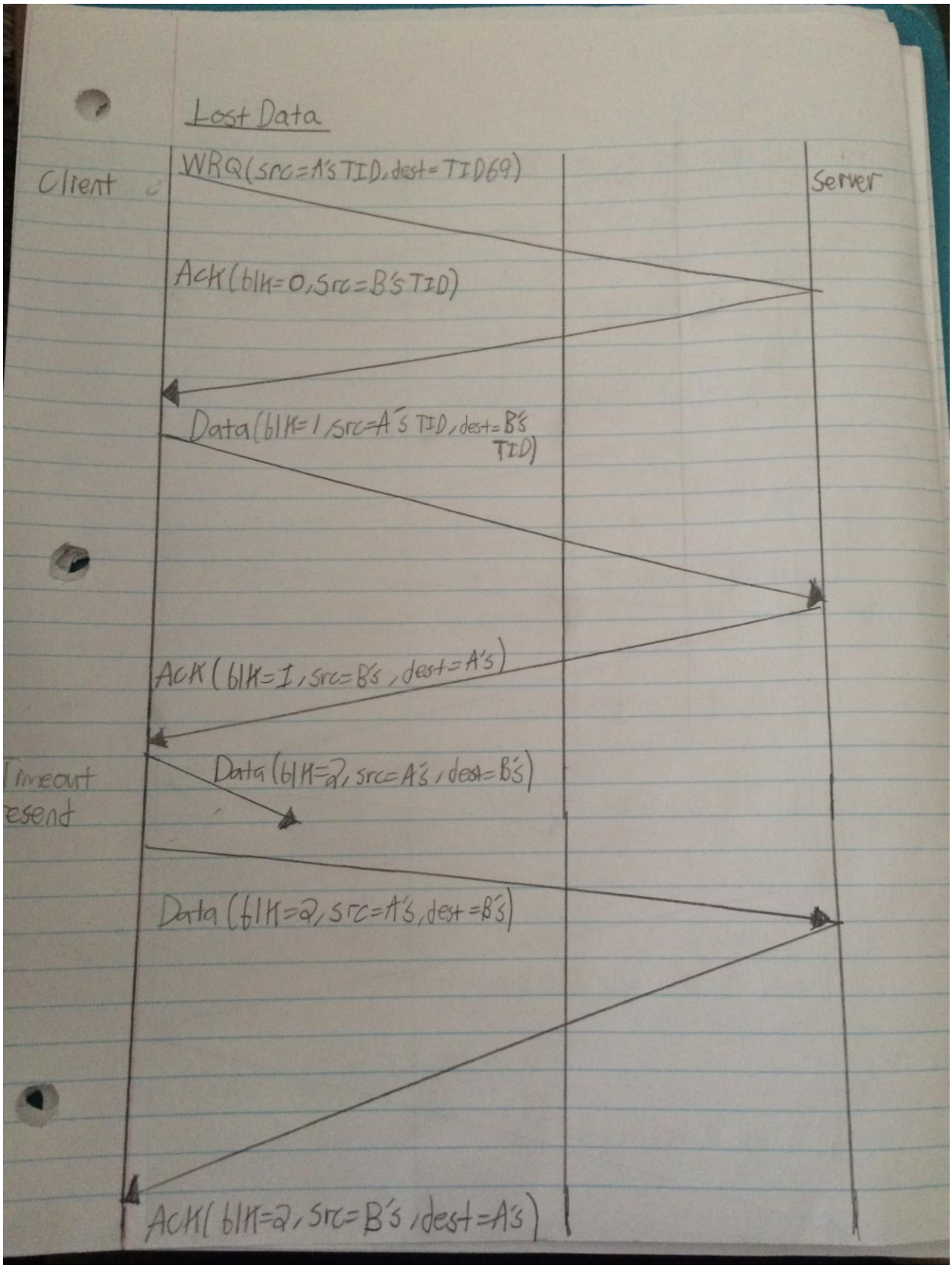
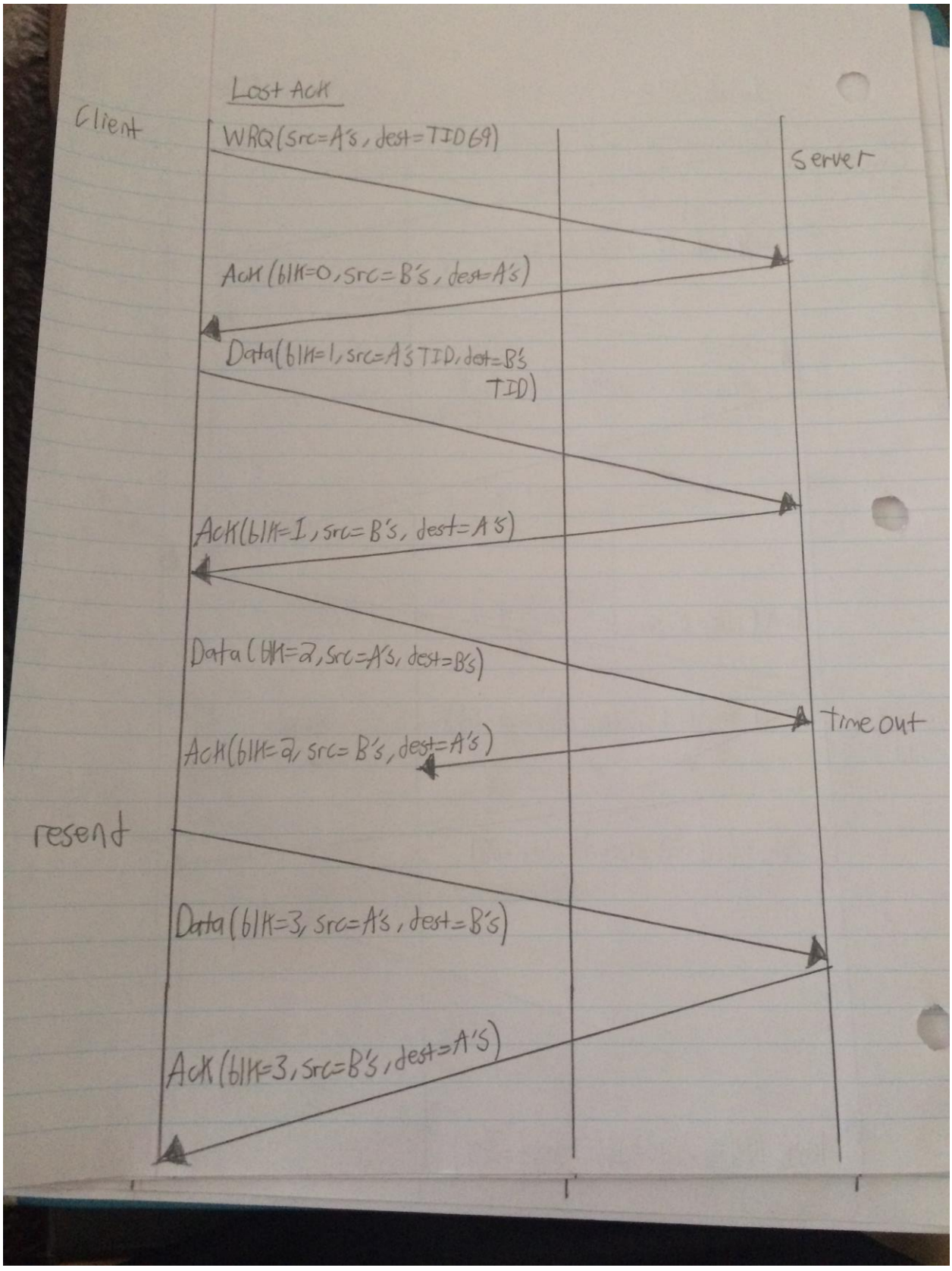
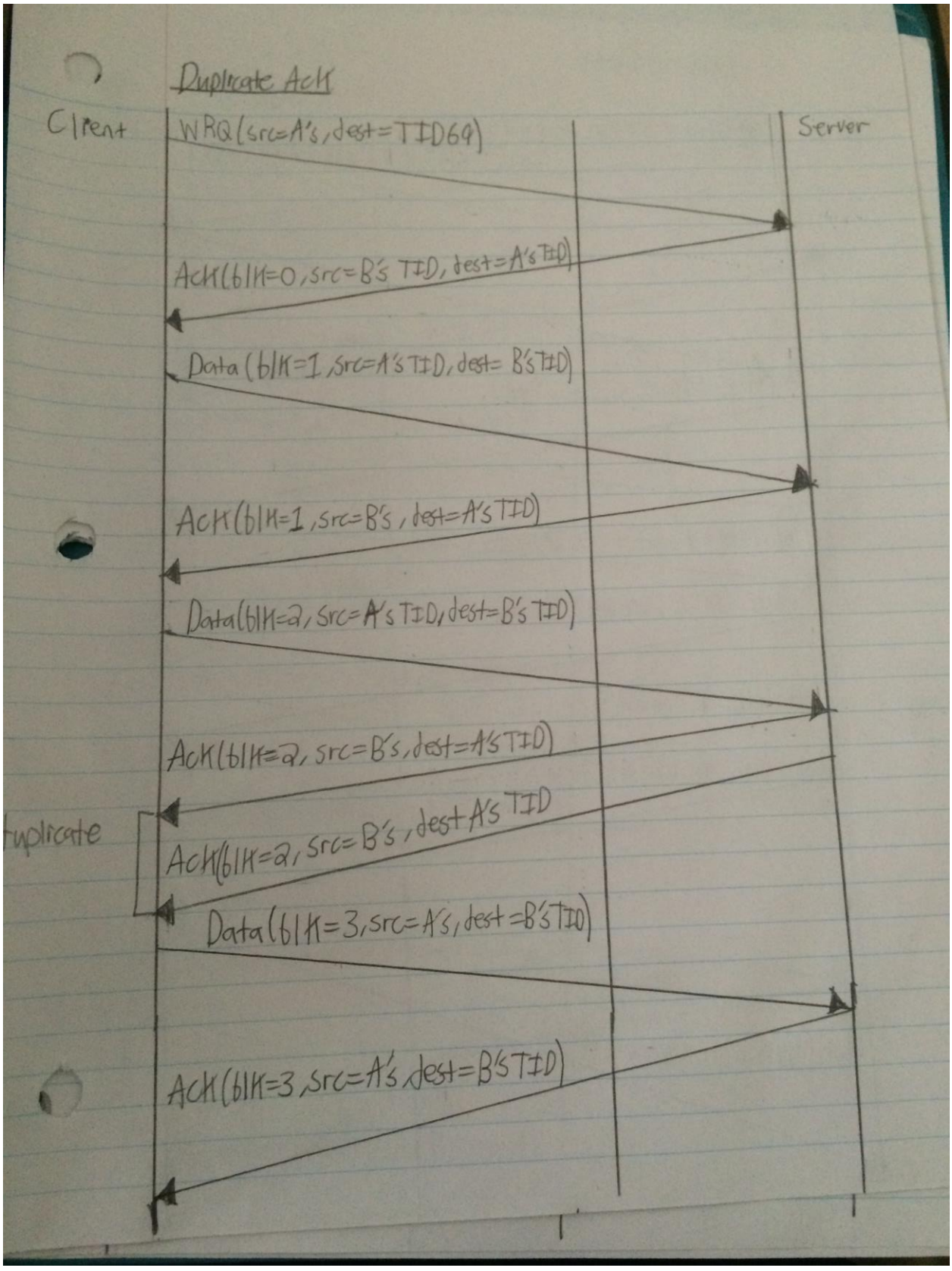
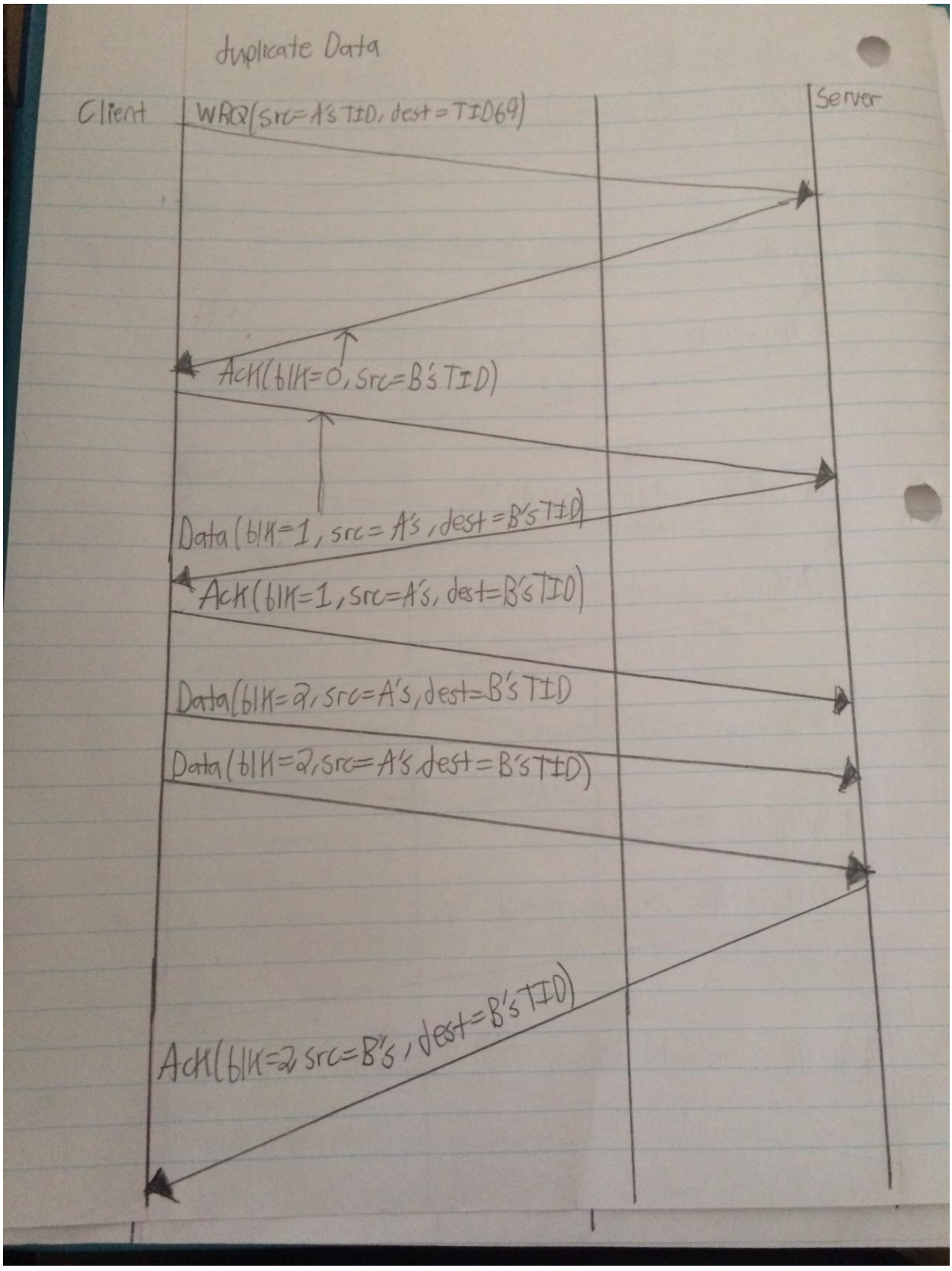
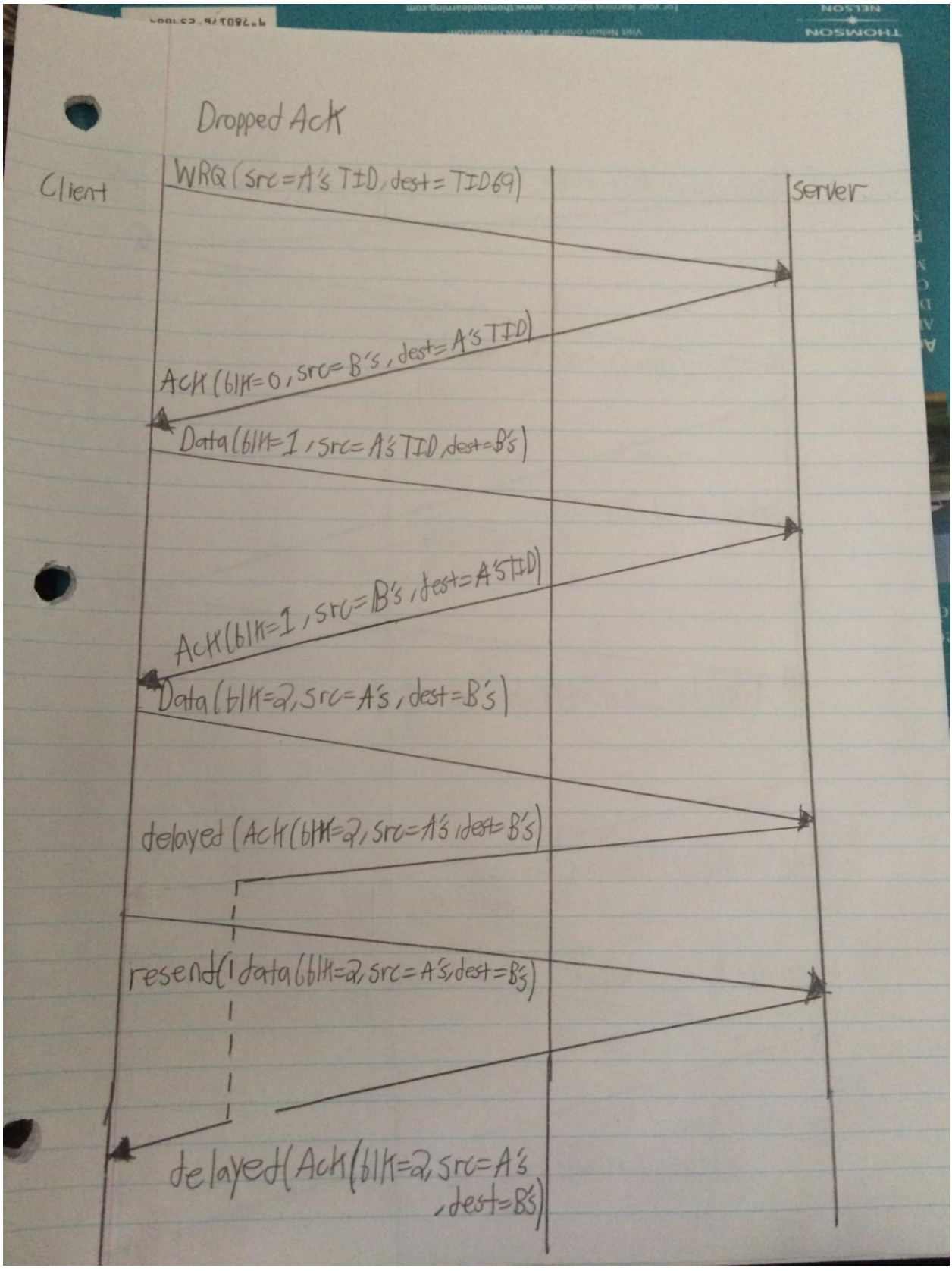
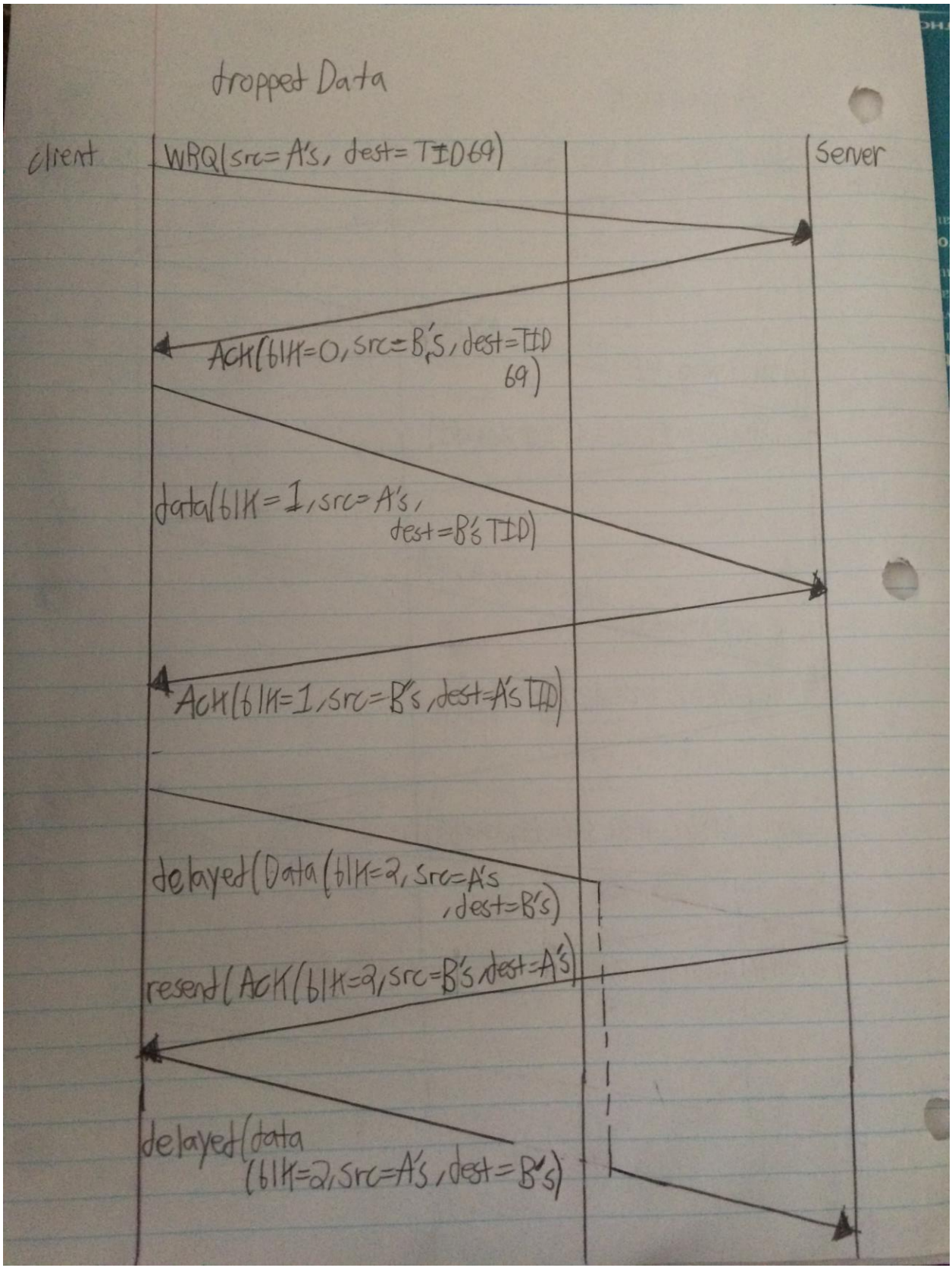

Lost Data
Client
Server
WRQ(src=A's TID, dest=TID69)
Ack(blk=0, src=B's TID)
Data(blk=1, src=A's TID, dest=B's TID)
Ack(blk=1, src=B's, dest=A's)
Timeout
resend
Data(blk=2, src=A's, dest=B's)
Data(blk=2, src=A's, dest=B's)
Ack(blk=2, src=B's, dest=A's)


Lost Ack
Client
Server
WRQ(src=A's, dest=TID69)
Ack(blk=0, src=B's, dest=A's)
Data(blk=1, src=A's TID, dest=B's TID)
Ack(blk=1, src=B's, dest=A's)
Data(blk=2, src=A's, dest=B's)
time out
Ack(blk=2, src=B's, dest=A's)
resend
Data(blk=3, src=A's, dest=B's)
Ack(blk=3, src=B's, dest=A's)


Duplicate Ack
Client
Server
WRQ(src=A's, dest=TID69)
Ack(blk=0, src=B's TID, dest=A's TID)
Data(blk=1, src=A's TID, dest= B's TID)
Ack(blk=1, src=B's, dest=A's TID)
Data(blk=2, src=A's TID, dest=B's TID)
Ack(blk=2, src=B's, dest=A's TID)
Duplicate
Ack(blk=2, src=B's, dest A's TID
Data(blk=3, src=A's, dest =B's TID)
Ack(blk=3, src=A's, dest=B's TID)


Duplicate Data
Client
Server
WRQ(src=A's TID, dest=TID69)
Ack(blk=0, src=B's TID)
Data(blk=1, src=A's, dest=B's TID)
Ack(blk=1, src=A's, dest=B's TID)
Data(blk=2, src=A's, dest=B's TID
Data(blk=2, src=A's, dest=B's TID)
Ack(blk=2 src=B's, dest=B's TID)


Dropped Ack
Client
Server
WRQ (src=A's TID, dest=TID69)
Ack (blk=0, src=B's, dest=A's TID)
Data (blk=1, src=A's TID, dest=B's)
Ack (blk=1, src=B's, dest=A's TID)
Data (blk=2, src=A's, dest=B's)
delayed (Ack (blk=2, src=A's, dest=B's)
resend (Data (blk=2, src=A's, dest=B's)
delayed (Ack (blk=2, src=A's
, dest=B's)


dropped Data
client
Server
WRQ(src=A's, dest=TID 69)
ACK(blk=0, src=B's, dest=TID 69)
data(blk=1, src=A's, dest=B's TID)
ACK(blk=1, src=B's, dest=A's TID)
delayed(Data(blk=2, src=A's, dest=B's)
resend(ACK(blk=2, src=B's, dest=A's)
delayed(data (blk=2, src=A's, dest=B's)