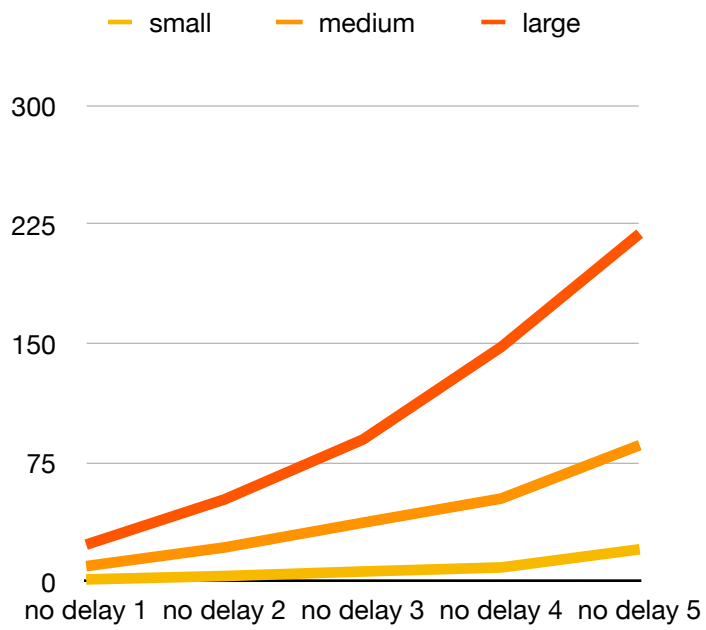
Case	Maximum Delay (ms)	Packet Discard Probability	Small File - time consumed (s)	Medium File - time consumed (s)	Large File - time consumed (s)
Baseline	0	0	0.1455	0.394	0.9075
No Delay 1	0	0.1	1.569	9.936	23.4625
No Delay 2	0	0.2	3.7065	21.7095	51.973
No Delay 3	0	0.3	6.5615	37.2985	89.669
No Delay 4	0	0.4	9.114	52.5285	148.0095
No Delay 5	0	0.5	20.552	86.1585	219.3695
No Discard 1	10	0	0.292	1.212	2.949
No Discard 2	20	0	0.457	2.096	5.091
No Discard 3	30	0	0.621	2.976	7.2815
No Discard 4	40	0	0.785	3.848	9.4625
No Discard 5	50	0	0.930	4.707	11.643
Delay and Discard 1	20	0.1	2.747	11.7625	32.012
Delay and Discard 2	20	0.2	4.128	26.435	62.737
Delay and Discard 3	20	0.3	7.361	42.4245	103.567
Delay and Discard 4	40	0.1	3.331	14.4285	38.897
Delay and Discard 5	40	0.2	4.631	27.779	74.916
Delay and Discard 6	40	0.3	8.901	52.077	117.831

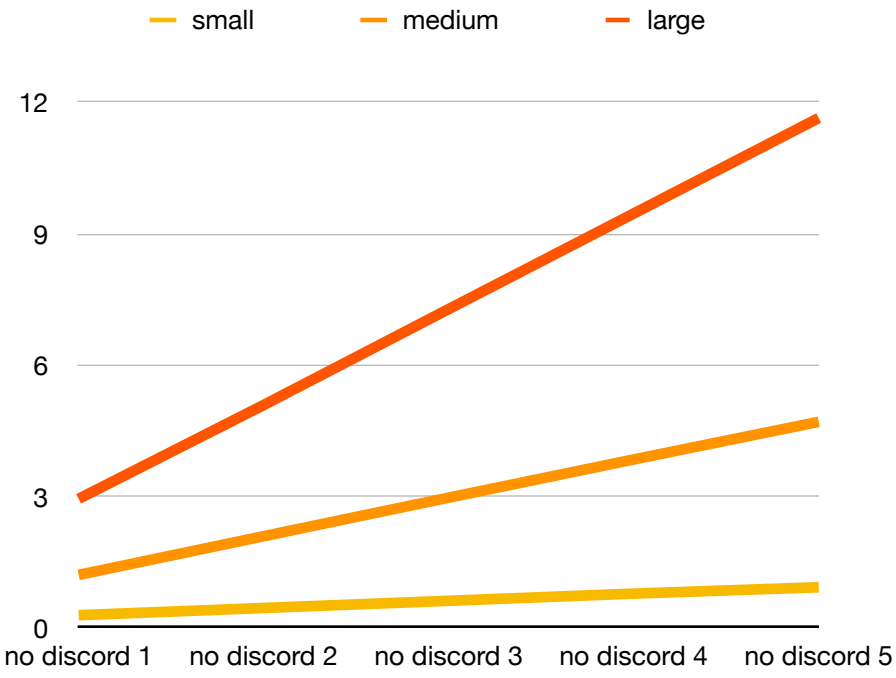
Below graph is for “NO Delay” cases:

y axis is seconds



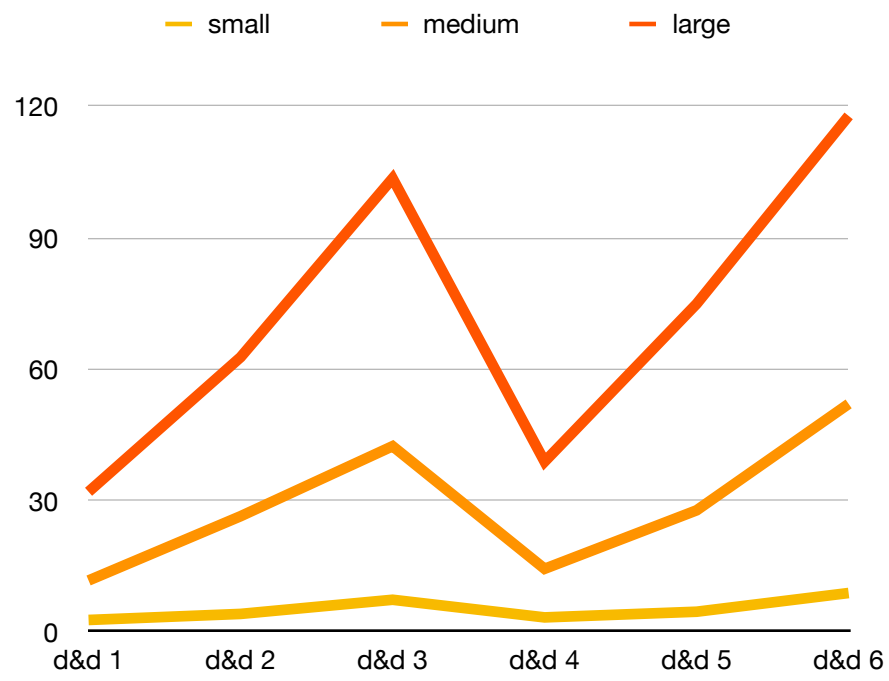
Below graph is for “NO Discord” cases:

y axis is seconds



Below graph is for “delay and discord” cases:

y axis is seconds



Conclusion: there are 3 factors contributing to the run time of packet transmission. They are:

* fixed file size and delay time, the higher the packet discord probability, the longer the transmission time will take.
* fixed file size and packet discord probability, the higher the delay time, the longer the transmission time will take.
* fixed packet discord probability and delay time, the larger the file size, the longer the transmission time will take.