RTT = Round Trip Time

T(RTT) = Total Round Trip Time

OTT = Object Transfer Time

FTT = File Transfer Time

Object = Number of Object(s)

RTT = ( Send + Receive ) or ( x + y )

**Persistent HTTP:**

T(RTT) = (Object x RTT) + RTT **or** (Object + 1) x RTT

OTT = Object x Object Time

FTT = T(RTT) + OTT

**or**

FTT = [ (RTT + Object Time) x Object ] + RTT

**Non-persistent HTTP:**

T(RTT) = Object x (2 x RTT)

OTT = Object x Object Time

FTT = T(RTT) + OTT

**or**

FTT = [ (2 x RTT + Object Time) x Object ]

**Pipelining HTTP:**

Effective Object = (Object/Pipeline Size)

T(RTT) = (Effective Object x RTT) + RTT or (Effective Object + 1) x RTT

OTT = Effective Object x Object Time

FTT = T(RTT) + OTT

**or**

FTT = [ (RTT + Object Time) x Effective Object ] + RTT