

RTSP 2.0

draft-ietf-mmusic-rfc2326bis-18

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Status

- Interim discussions
 - Scale and Speed made good progress
 - Discussed all the opening issues
 - Proposed resolutions needs implementation
- Authors appologizes for failure to update draft
- Will work on this in September

RTSP NAT

draft-ietf-mmusic-rtsp-nat-07

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Open Issues

- Added server side initiated changes:
 - PLAY_NOTIFY with new reason "ice-restart"
 - The PLAY_NOTIFY results in new SETUP request from the Client.
 - Question if this should be optimized
 - Possible to provide server side candidates in PLAY_NOTIFY
 - Breaks the convention about where configuration information is carried

Open Issues

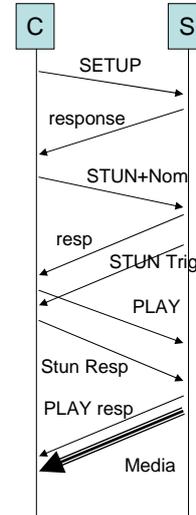
- Still need more text around ICE in the introduction
- The question about support of multiple components, e.g. RTP and RTCP on different UDP ports still open

ICE Roles and its impact

- The authors are discussing how the ICE roles (controlling and controlled) should be assigned
- Also question about which steps in the RTSP state machine can happen simultaneous with ICE processing

ICE Roles continued

- In the draft the client is the controlling
 - Client sends PLAY as soon as it has nominated successfully for all components
- Question if this can be improved without loss of functionality



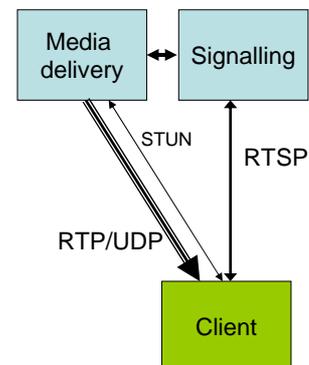
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7

Decompositioned Server

- An RTSP server can have two parts:
 - Signalling / Controlling entity
 - Media delivery
- Proprietary Protocol between the server parts
 - Some delay introduced



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8

Alternative

- Have the server be the controlling part
- Client send PLAY request immediately and responds hangs until ICE processing completes
- Server nominates in the ways it desires and starts delivering media as soon it has nominated
- Pro:
 - Media delivered somewhat earlier
- Con:
 - RTSP PLAY response is likely to arrive after media.

