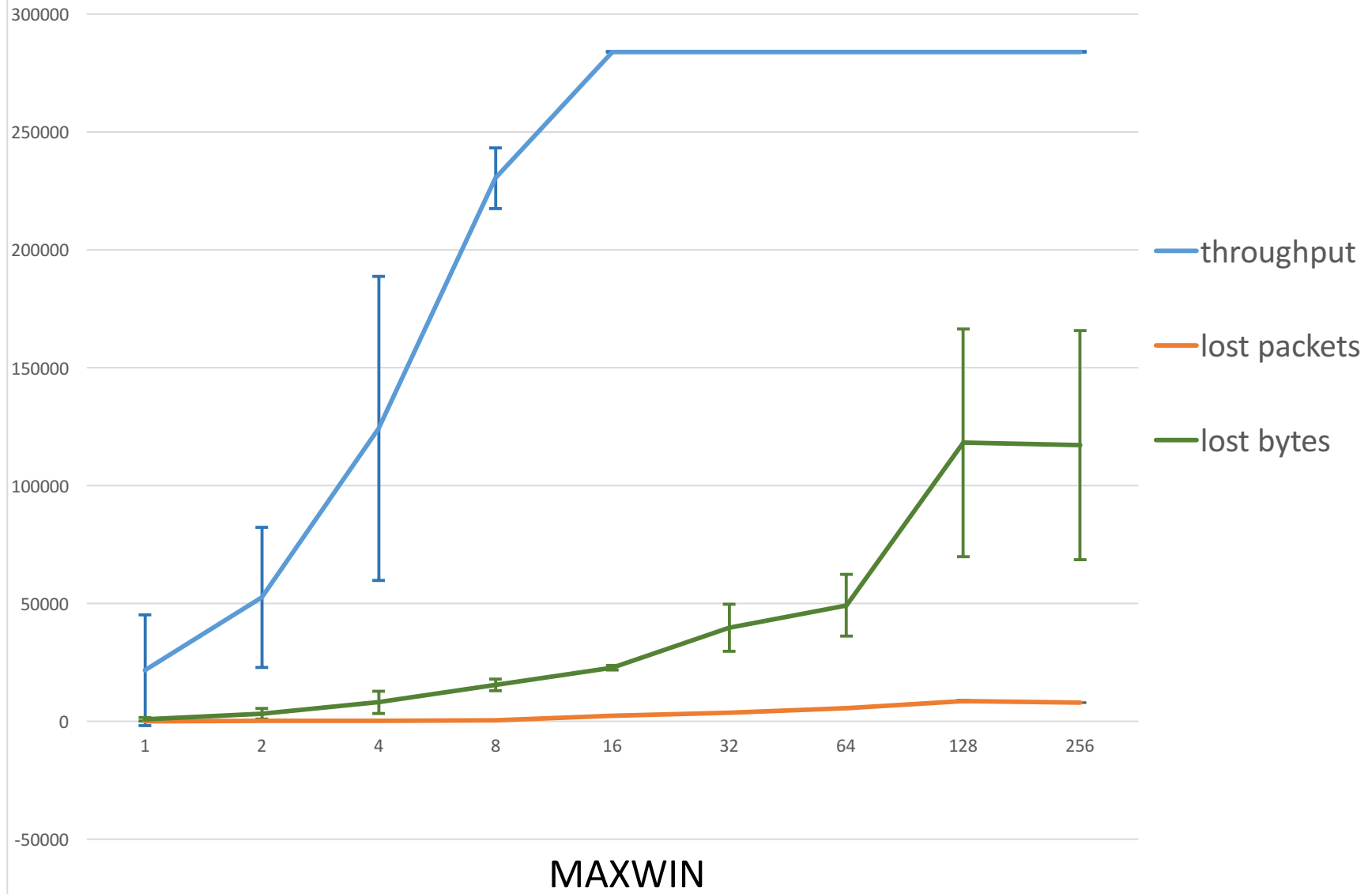


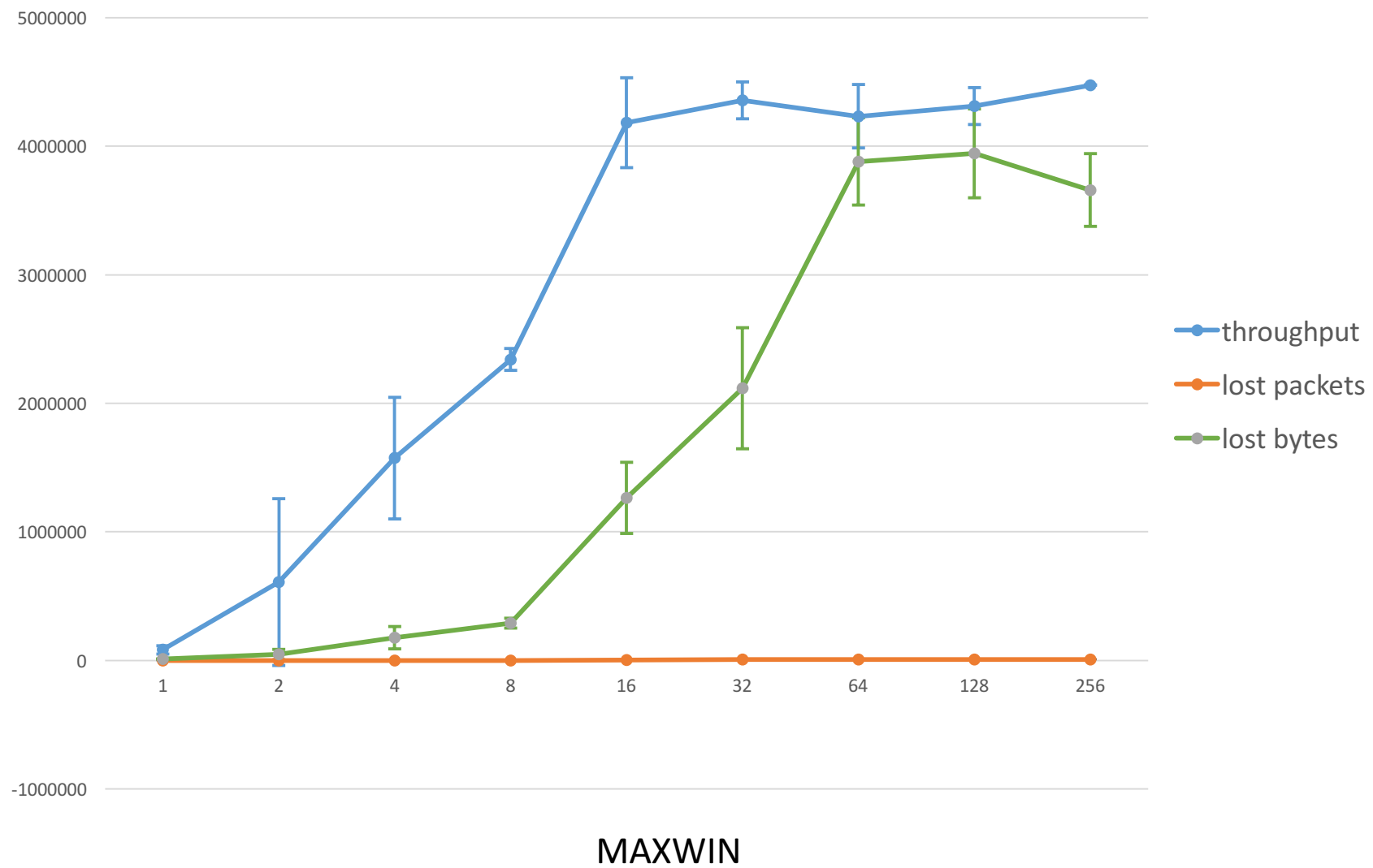
Instructions:

- throughput is usable bit rate, = $(\text{ACKed packet num}) * (\text{payload size}) * 8 / 60$
- Lost packets are packets had time out (if a packet times out twice, it will be calculated twice)
In these graphs because number are relatively small std. dev. is not obvious to see.
- lost bytes are $(\text{packets sent by client but never received by server}) * (\text{payload size})$

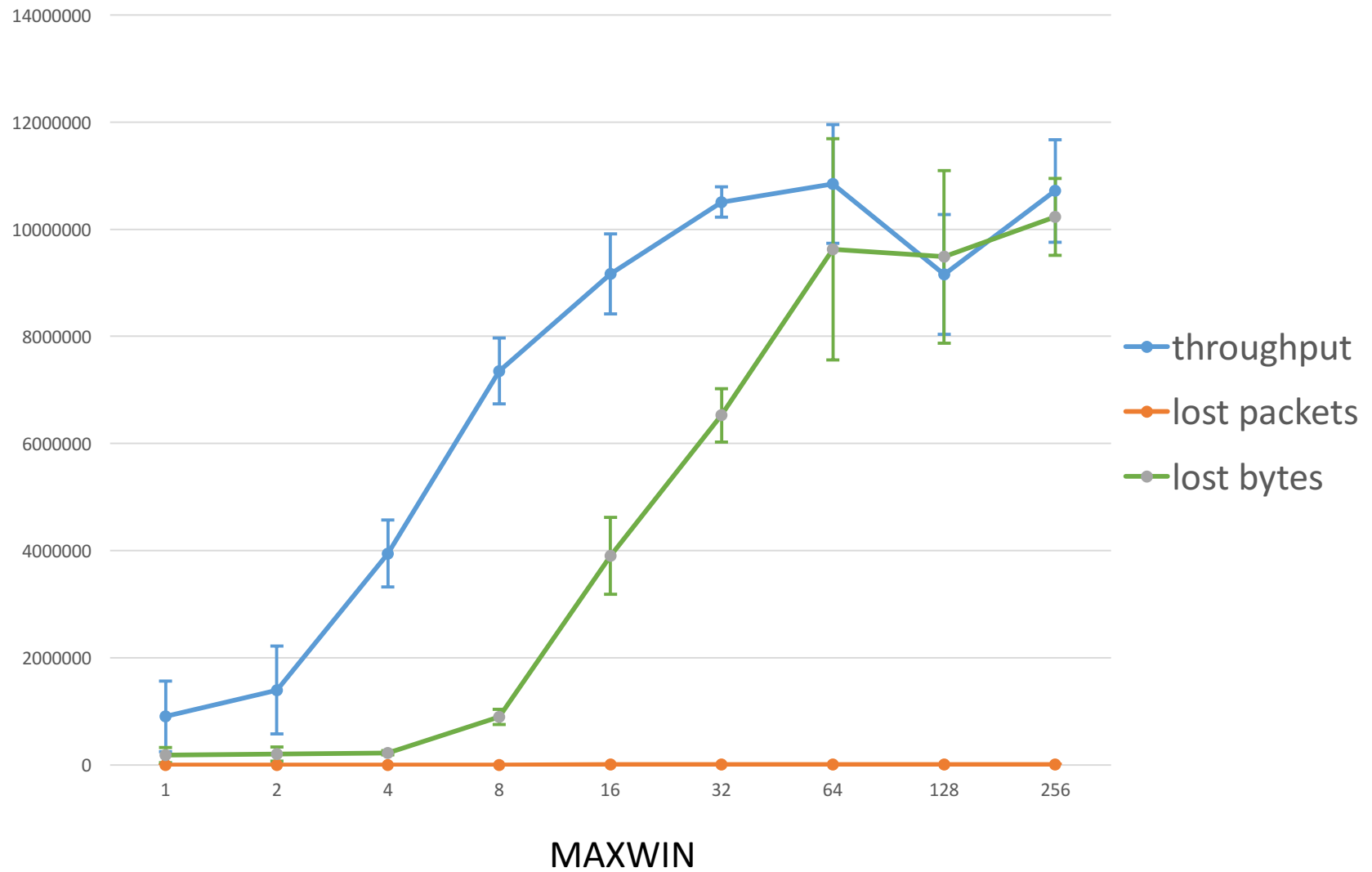
payload = 32 bytes



payload = 512 bytes



payload = 1400 bytes



payload size = 8192 bytes

