

Abstract

Long Term Evolution (LTE) is an evolution HSxPA where it is ready for 4G and can give speeds and large data capacity is aimed at users of mobile broadband. Speeds can be obtained at 100 Mbps download and upload up to 50 Mbps. Thereby, LTE can give you an advantage when users use Voice Over IP, streaming, video conferencing and another case that in previous generations can not work optimally. To get the maximum results in performance improvement activities scheduling needed at LTE.

Scheduling is required in order to deliver better data without any failure at the time of delivery. One algorithm that can be used is the Weighted Fair Queuing (WFQ). WFQ works with the first system is serviced is data that has low volume. Thus, efficient use of bandwidth can be done by sharing bandwidth at high data volumes so that no bandwidth is wasted at high data volume so that no bandwidth is wasted.

Based on the simulation results of several scenarios can be concluded that the WFQ algorithm is not suitable to be implemented in conversational service like video conference and background service on high-speed interfaces such as LTE due to process WFQ always iteration checking on every packet resulting QOS like throughput, delay, and jitter which is good enough when not using the scheduling algorithm.

Keywords : LTE, WFQ Algorithm