

Outbound Initiated Flows

IETF 65

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Changes since -01 (1/2)

- Changed scope of the draft.
- Special case of instance-id for REGISTER changed. Now use +sip.instance in every request at SHOULD strength.
- Removed pin-route. SUBSCRIBE now covered as a normal usage.

Changes (2/2)

- Instance ID definition moved from GRUU to outbound.
(GRUU now depends on outbound instead of vice versa)
- Overall reorganization
- Changed confusing “flow-id” term to “reg-id”. UA increments for each simultaneous registration.

Open Issues (1/3)

- Concerns that current requirements on UA configuration of outbound-proxy-set is too much of a configuration burden.
- Approaches:
 - Provide a new (SRV-based?) discovery mechanism in another draft
 - Finish the configuration framework
- Proposal: Leave as is

Open Issues (2/3)

- Currently the draft describes two example algorithms for generating a flow token. Do we want to keep Algorithm 1?
 - It only works if every transport is SIPS protected
 - 100% of list comments (all one): Include it

Open Issues (3/3)

- NAT Keepalives for TCP-based transports
 - STUN muxed over connection would work
 - OS TCP KeepAlive
 - Double CRLF also proposed.
 - PING
- Proposal: Pick something
 - As usual, disagreements related to a requirements mismatch.

The not SIP PING method

- Several concrete examples given to a method that does not meet the SIP requirements for a method
- Infeasible to fully analyze every situation and check that no harm happens

OS TCP KeepAlive

- Using the OS-provided TCP keepalives results in unacceptably long delays to detect a connection failure on some platforms
 - (note text in draft is wrong)

Double CRLF

- Backwards “safe”
- Concerned about correlation of CRLF sent and live-ness of one received
- Still need STUN for UDP

STUN

- Do same thing in TCP as UDP
- Know this works

Proposal

- Everyone wants it to work for their environment
- Proposal:
 - 1) do STUN for TCP and UDP
 - 2) do CRLF for TCP and STUN for UDP
 - 3) KeepAlive if supported, 1 or 2 otherwise
- Real issue is choosing 1 or 2 because that is what servers **MUST** implement