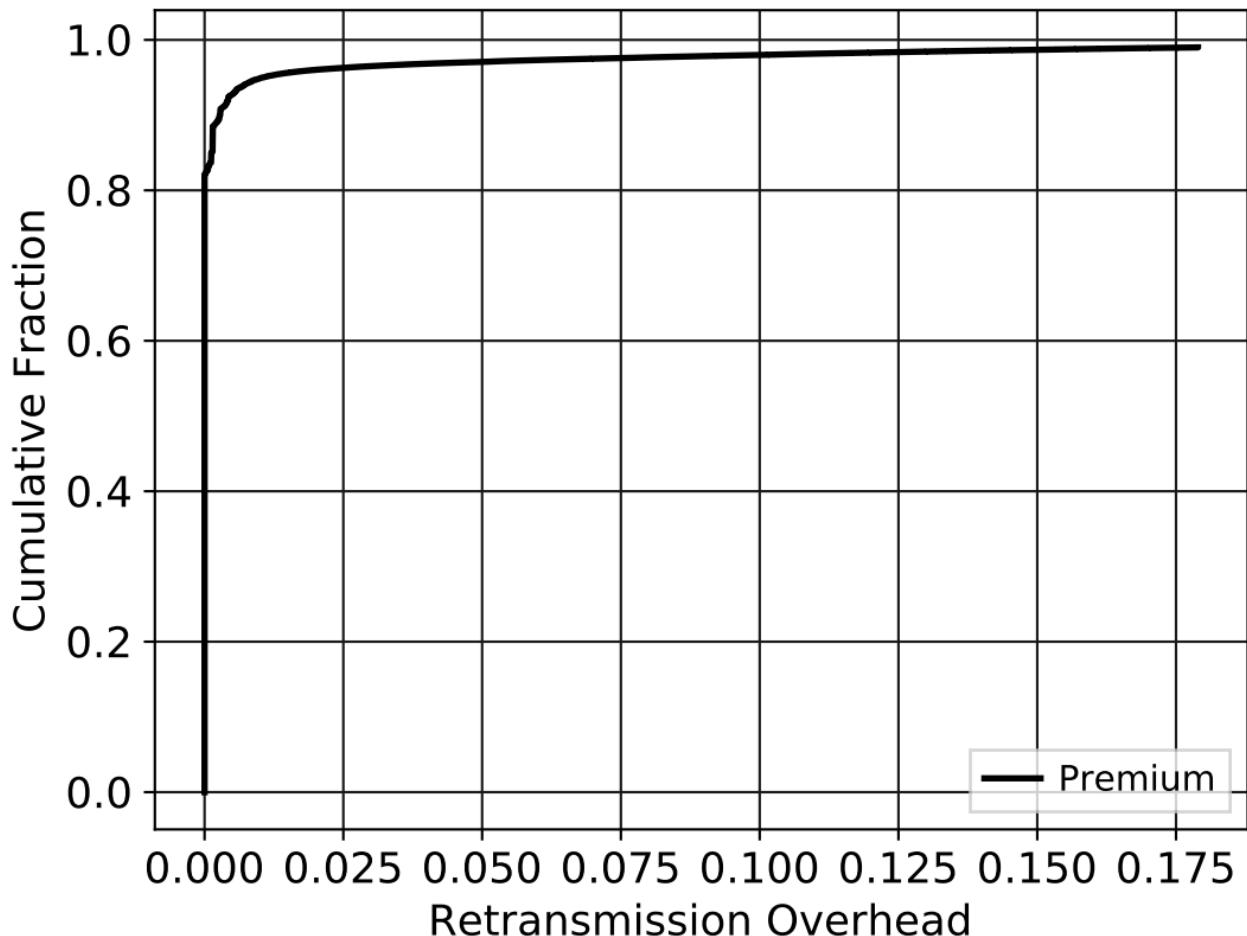
60 second moving average retrans overhead, recv, all node



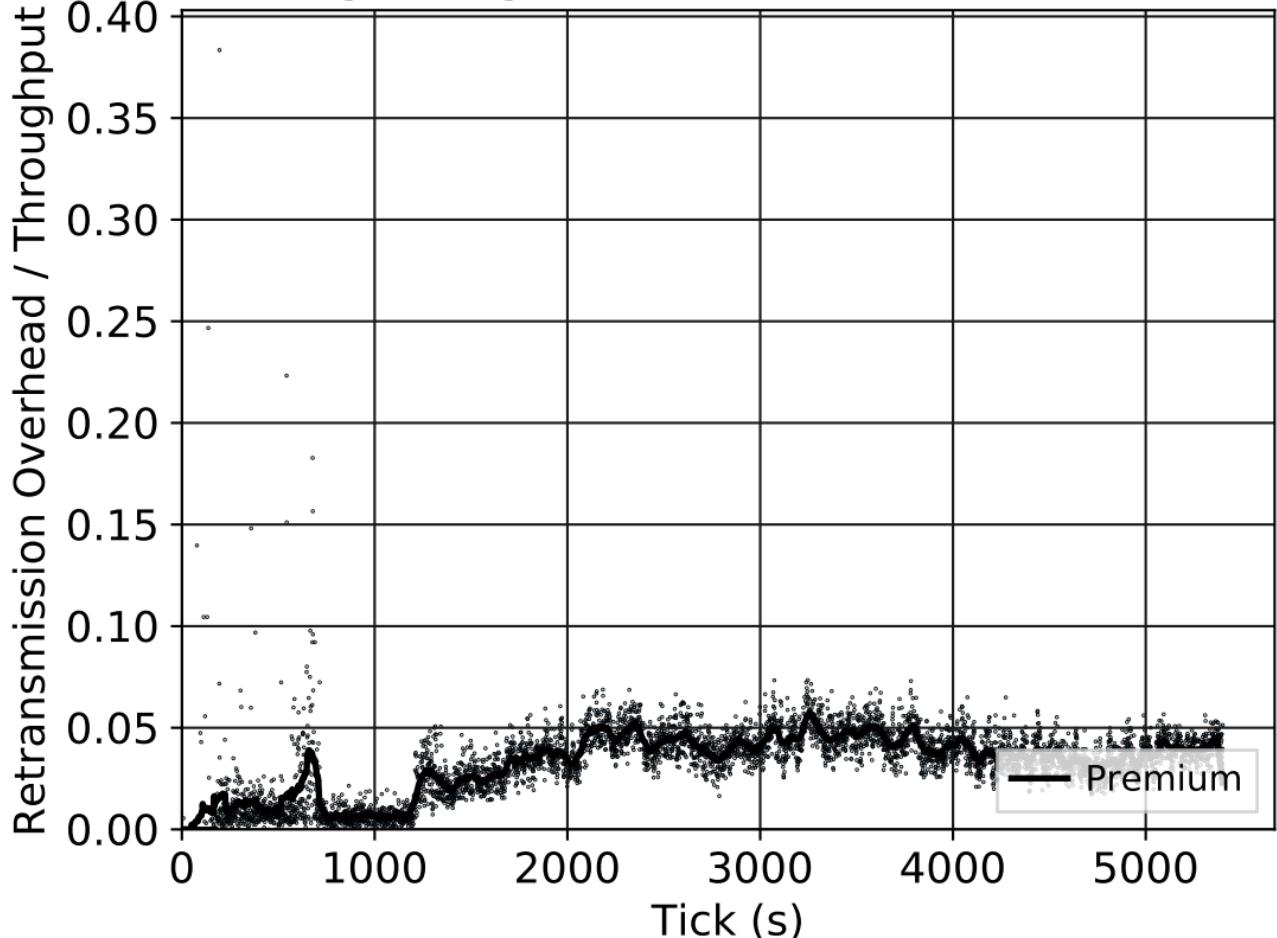
1 second retrans overhead, recv, all nodes



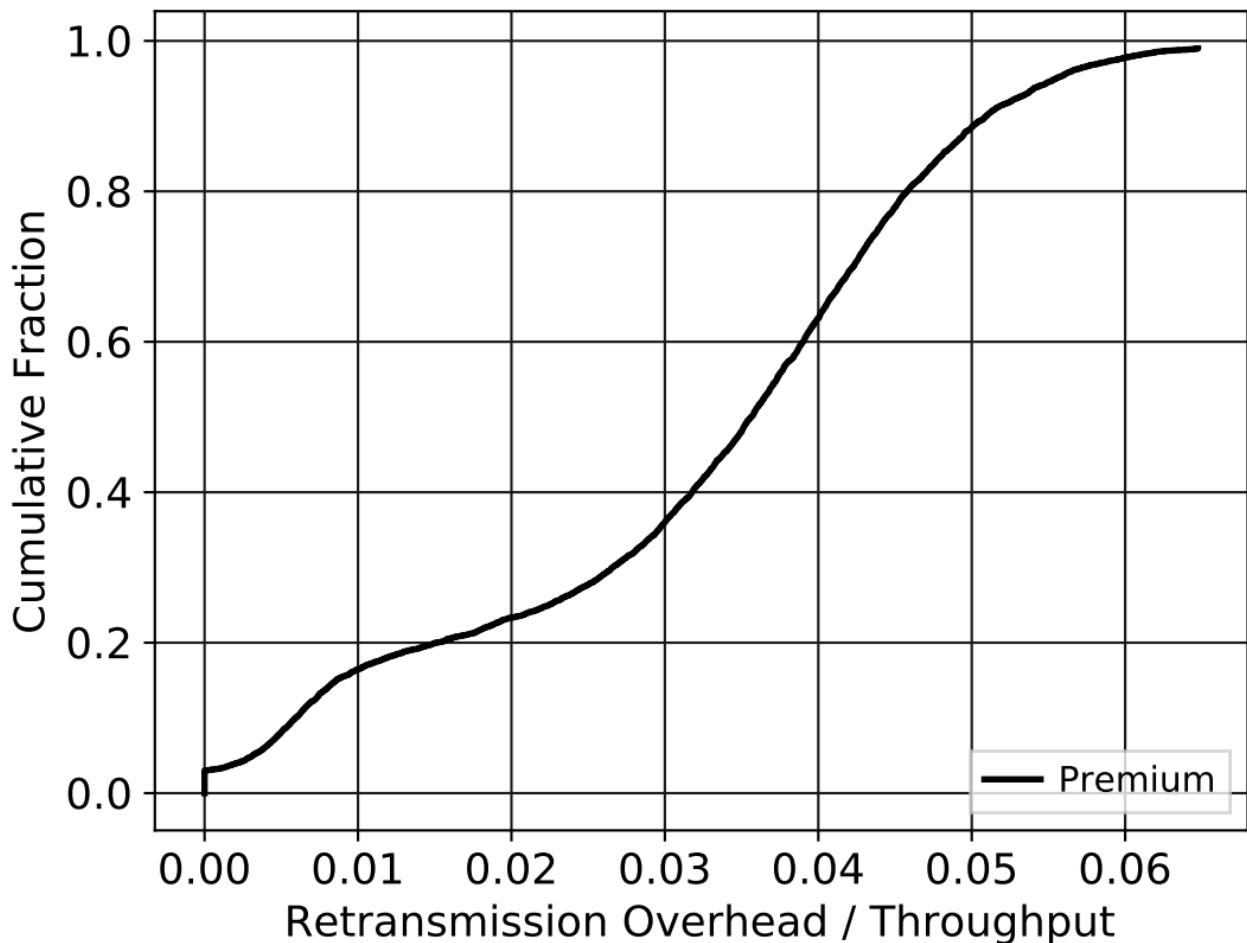
1 second retrans overhead, recv, each node



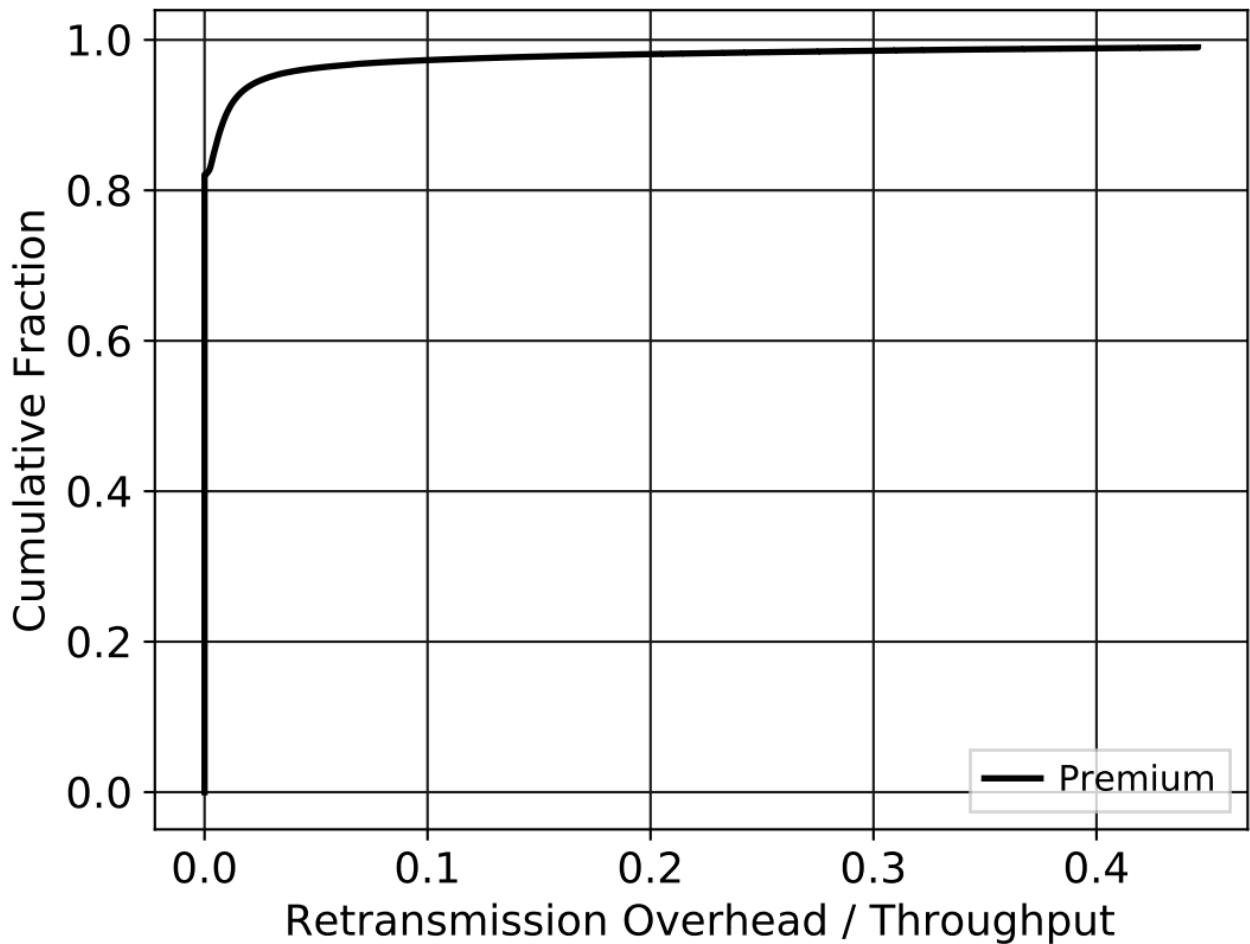
60 second moving average fractional retrans overheard, recv, all



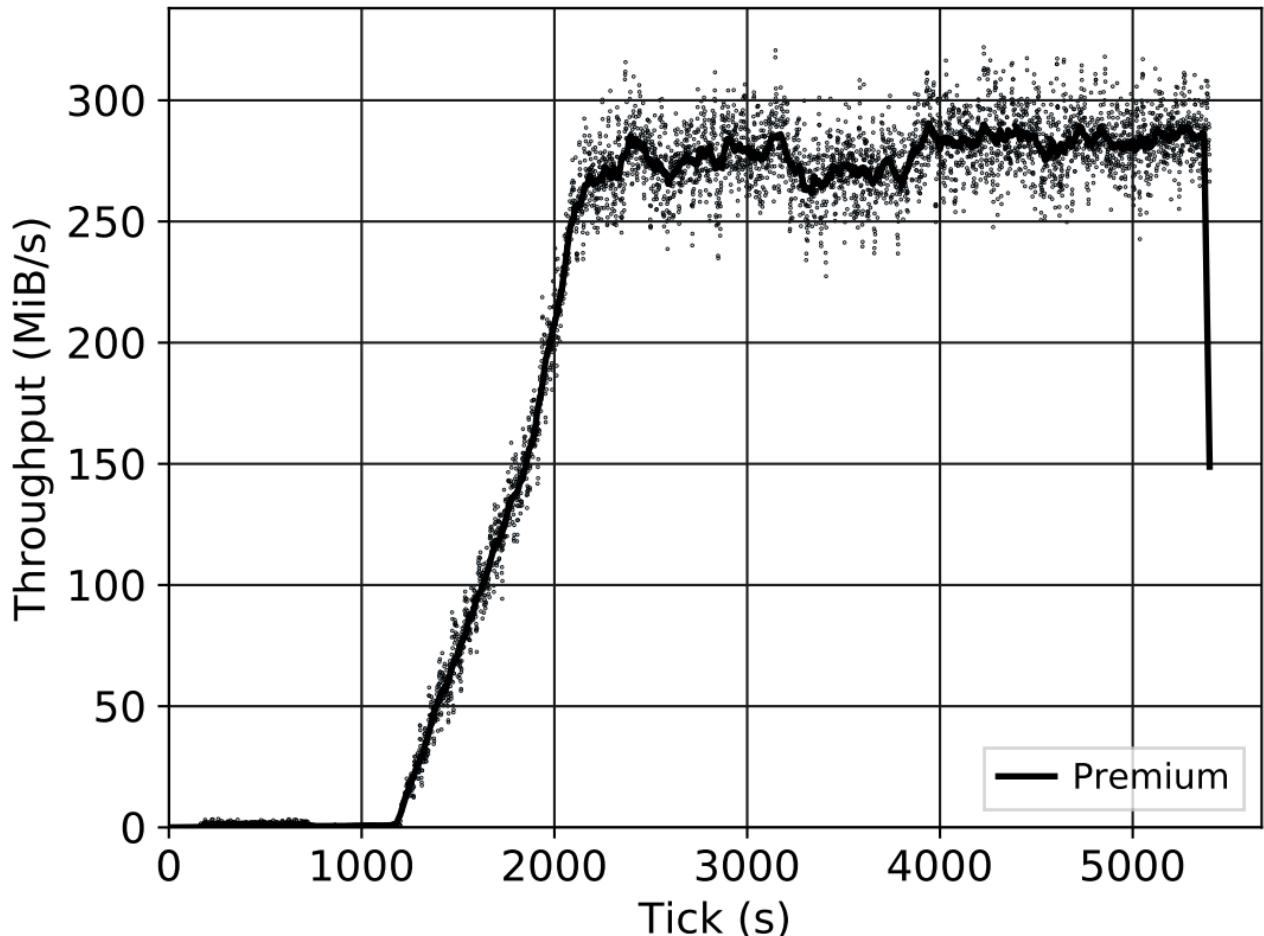
1 second fractional retrans overheard, recv, all nodes



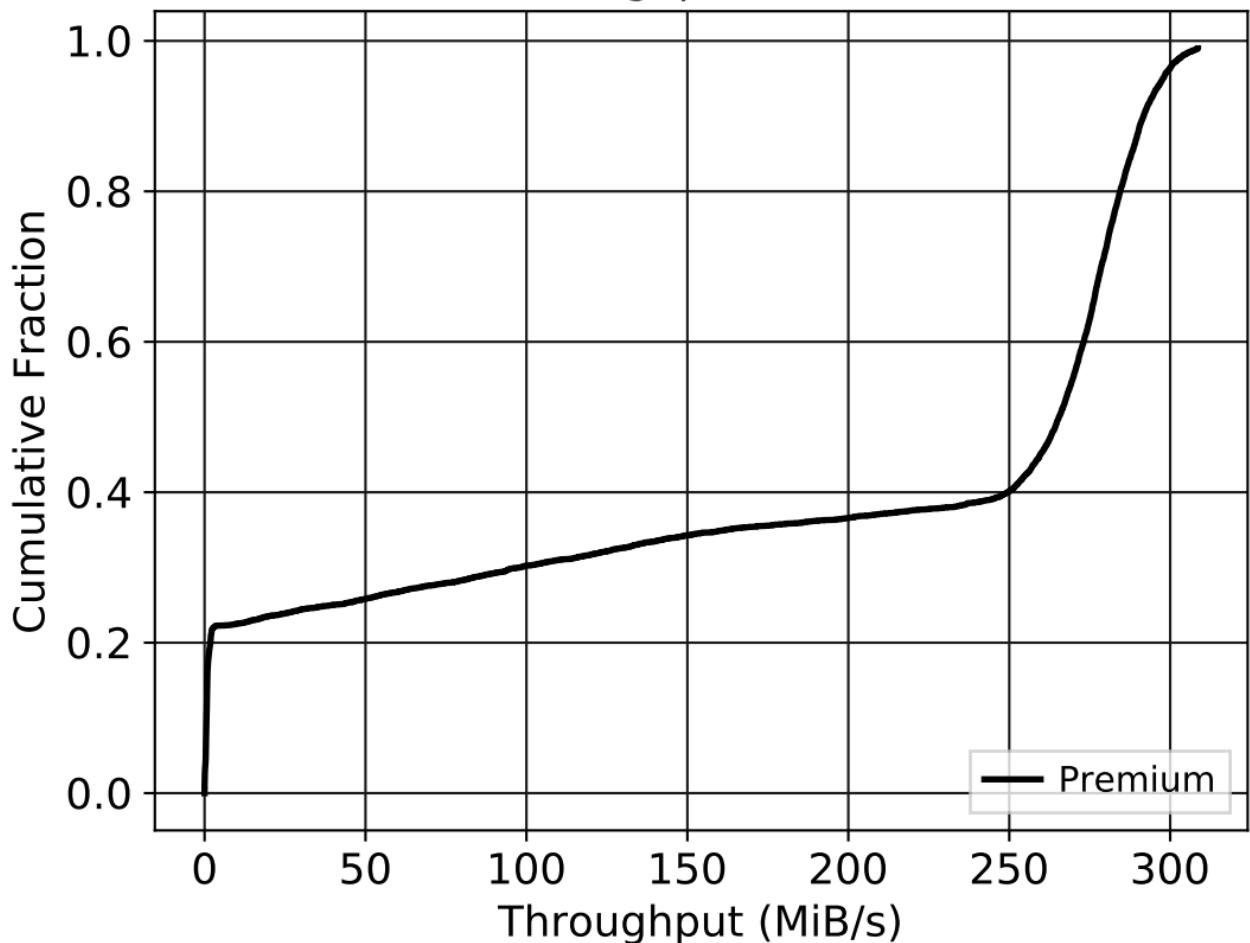
1 second fractional retrans overheard, recv, each node



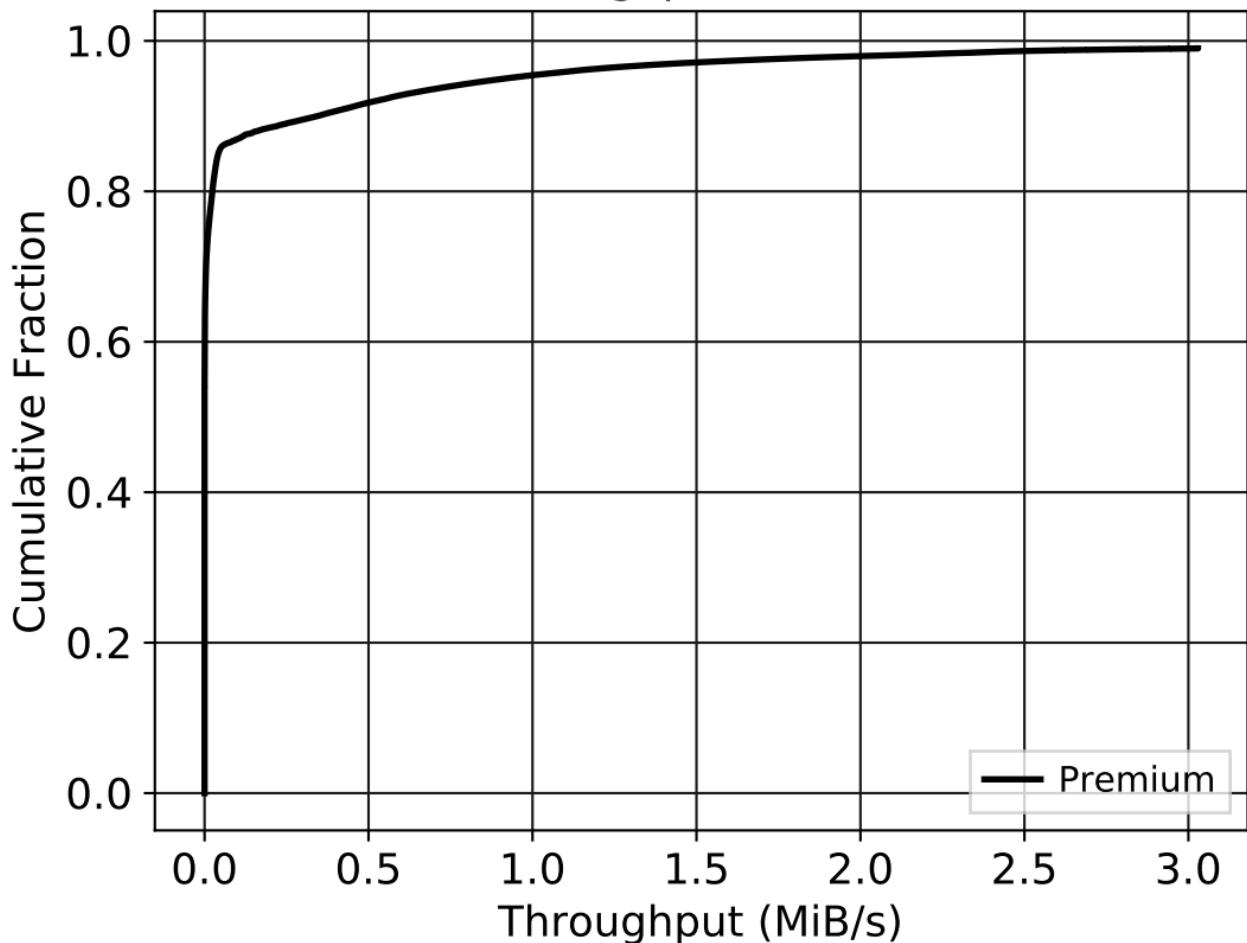
60 second moving average throughput, send, all nodes



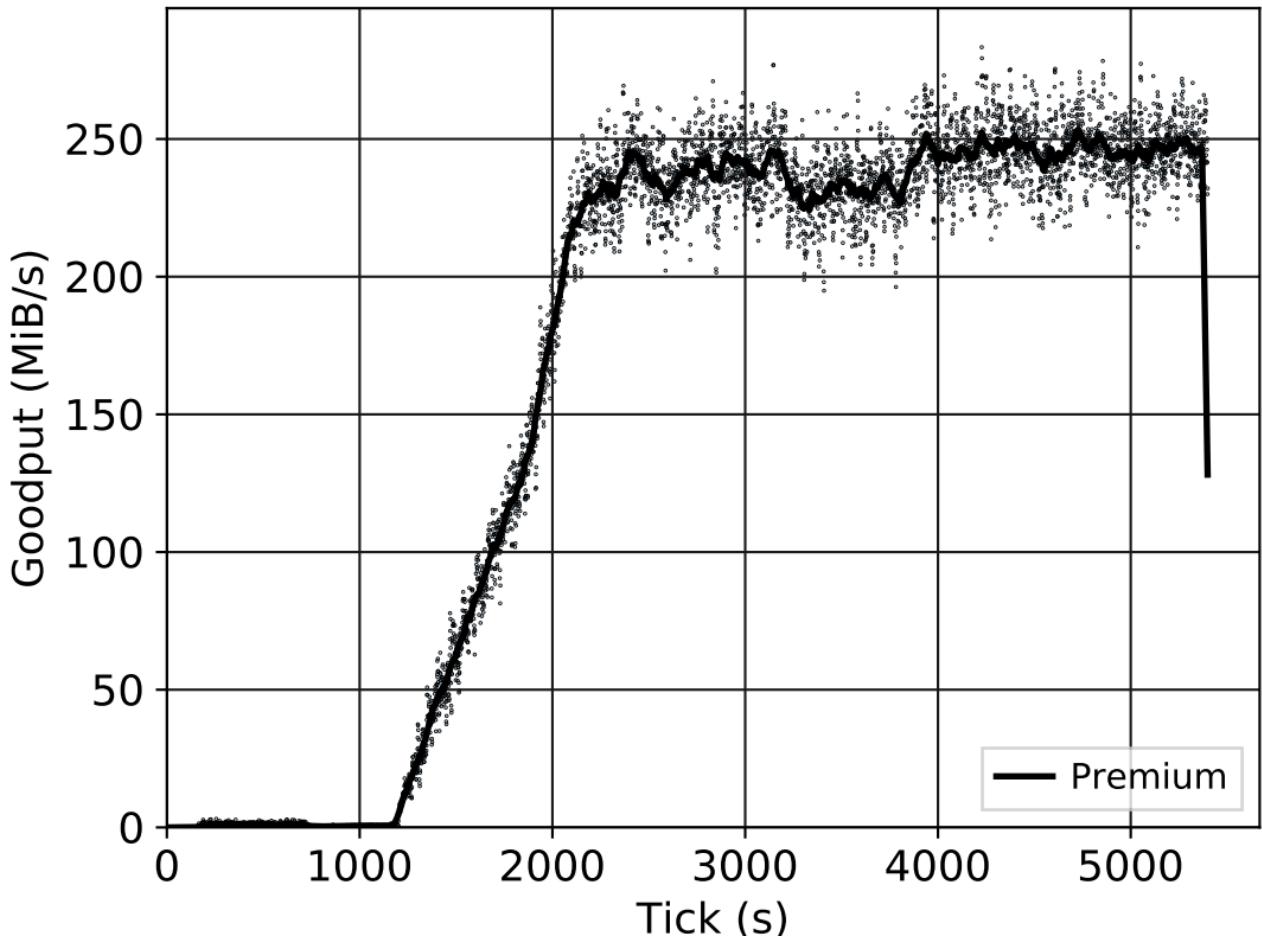
# 1 second throughput, send, all nodes



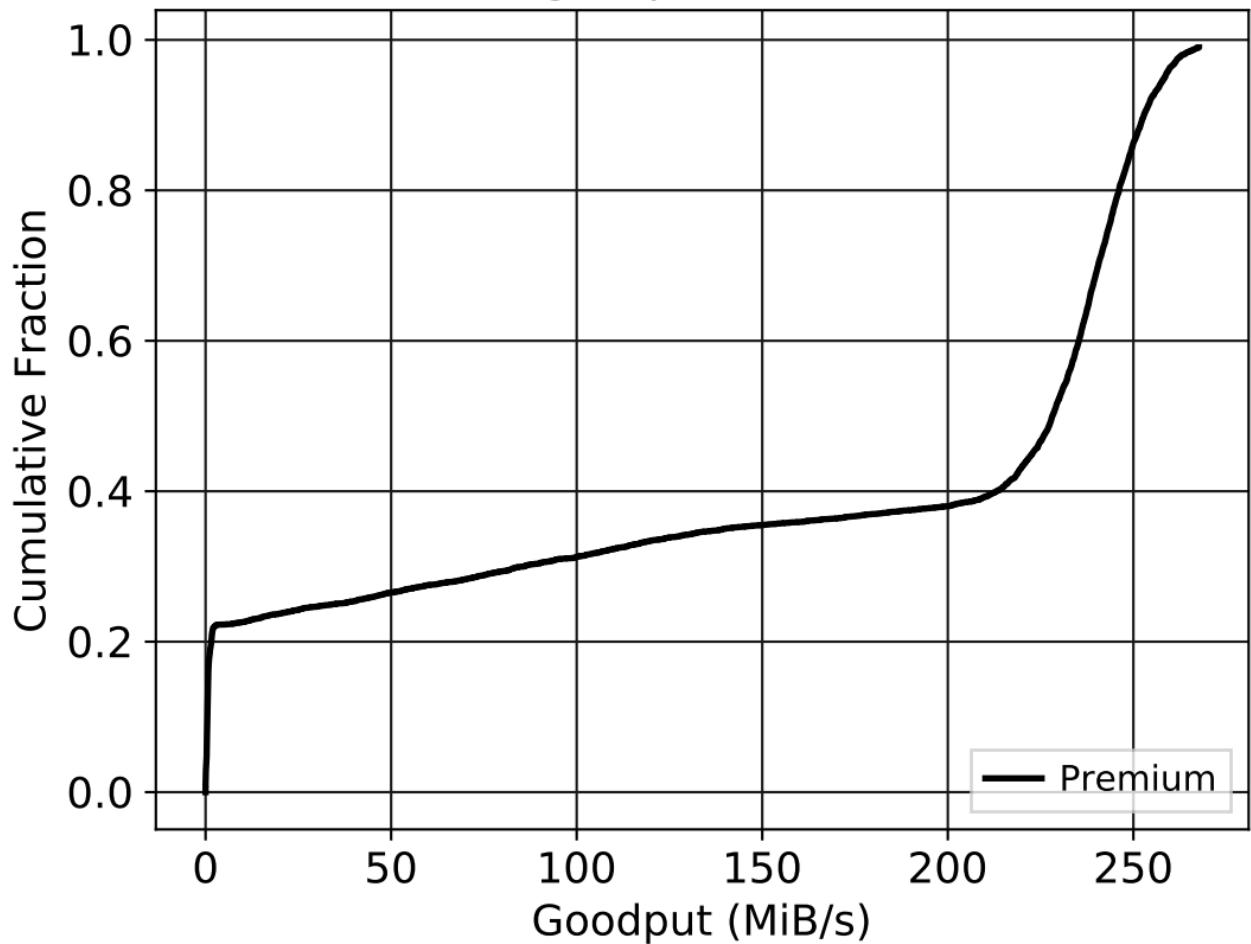
1 second throughput, send, each node



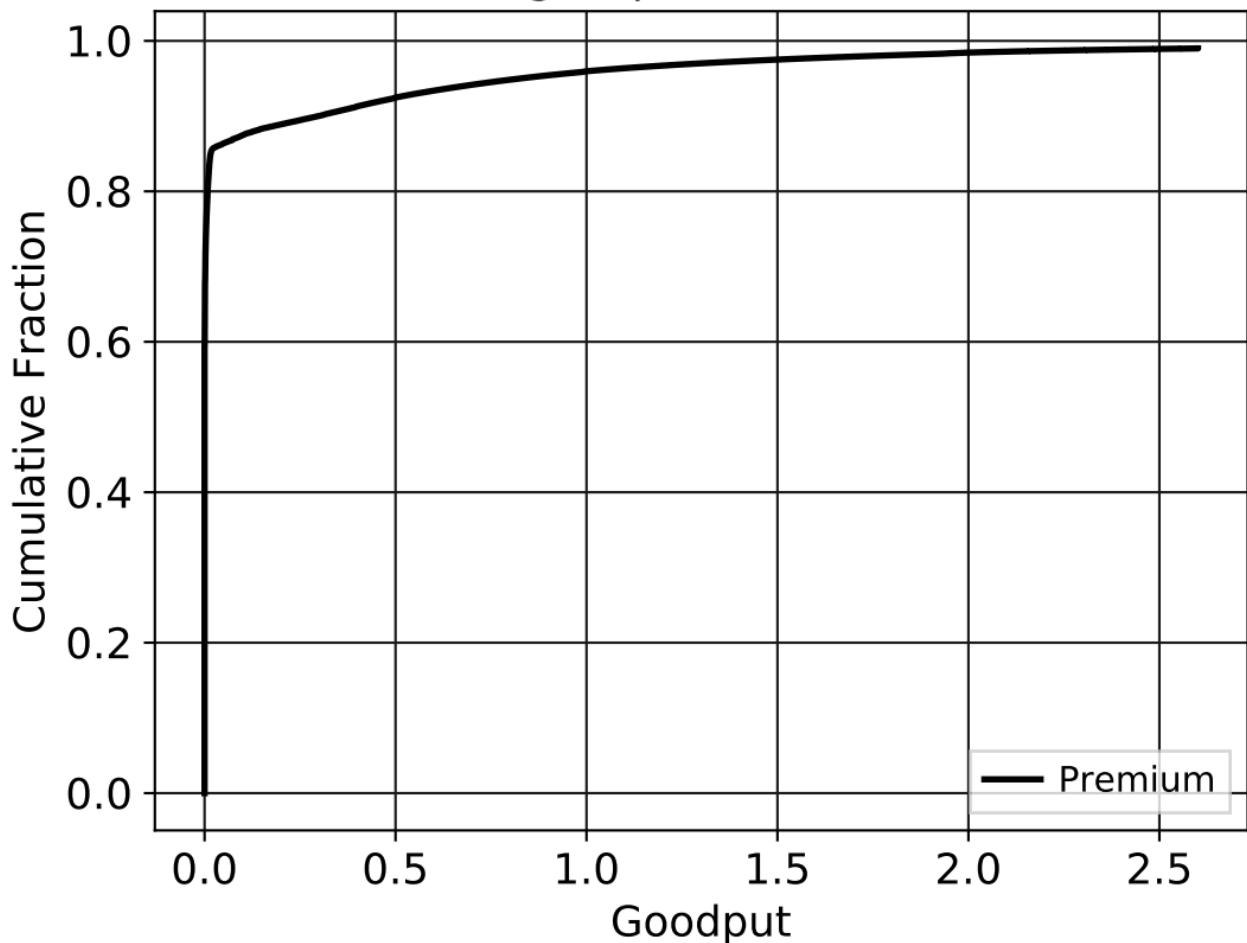
60 second moving average goodput, send, all nodes



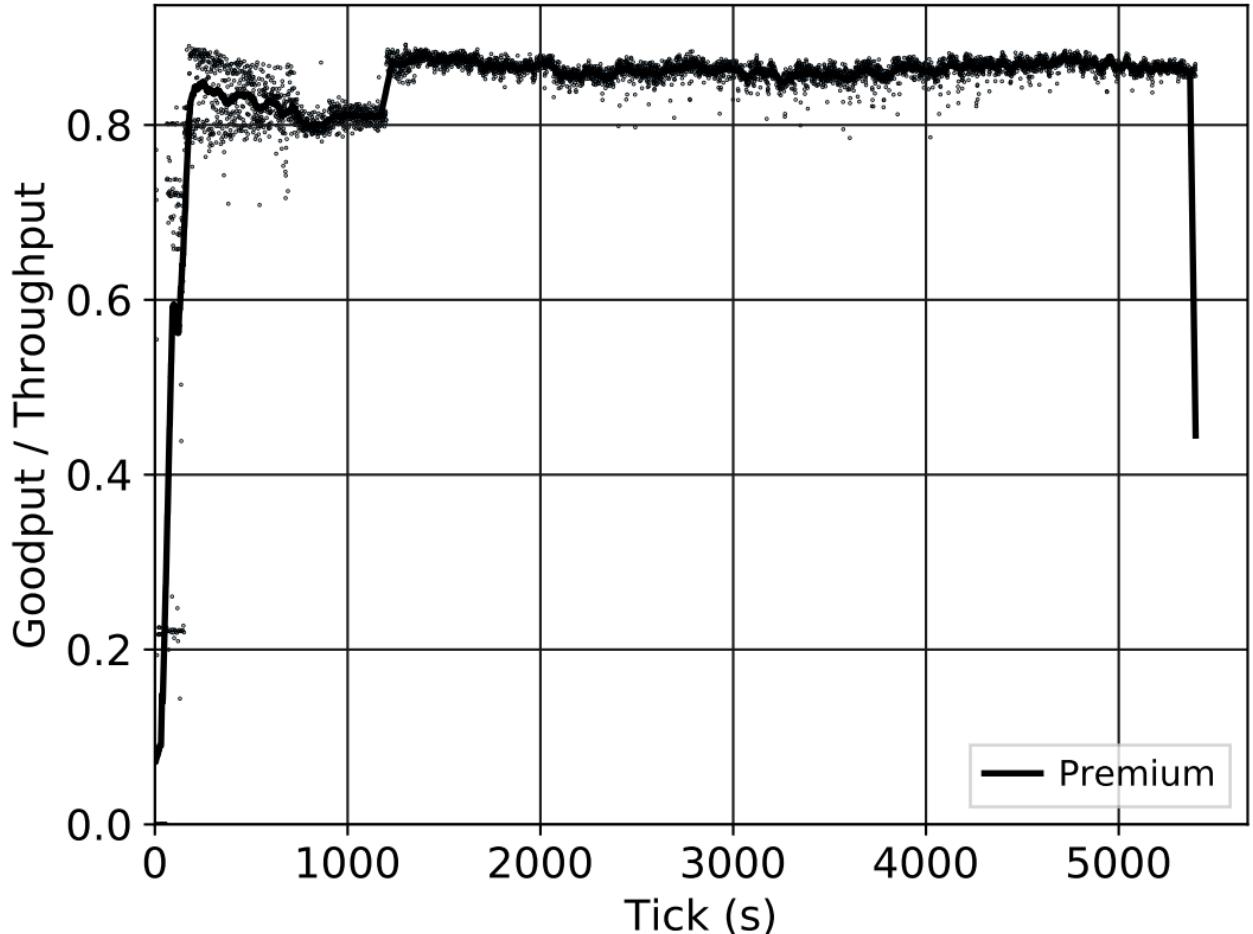
1 second goodput, send, all nodes



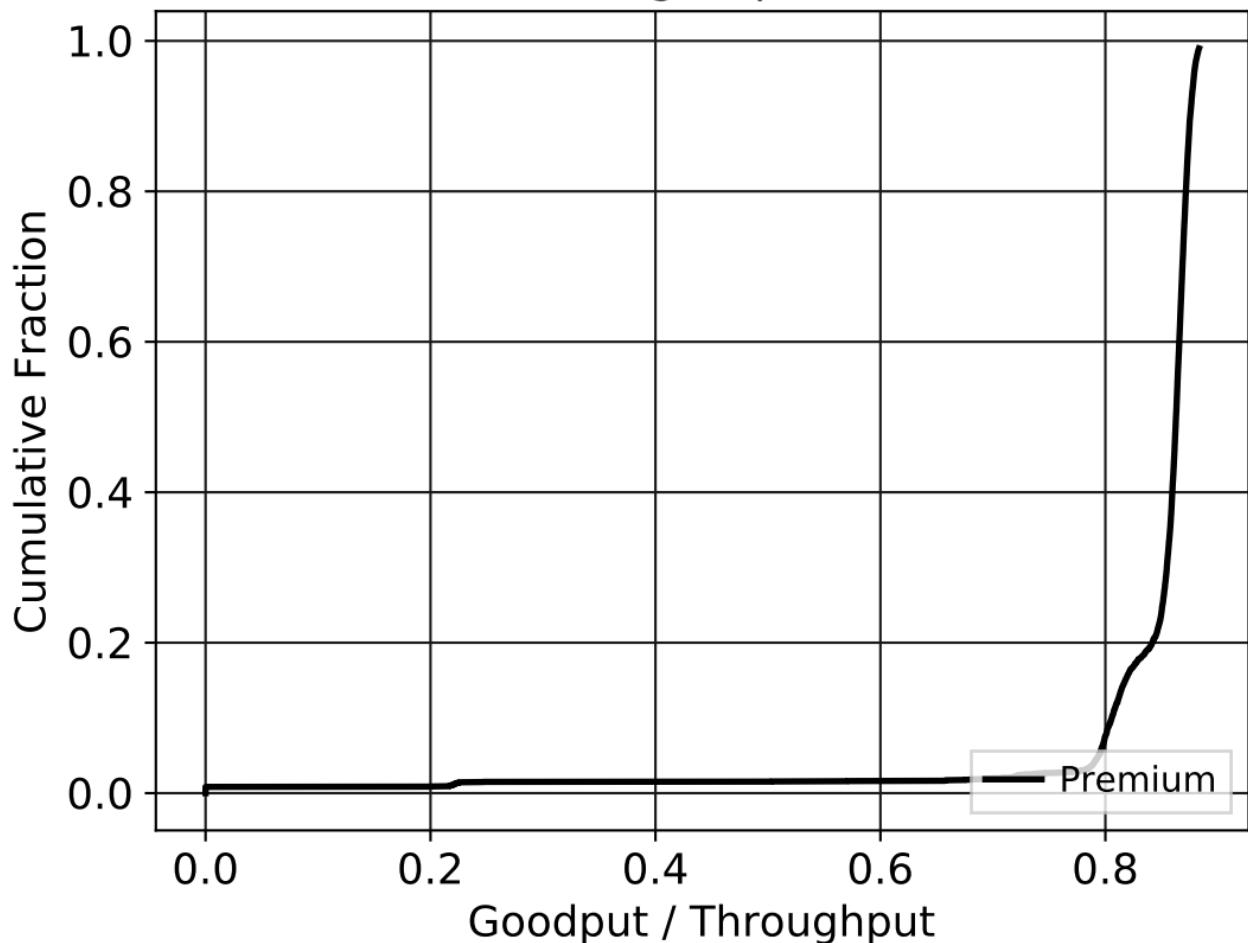
1 second goodput, send, each node



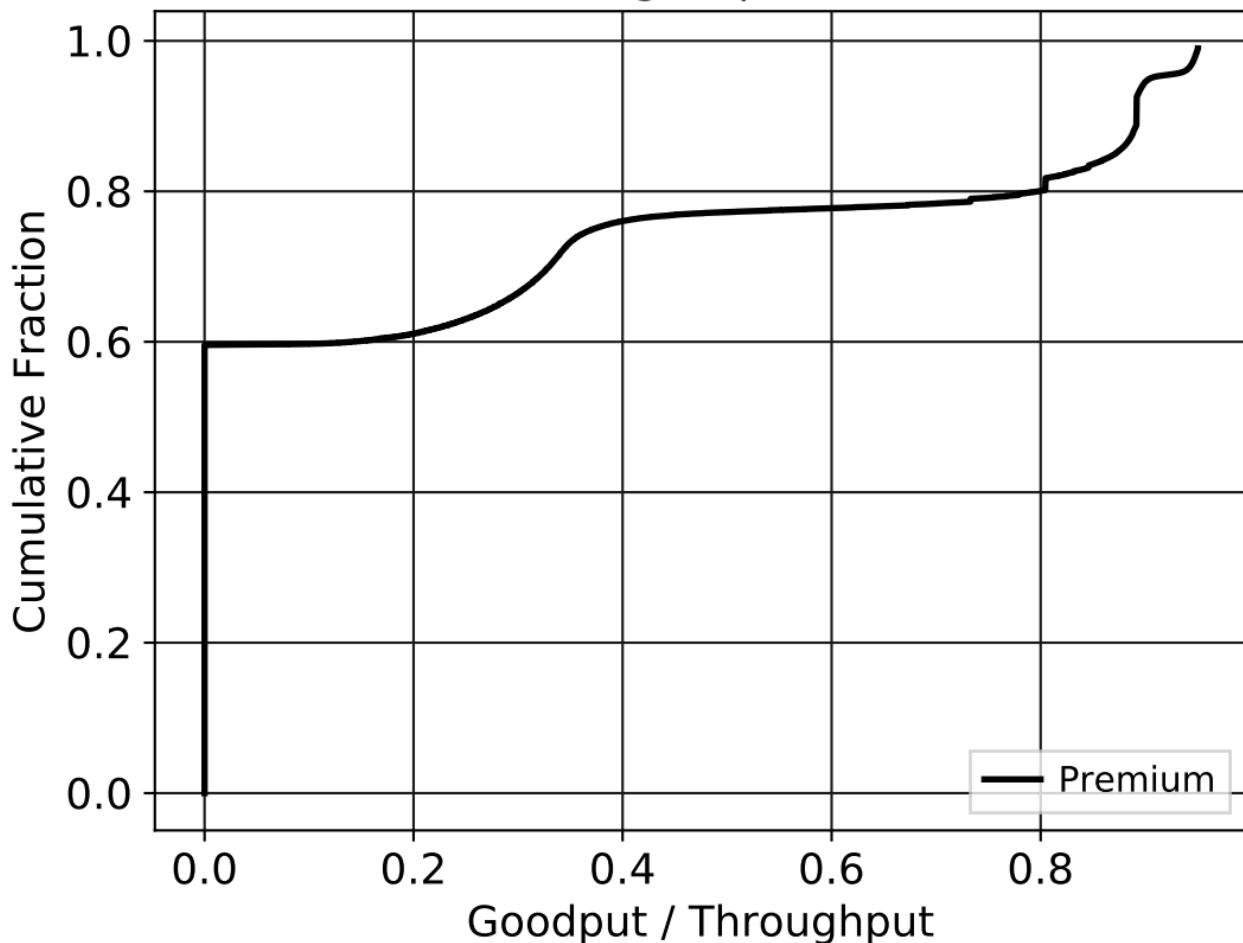
60 second moving average fractional goodput, send, all nodes



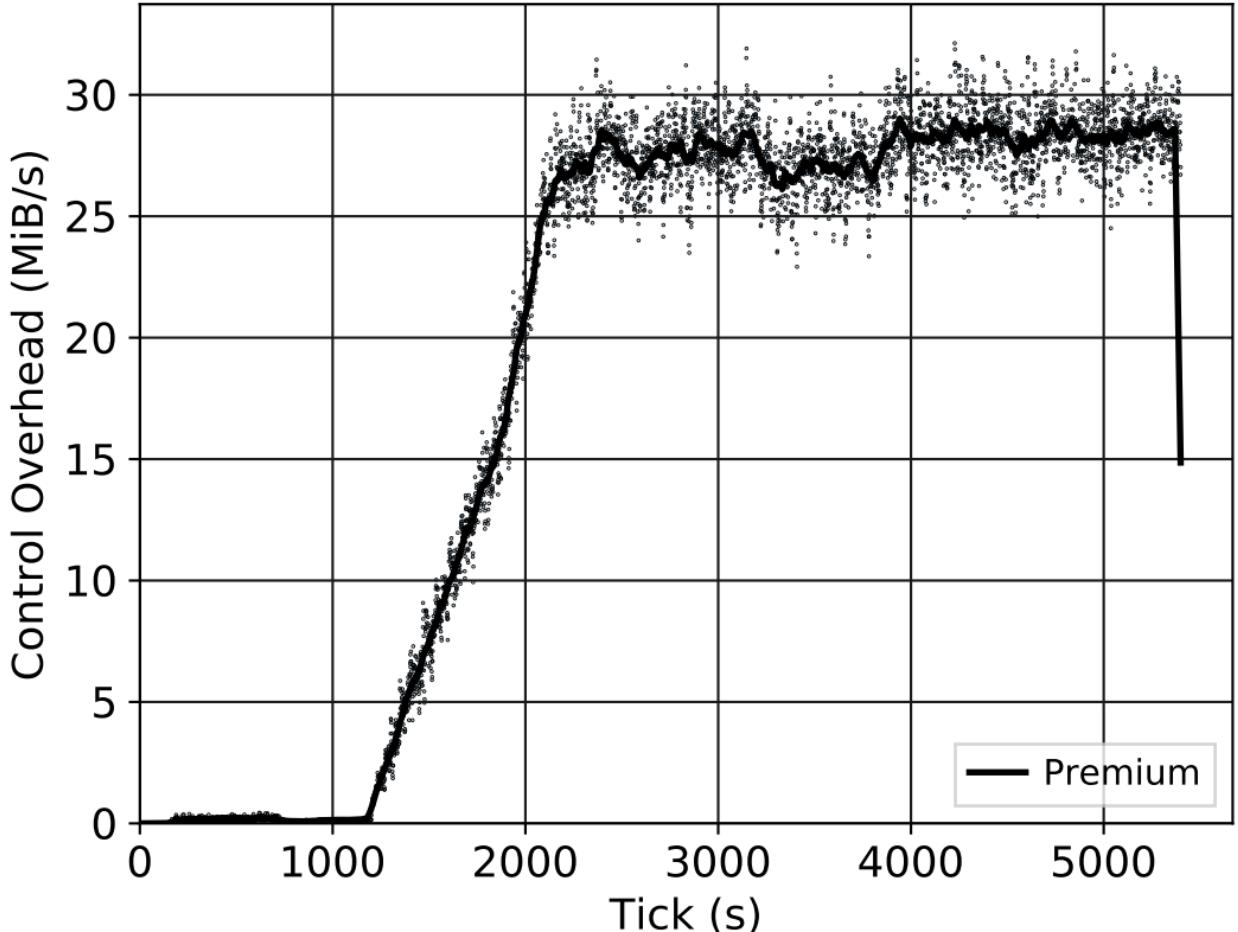
1 second fractional goodput, send, all nodes



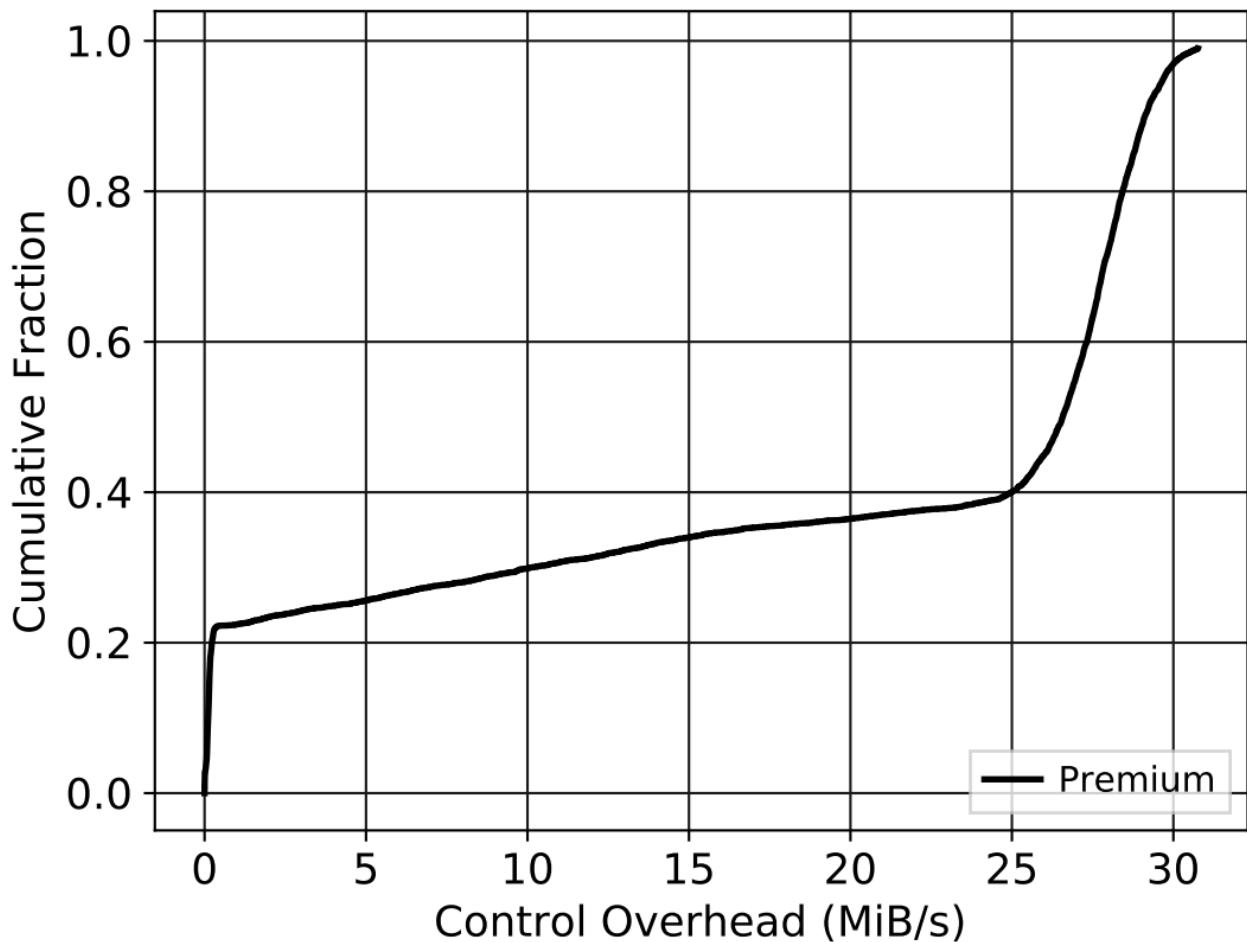
1 second fractional goodput, send, each node



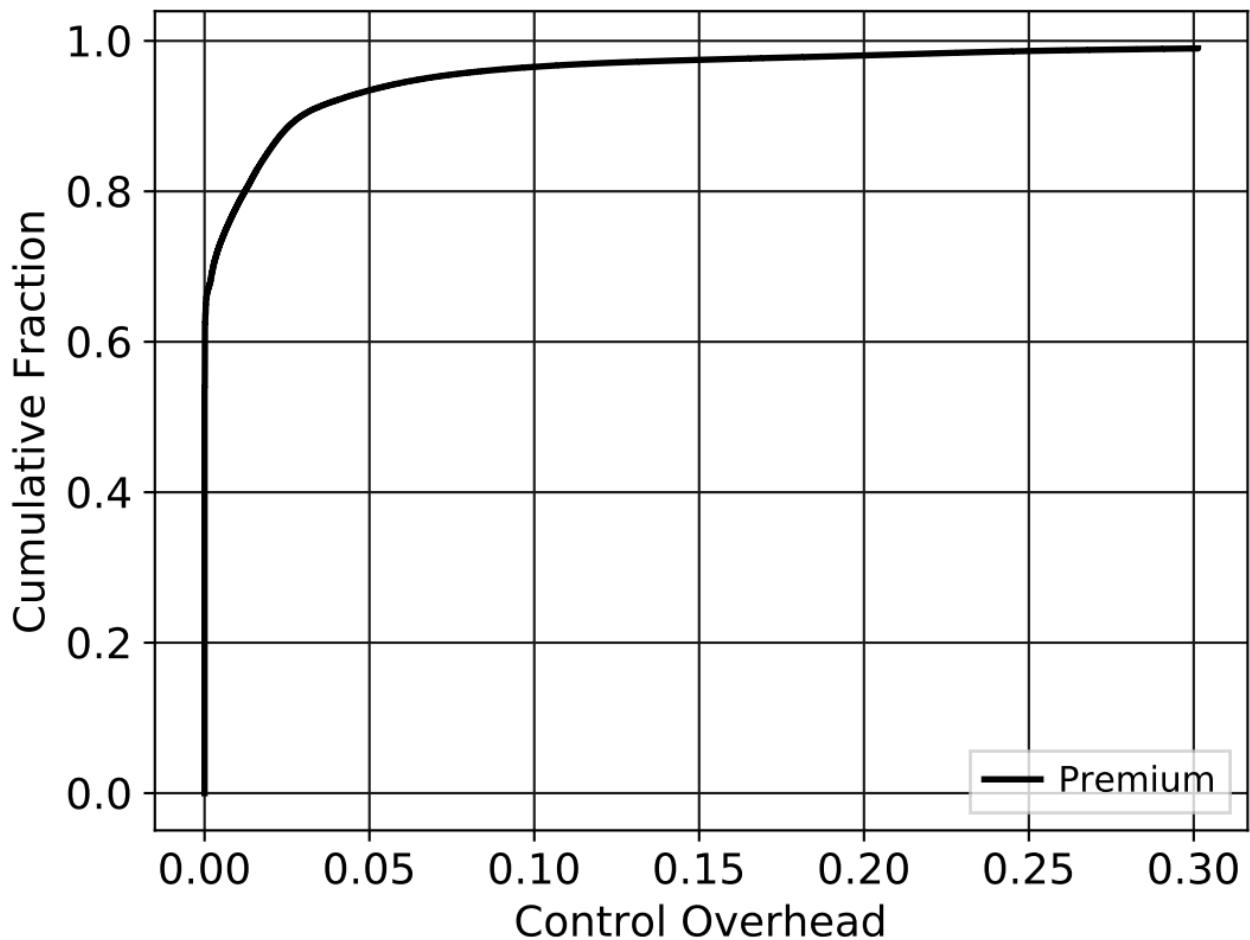
60 second moving average control overhead, send, all nodes



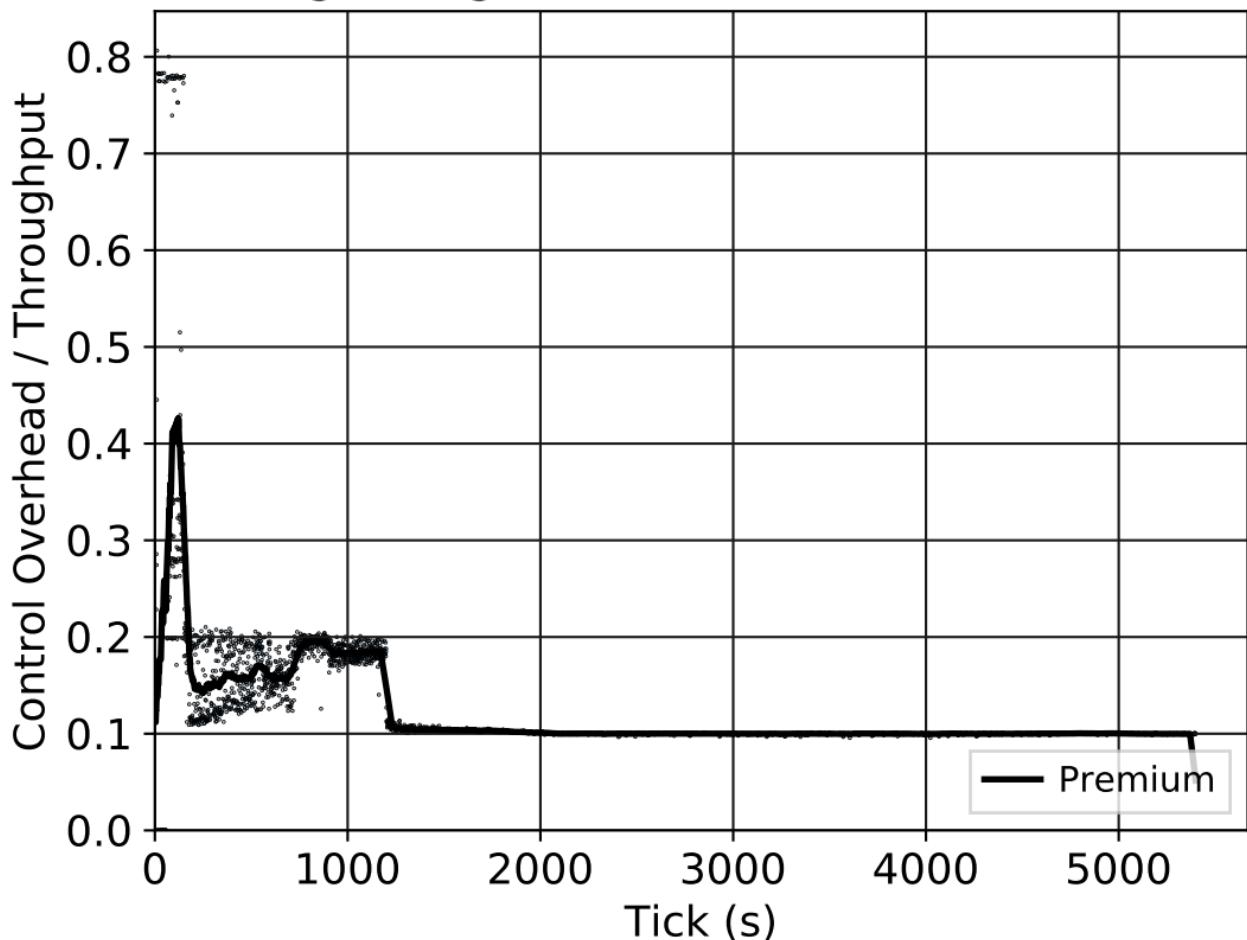
1 second control overhead, send, all nodes



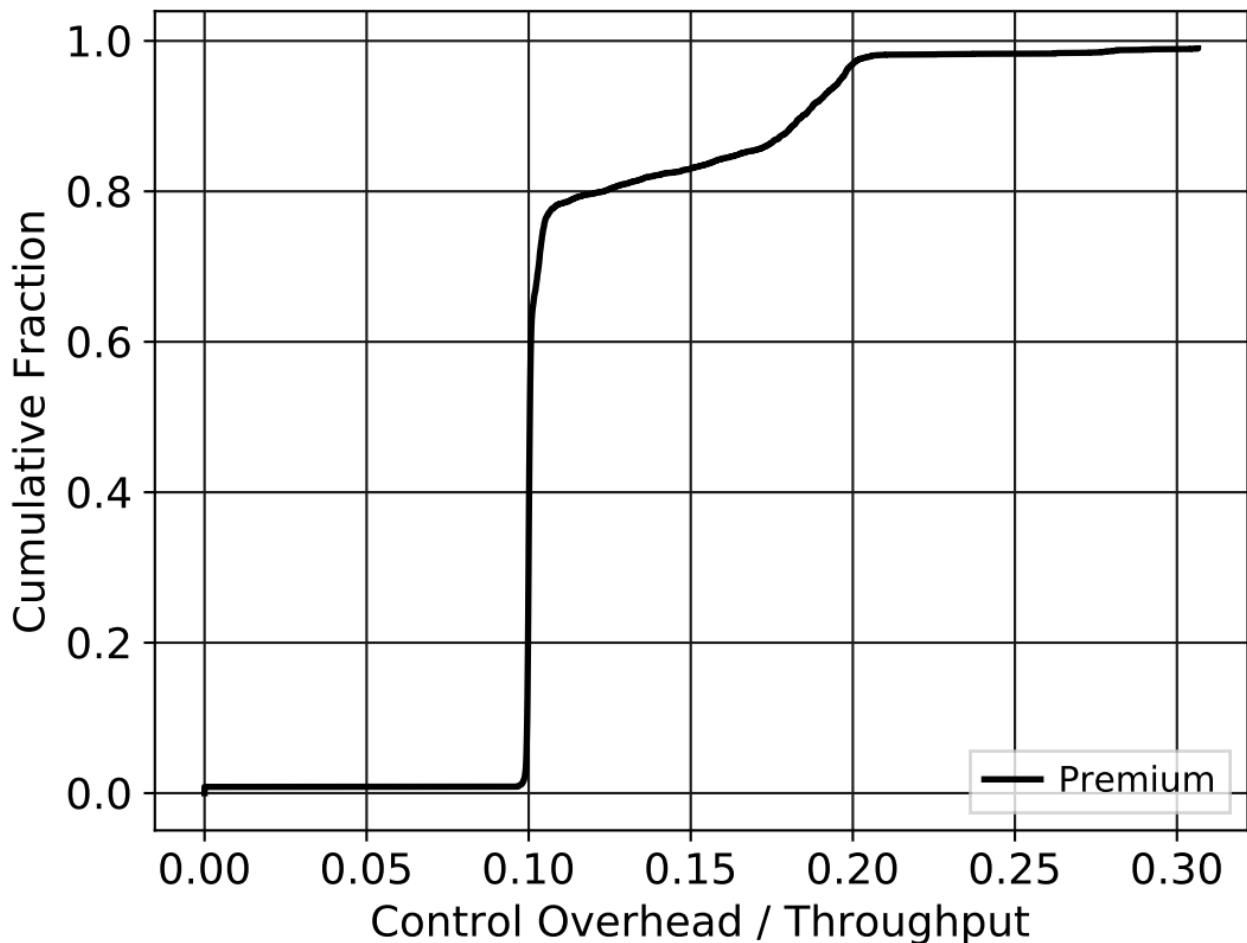
1 second control overhead, send, each node



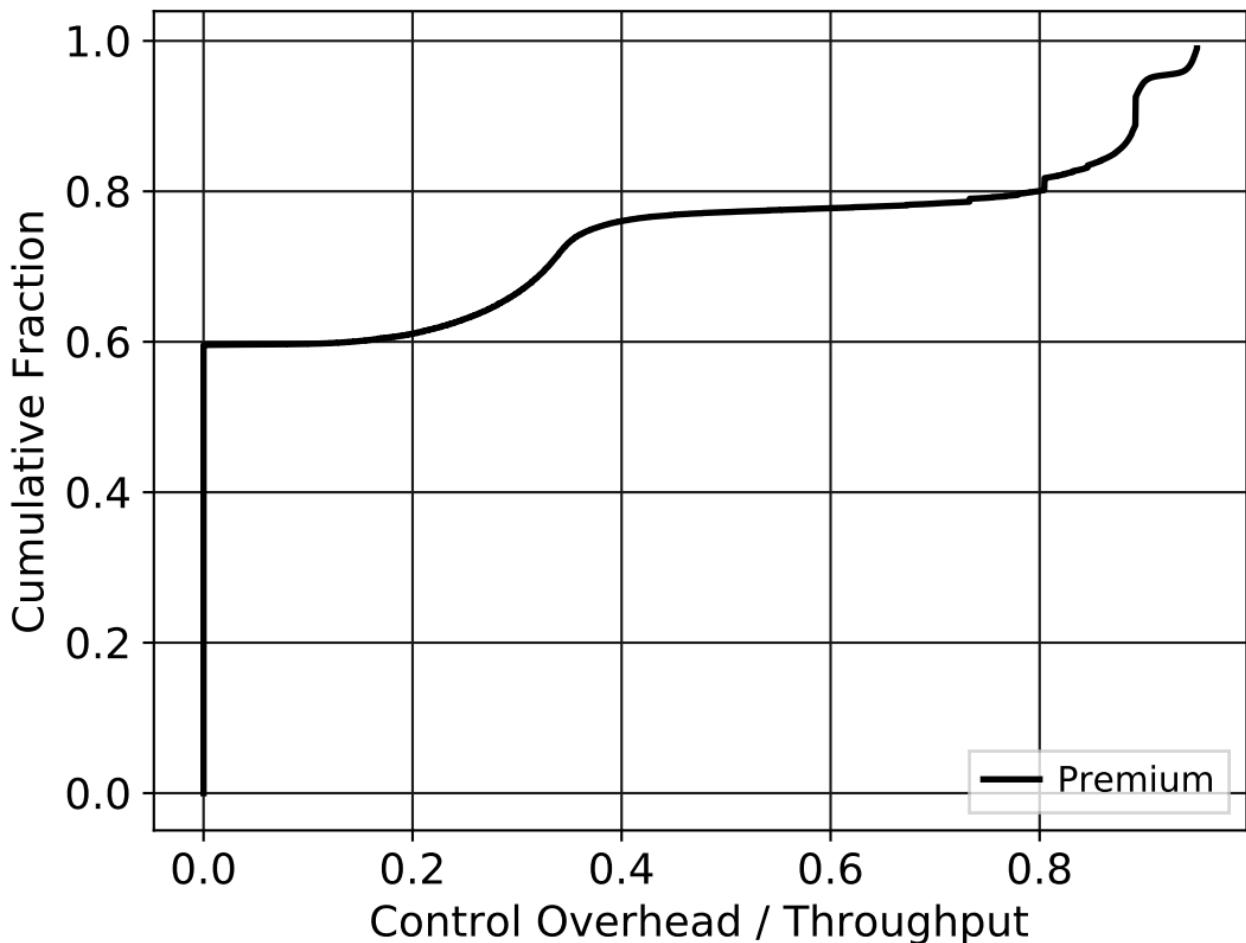
60 second moving average fractional control overhead, send, all



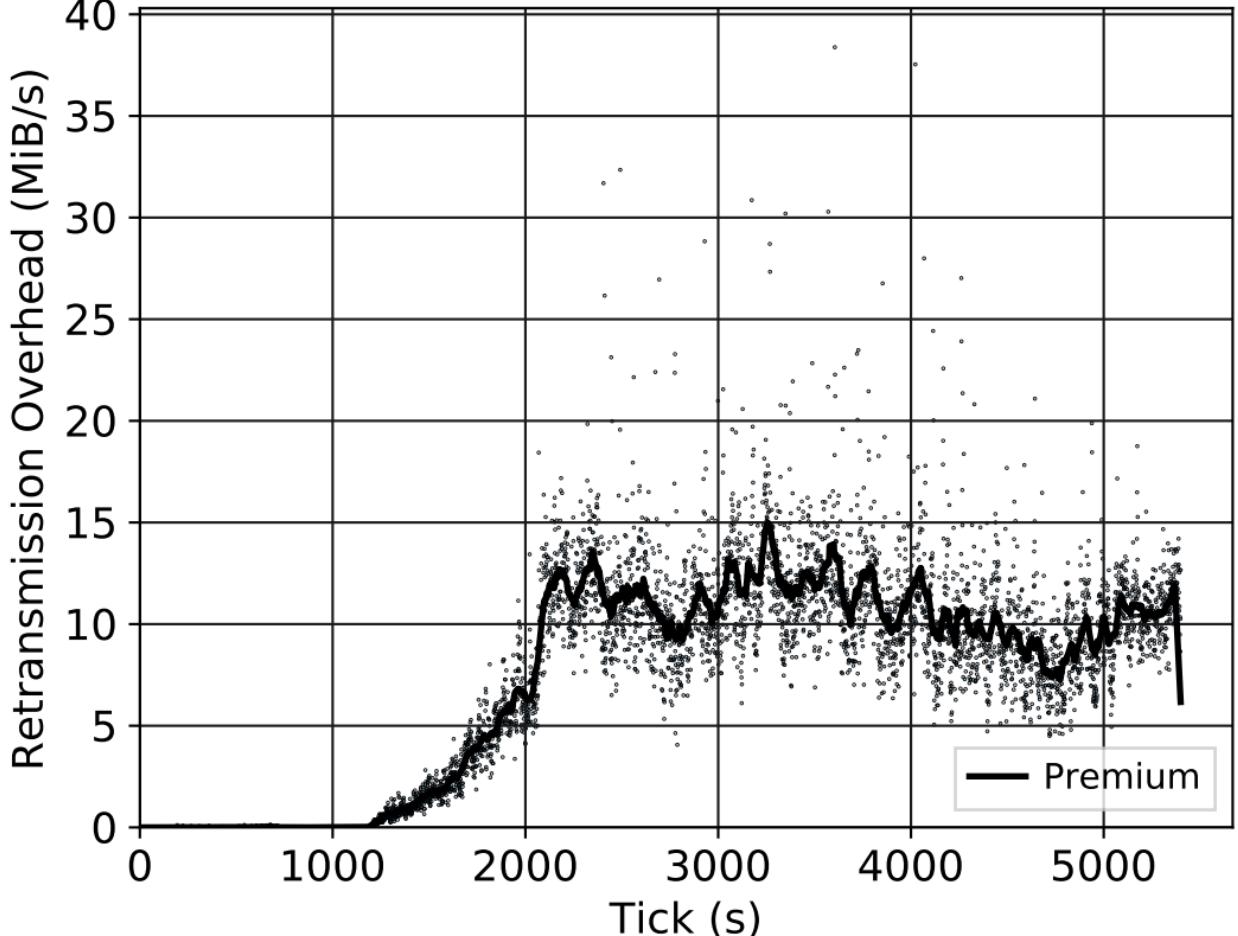
1 second fractional control overhead, send, all nodes



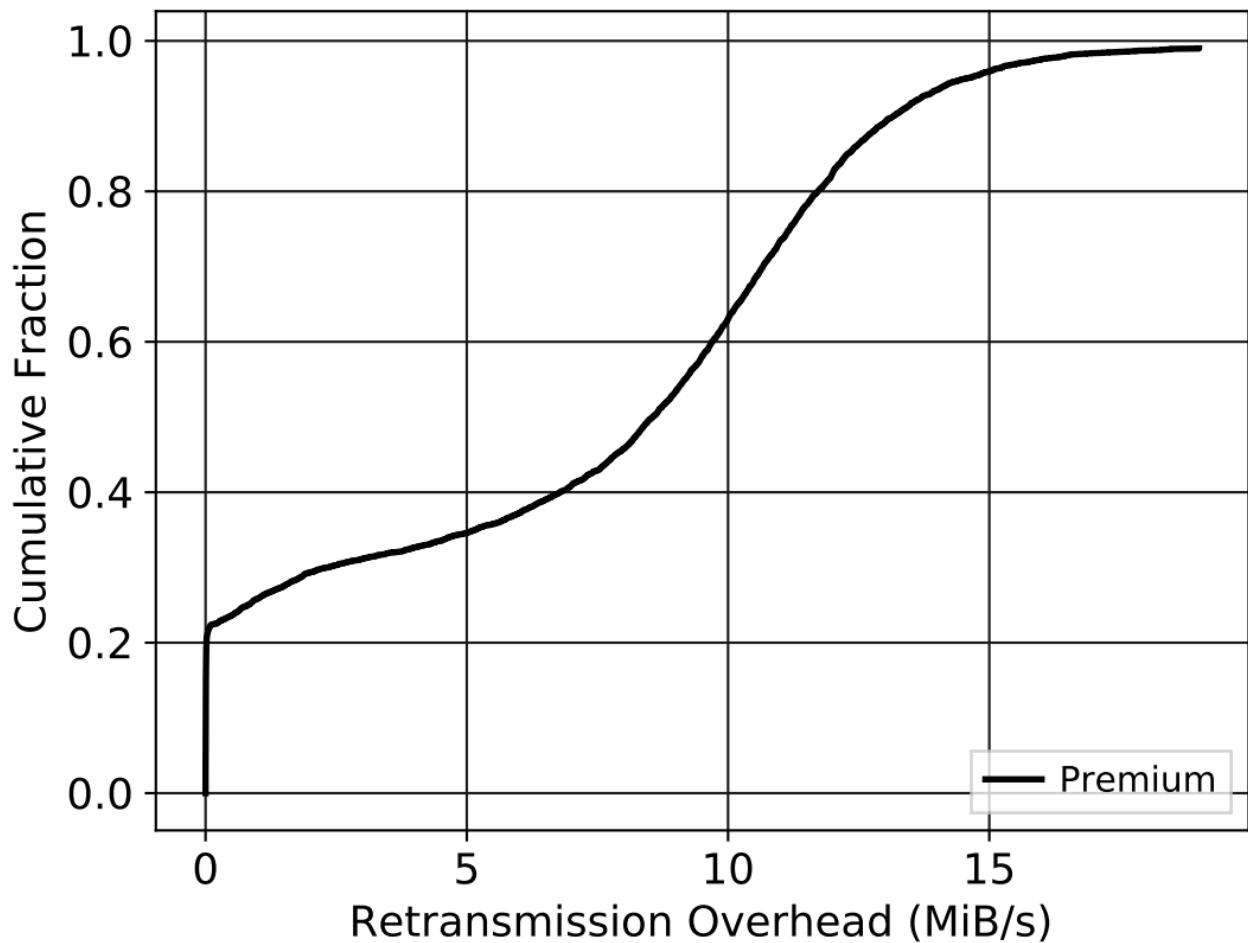
1 second fractional control overhead, send, each node



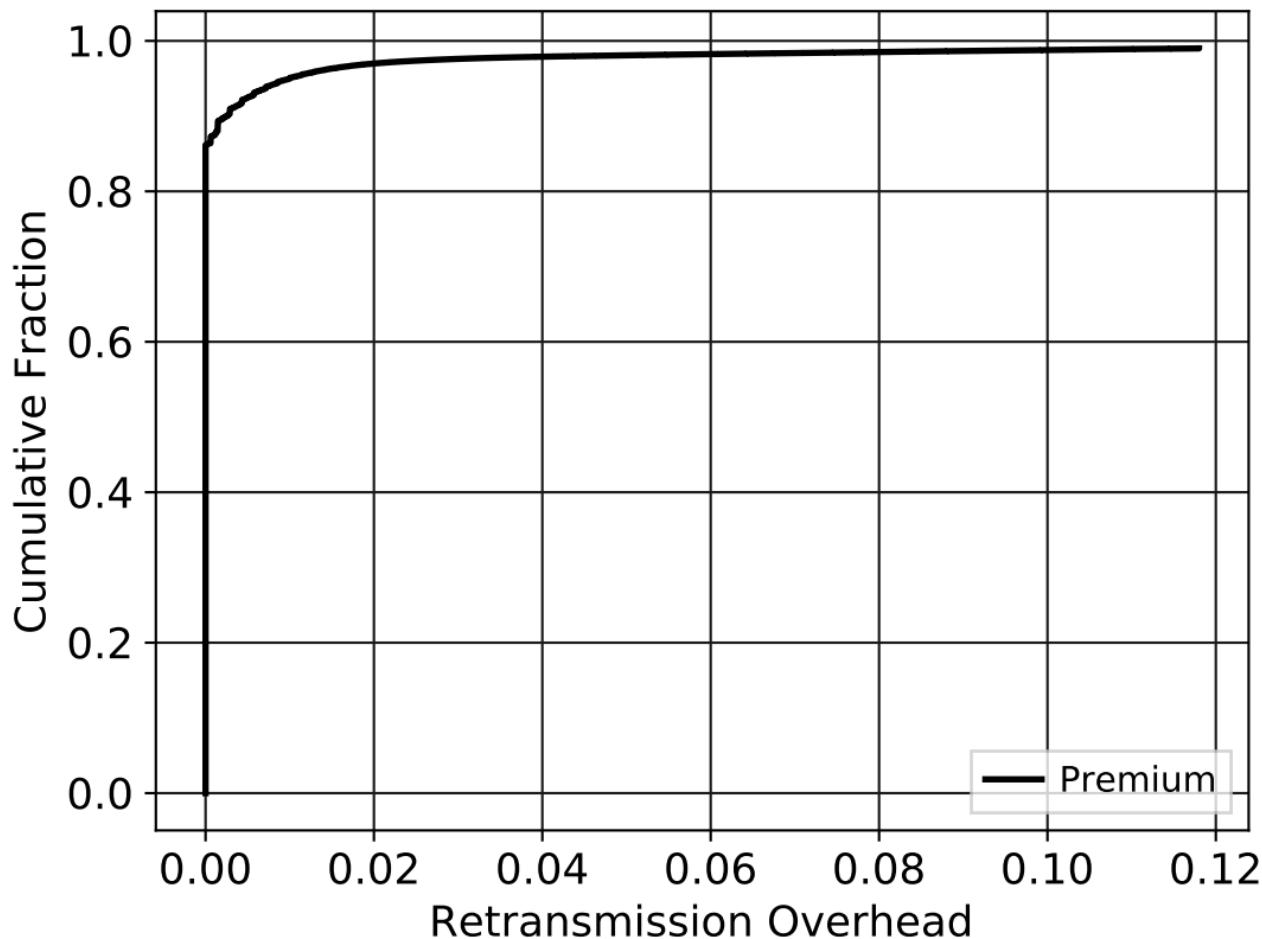
60 second moving average retrans overhead, send, all node



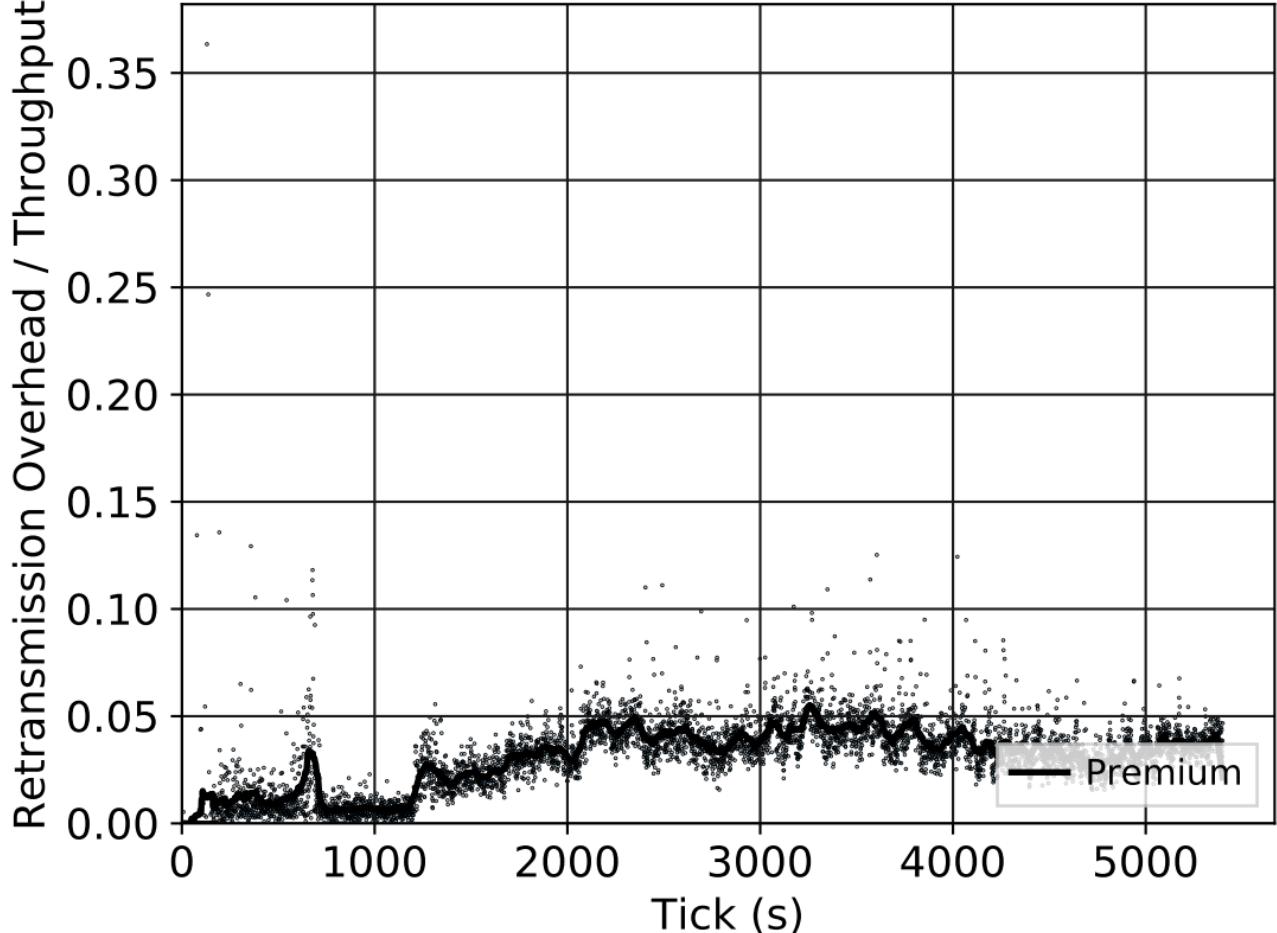
1 second retrans overheard, send, all nodes



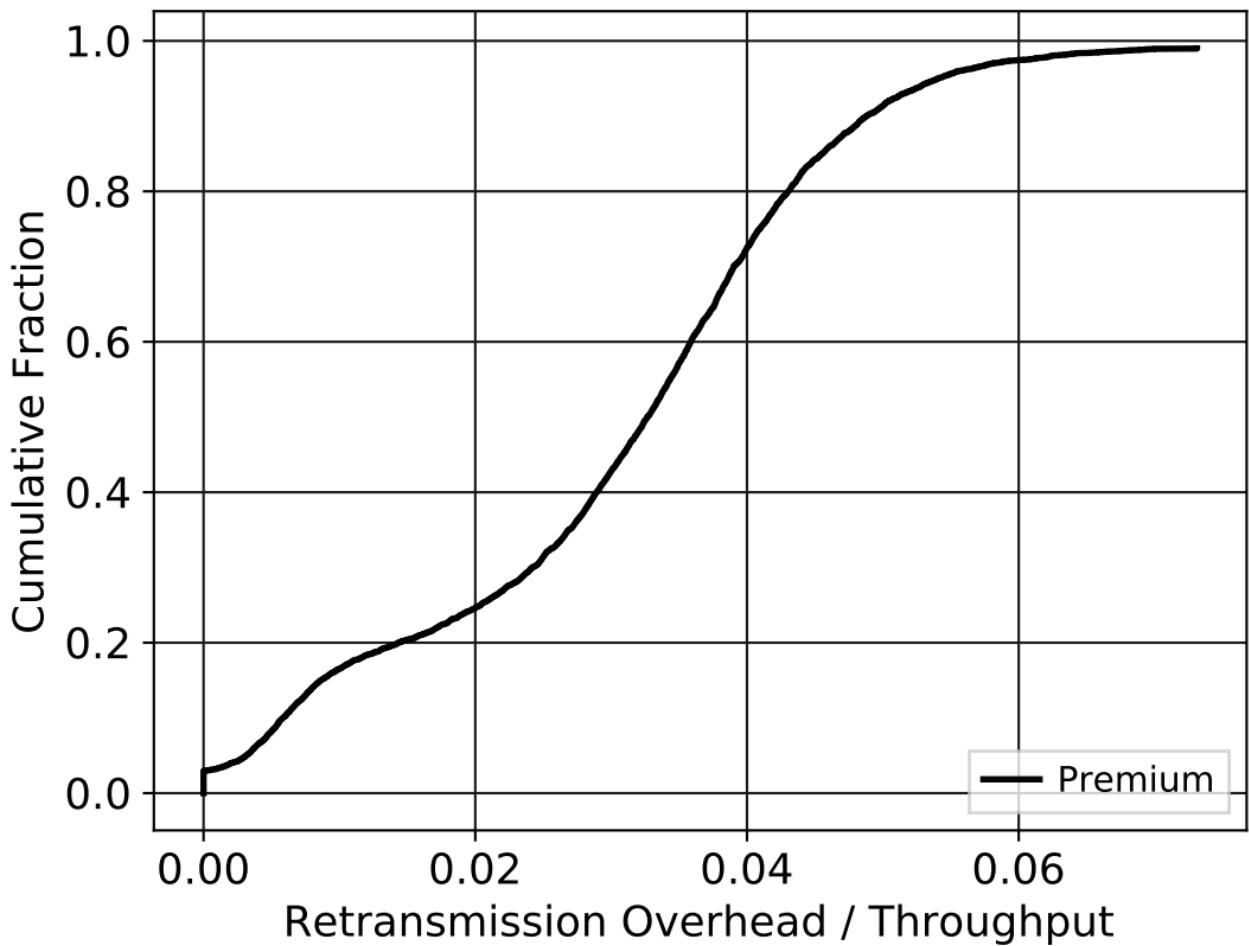
1 second retrans overhead, send, each node



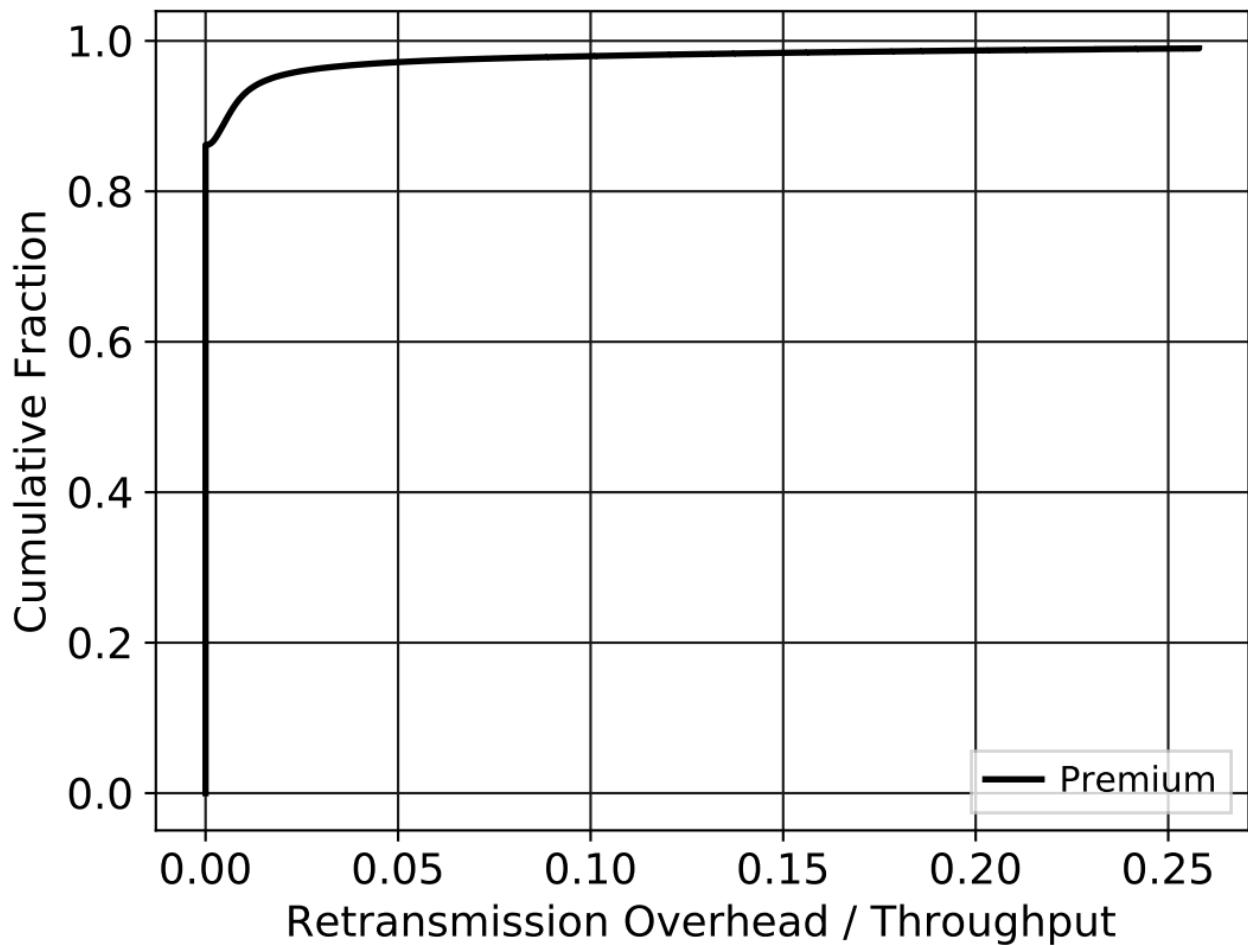
60 second moving average fractional retrans overheard, send, all



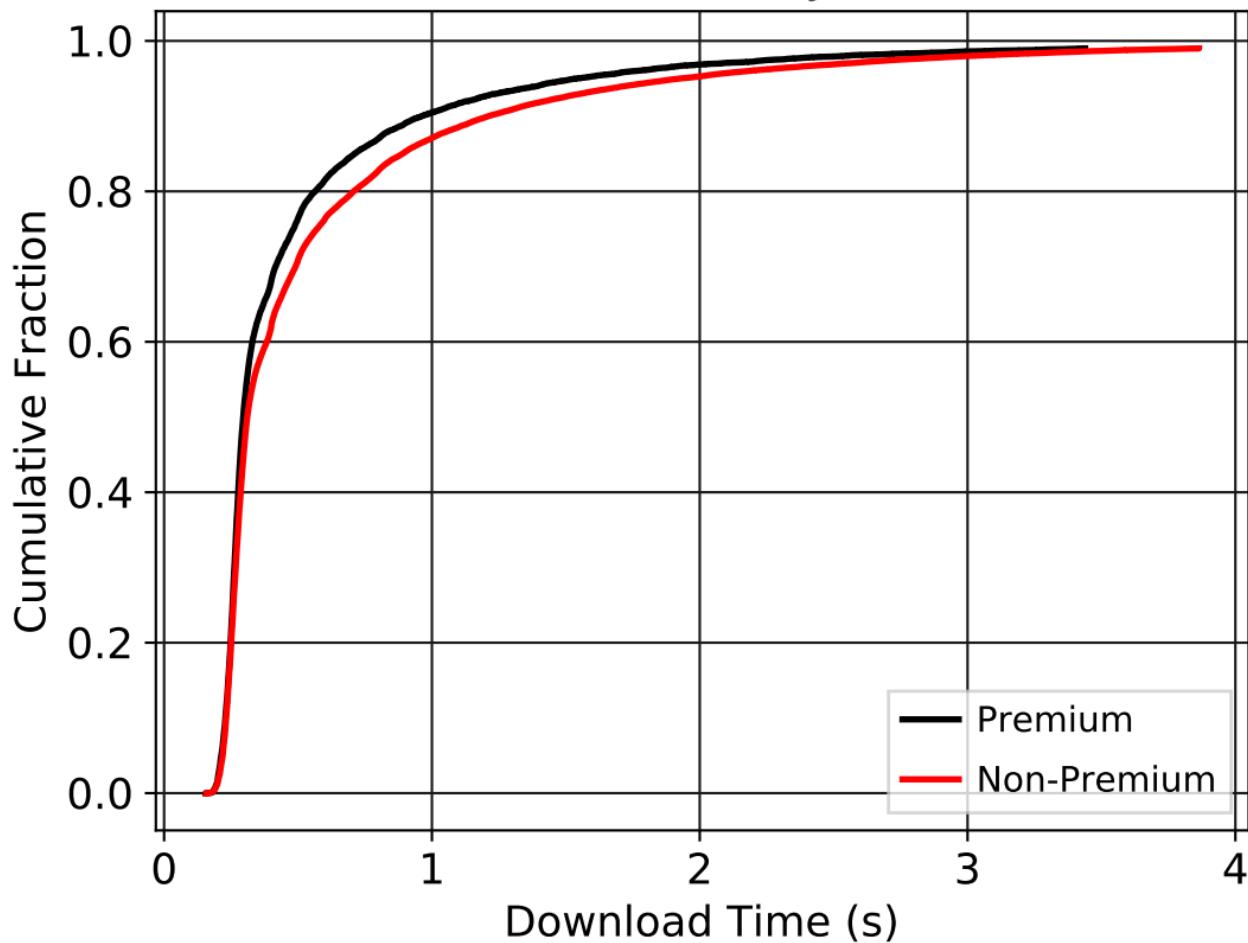
1 second fractional retrans overheard, send, all nodes



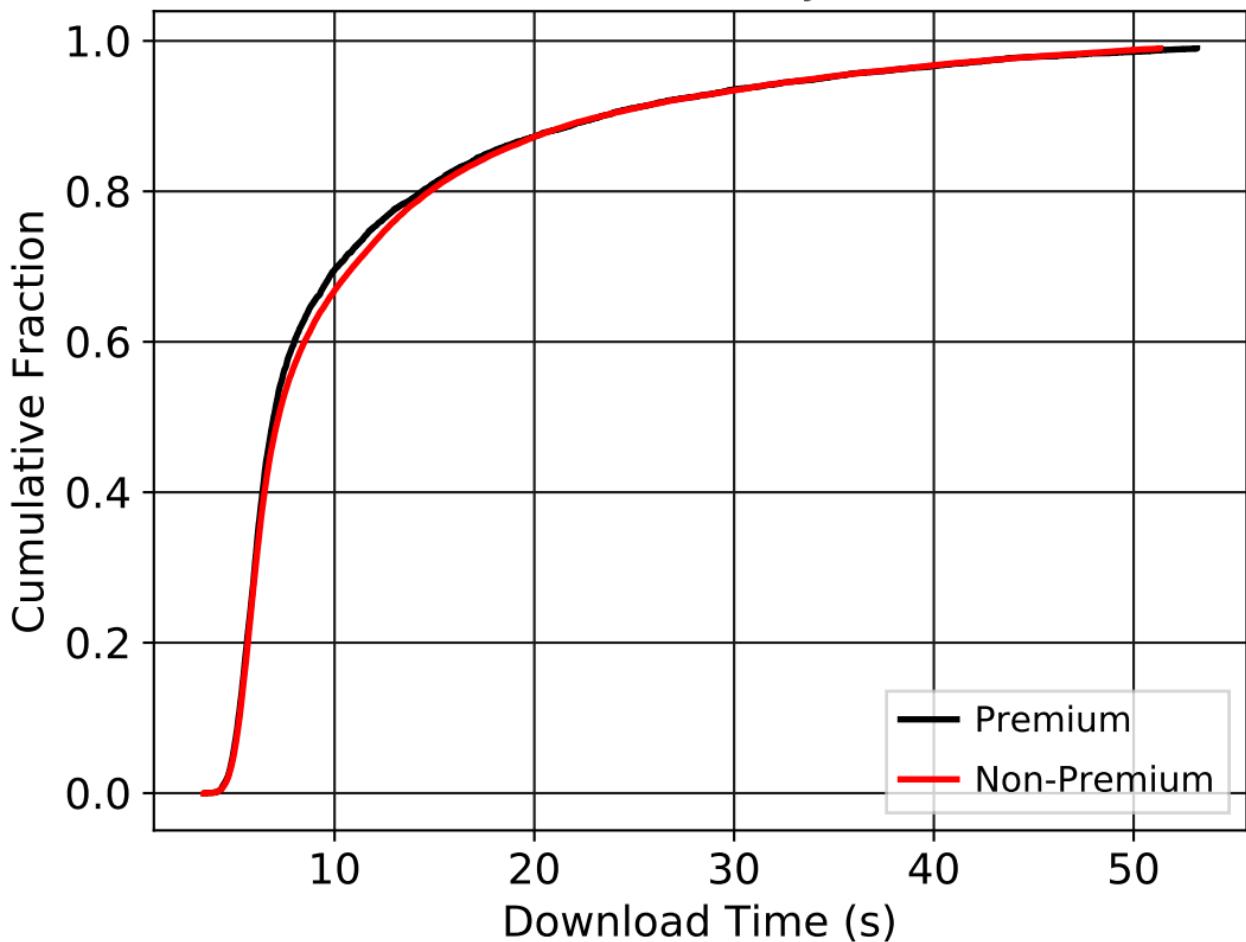
1 second fractional retrans overheard, send, each node



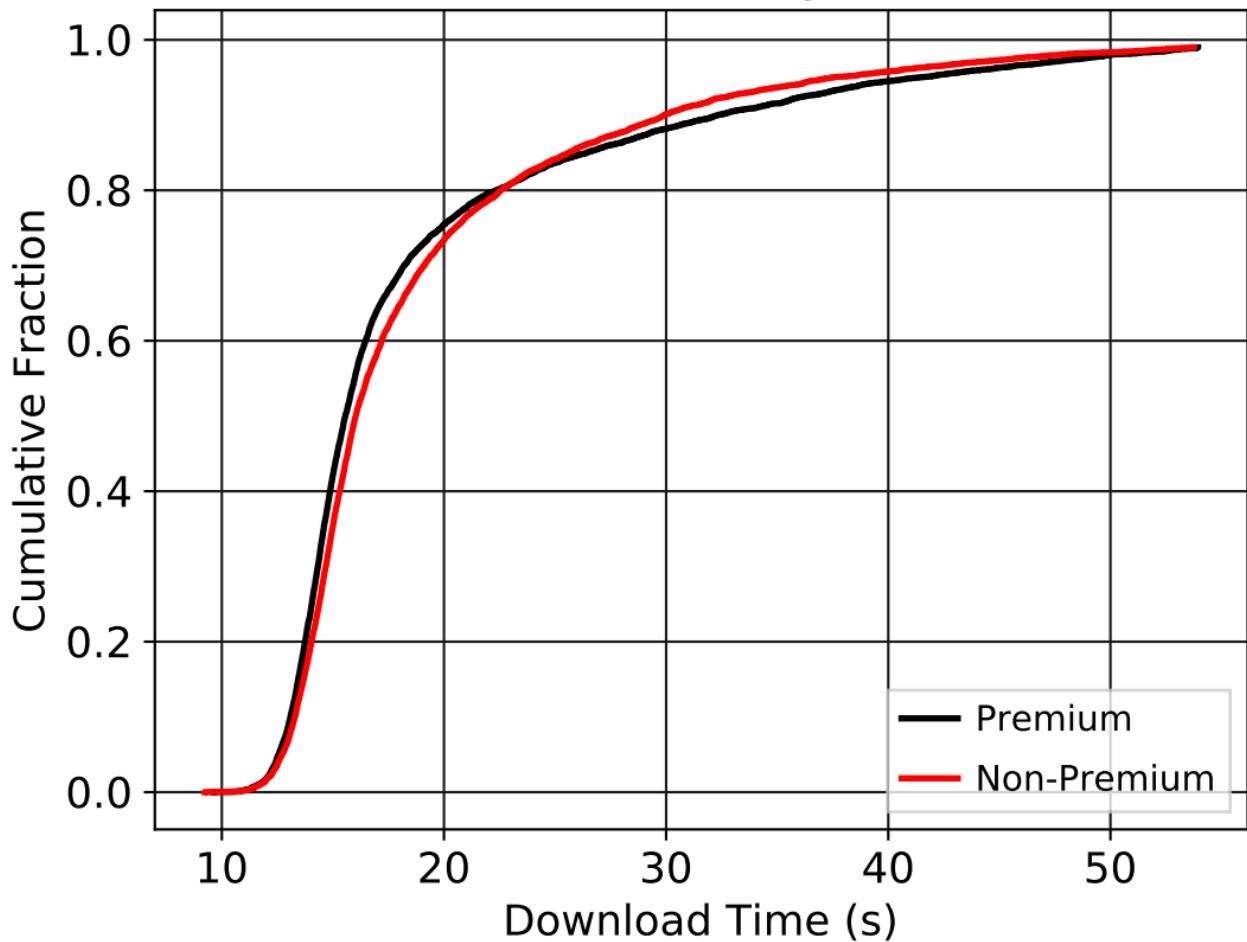
time to download first byte, all clients



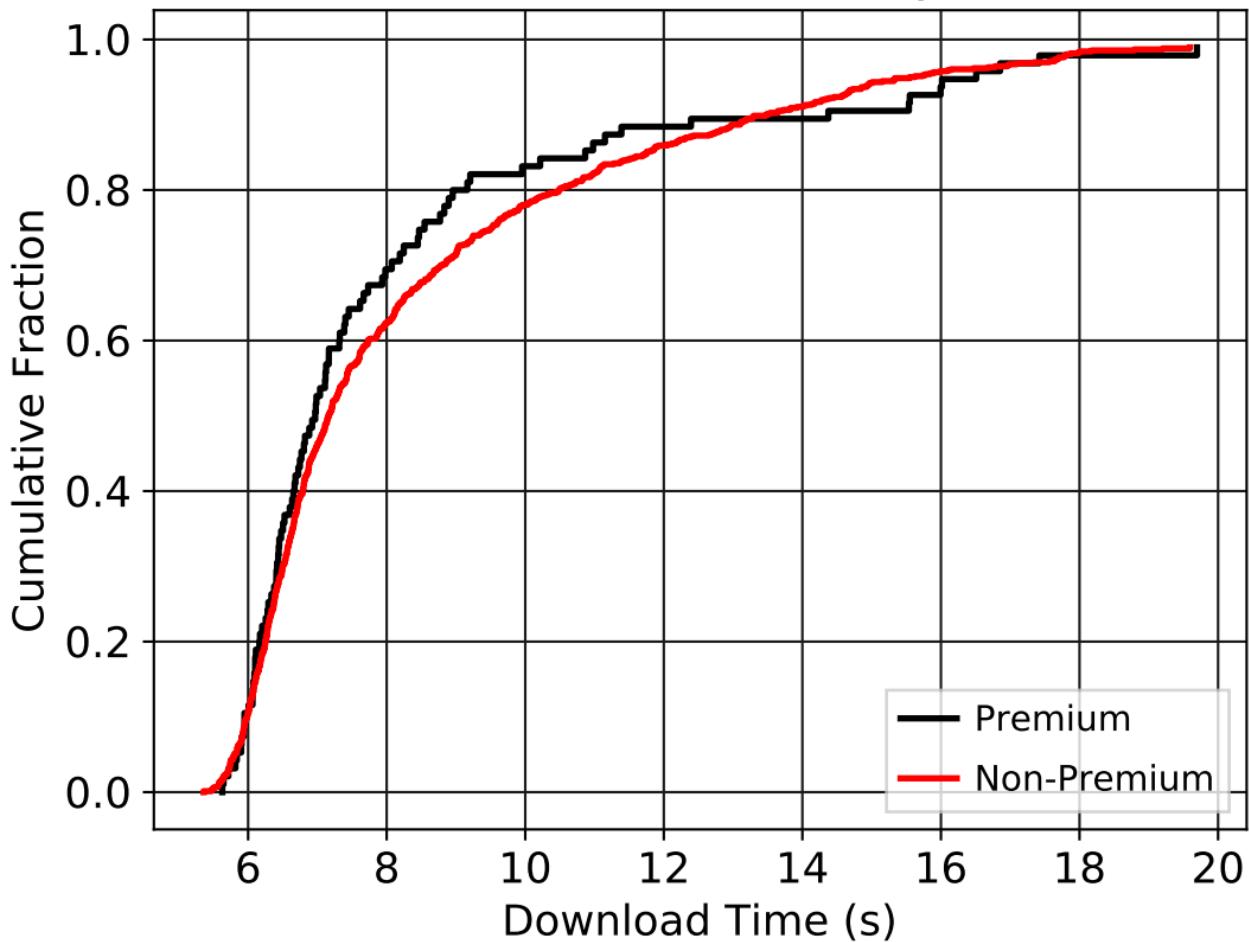
time to download 2097152 bytes, all downloads



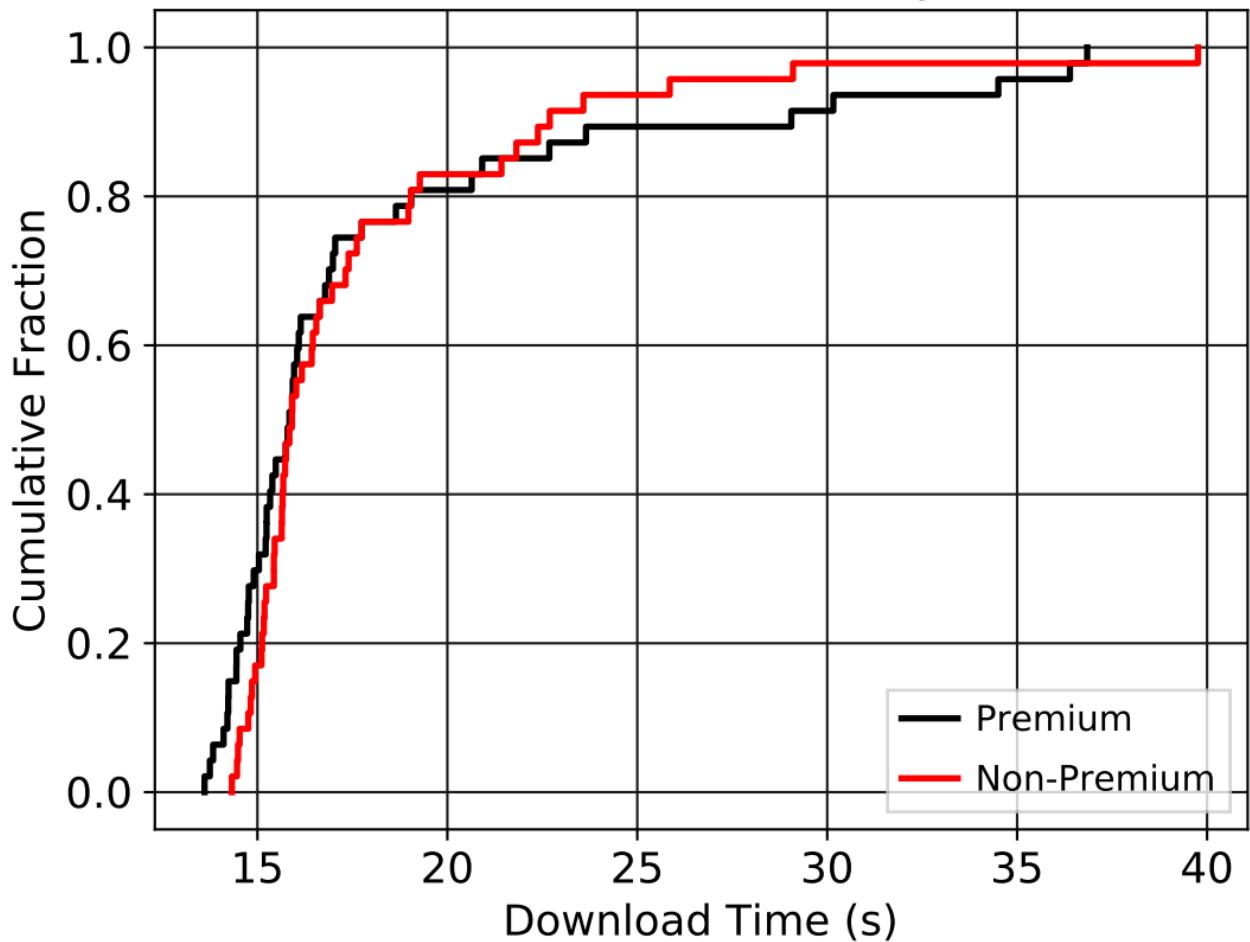
time to download 5242880 bytes, all downloads



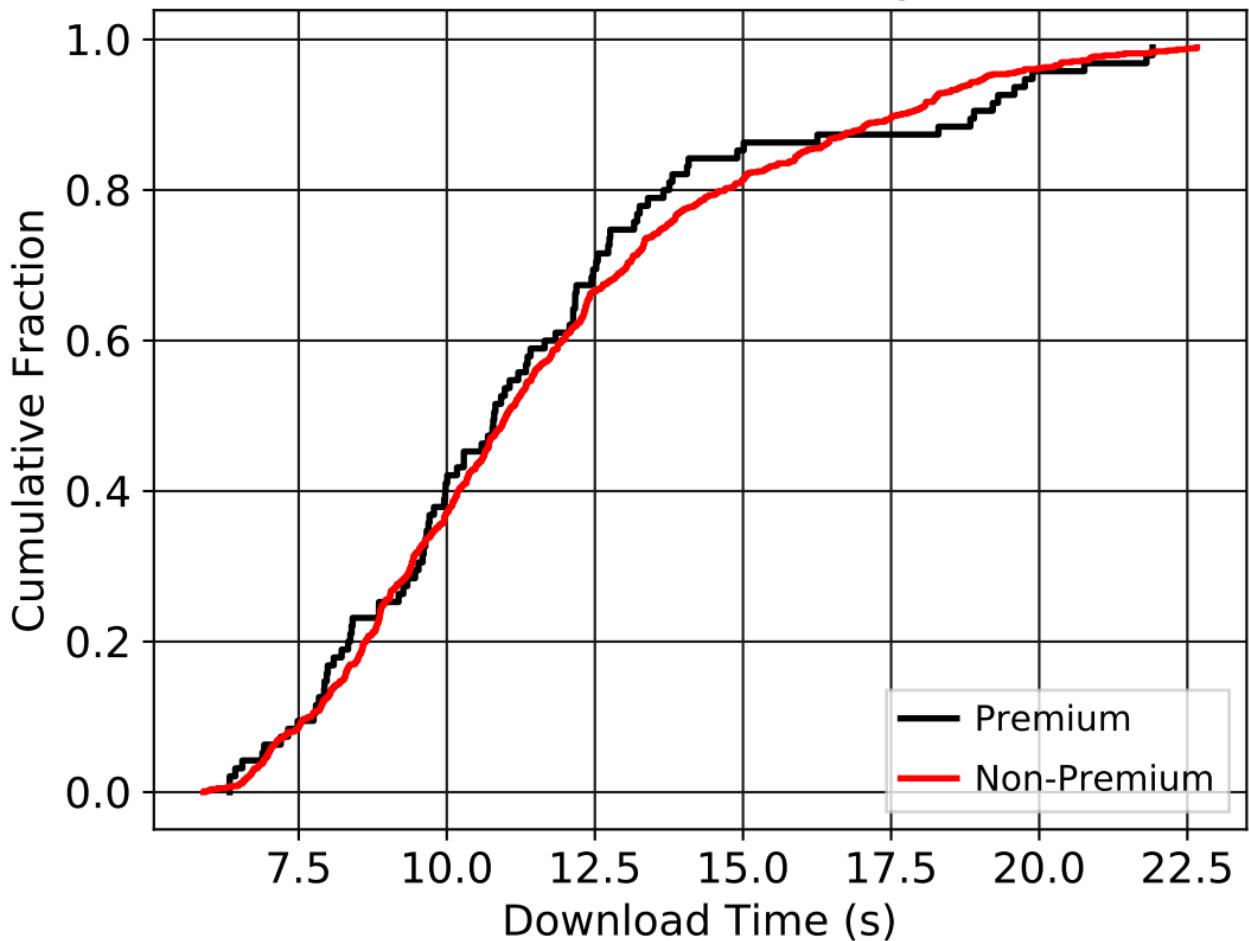
median time to download 2097152 bytes, each client



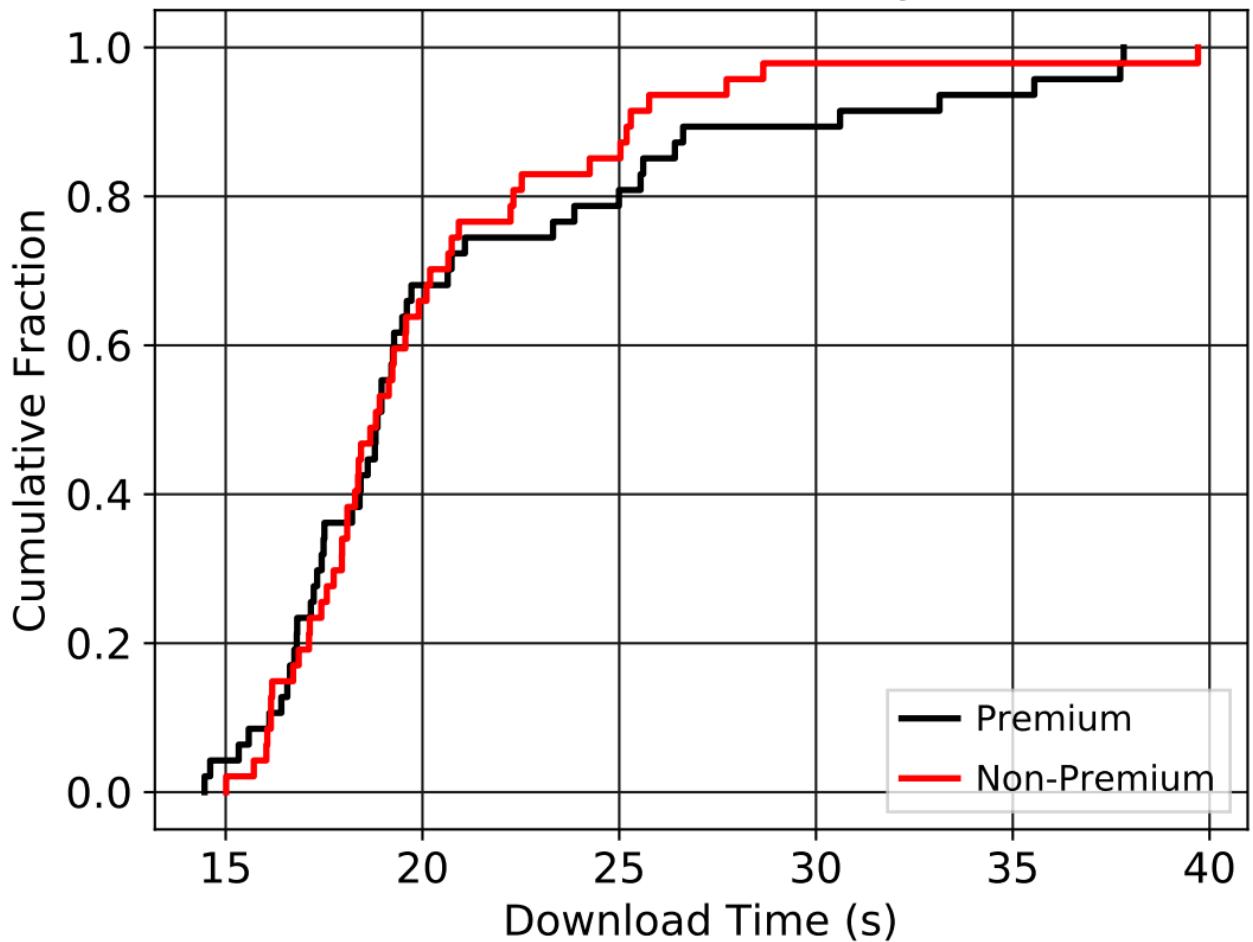
median time to download 5242880 bytes, each client



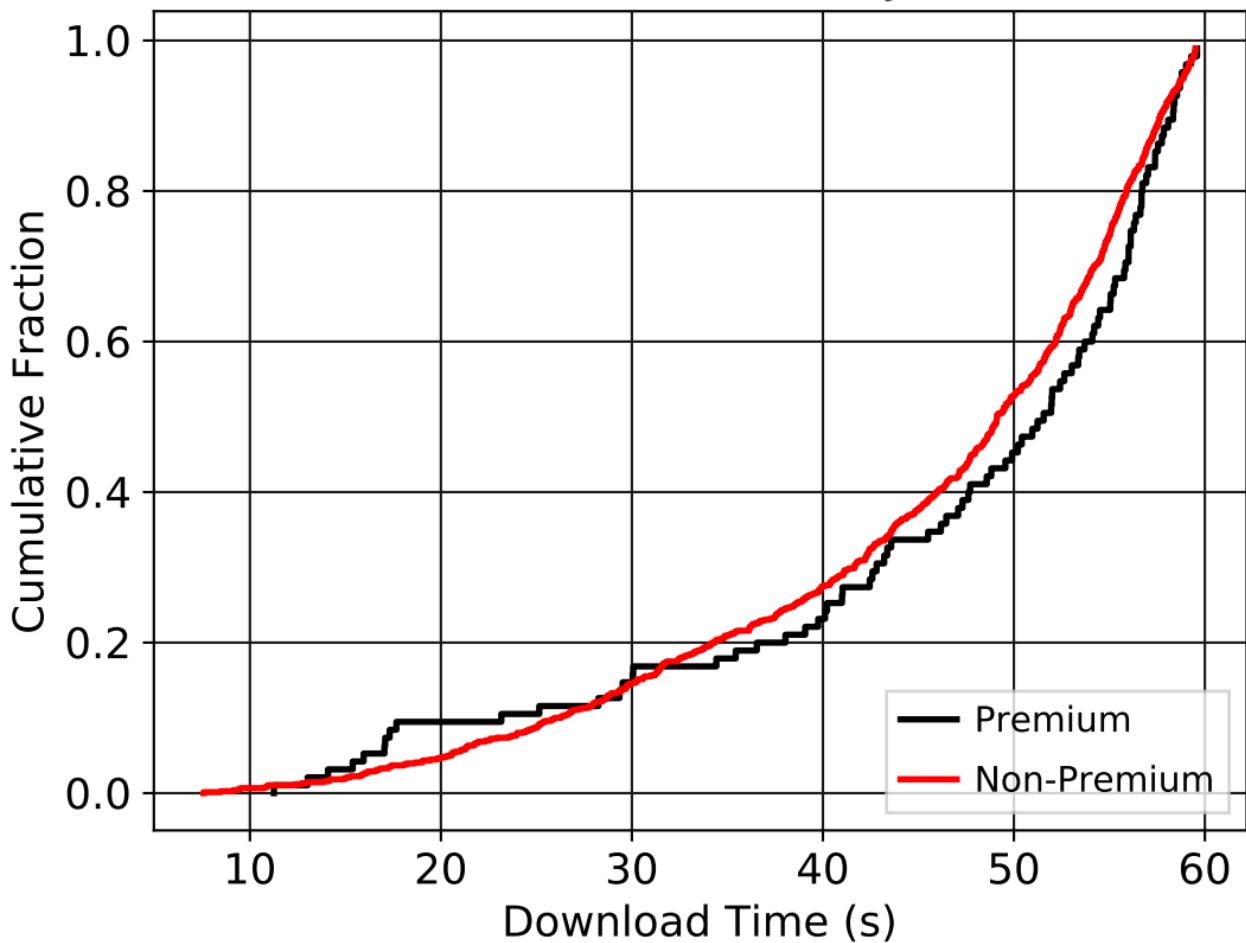
mean time to download 2097152 bytes, each client



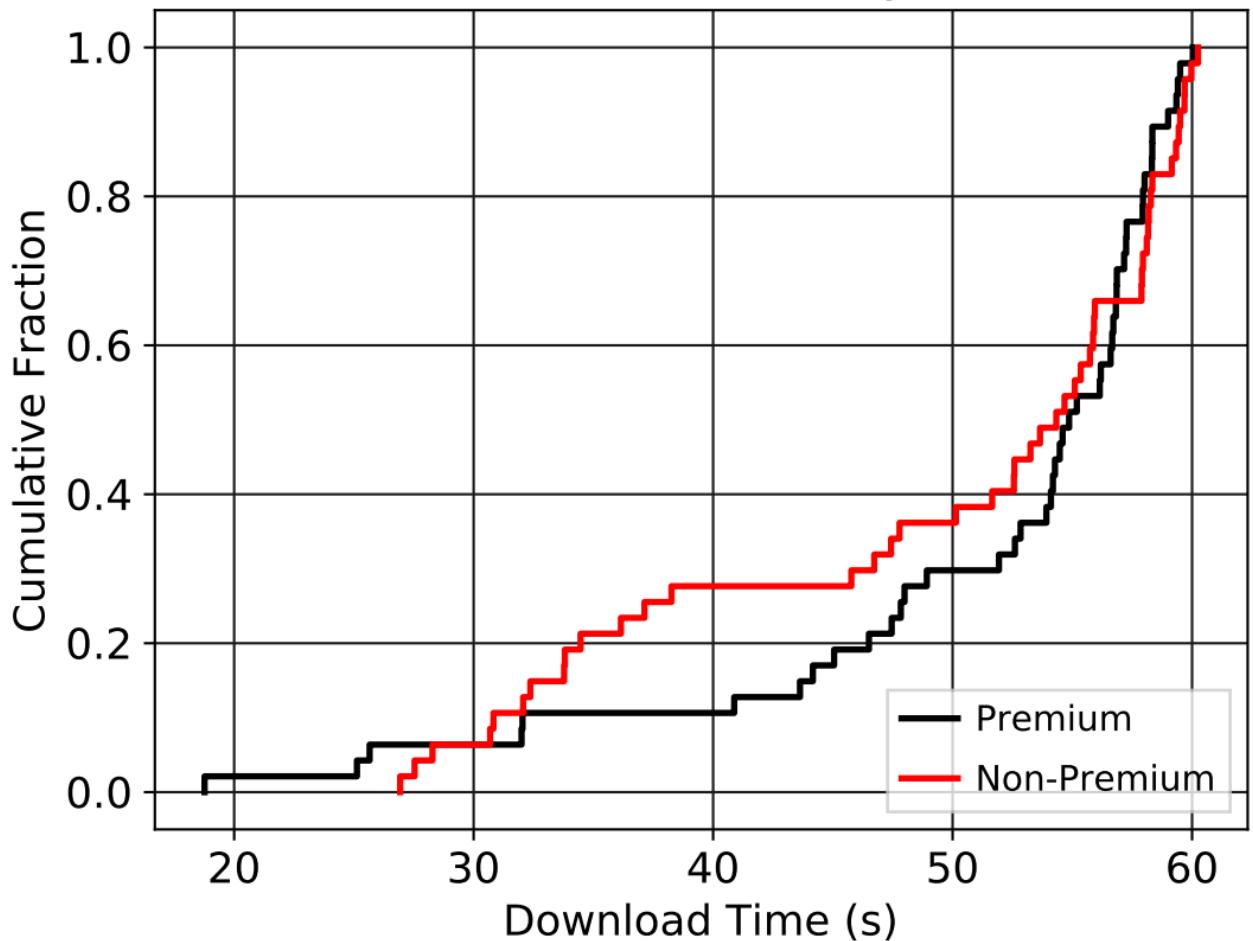
mean time to download 5242880 bytes, each client



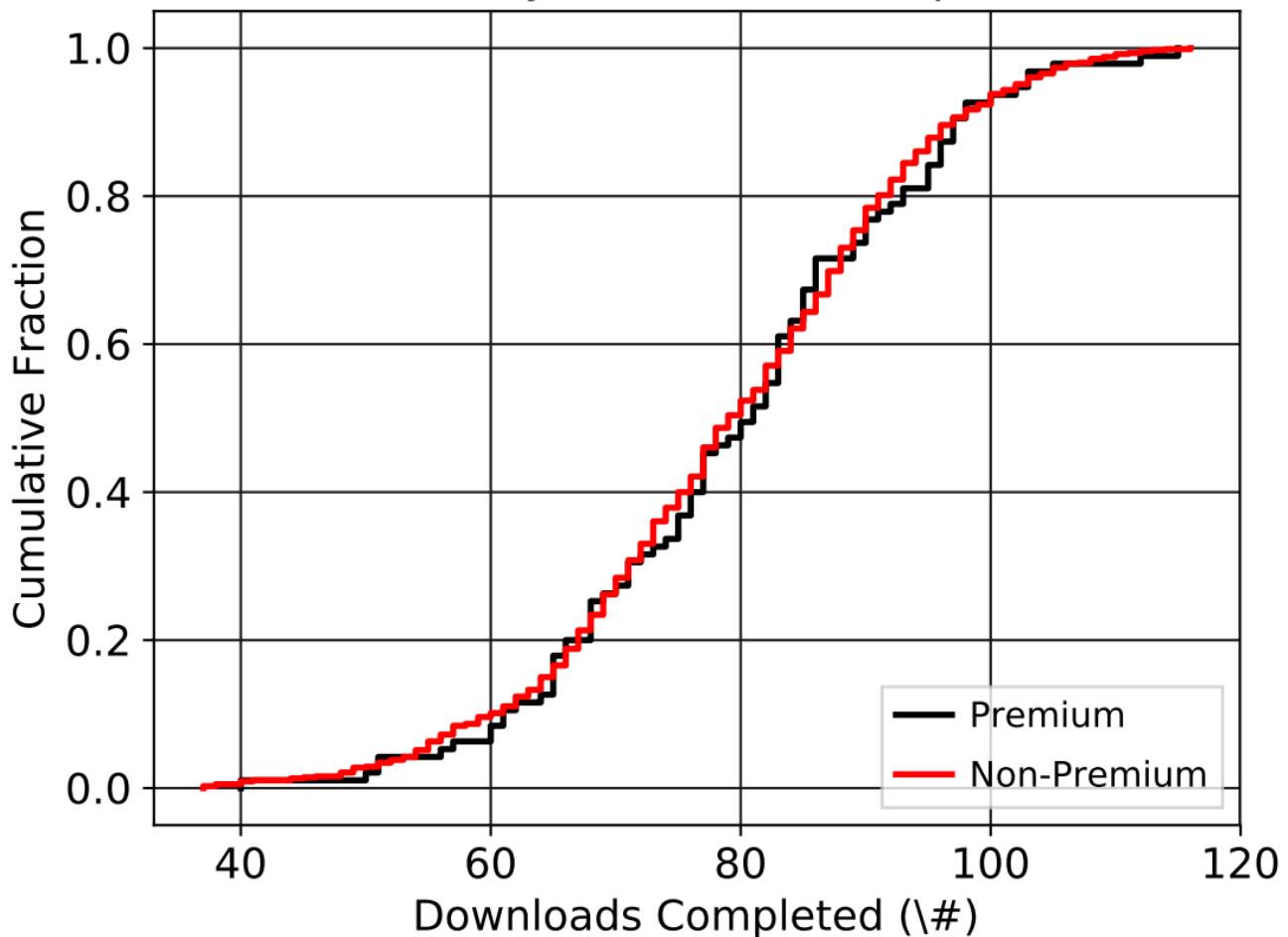
max time to download 2097152 bytes, each client



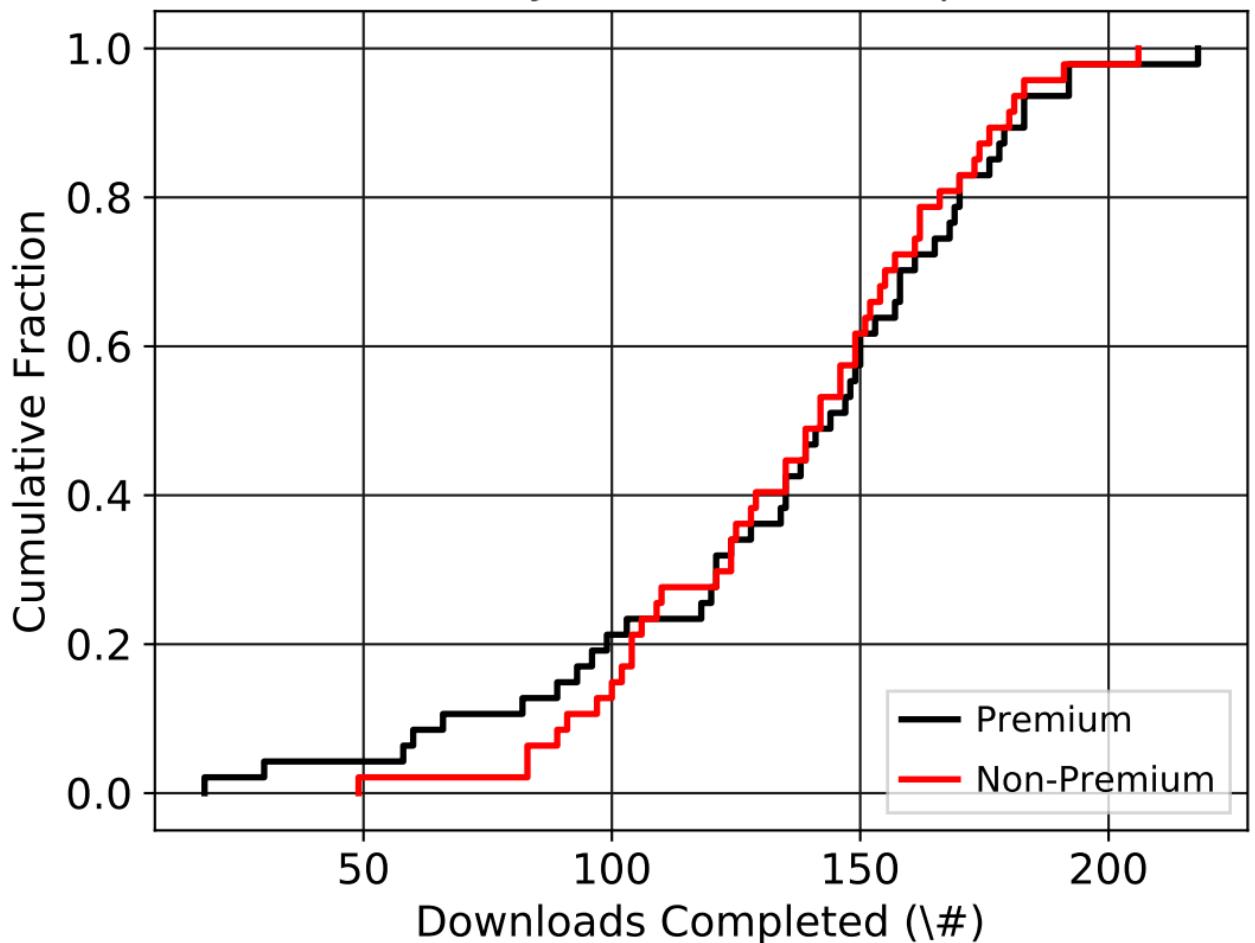
max time to download 5242880 bytes, each client



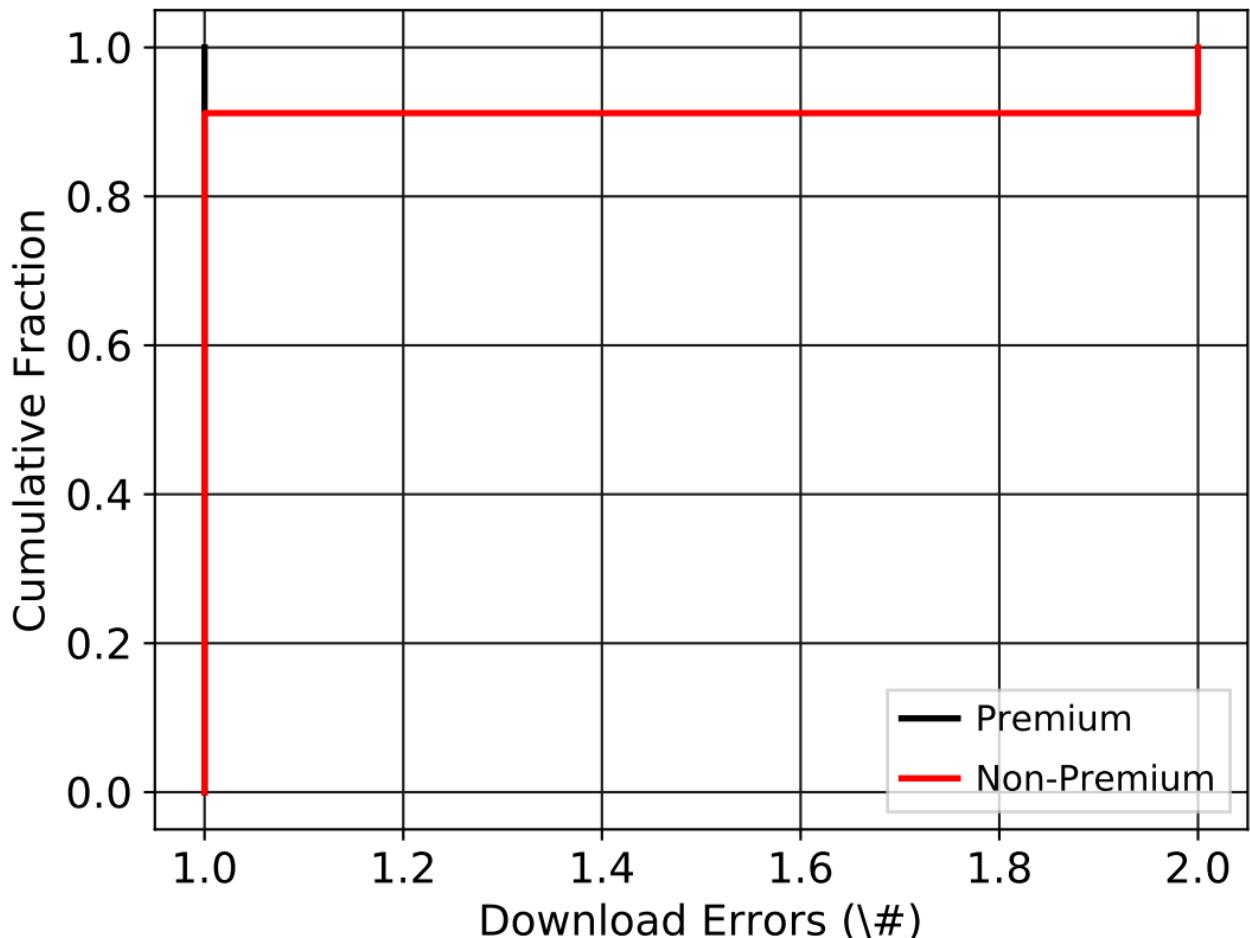
number of 2097152 byte downloads completed, each client



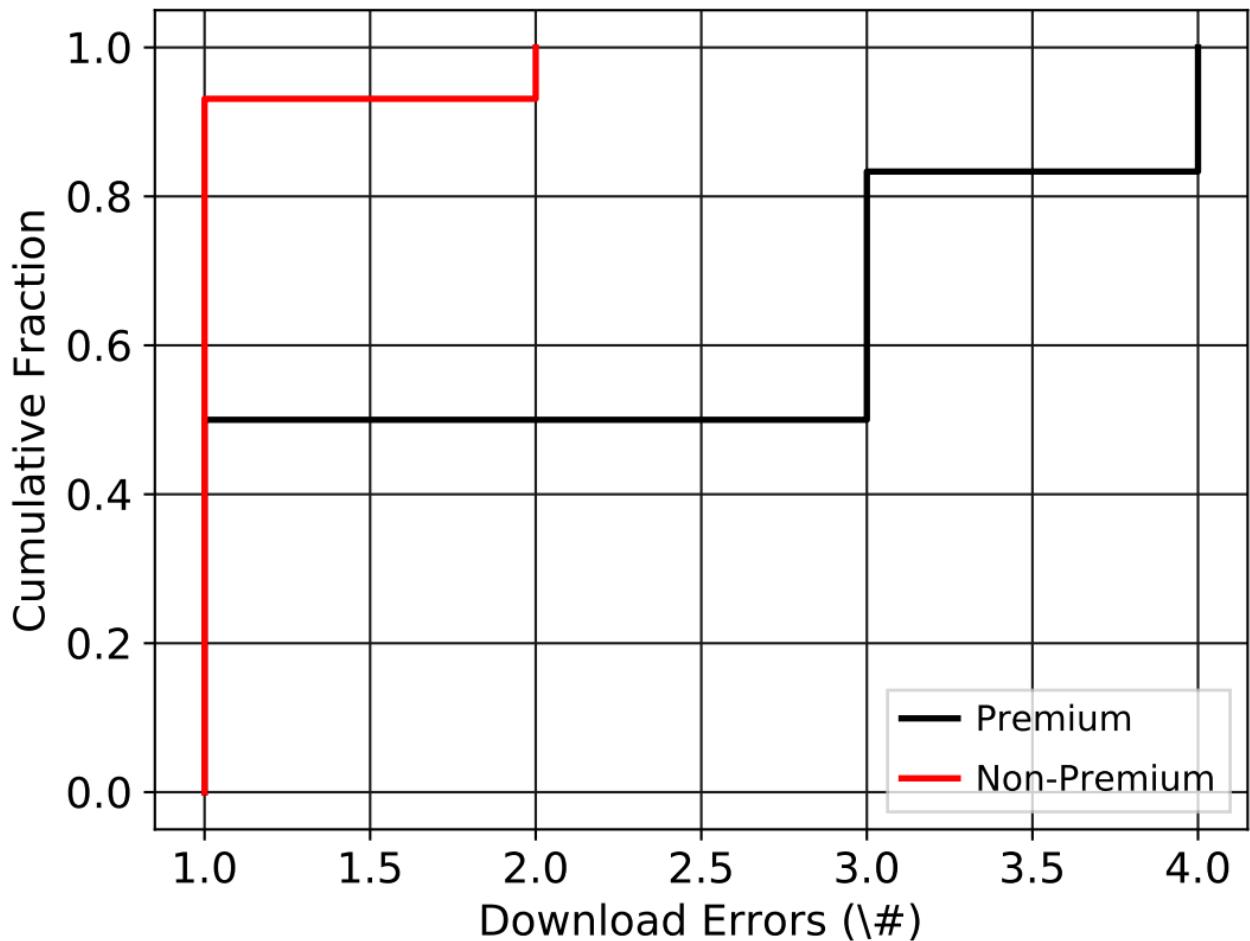
number of 5242880 byte downloads completed, each client



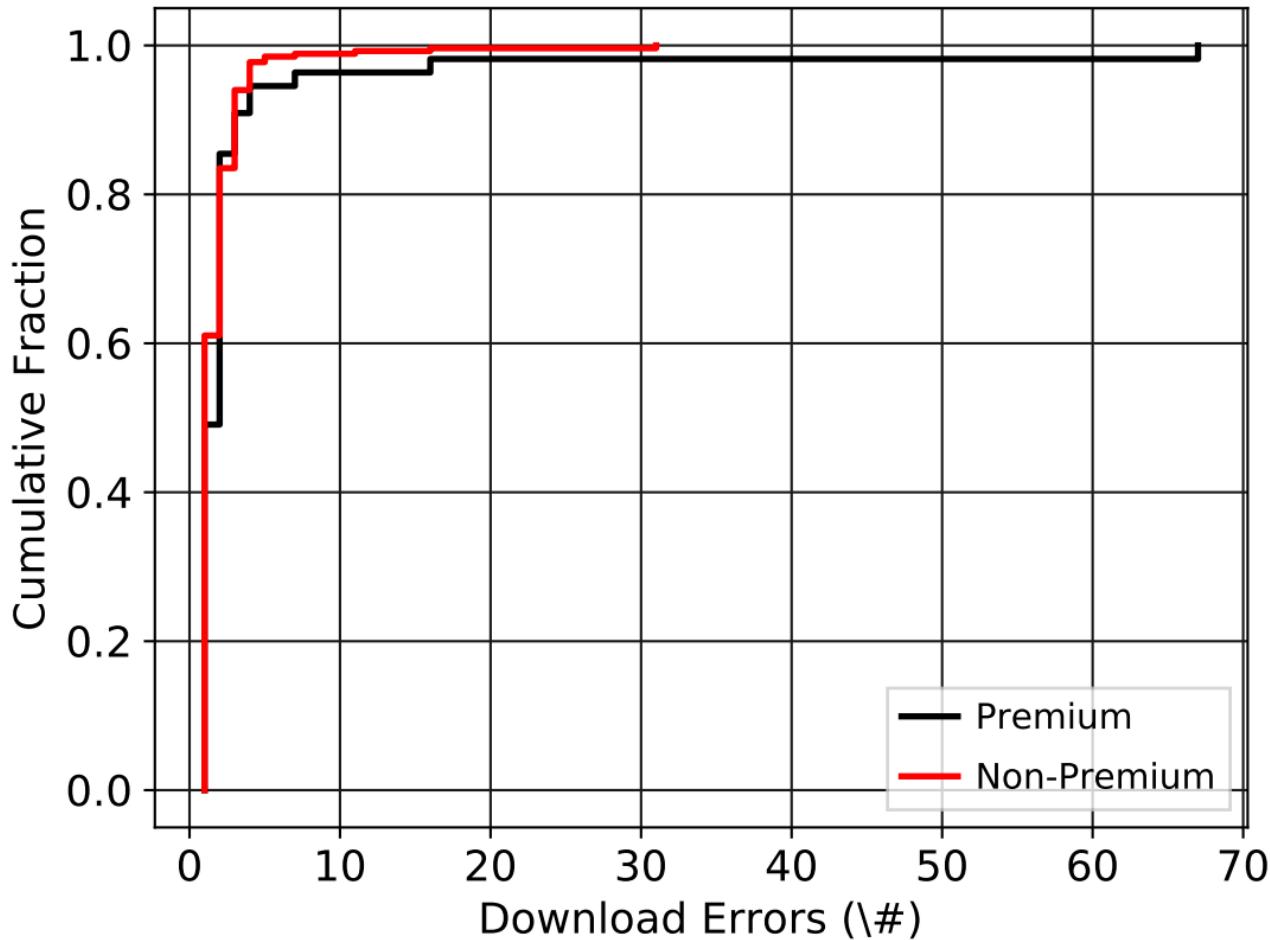
number of transfer AUTH errors, each client



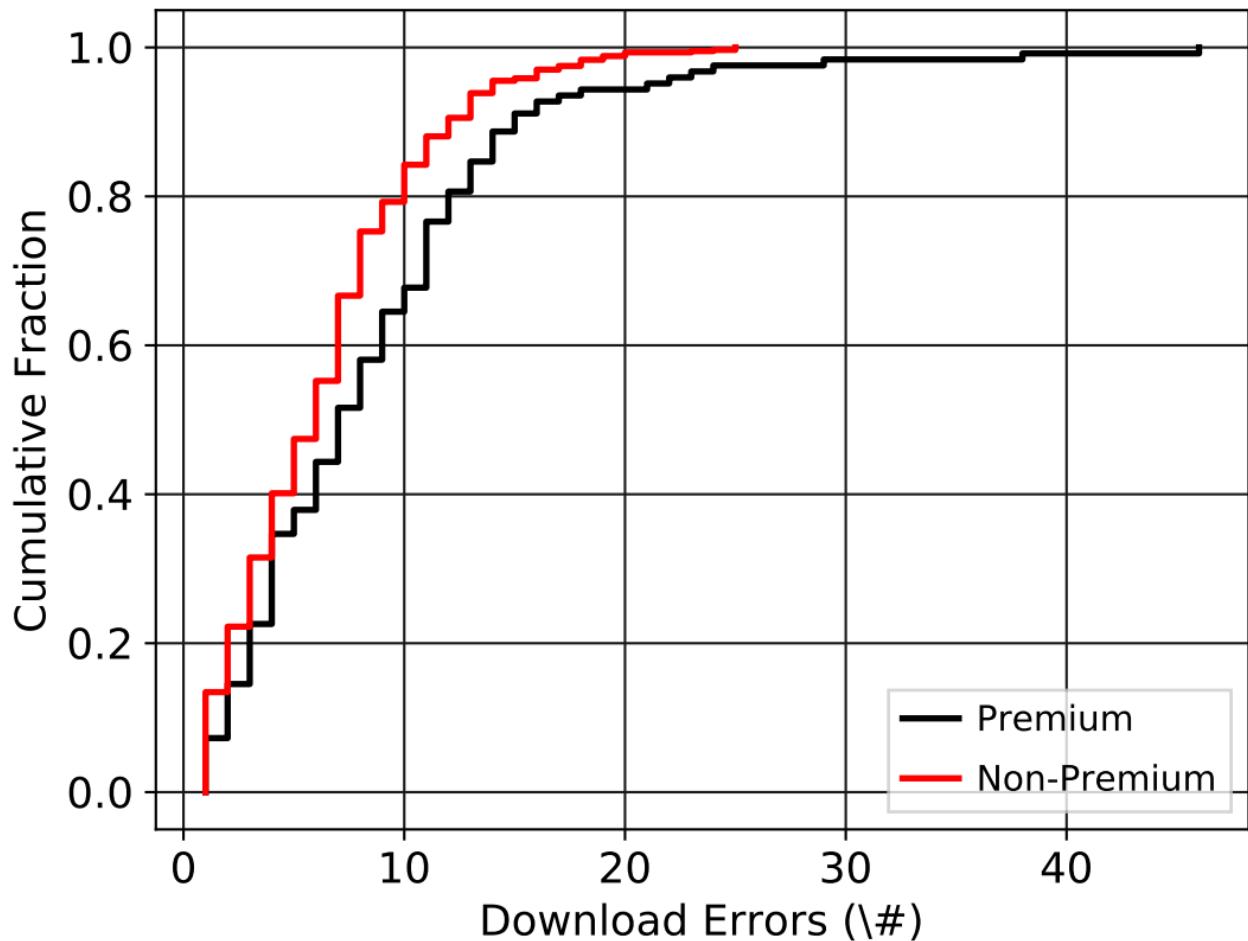
number of transfer READ errors, each client



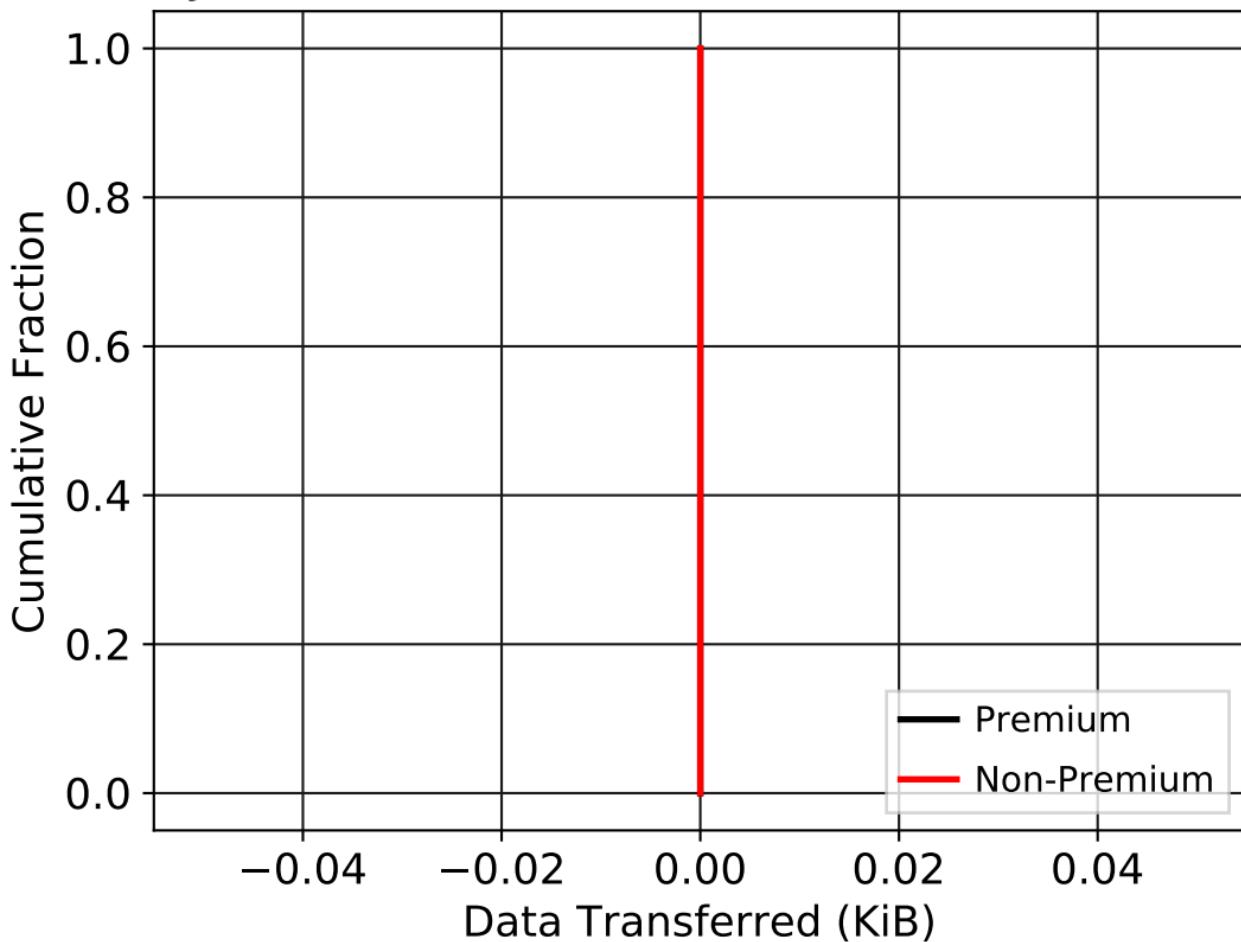
number of transfer STALLOUT errors, each client



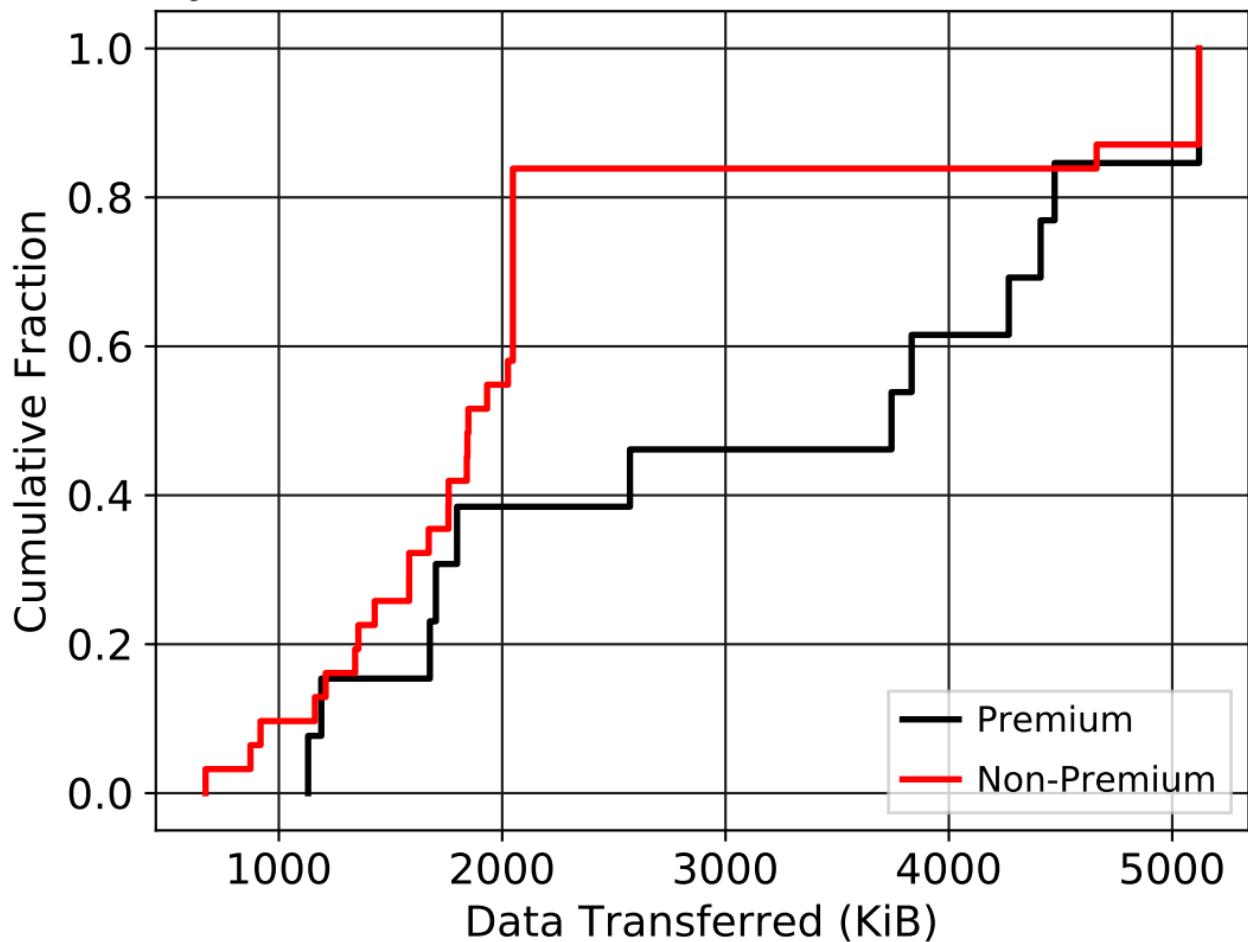
number of transfer TIMEOUT errors, each client



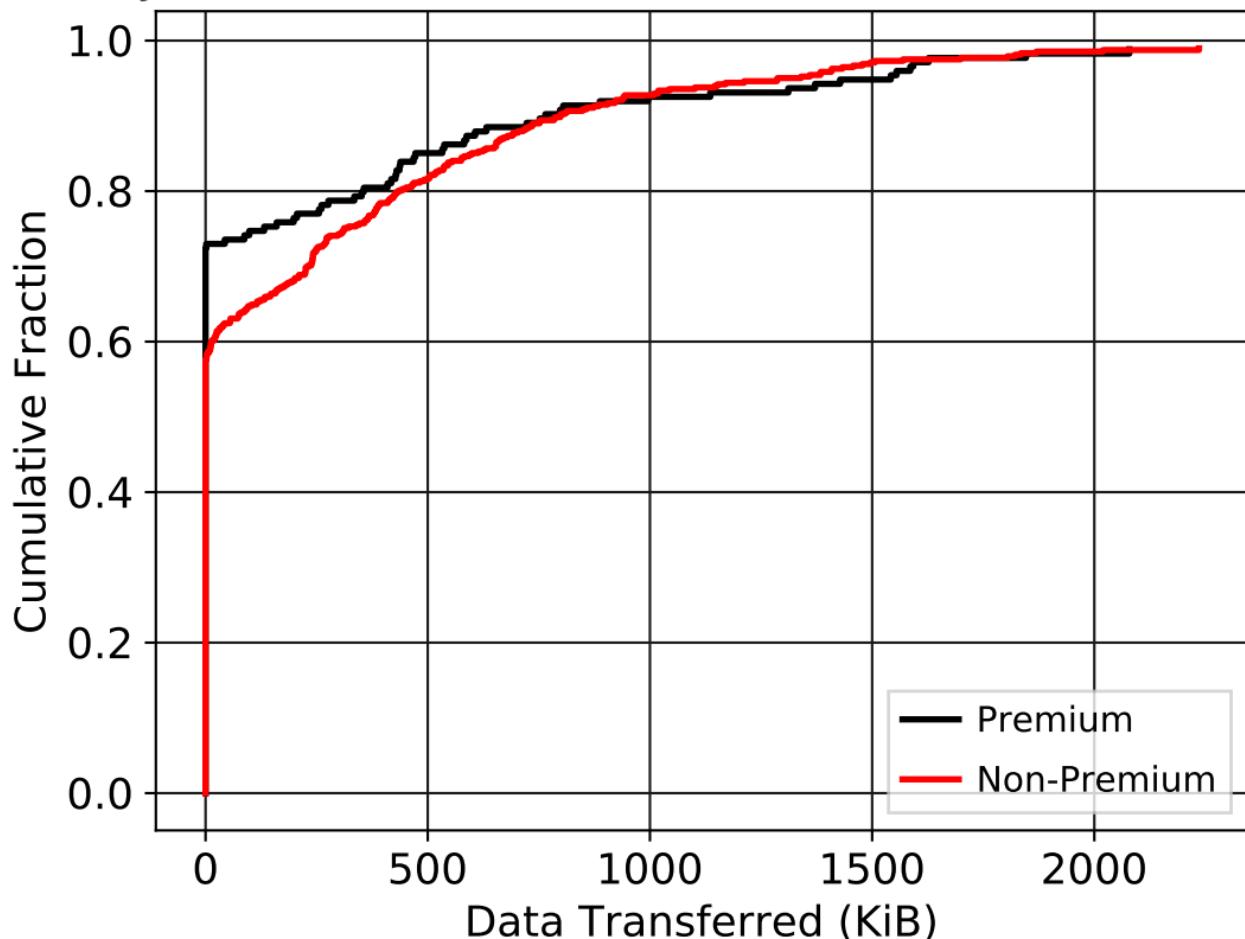
bytes transferred before AUTH error, all downloads



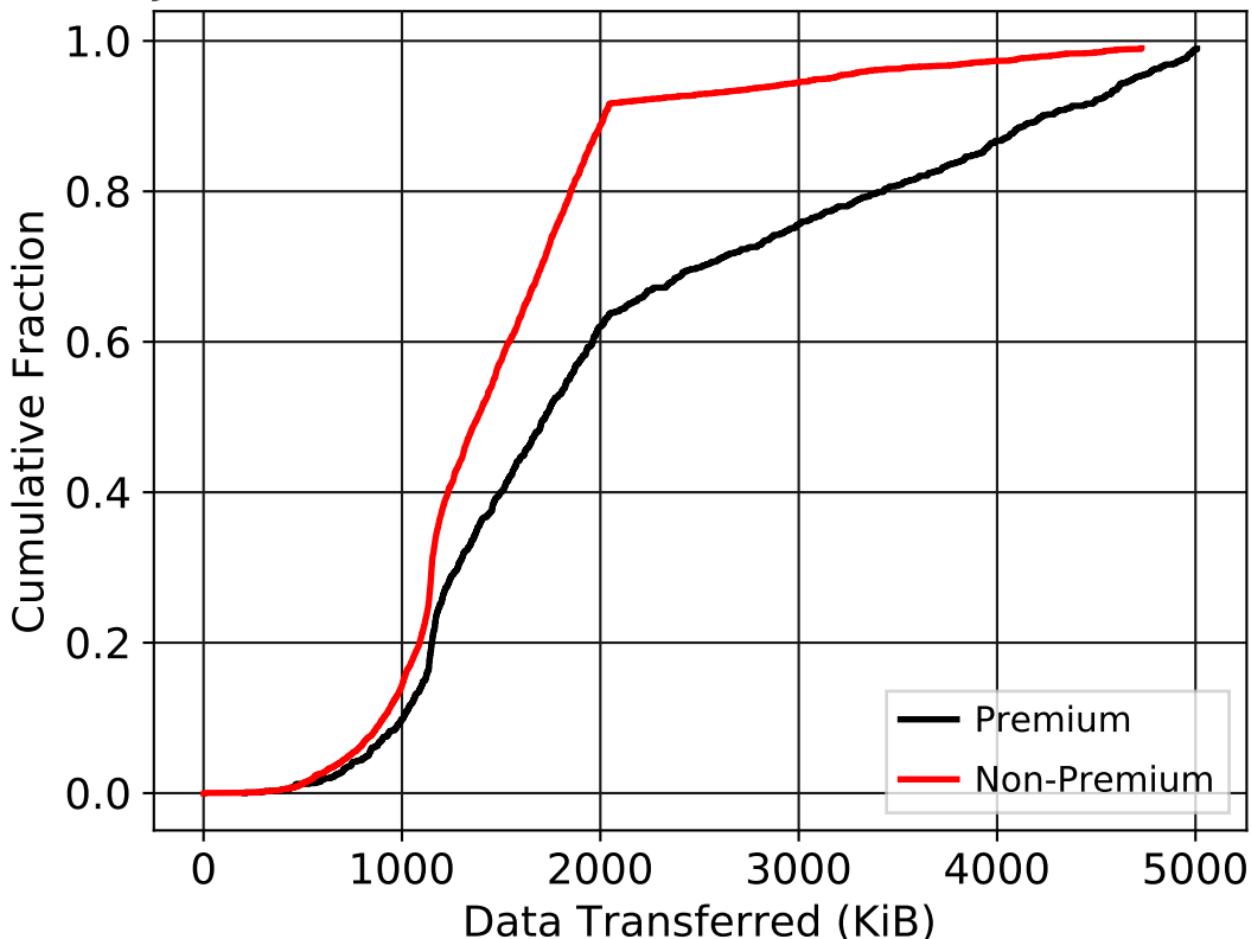
bytes transferred before READ error, all downloads



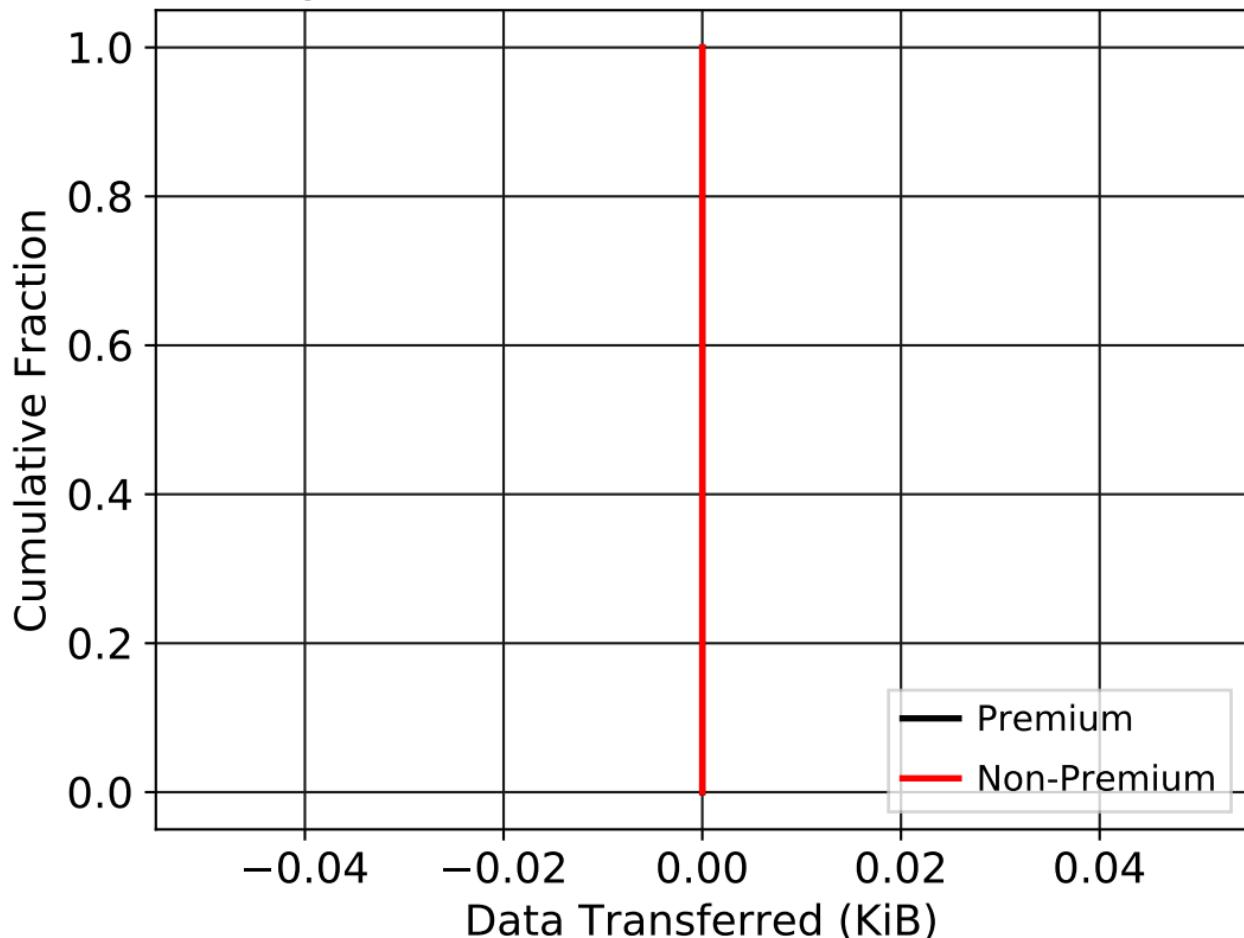
bytes transferred before STALLOUT error, all downloads



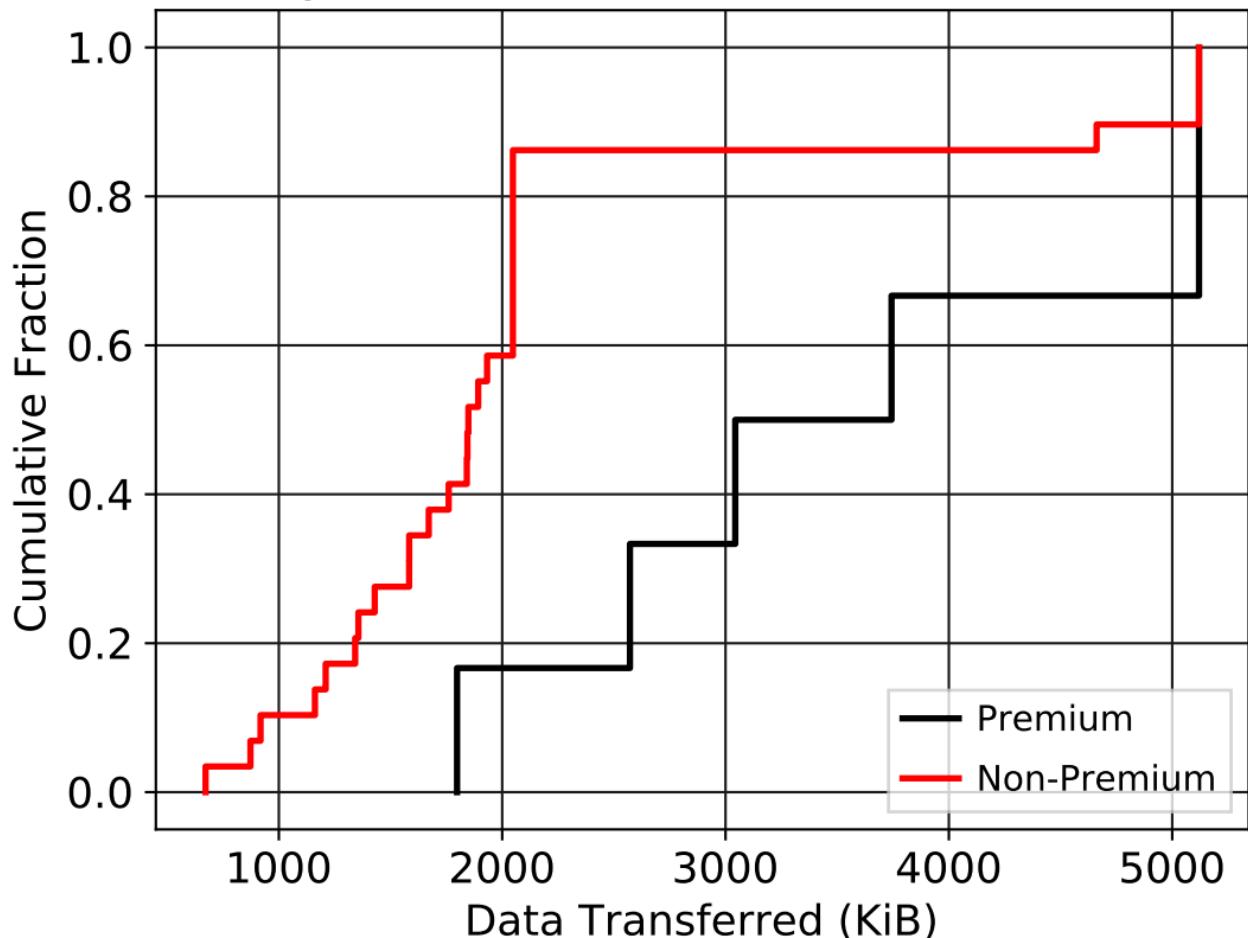
bytes transferred before TIMEOUT error, all downloads



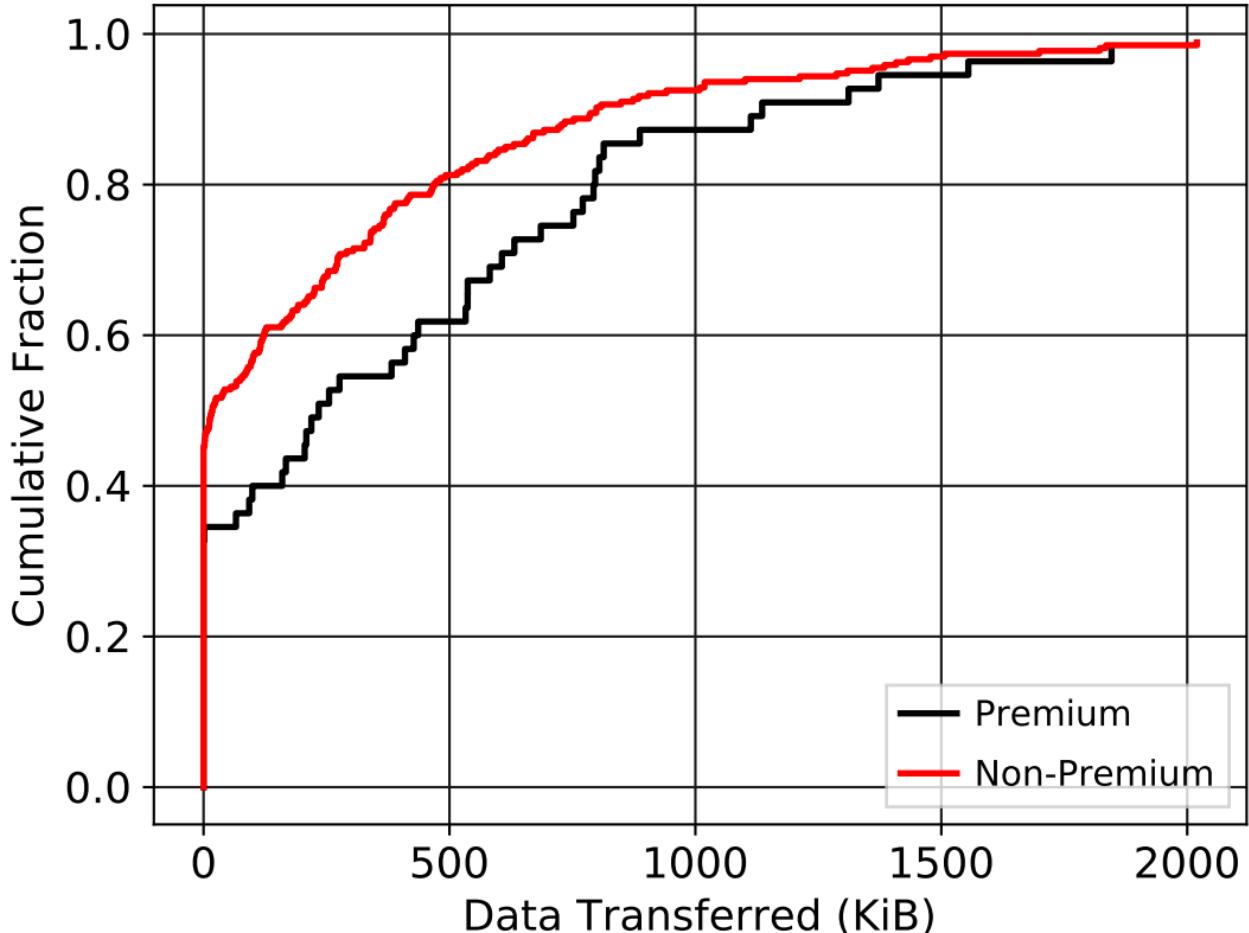
median bytes transferred before AUTH error, each client



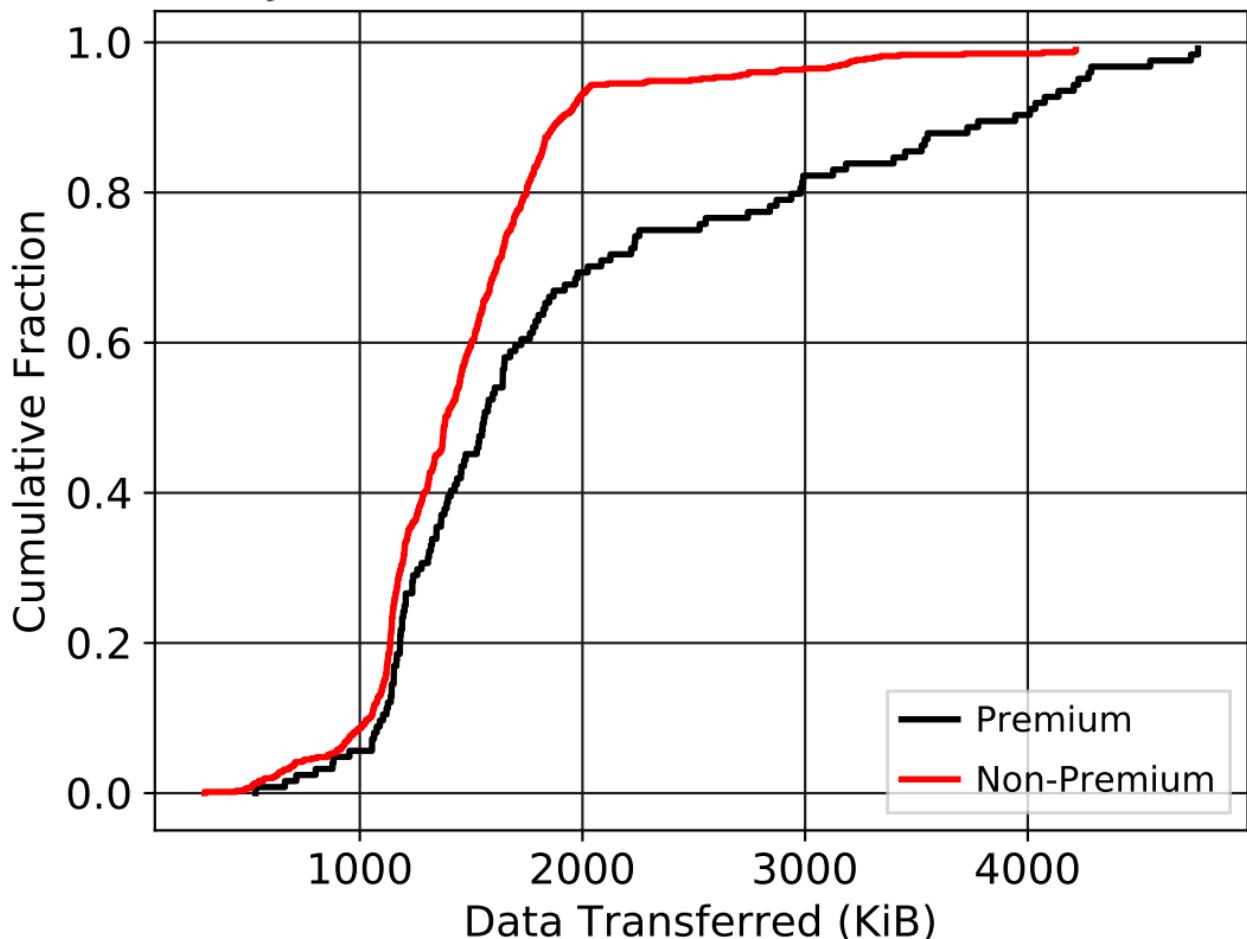
median bytes transferred before READ error, each client



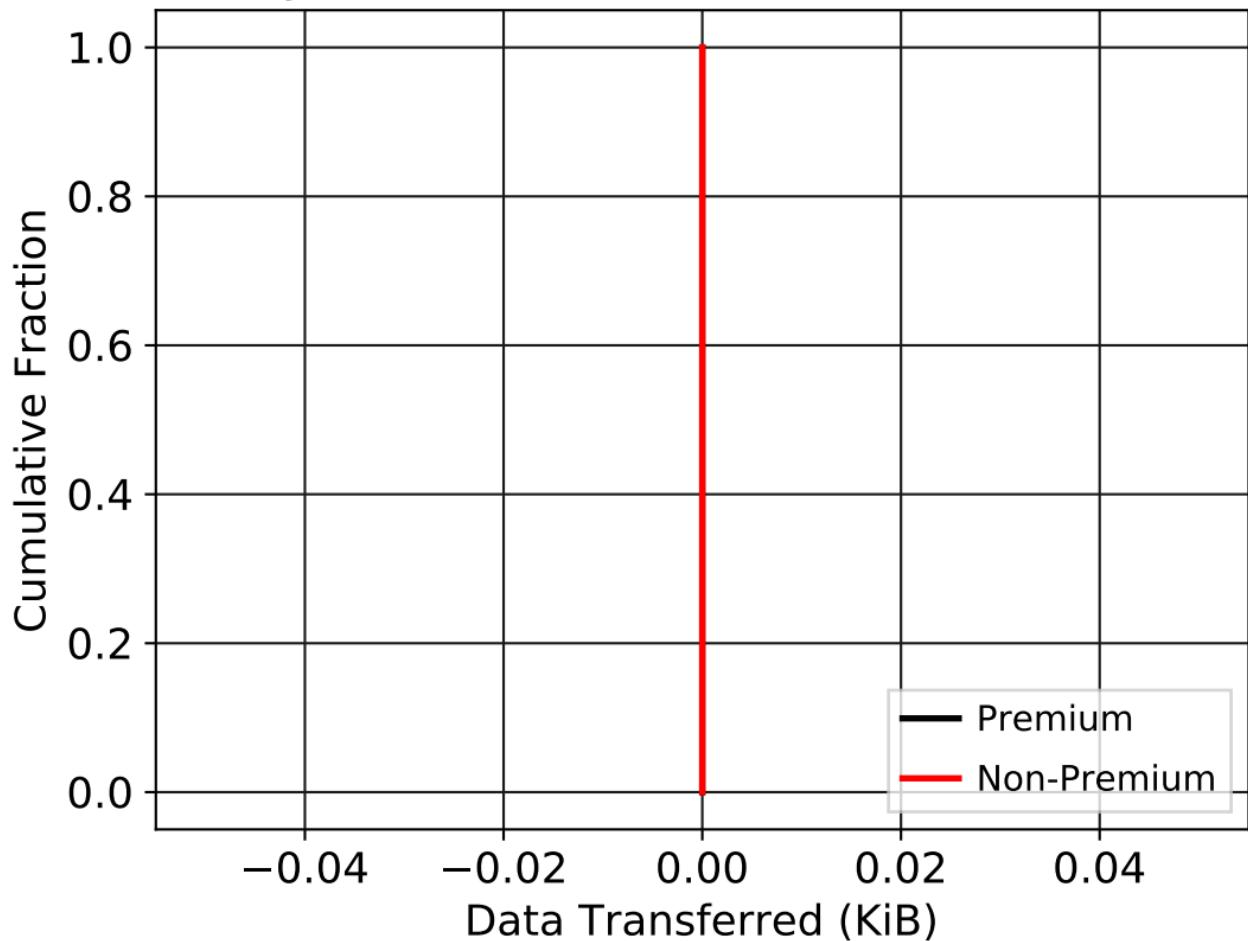
median bytes transferred before STALLOUT error, each client



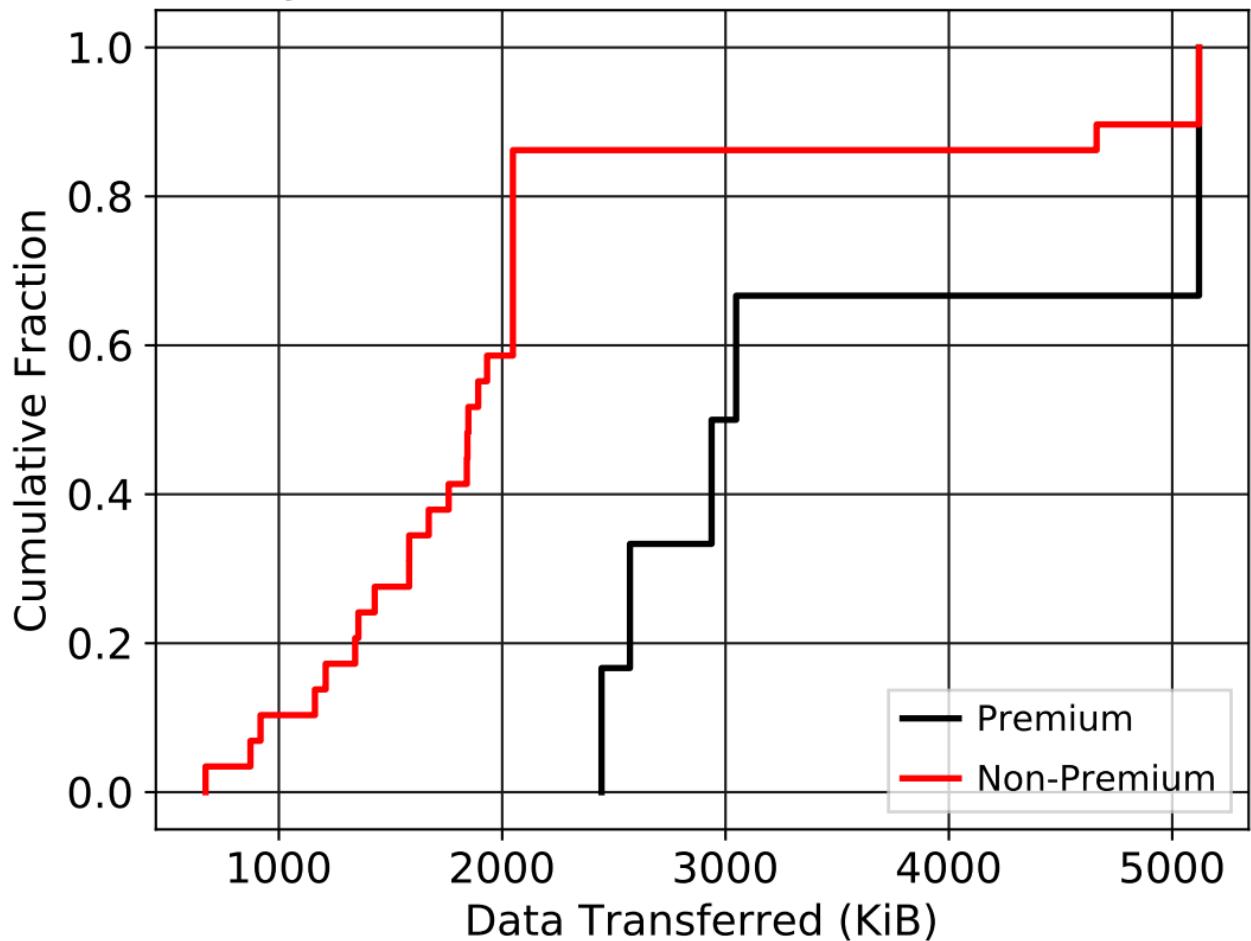
median bytes transferred before TIMEOUT error, each client



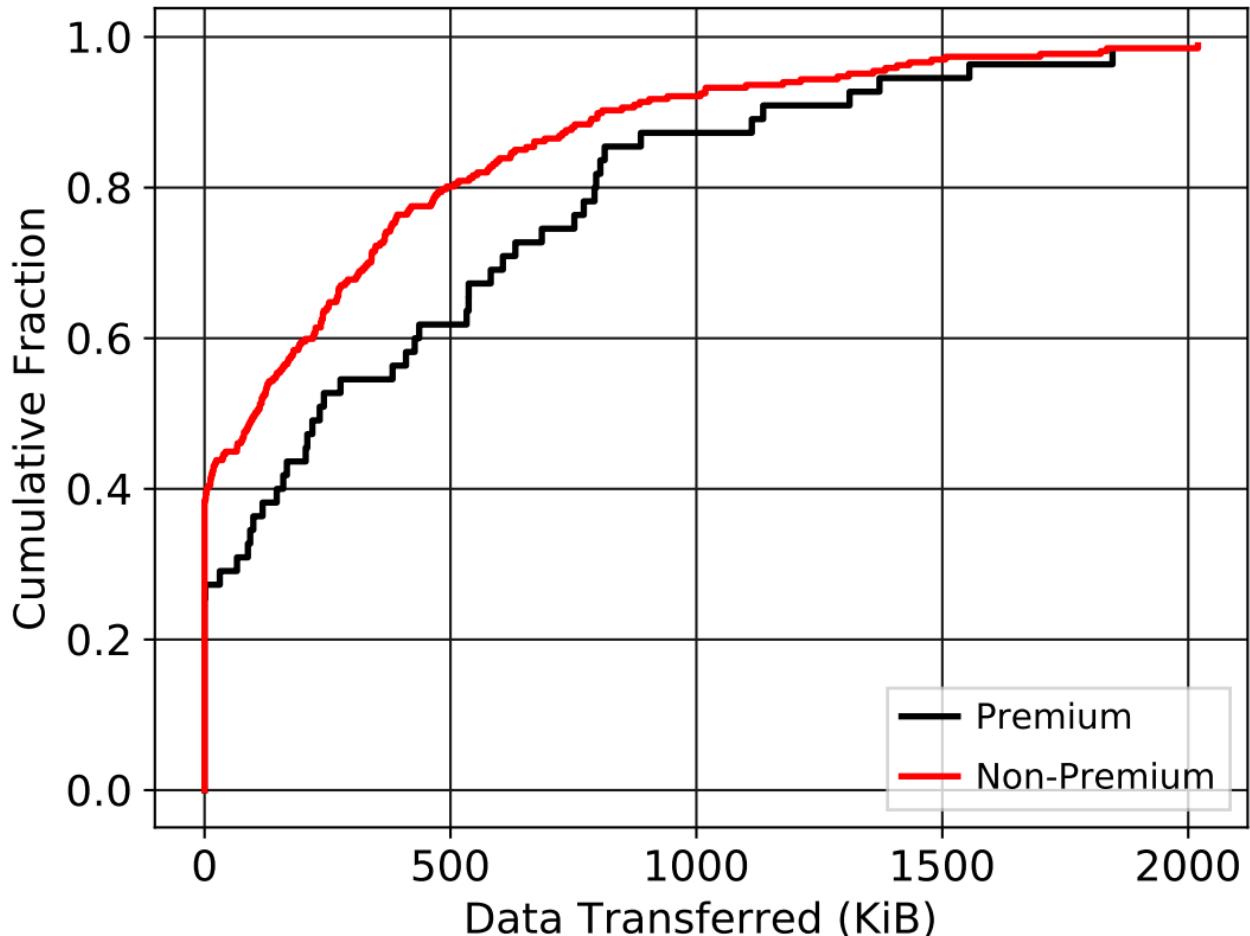
mean bytes transferred before AUTH error, each client



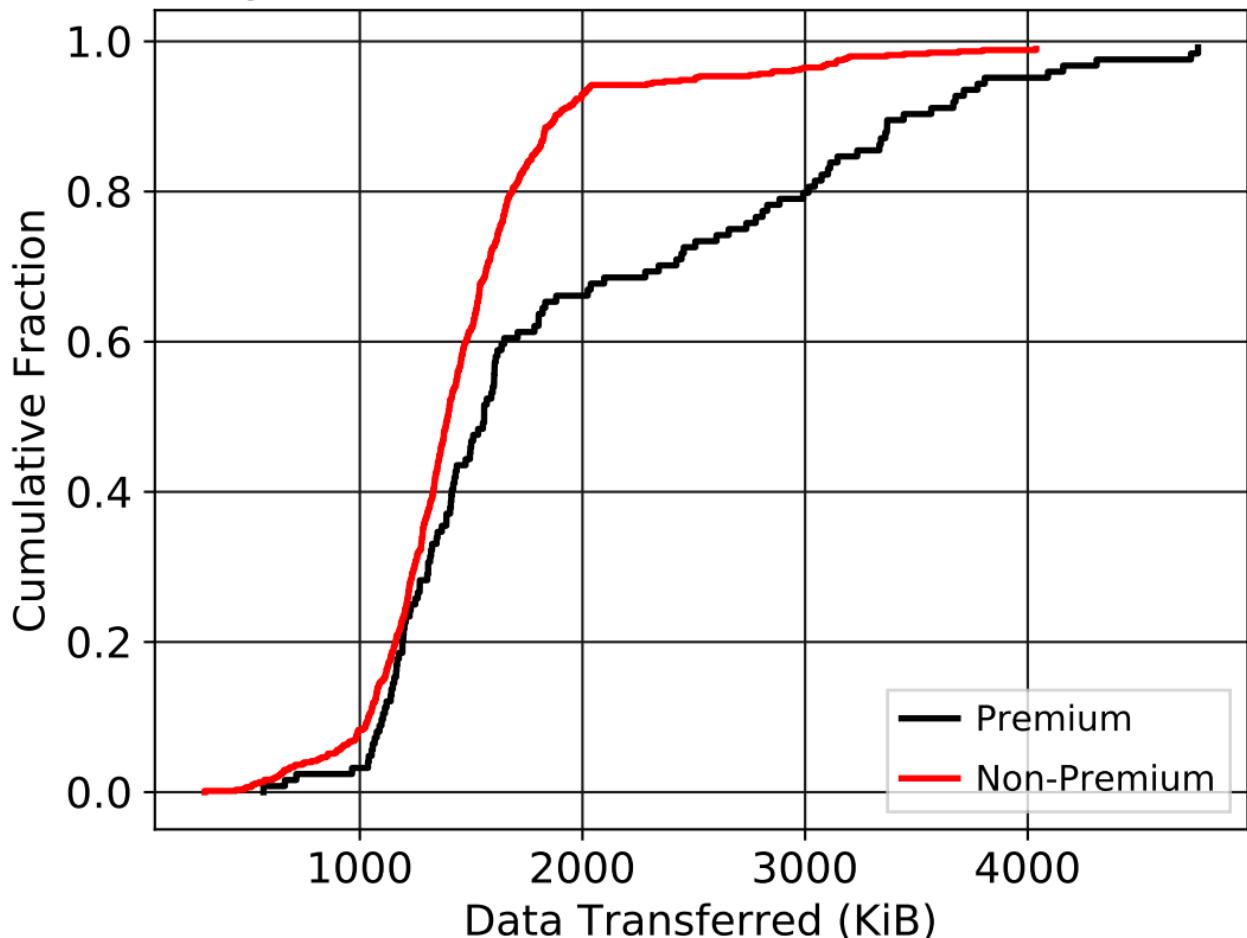
mean bytes transferred before READ error, each client



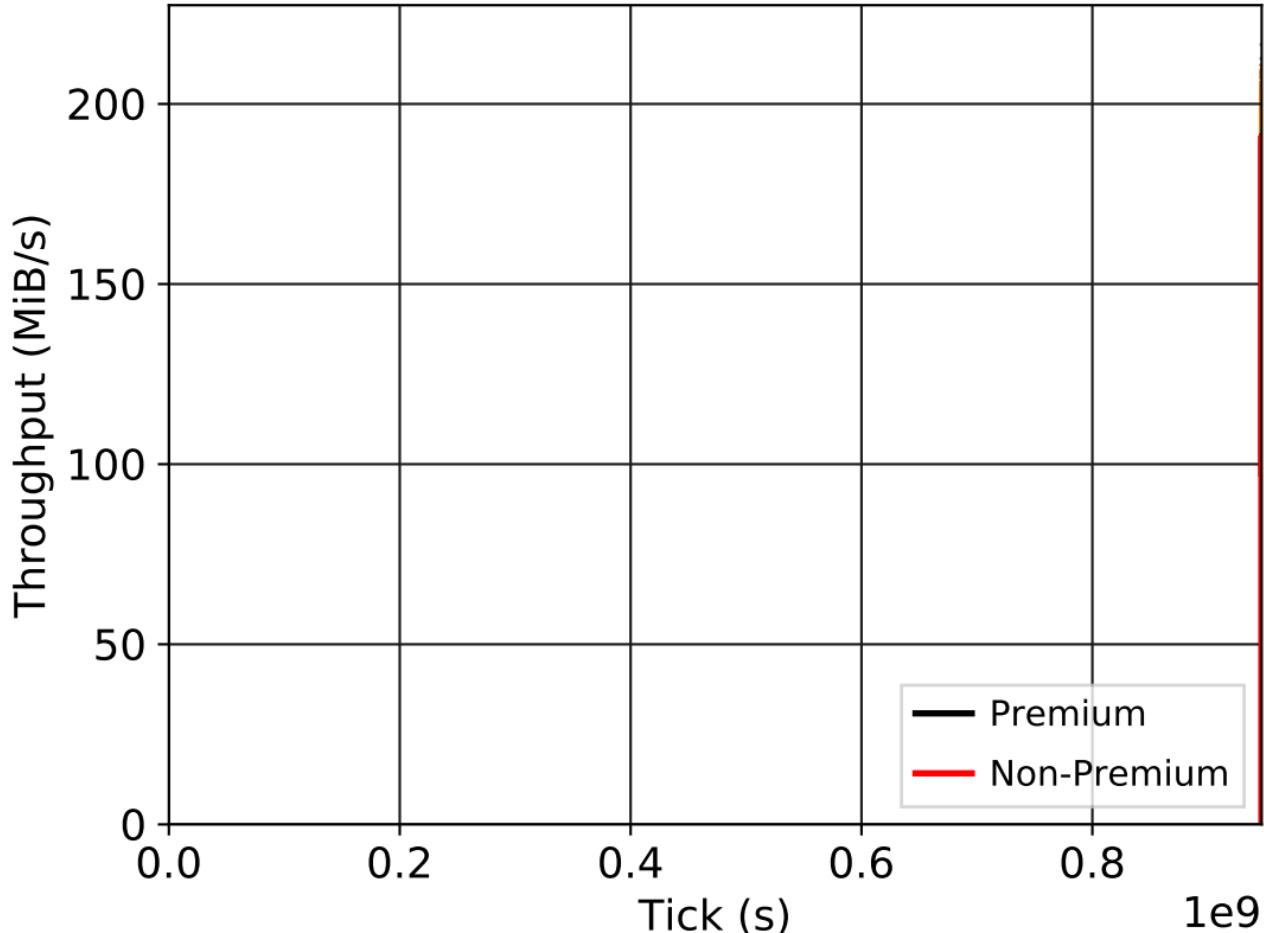
mean bytes transferred before STALLOUT error, each client



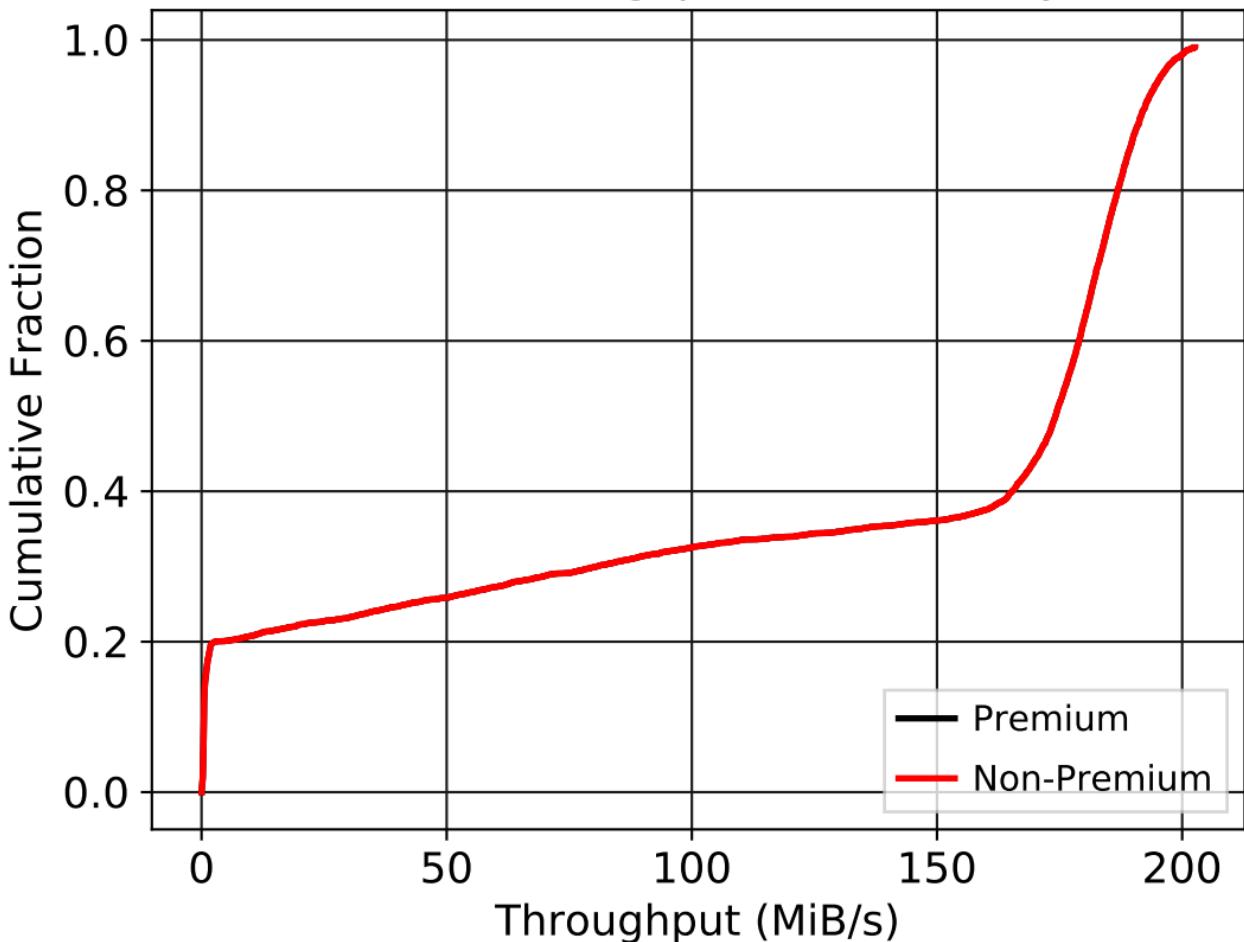
mean bytes transferred before TIMEOUT error, each client



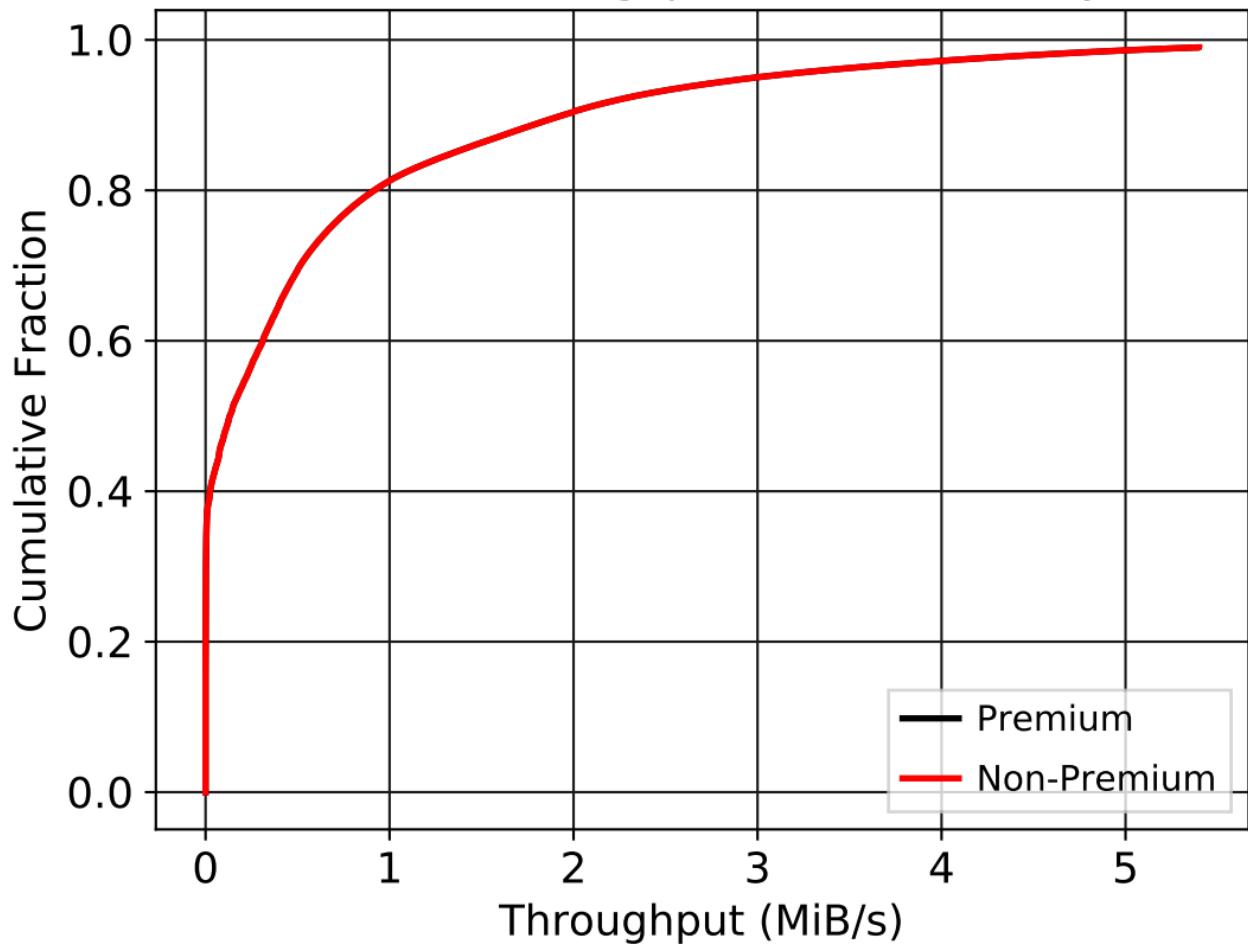
60 second moving average throughput, read, all relays



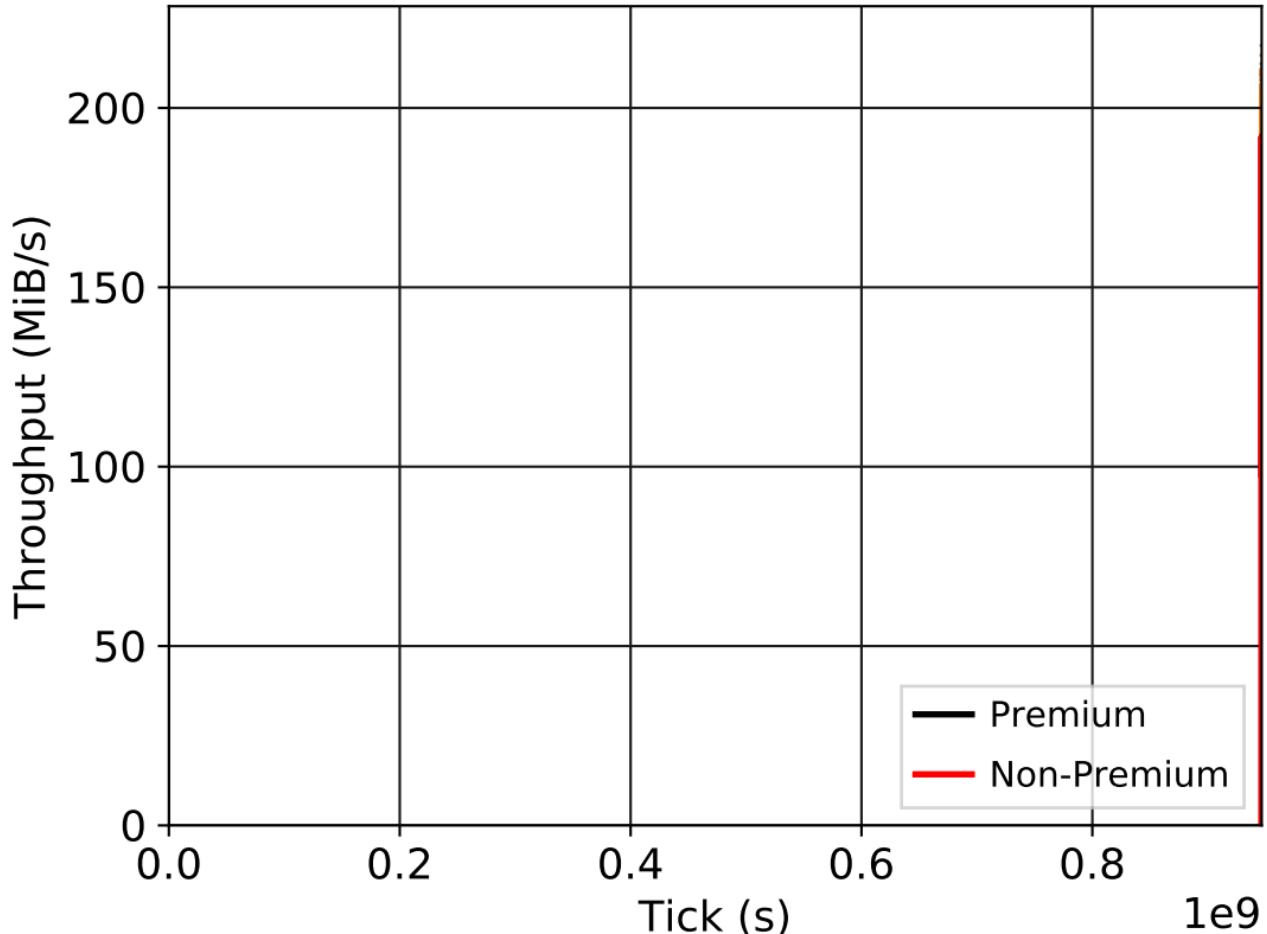
# 1 second throughput, read, all relays



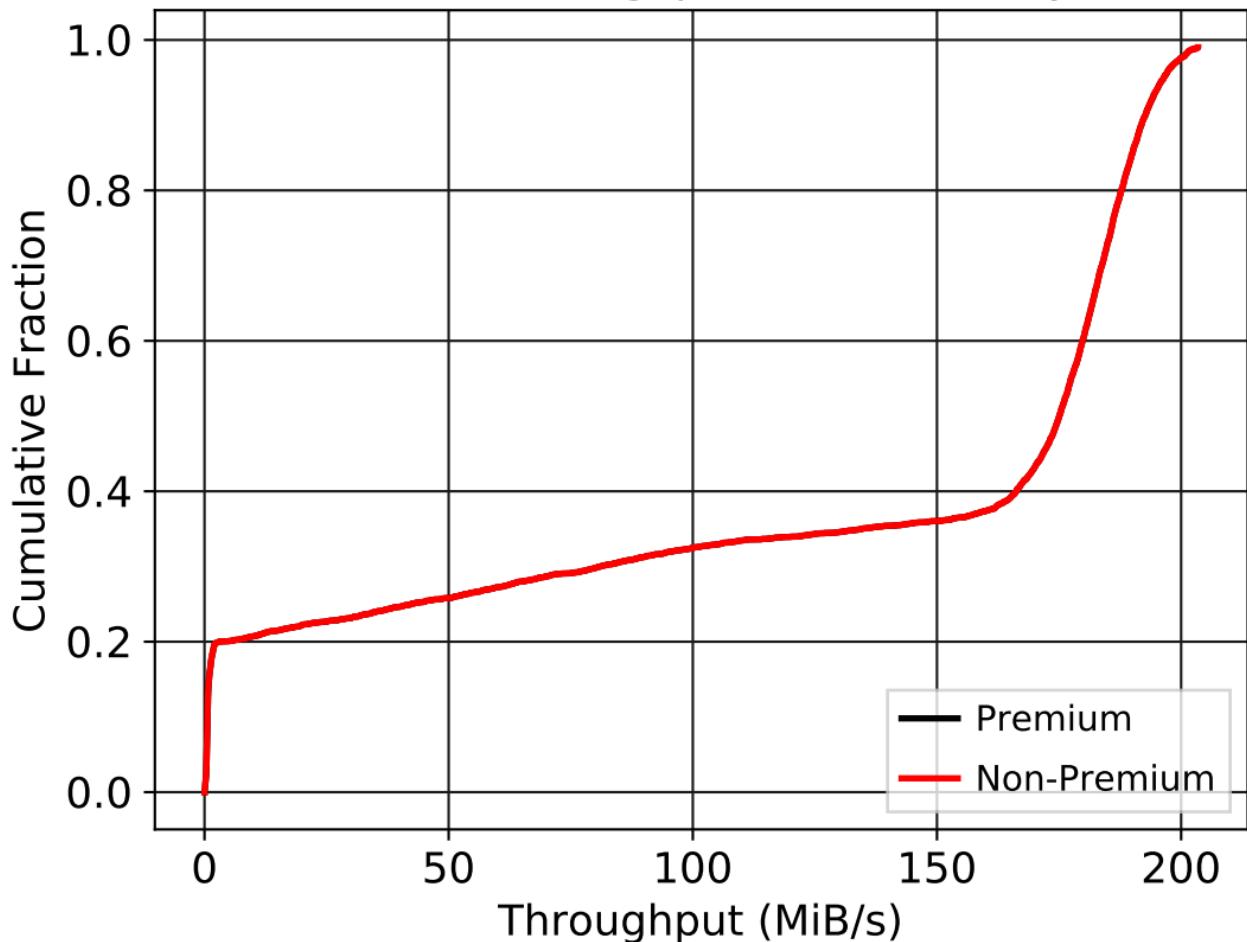
1 second throughput, read, each relay



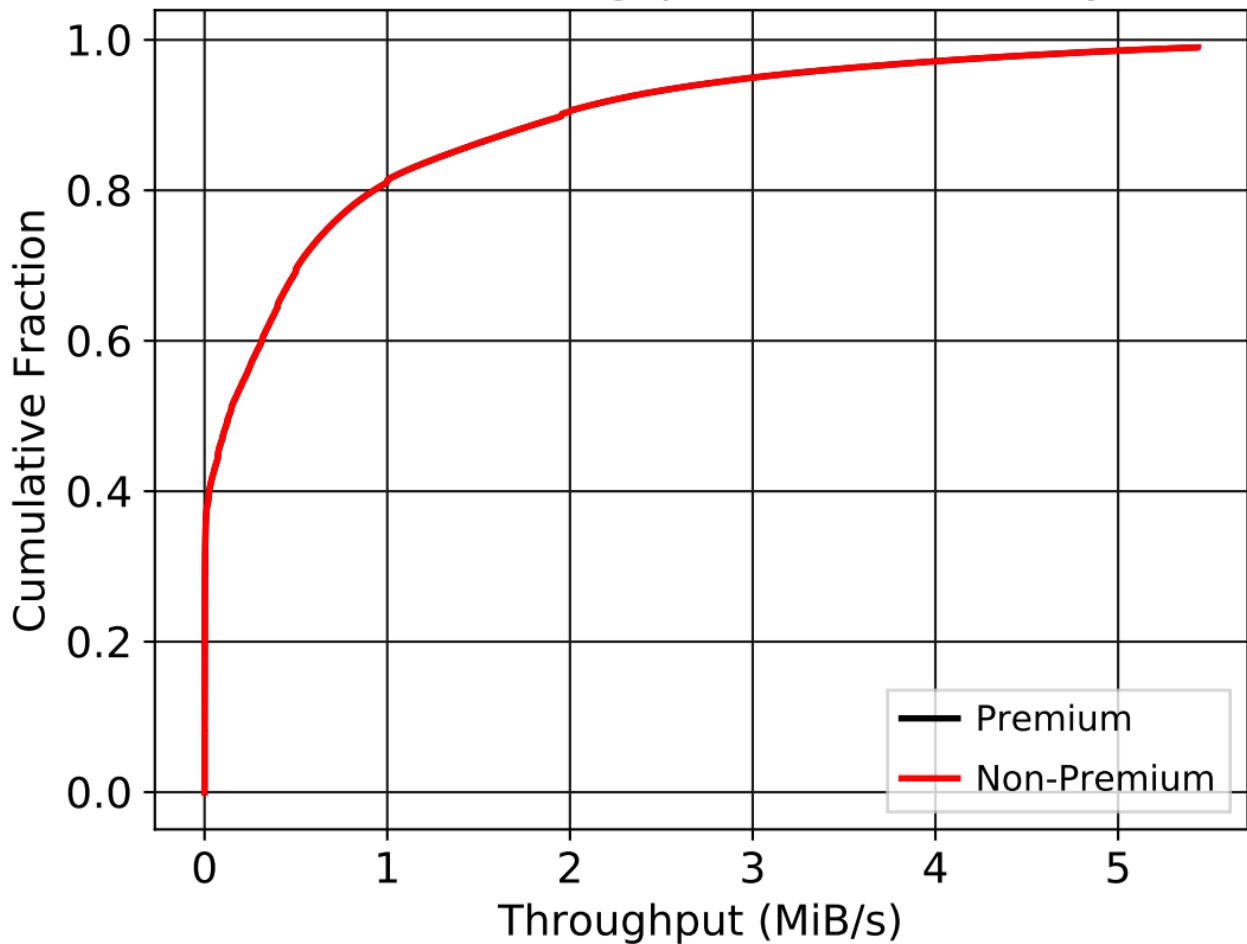
60 second moving average throughput, write, all relays



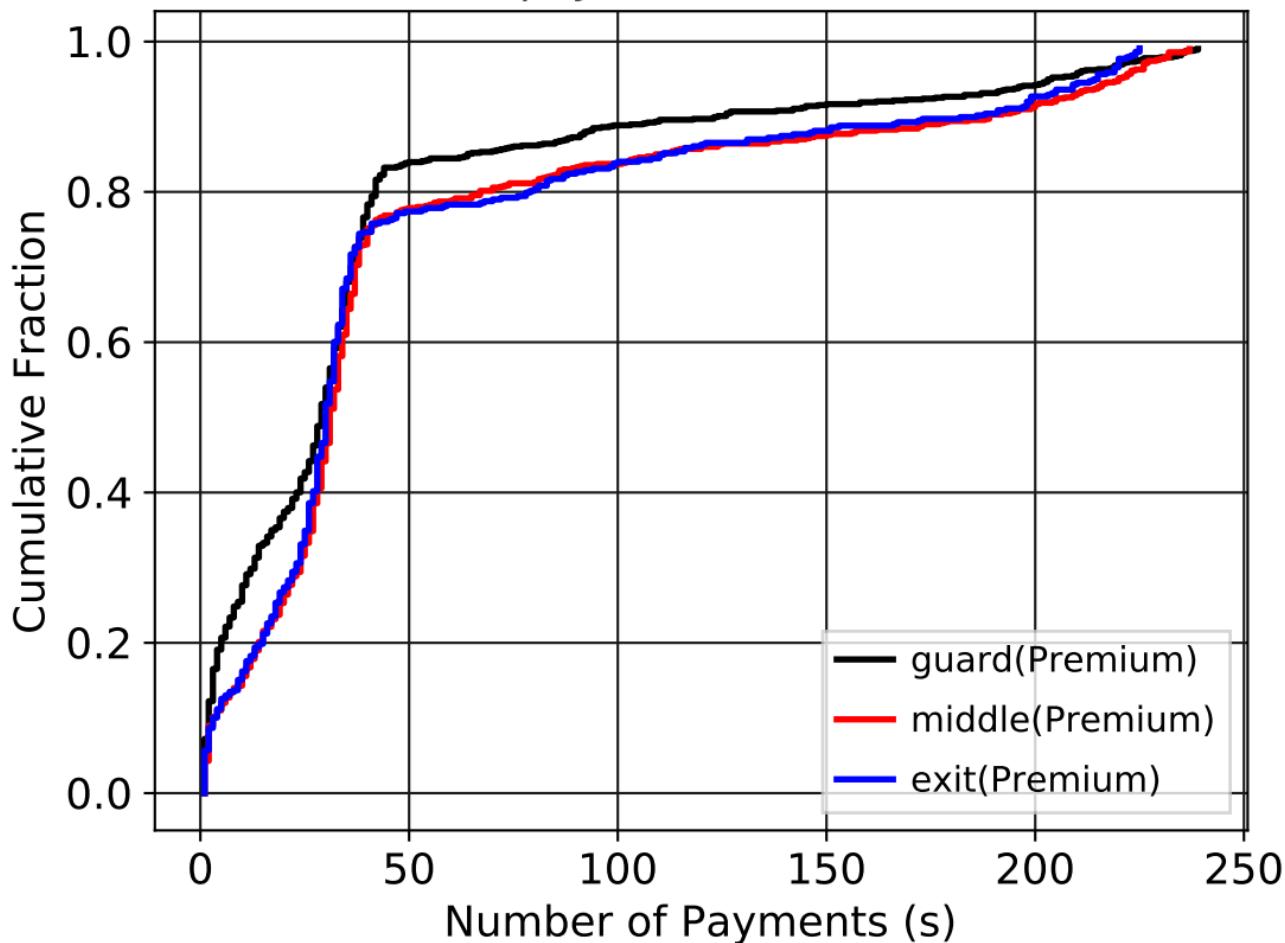
1 second throughput, write, all relays



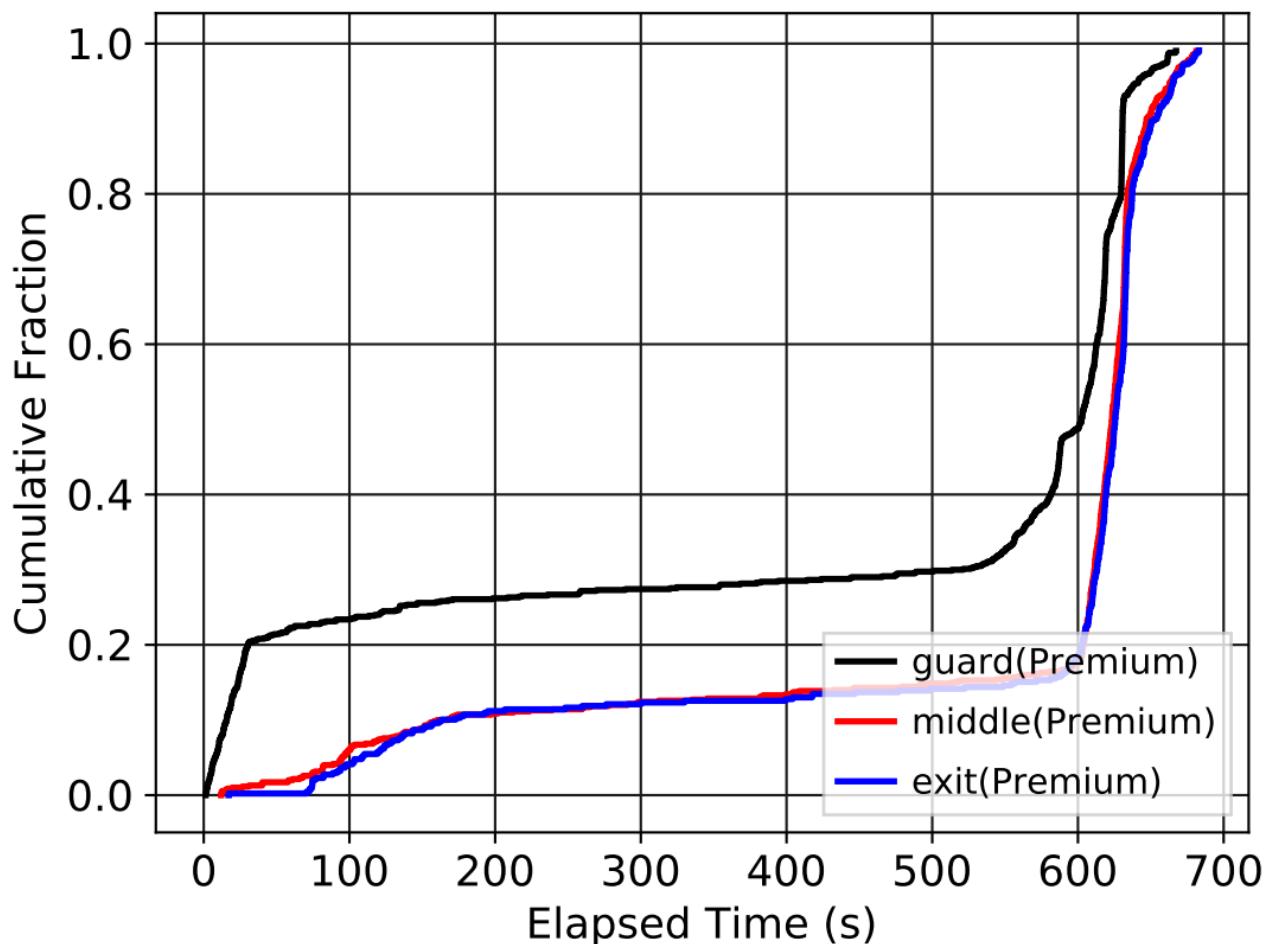
1 second throughput, write, each relay



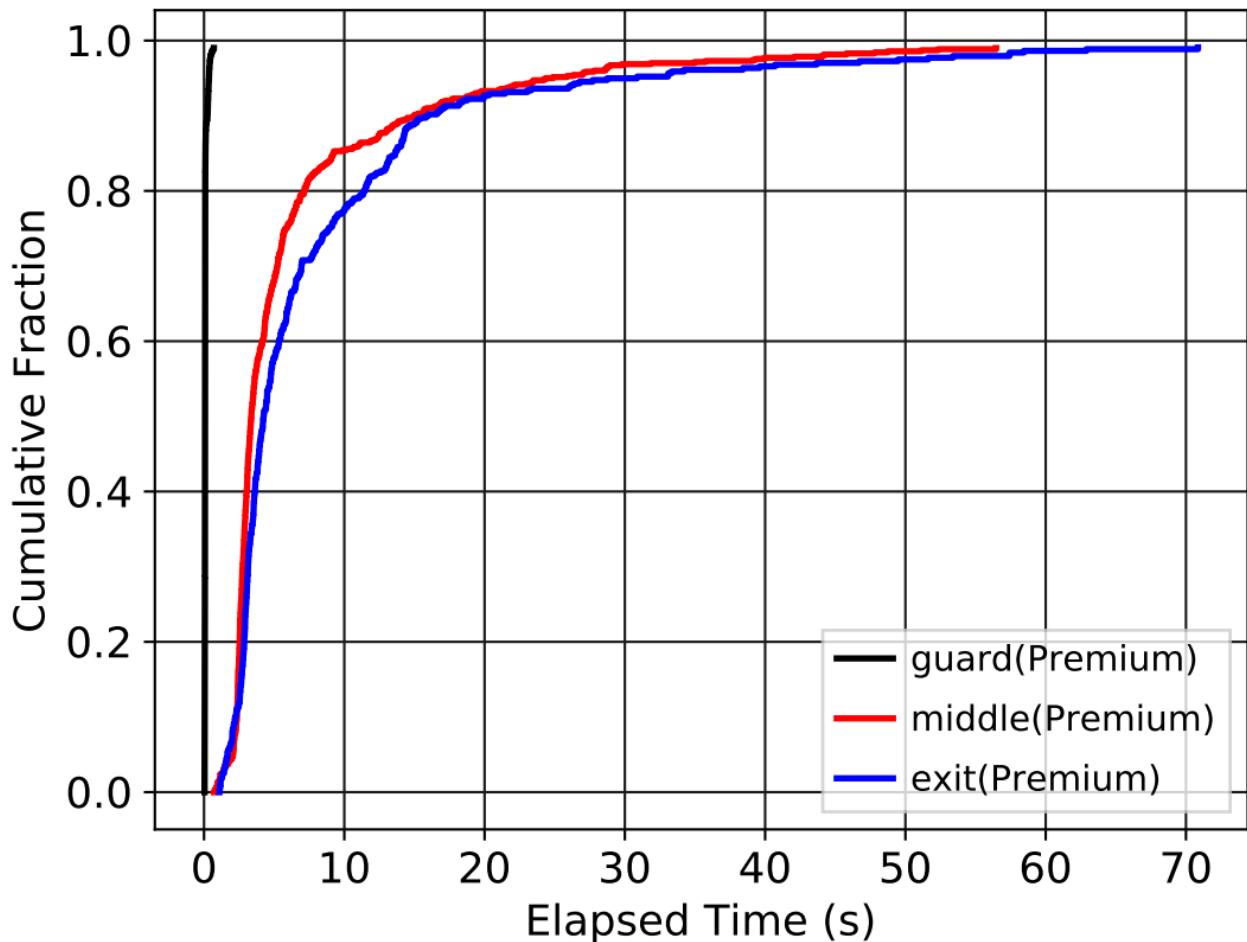
number of payments, all nanochannels



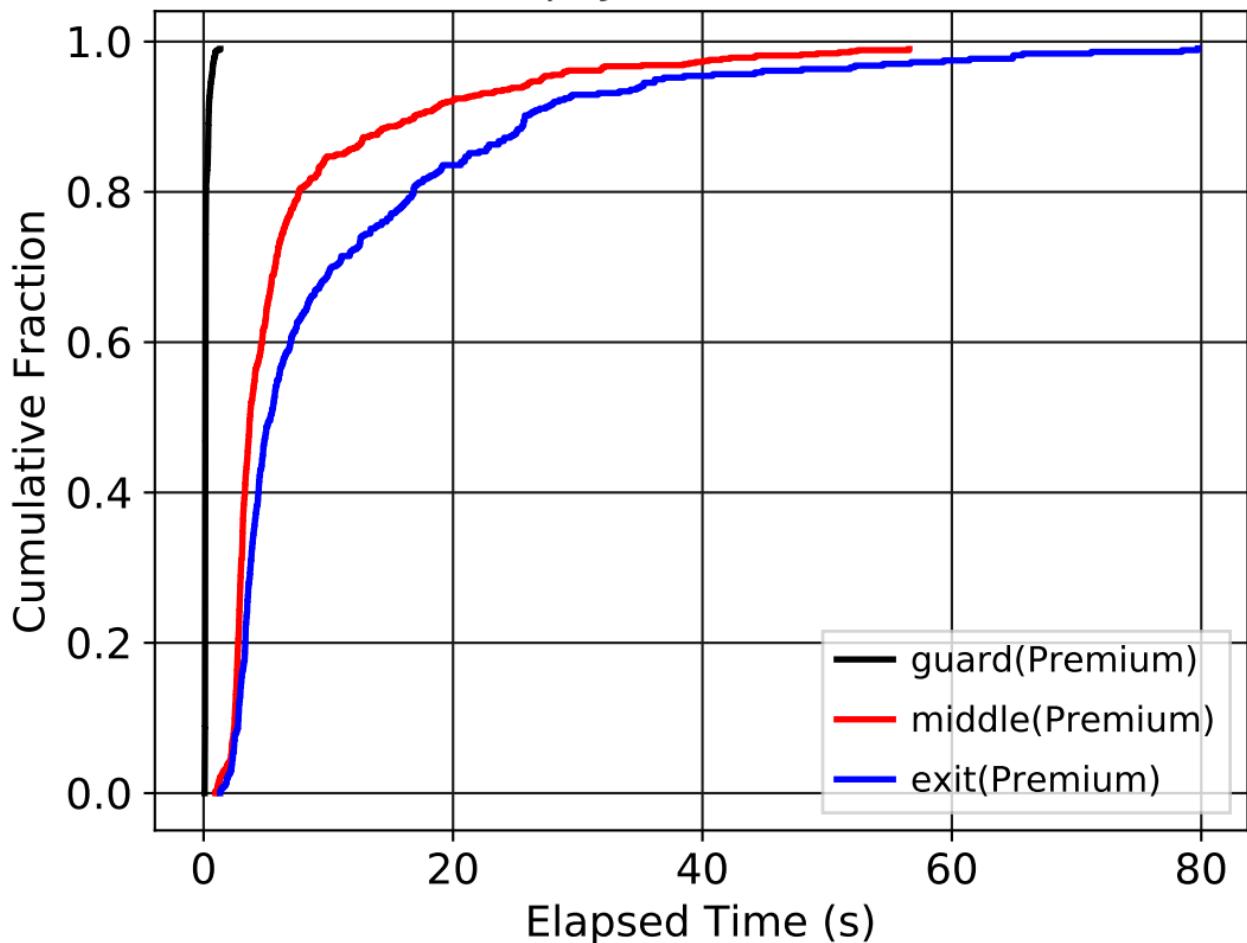
total lifetime, all nanochannels



time to establish, all nanochannels



time to first payment, all nanochannels



# time to close, all nanochannels

