

Abstract

Mechanisms to control Internet congestion in TCP Tahoe, TCP Reno and TCP Vegas are implemented and investigated in this study in the environment of AEROTHAI (Aeronautical Radio of Thailand) network. Simulation results shows that TCP Vegas can achieve better throughput than others at a small buffer size. However, at medium to large buffer size, TCP Reno still outperforms TCP Vegas. The theoretical analysis according to practical parameters of AEROTHAI has proven that with TCP Vegas, AEROTHAI network shall gain the throughput improvements over the currently used TCP Windows.

