Abstract

Today's era of packet switched networks demands larger bandwidth to suffice the need to integrate multimedia applications like Internet gaming, transmission of voice etc. It becomes necessary to judge the network performance with the allocated bandwidth. Network performance depends mainly on the efficiency of the protocol used in addition to load on the network, the transmission system type and the connected hardware capabilities. The performance of the two versions of Internet Protocol IPv4 and IPv6 is tested as well as compared on CentOS and windows 2007 operating systems for different voice samples, DNS traffic, data traffic and Internet gaming traffic characteristics like counterstrike and Quake III. The transport layer data traffic and the application layer DNS and voice traffic was generated using the latest version of Distributed Internet Traffic Graphe tool; D-ITG 2.8.0 rc1. The effect of transmitting voice over IP with compressed RTP and with and without voice activity detection is also observed.

References

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**Index Terms**

Computer Science  
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**Keywords**

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