Abstract

All applications like video,audio streaming,online gaming,videoconferencing ,Voice over IP and File Transpor Protocol (FTP) need a satisfied Qos in bandwidth and small queing delay.So we need a technology who can fulfill the criteria.Worls Interoperability for Microwave Access (WiMAX) can give an alternative solution for any kind of aplicaion

To guarantee a service for UE ,it needs a technic to manage the pipeline of data.Packet scheduling is the main key in packet transmission.In this final project will analise the simulation of comparison between Round Robin Packet Scheduling Algorithm and Random Exponential marking packet scheduling algorithm.

In this simulation we know the performance of Round Robin and Random Exponential marking algorithm.in 30 users packetloss for video traffic for RR and REM algorithm is 30,588% and 0%,for voip traffic 0% and 0 %,and for ata traffic 0% and 19,44%.delay for video traffic for RR and REM algorithm is 9,054 ms and 13,008 ms ,for voip traffic 6,721 ms and 9,805 ms ,for data traffic 34,943 ms and 76,686 ms.throuhput for video traffic for RR and REM algorithm is 261,653 Kbps and 376,943 Kbps,for Voip traffic is 3,299Kbps and 4,706 Kbps ,for data traffic is 138,245 kbps and 155,231 kbps.So the performance of REM packet scheduling algorithm is better than RR in packetloss and throughput parameter,but in delay parameter RR is better than REM.