

Performance Comparison of Video Streaming Application between Mobile WiMAX and UMTS

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ABSTRACT

Abstract— Video streaming is the real time delivery process of video to the user's media player services. In multimedia streaming technique, the user can access data while it is being transferred. To meet the demand of providing high-quality of video streaming, it is important to design suitable QoS model. Hence, in this project, we designed around streaming services using an Internet topology on expected video performance. We evaluate the performance of the Mobile WiMAX and UMTS due to fading effect according to the performance metrics of throughput, packet loss, jitter and delay. It will stream the LOTR2 (Lord of the Ring 2) movie for 1 hour interval to all client subscribers in mobile WiMAX and UMTS. Simulation results show that mobile WiMAX has better performance to support video streaming compared to UMTS.

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