```
Sender
                                                      Receiver
         (Alice)
                                                      (Bob)
                     M = \{session_{key}\}_{PK_h}
                   offset = f(PKb, TCP ACK, TCP Seq)
                    M at offset, sent as duplicate
                          corrupted frame.
Handshake/
Session Key
Exchange
                    ACK at offset indicated by
                    original message M.
                   M = {message chunk}
                                        session key
                   offset = f(session_key,
                             TCP ACK, TCP Seq)
                    M at offset, sent as duplicate
 Steady
                           corrupted frame.
 State
```