

delay.

ABSTRACT

The telecommunication company must has strategy to win the hard competition in telecommunication business. One of them is network convergence with triple play services (voice “VoIP”, data internet and video streaming). Those services will performed well if distributed through network

with IP/MPLS basis. This network convergence needs Quality of Services (QoS) arrangement and decision on the right LSP MPLS path to get the best performance

Based on research simulation showing that QoS implementation and right decision on LSP path are able to increase network performance and enhance maximum end to end delay from 12,58 second to 0,08 second; and increase the throughput of several location: Banjarmasin 19,46%, Makassar 4,16% and Rungkut 7,92%. But in five year projection, the existing backbone likely unable to receive huge growth (aproximately more than twice) of users of data internet and video streaming. Therefore the backbone capacity must be added by 50 Gbps

Keyword: VoIP, video streaming, IP/MPLS, throughput,

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