

Abstract

Video streaming is a real-time multimedia communication applications that utilize streaming process in the delivery of video data packets. The use of the network as a result of streaming media network load increases, so can cause congestion. Congestion in the network can cause network performance impairment. The number of user requests at any one time exceed the capacity of the transmission medium that is passed so that the entire package requested can not be accommodated anymore.

In this final project, one of the queue management mechanism Weighted Random Early Detectio (WRED) analyzed the effects on network performance through multimedia services using streaming media. The purpose application WRED queue management mechanism is the increase in network performance by reducing the impact of the resulting congestion.

From research conducted showed that WRED queue management mechanism is better than RED queue management mechanism used. Application of the queue management mechanisms using WRED mechanism can improve network performance seen from the resulting drop rate value.

Keywords: Congestion, AQM, IMS, RED, WRED, video streaming