So in all pictures, we could see as the packet loss and packet corruption rate is increasing, then the total data transmission, duplicated ACK sent and other statistics also increase much faster than the rate itself. It’s much clearer when you see the last time event (packet loss rate = 0.9 packet corruption = 0.1)

Just a little bit introductions:

Time event 1 : packet loss rate = 0 / packet corruption = 0

Time event 2 : packet loss rate = 0 / packet corruption = 0.1

Time event 3 : packet loss rate = 0.1 / packet corruption = 0.1

Time event 4 : packet loss rate = 0.2 / packet corruption = 0.1

Time event 5 : packet loss rate = 0.3 / packet corruption = 0.1

Time event 6 : packet loss rate = 0.4 / packet corruption = 0.1

Time event 7 : packet loss rate = 0.5 / packet corruption = 0.1

Time event 8 : packet loss rate = 0.6 / packet corruption = 0.1

Time event 9 : packet loss rate = 0.7 / packet corruption = 0.1

Time event 10 : packet loss rate = 0.8 / packet corruption = 0.1