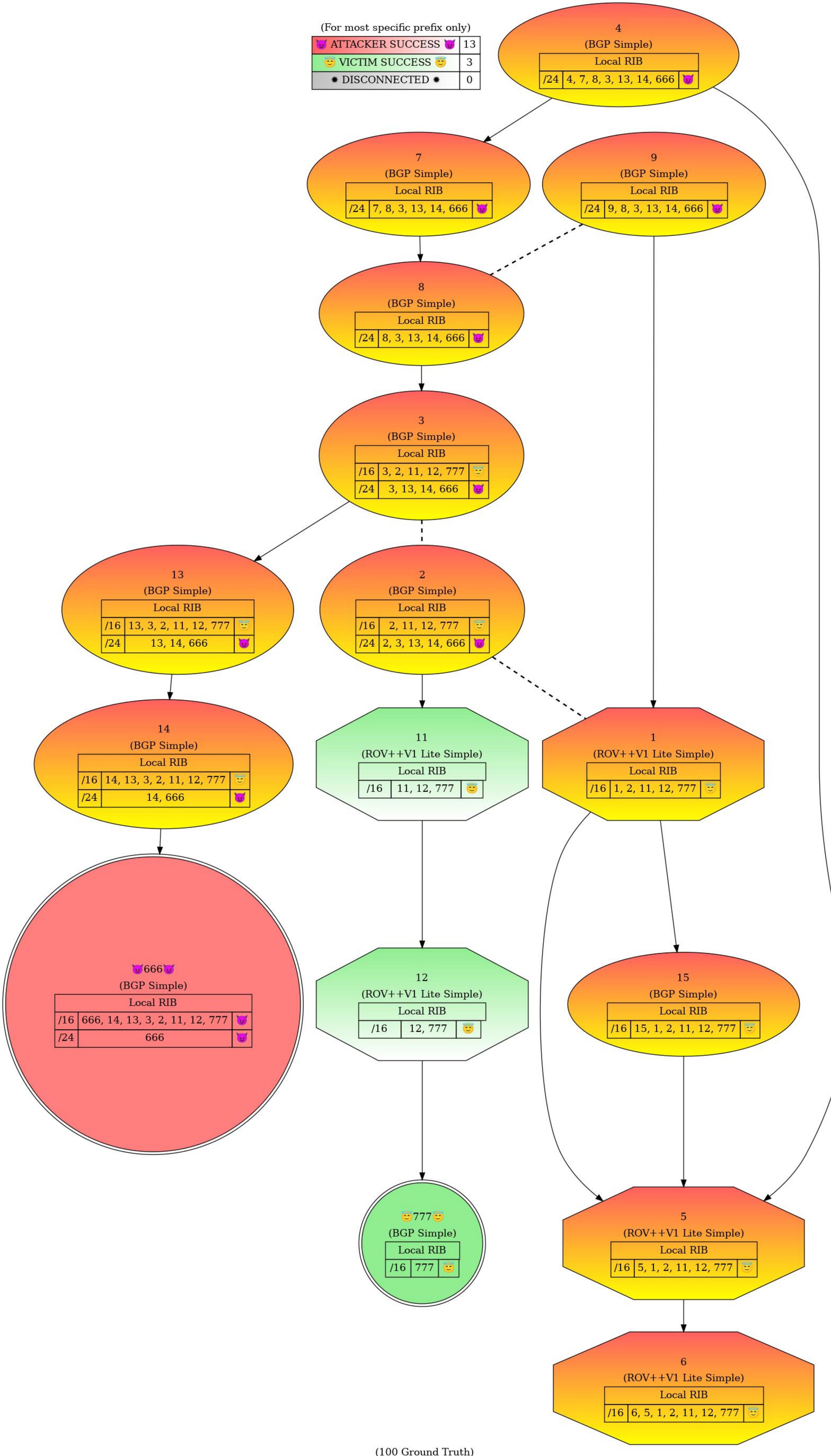


(For most specific prefix only)

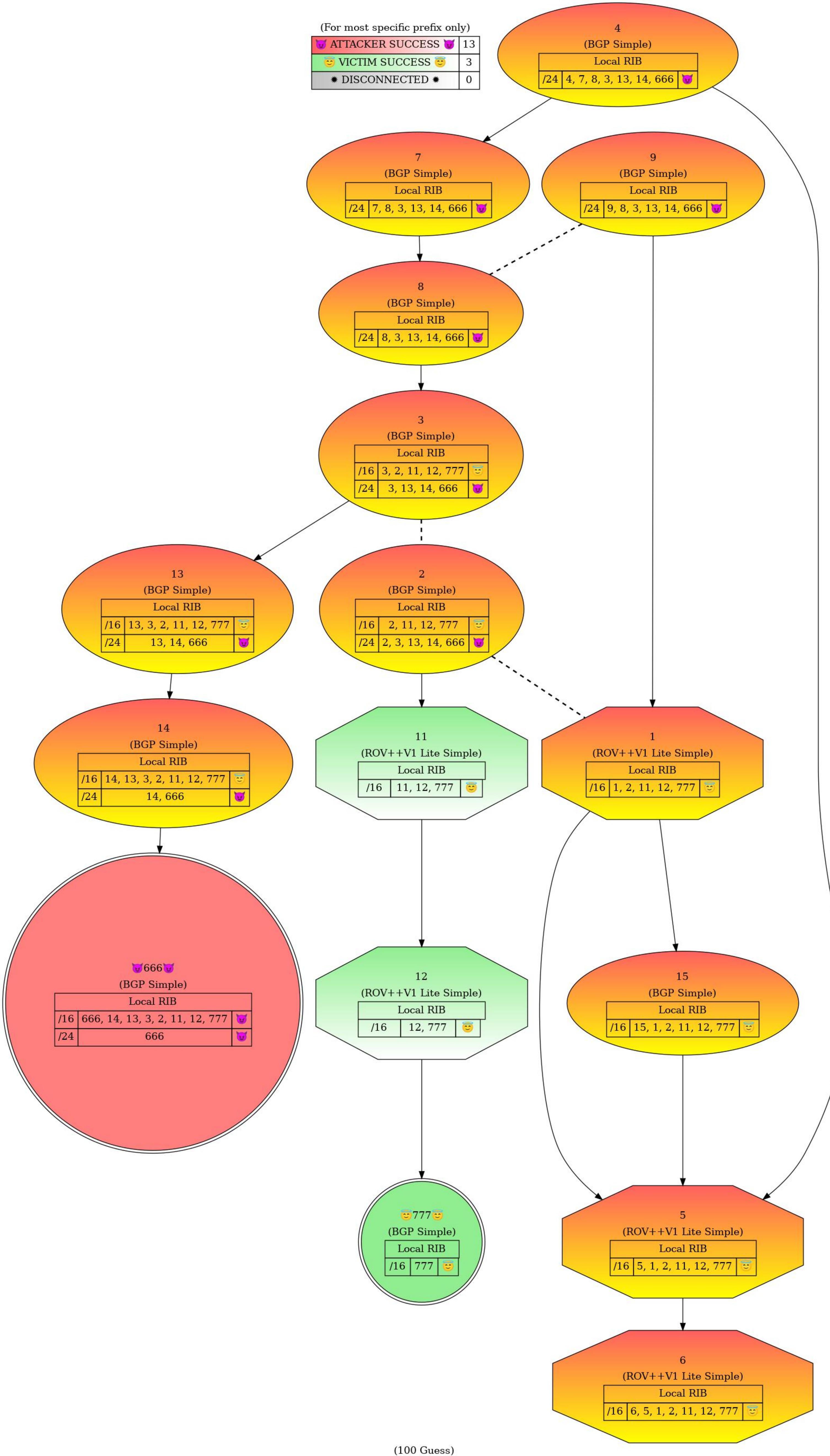
ATTACKER SUCCESS	13
VICTIM SUCCESS	3
* DISCONNECTED *	0



(100 Ground Truth)
Subprefix Hijack with V1 Lite.

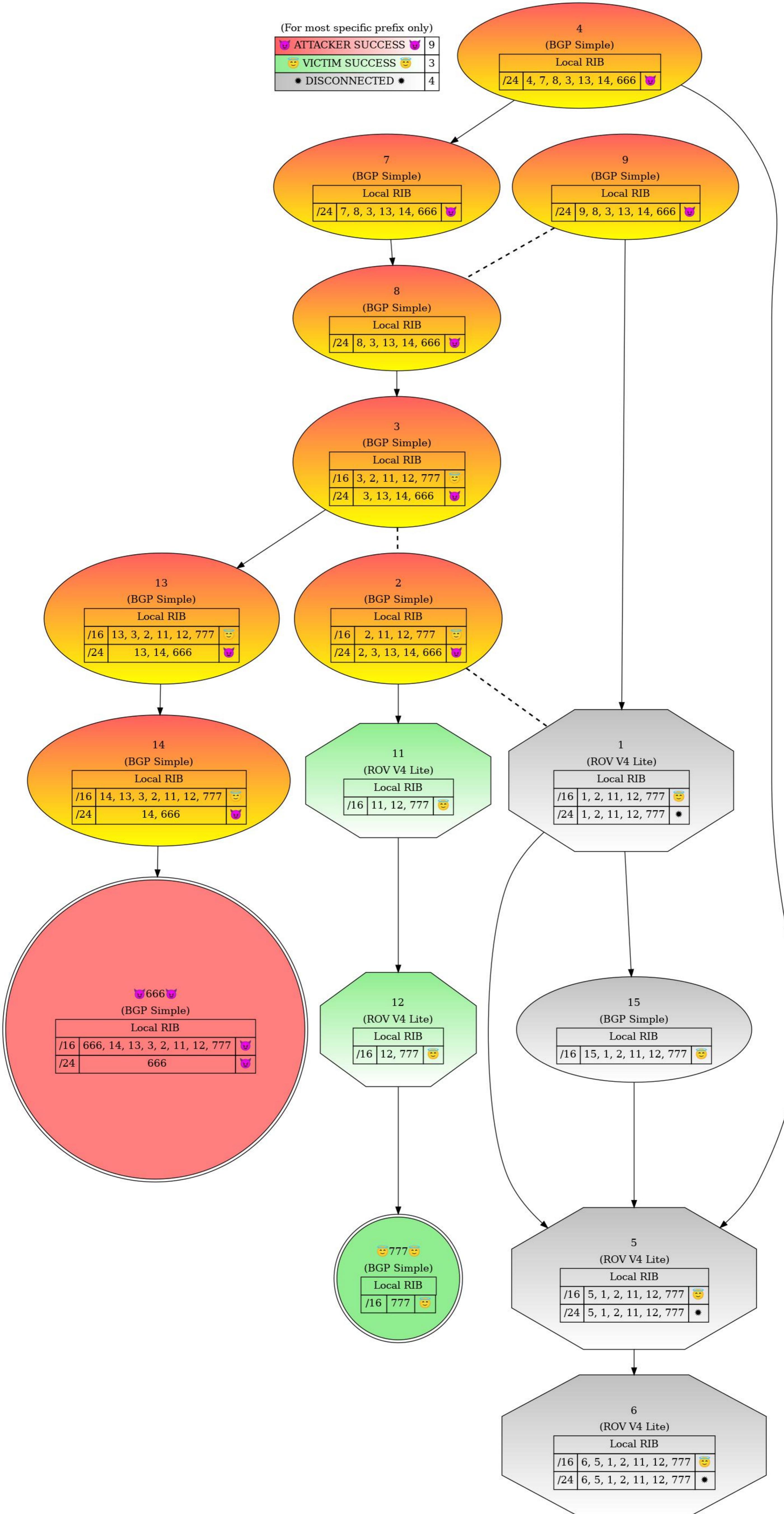
(For most specific prefix only)

	ATTACKER SUCCESS		13
	VICTIM SUCCESS		3
*	DISCONNECTED	*	0



(For most specific prefix only)

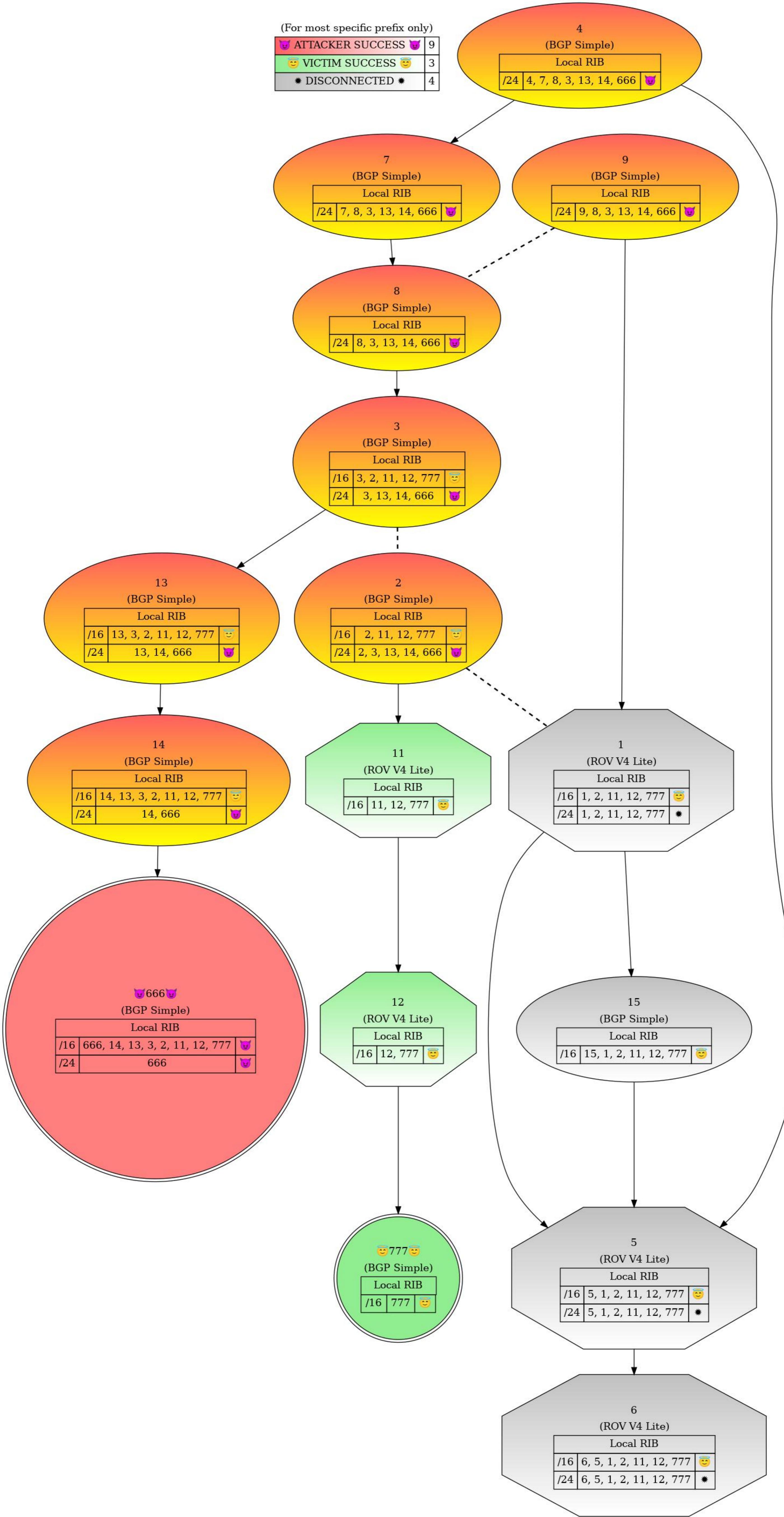
	ATTACKER SUCCESS		9
	VICTIM SUCCESS		3
*	DISCONNECTED *	*	4



(101 Ground Truth)
Subprefix Hijack with V4 Lite.

(For most specific prefix only)

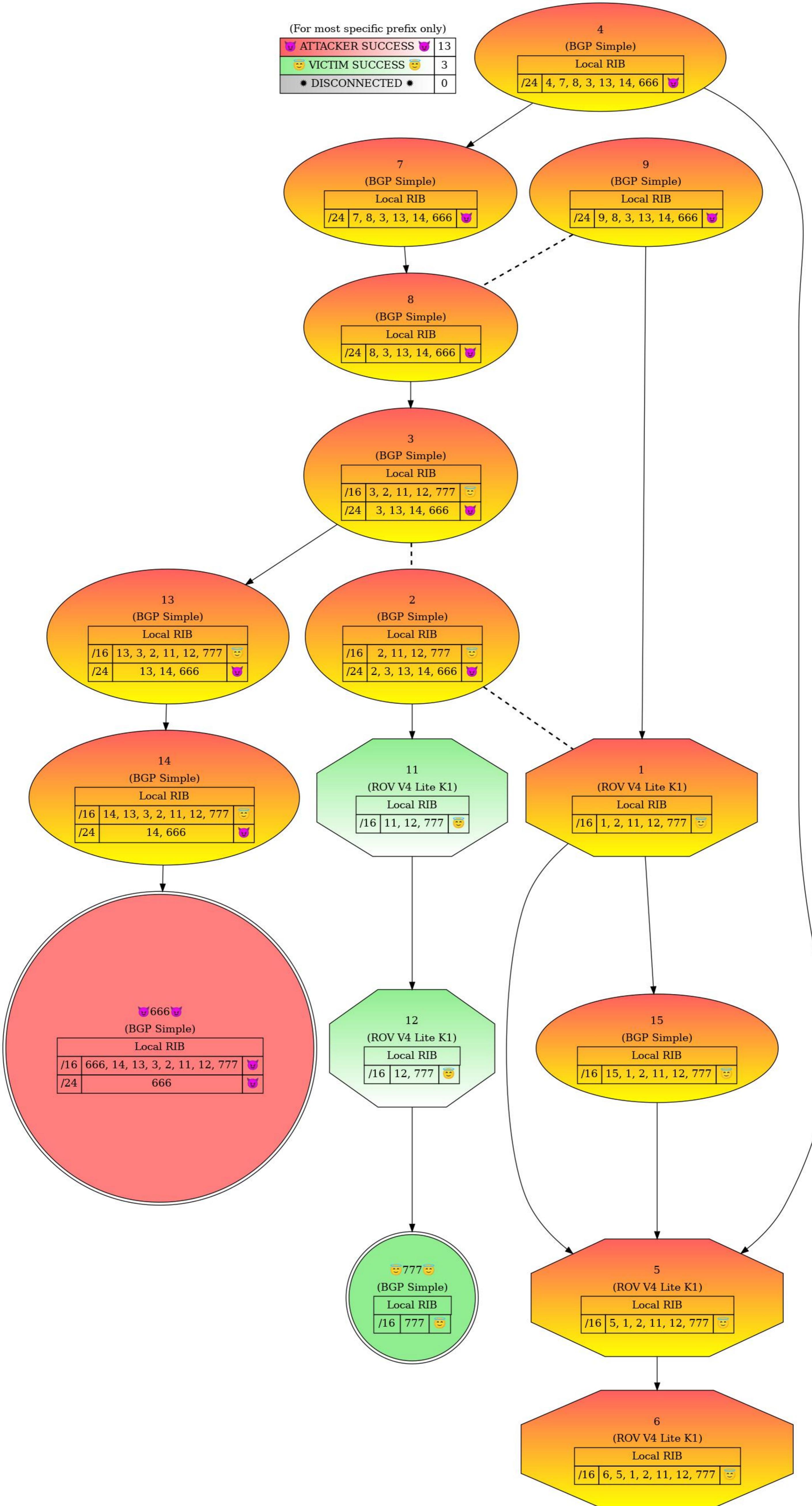
	ATTACKER SUCCESS		9
	VICTIM SUCCESS		3
*	DISCONNECTED *	*	4



(101 Guess)
Subprefix Hijack with V4 Lite.

(For most specific prefix only)

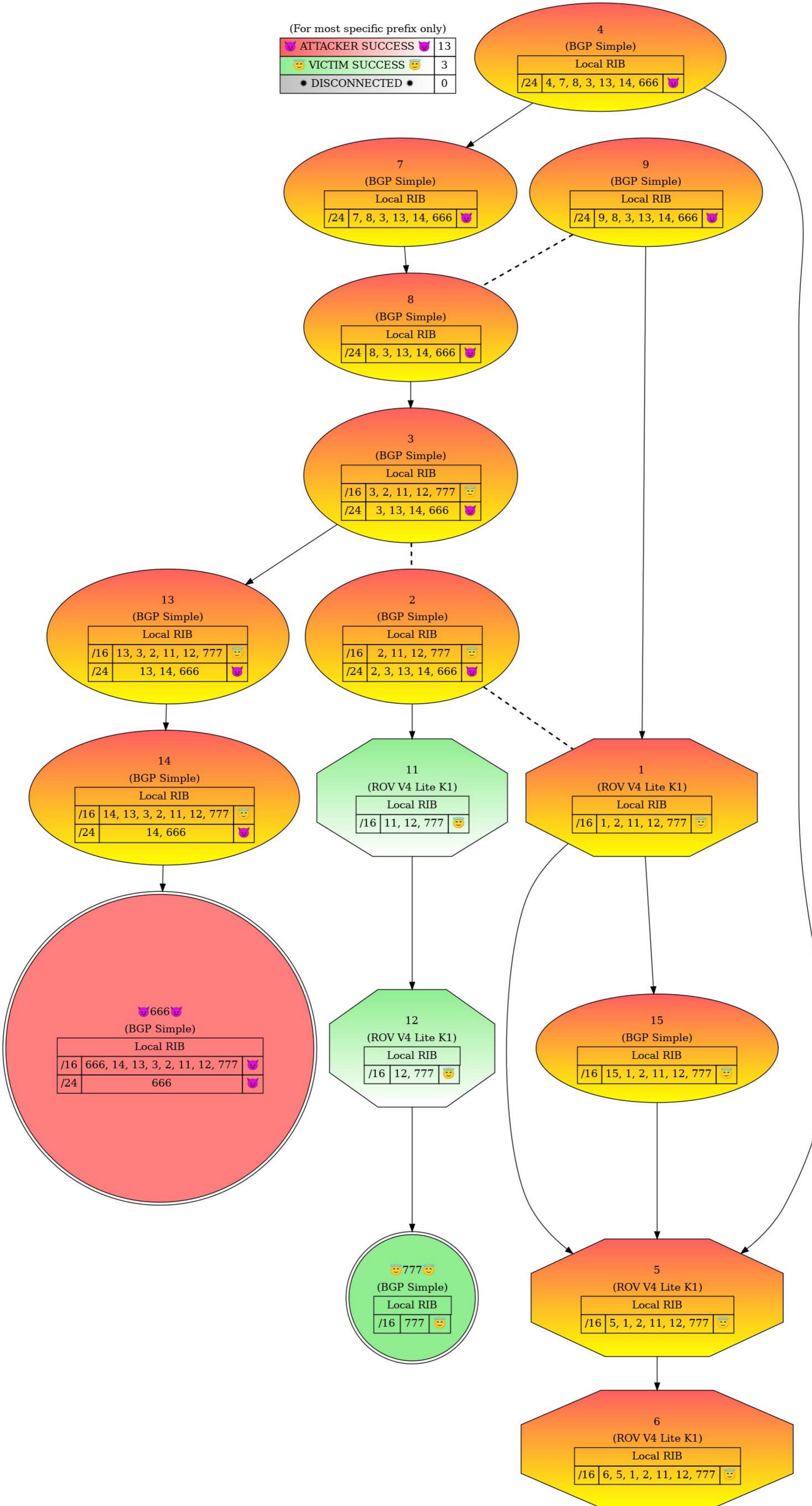
	ATTACKER SUCCESS		13
	VICTIM SUCCESS		3
*	DISCONNECTED	*	0



(102 Ground Truth)
Subprefix Hijack with V4 Lite k=1.

(For most specific prefix only)

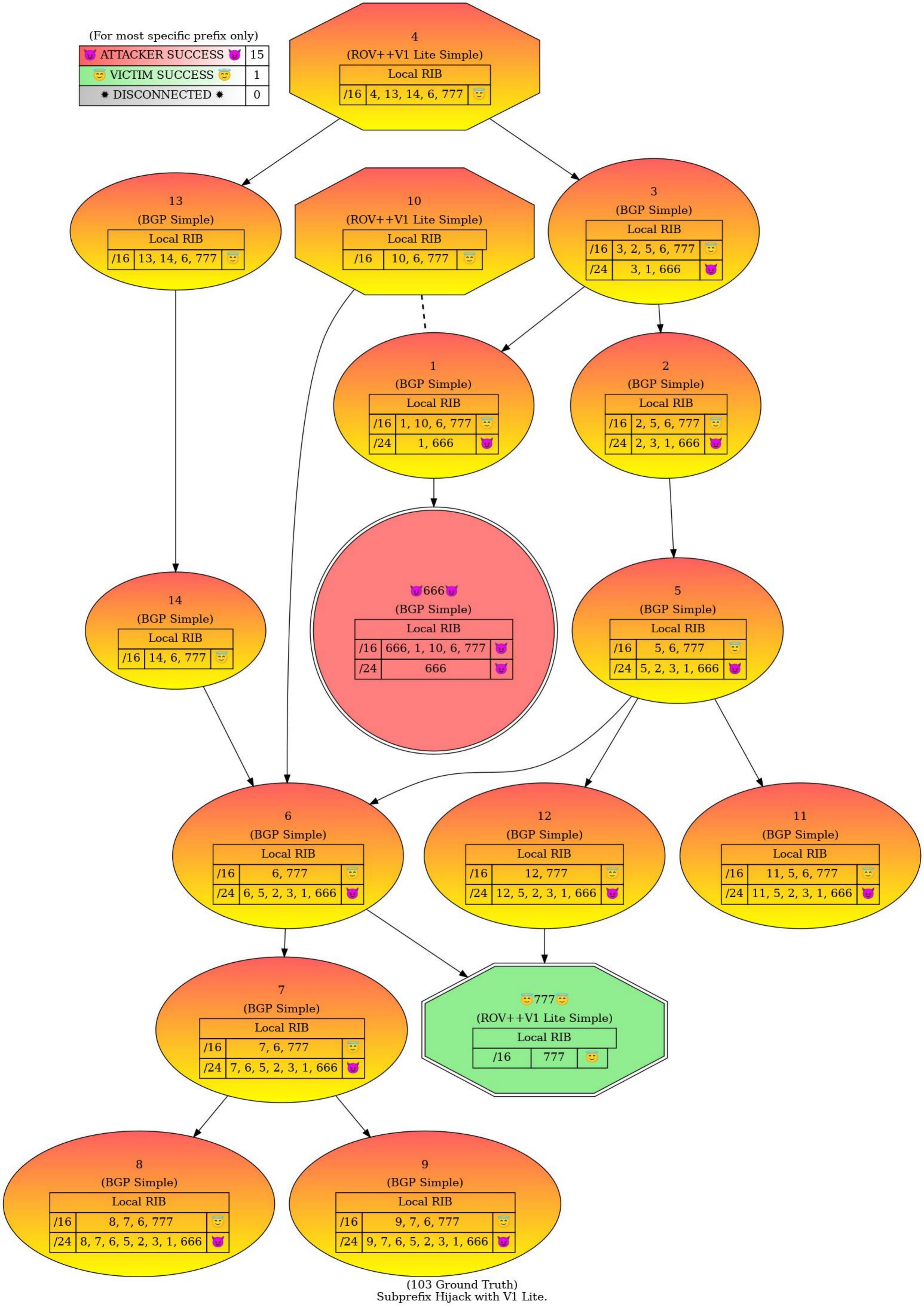
	ATTACKER SUCCESS		13
	VICTIM SUCCESS		3
*	DISCONNECTED	*	0



(102 Guess)
Subprefix Hijack with V4 Lite k=1.

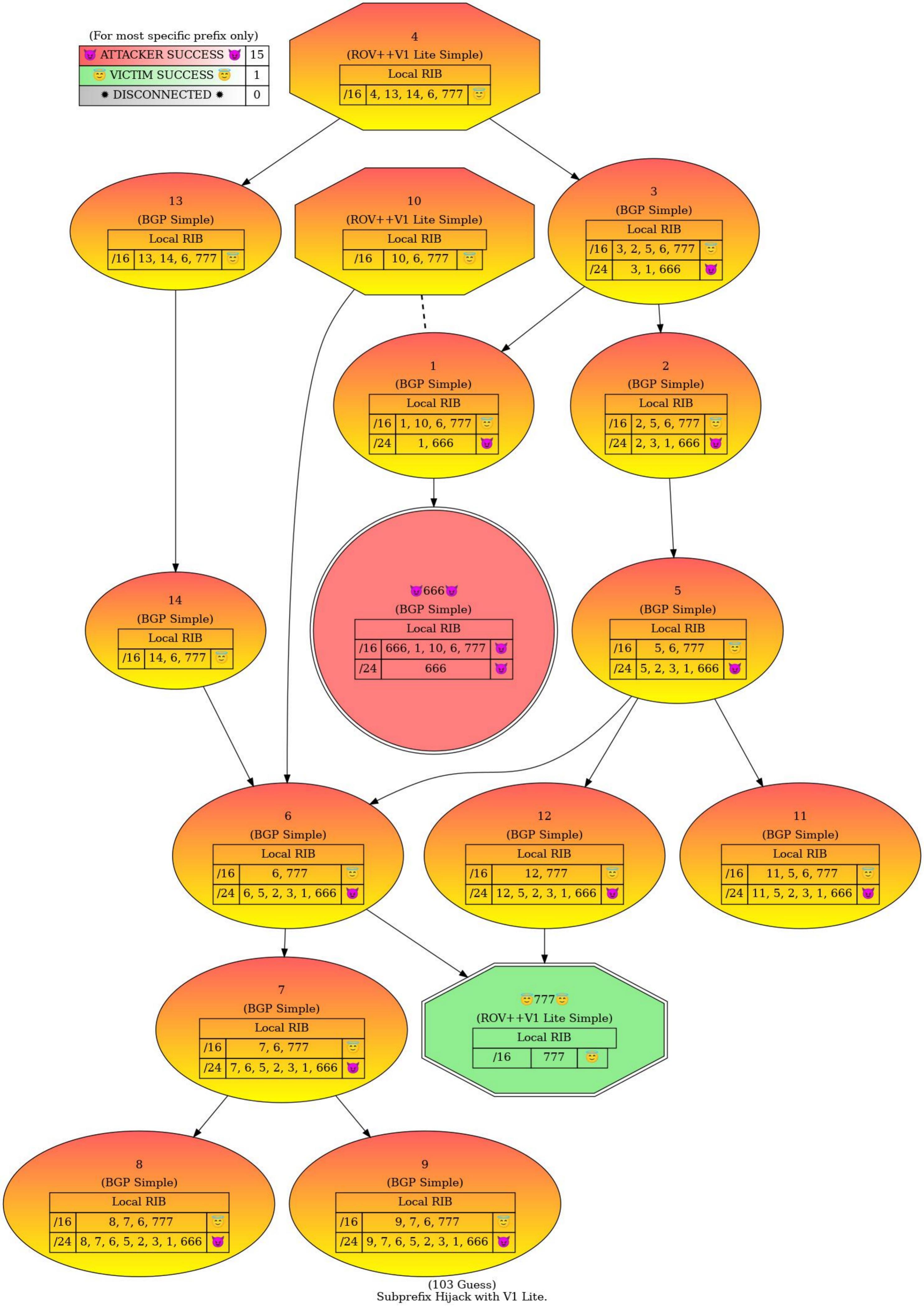
(For most specific prefix only)

ATTACKER SUCCESS	15
VICTIM SUCCESS	1
* DISCONNECTED *	0



(For most specific prefix only)

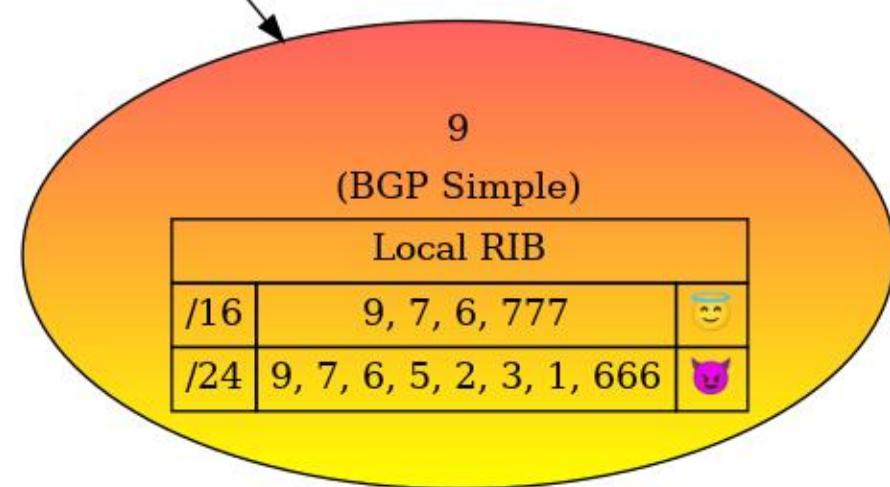
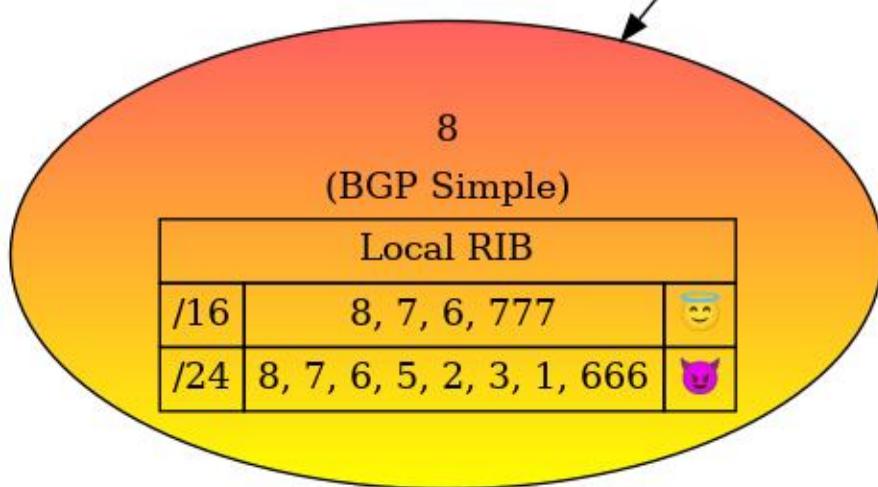
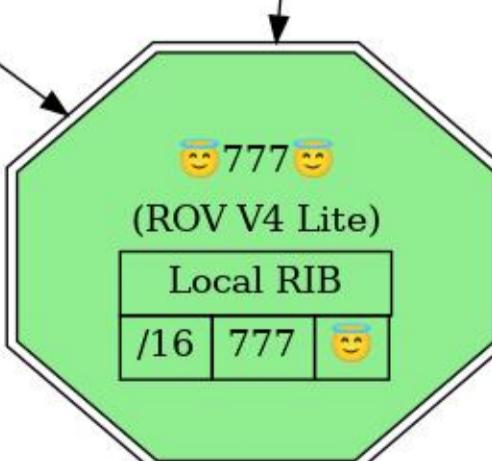
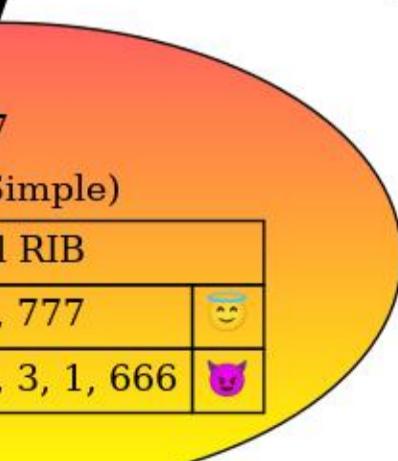
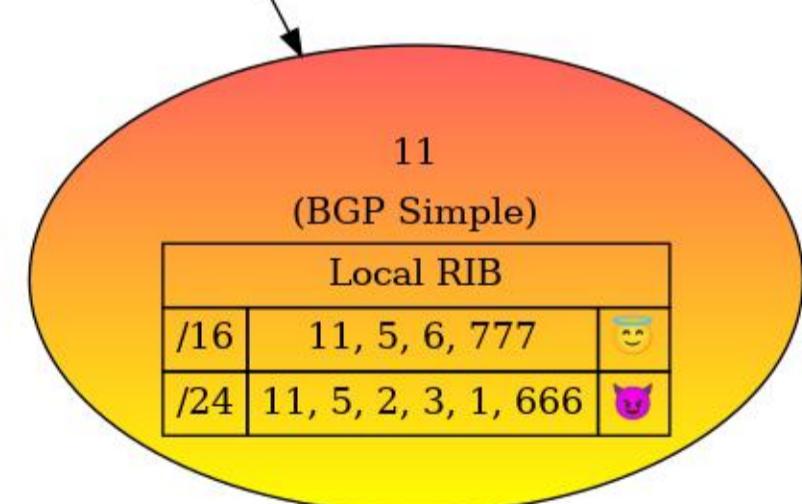
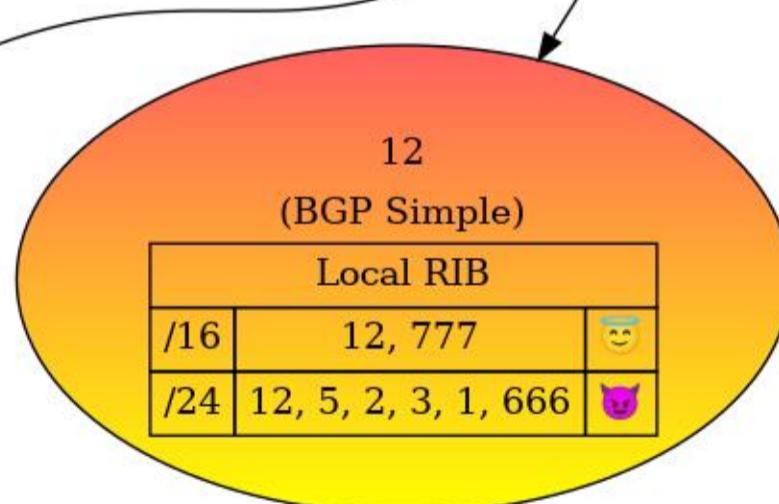
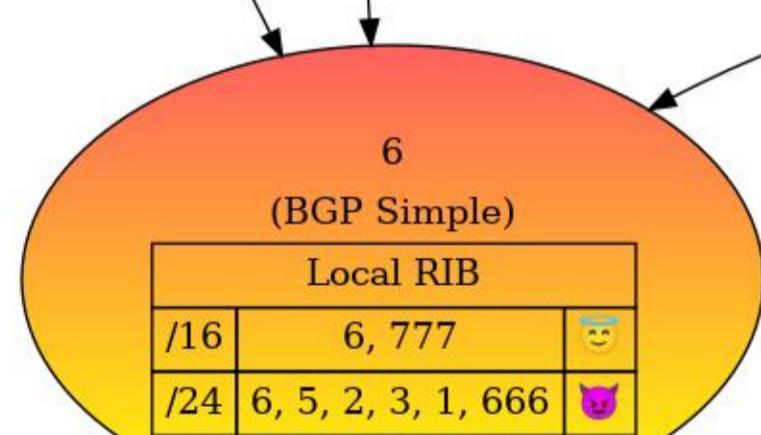
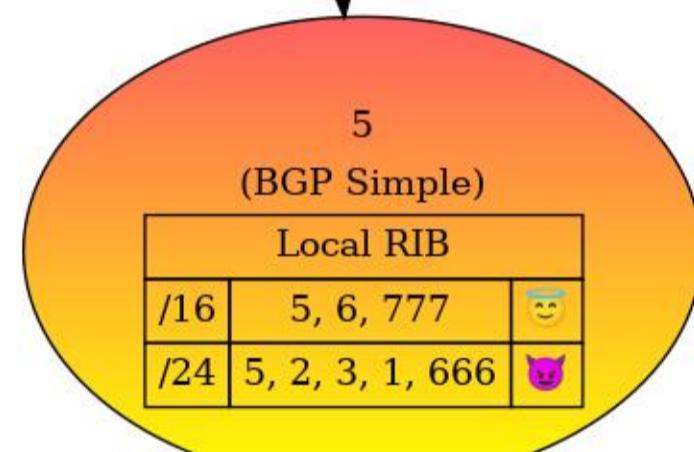
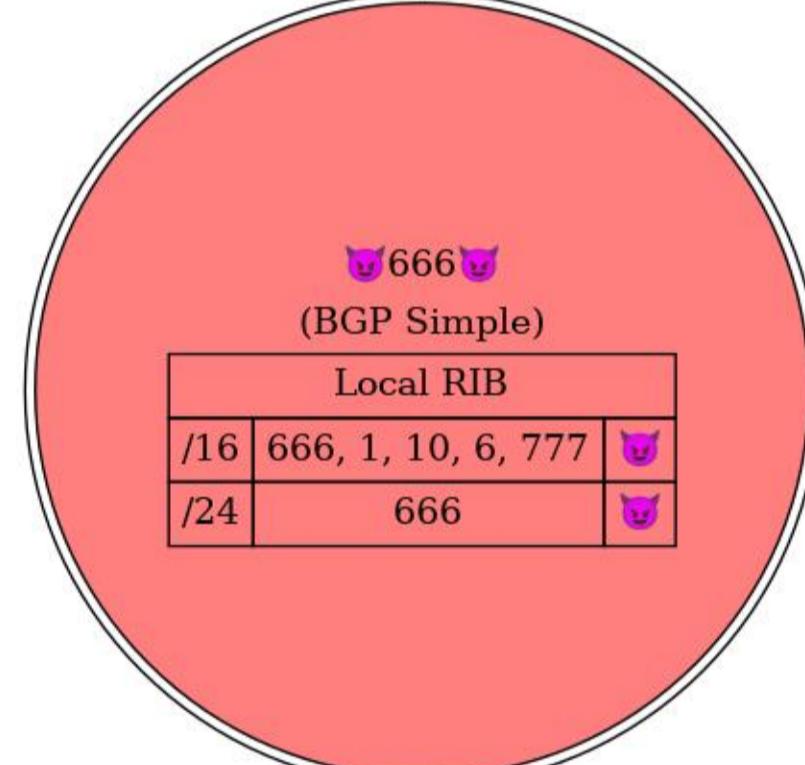
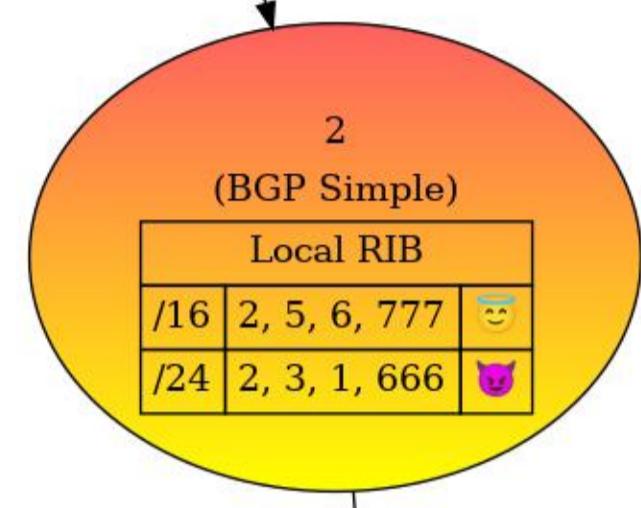
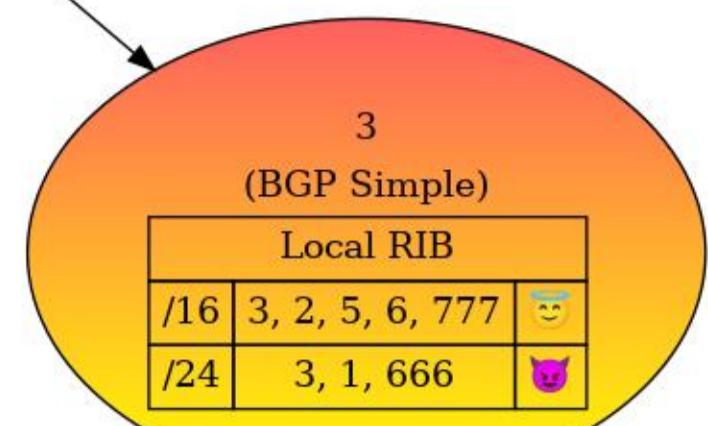
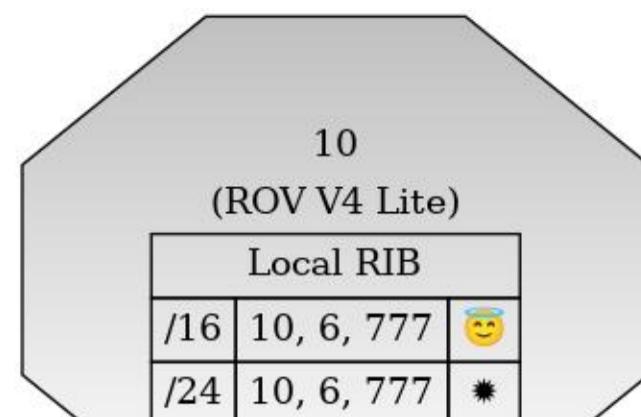
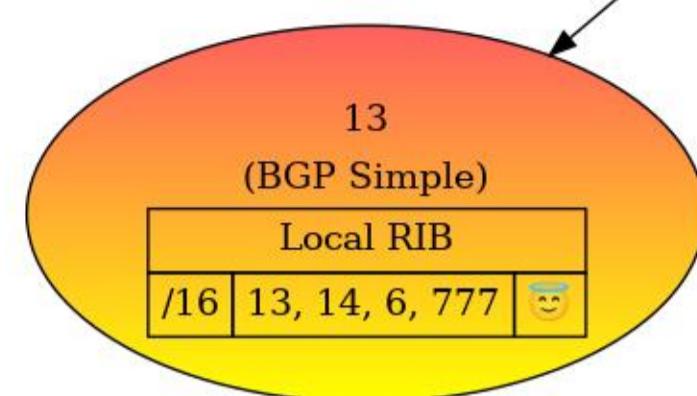
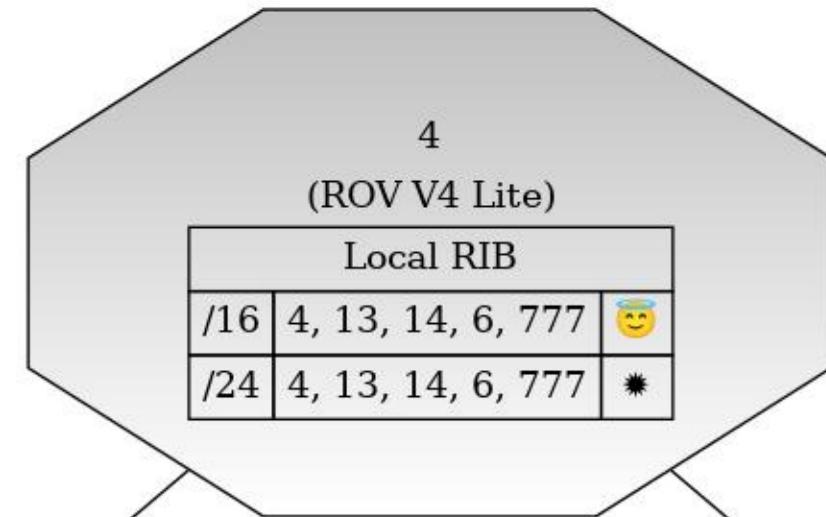
ATTACKER SUCCESS	15
VICTIM SUCCESS	1
* DISCONNECTED *	0



(103 Guess)
Subprefix Hijack with V1 Lite.

(For most specific prefix only)

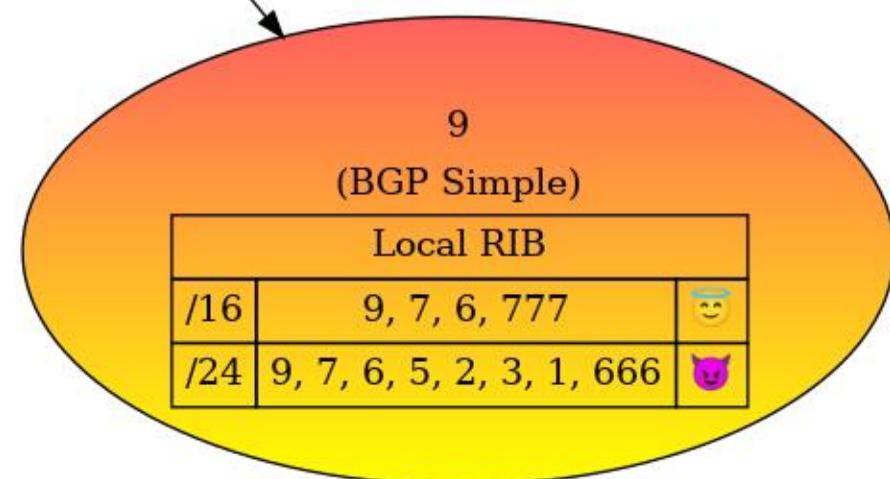
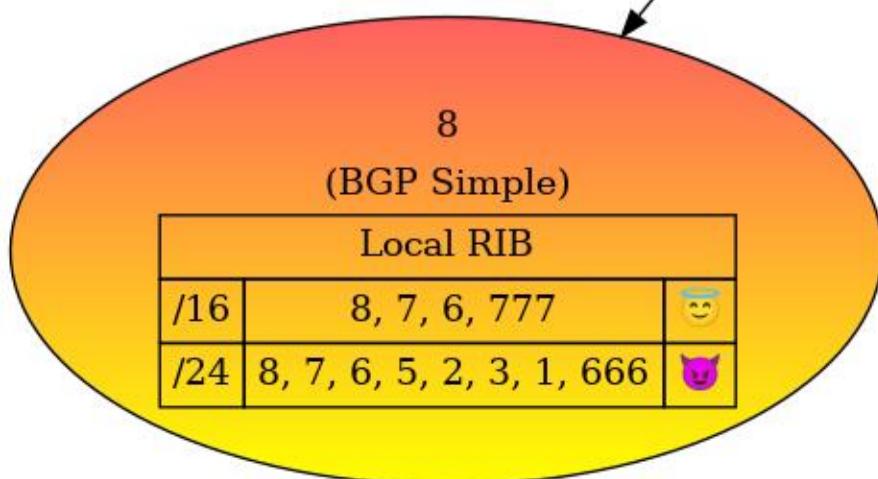
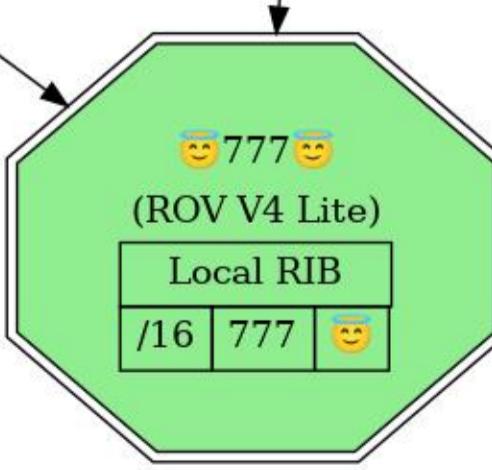
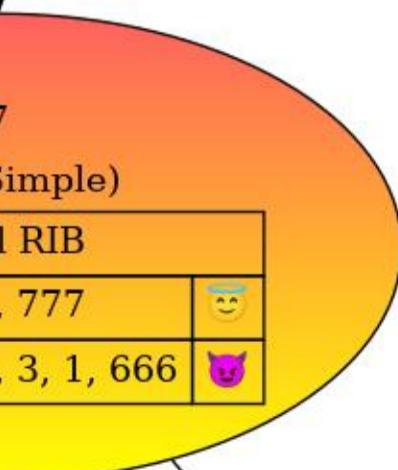
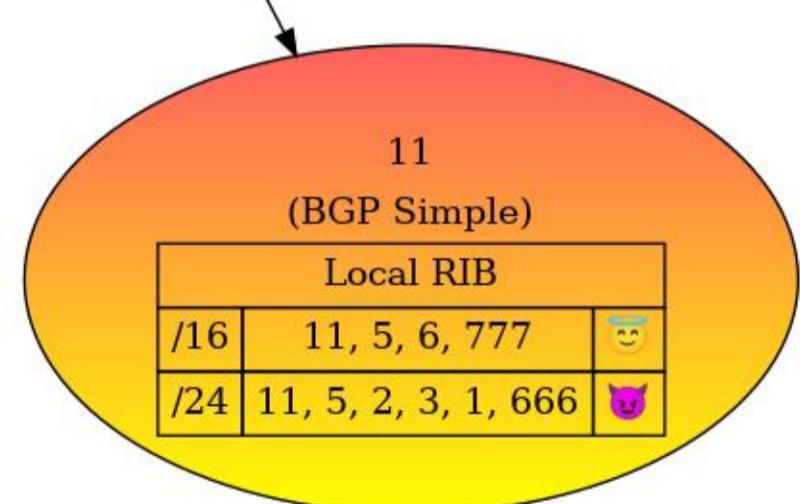
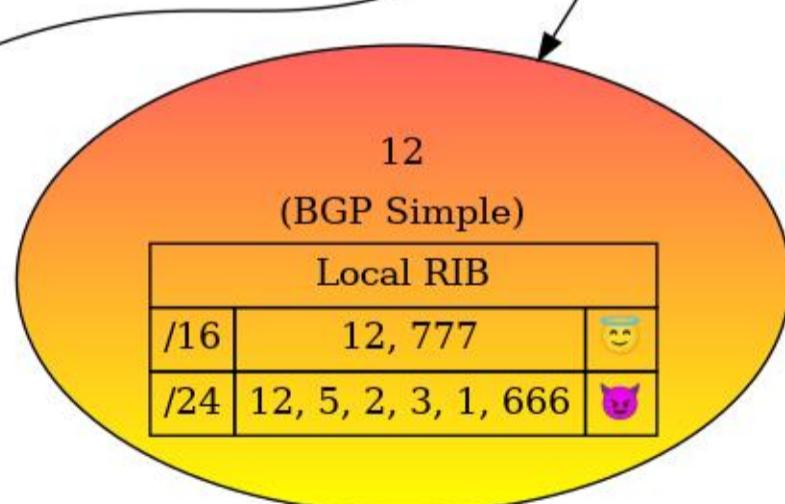
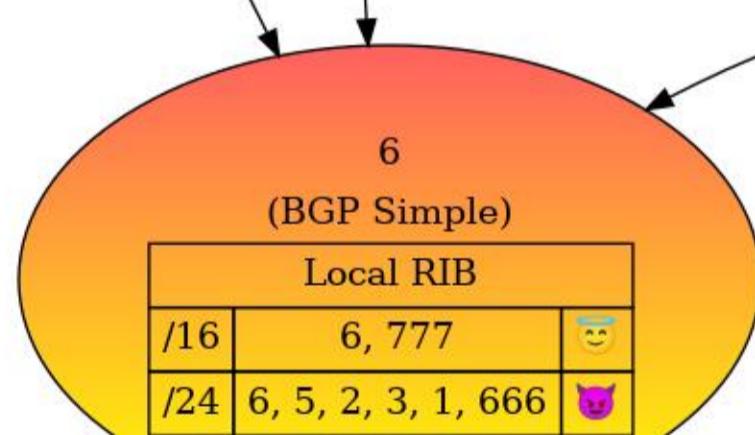
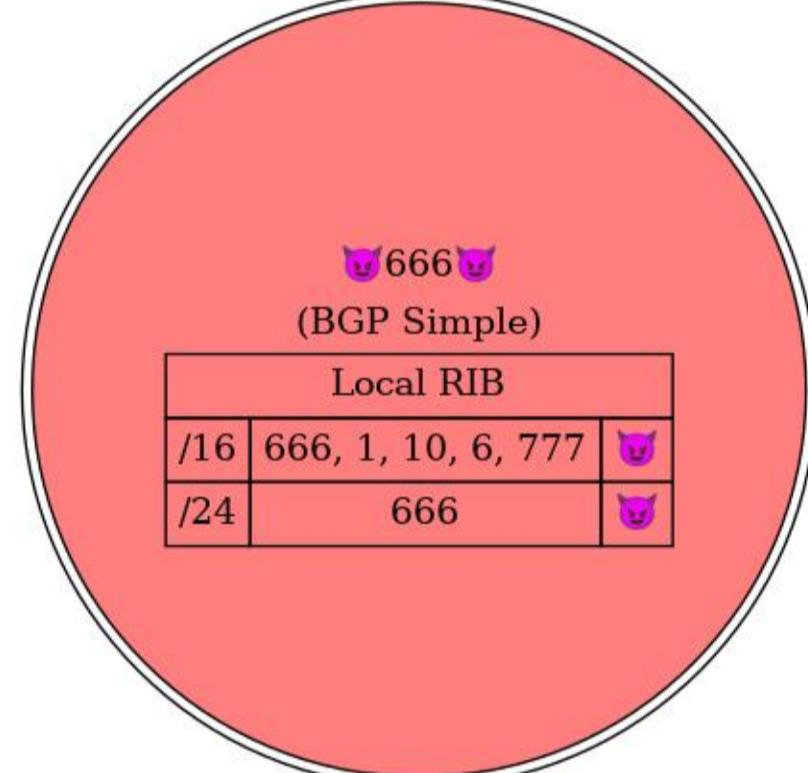
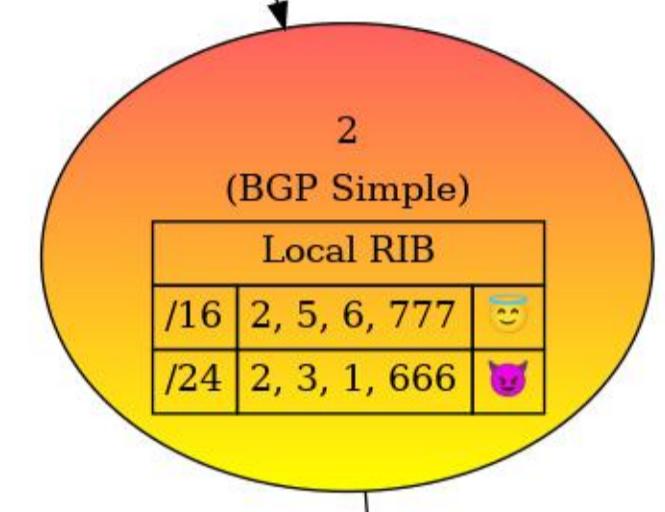
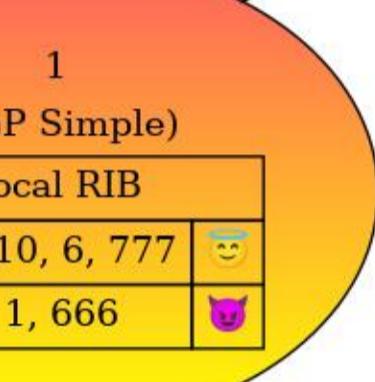
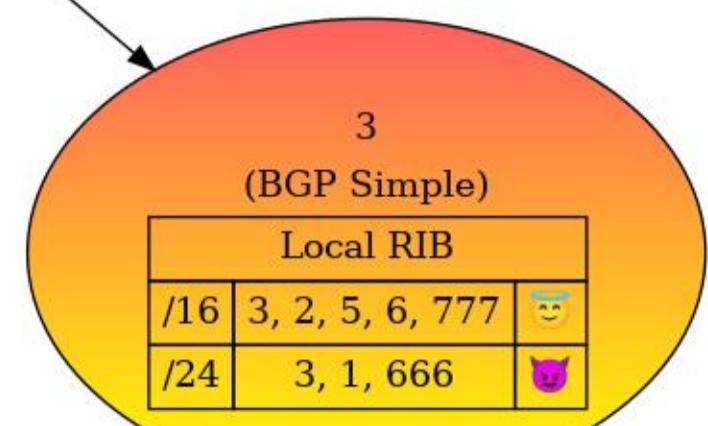
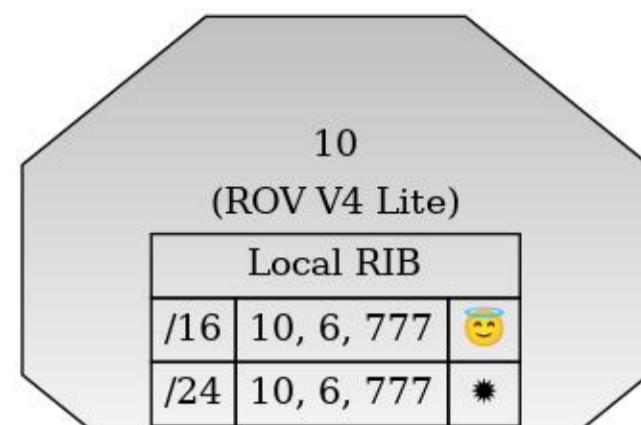
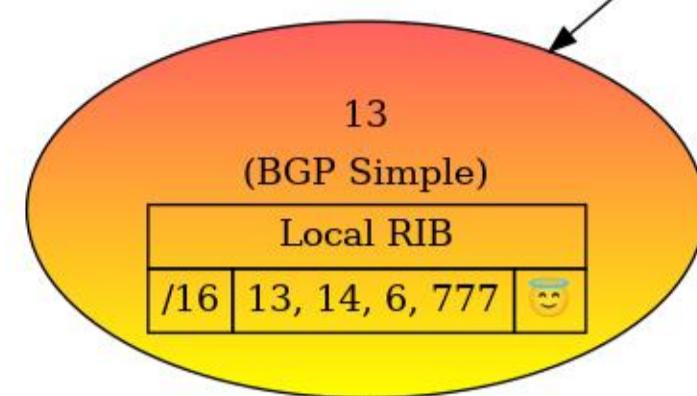
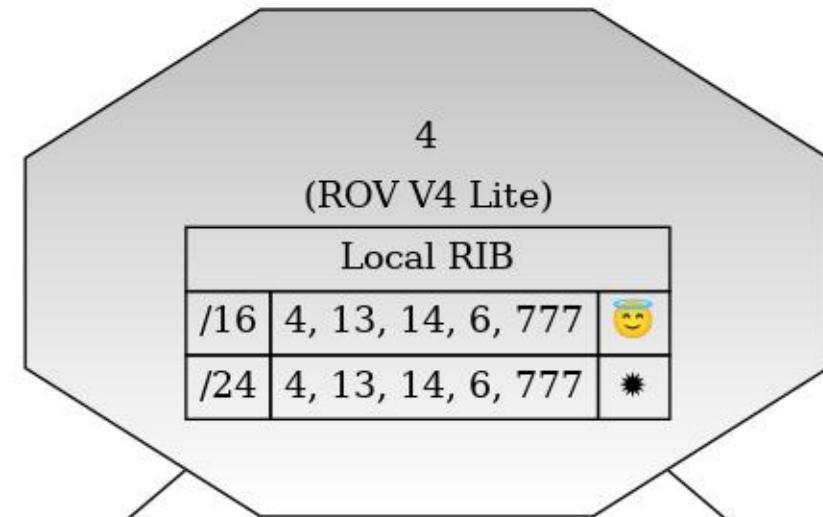
ATTACKER SUCCESS	13
VICTIM SUCCESS	1
DISCONNECTED	2



(104 Ground Truth)
Subprefix Hijack with V4 Lite.

(For most specific prefix only)

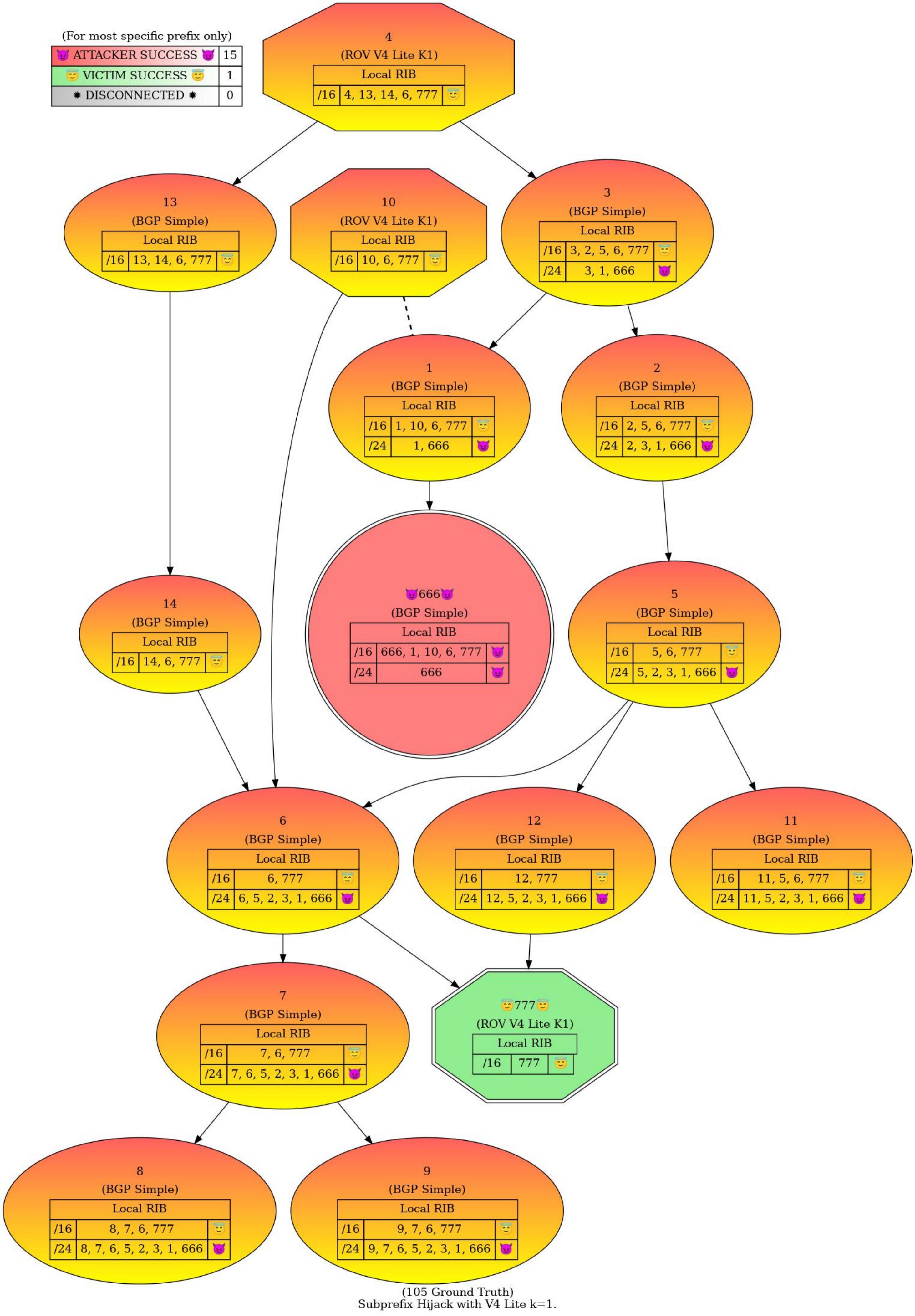
ATTACKER SUCCESS	13
VICTIM SUCCESS	1
DISCONNECTED	2



(104 Guess)
Subprefix Hijack with V4 Lite.

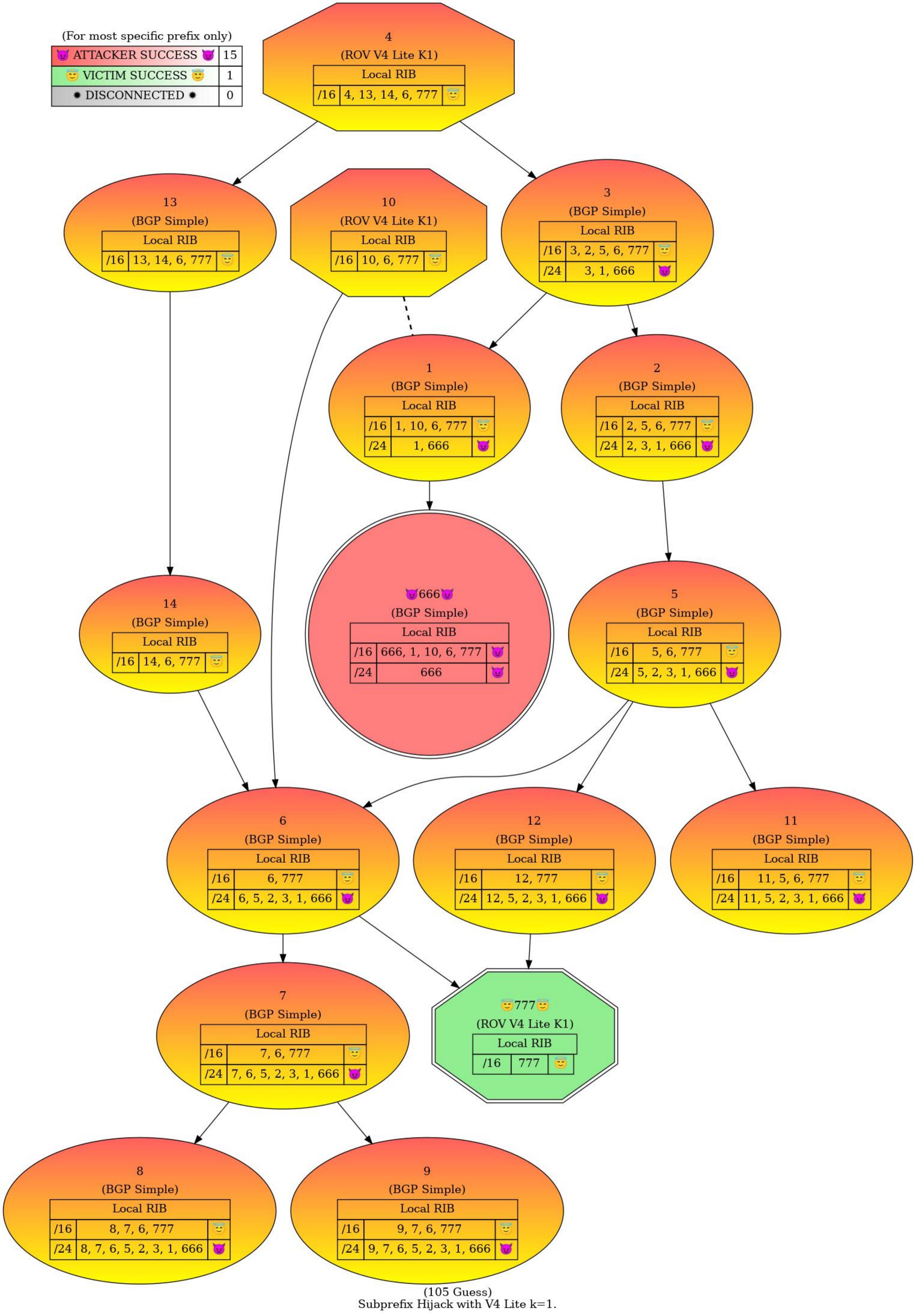
(For most specific prefix only)

ATTACKER SUCCESS	15
VICTIM SUCCESS	1
DISCONNECTED	0



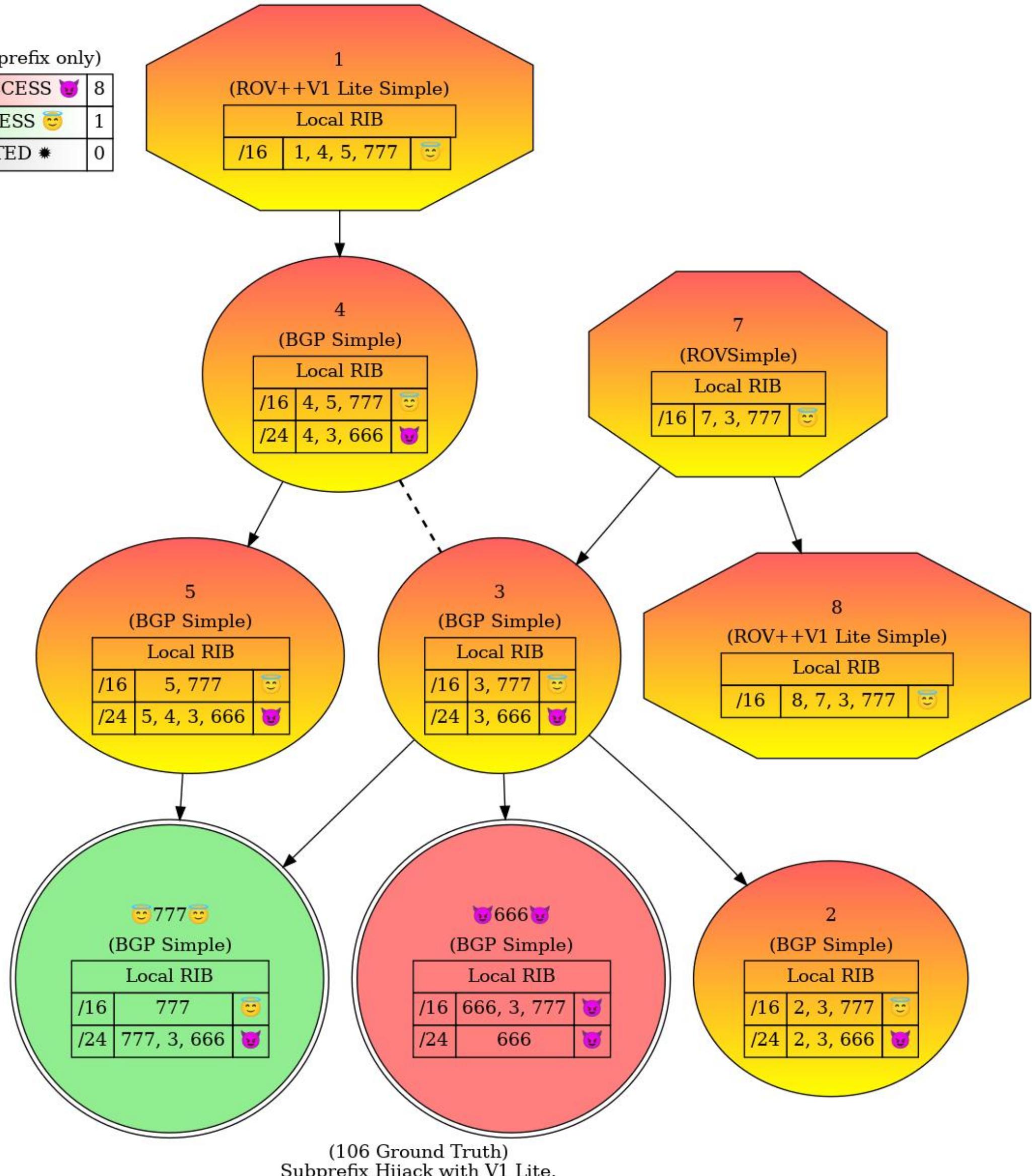
(For most specific prefix only)

ATTACKER SUCCESS	15
VICTIM SUCCESS	1
DISCONNECTED	0



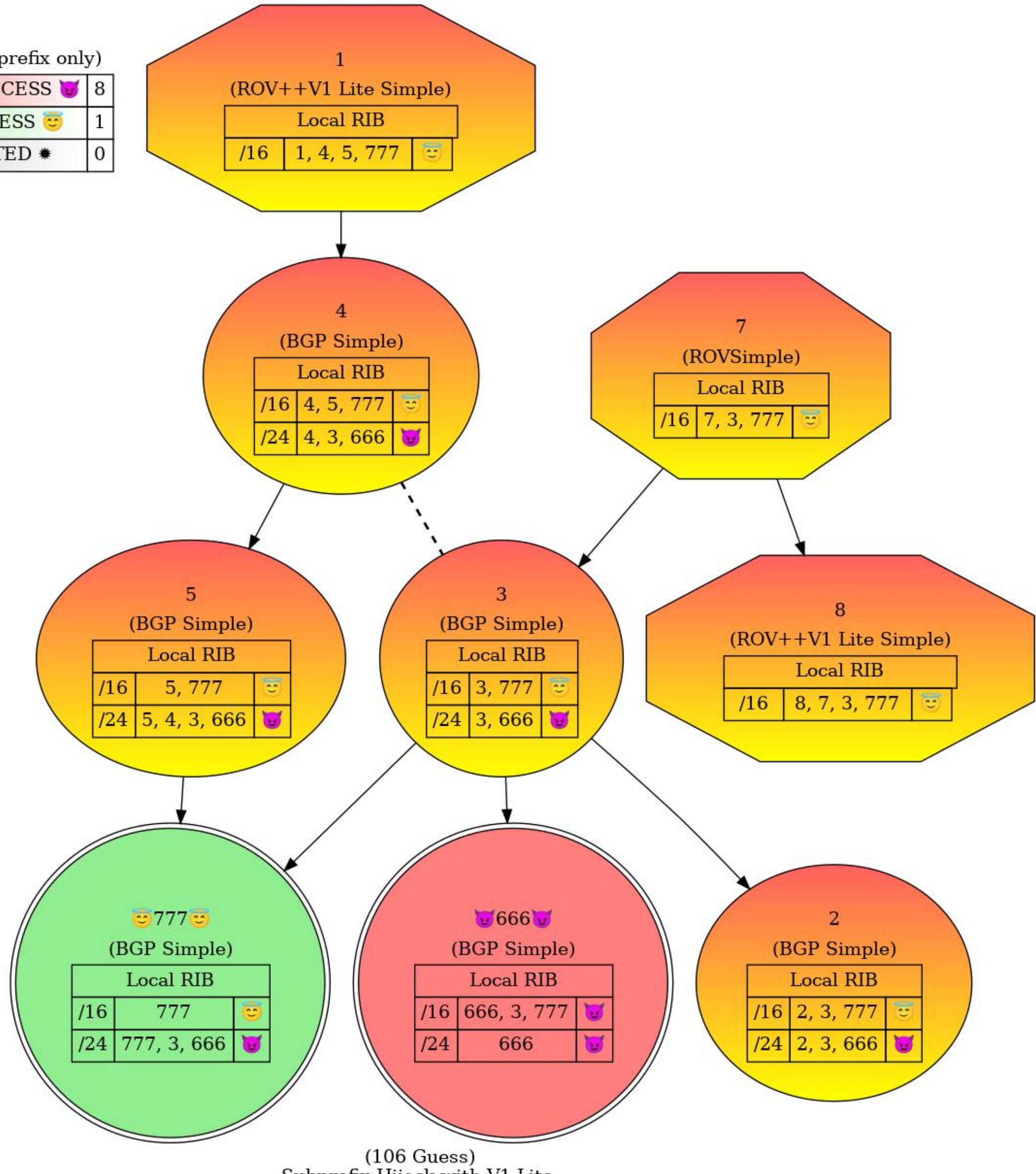
(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0



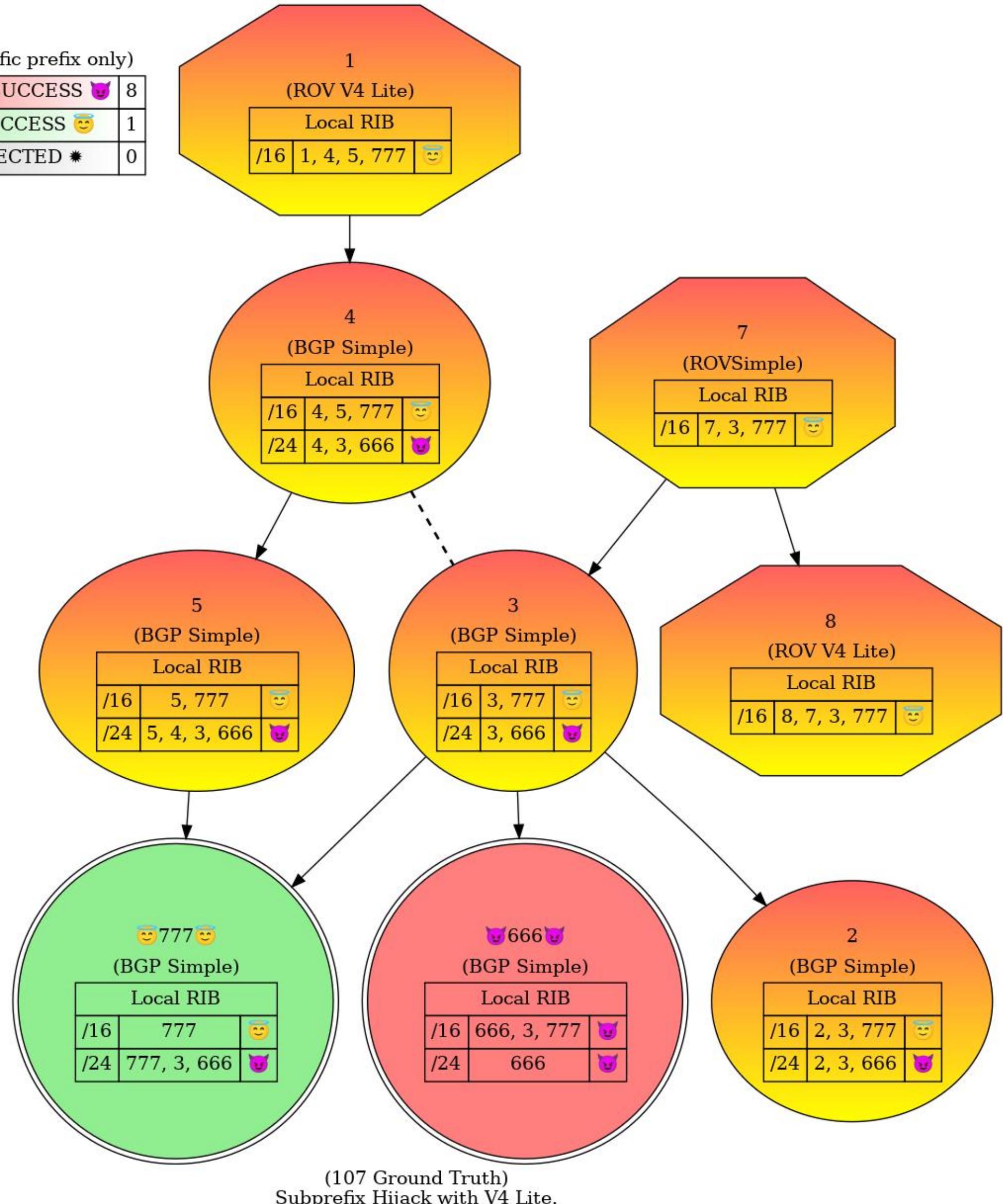
(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0



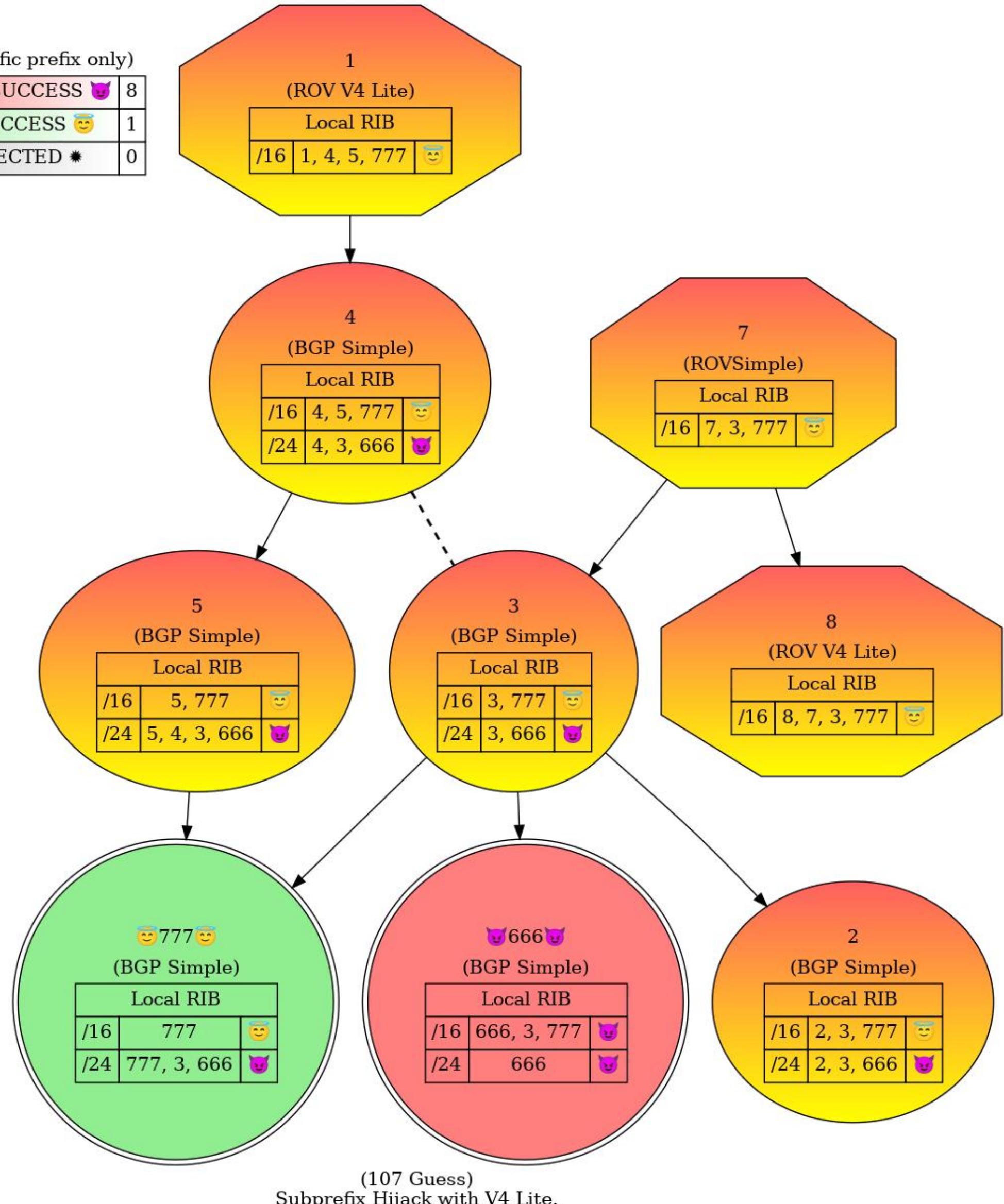
(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0



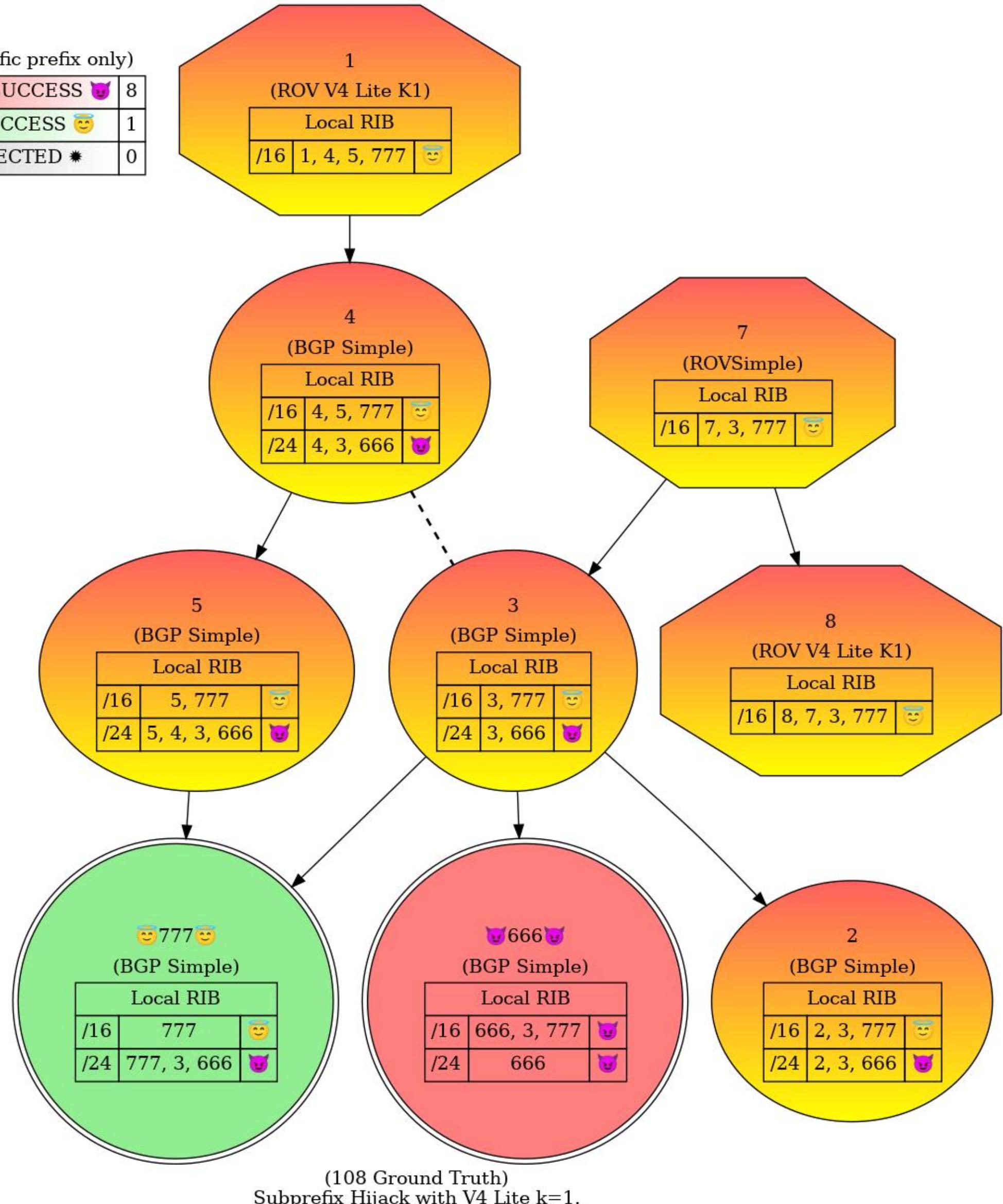
(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0



(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0



(For most specific prefix only)

ATTACKER SUCCESS	8
VICTIM SUCCESS	1
* DISCONNECTED *	0

