

Abstract

TCP is transport protocol that operates at layer 4 has a very important role in both the wireless network and the wired network, but the wireless network, TCP has unsatisfactory performance, such as bandwidth and utility issues with layers underneath.

The effect of mobility reduces TCP performance, this is caused by TCP does not have the ability to recognize the difference between a connection failure and congestion that causes loss of connection. A study based on the above, it turns out that the mechanism applied in TCP FeW in tackling it is much better than TCP NewReno that was already there.

Based on this, the final project will be carried out simulation and analysis of performance comparison between TCP AFW and TCP FeW on IEEE 802.11 network. The results showed that TCP AFW with limited environmental random mobile scenarios using ns2 showed throughput of the simulation results is 1.12% better than a TCP FeW, with limited modifications.

Keywords: *TCP, TCP AFW, TCP FeW, ns2*