

ABSTRACT

Transport protocol is a very important part in the development of the Internet. Stream Protocol Transmission Protocol (SCTP) is a transport layer protocol that supports data exchange between client-server. One of the features of SCTP is multihoming, which is a feature when SCTP sender can access the destination host with multiple IP addresses in the same session. If the primary path between the source and the destination is down, traffic is still sent to the destination with utilize other path. SCTP multihoming also support on Concurrent Multipath Transfer (CMT).

In this final project will be simulated on the behavior of SCTP multihoming at Concurrent Multipath Transfer (CMT). This final project will use three queue managements that is different in every scenario and background traffic. The queue managements are Droptail, RED, and REM.. Simulation using Network Simulator 2 as simulator.

From the simulations that have been conducted show that is CMT-SCTP Multihoming has better throughput when using REM algorithm. And using RED algorithm is better than others to get better value in average delay.

Key Words: SCTP , multihoming , CMT , RED ,REM, DropTail , Network Simulator 2