application	payload size (bytes)			packet interarrival time (ms)						avg bandwidth used	
								percentiles			
	avg	min	max	avg	med	min	max	1%	99%	(pps)	(bps)
Casa (sensor network)	175	93	572	7287	307	305	29898	305	29898	0.137	269
Windows remote desktop	111	8	1417	318	159	1	12254	2	3892	3.145	4497
VNC (from client)	8	1	106	34	8	< 1	5451	< 1	517	29.412	17K
VNC (from server)	827	2	1448	38	< 1	< 1	3557	< 1	571	26.316	187K
Skype (2 users) (UDP)	111	11	316	30	24	< 1	20015	18	44	33.333	37K
Skype (2 users) (TCP)	236	14	1267	34	40	< 1	1671	4	80	29.412	69K
SSH text session	48	16	752	323	159	< 1	76610	32	3616	3.096	2825
Anarchy Online	98	8	1333	632	449	7	17032	83	4195	1.582	2168
World of Warcraft	26	6	1228	314	133	< 1	14855	< 1	3785	3.185	2046
Age of Conan	80	5	1460	86	57	< 1	1375	24	386	11.628	12K
BZFlag	30	4	1448	24	< 1	< 1	540	< 1	151	41.667	31K
Halo 3 - high intensity (UDP)	247	32	1264	36	33	< 1	1403	32	182	27.778	60K
Halo 3 - mod. intensity (UDP)	270	32	280	67	66	32	716	64	69	14.925	36K
World in Conflict (from server)	365	4	1361	104	100	< 1	315	< 1	300	9.615	31K
World in Conflict (from client)	4	4	113	105	100	16	1022	44	299	9.524	4443
YouTube stream	1446	112	1448	9	< 1	< 1	1335	< 1	127	111.111	1278K
HTTP download	1447	64	1448	< 1	< 1	< 1	186	< 1	8	> 1000	14M
FTP download	1447	40	1448	< 1	< 1	< 1	339	< 1	< 1	> 1000	82M

Table 2.1: Examples of thin (**greedy**) stream packet statistics based on analysis of packet traces.