

Disaggregated Media

Salvatore Loreto

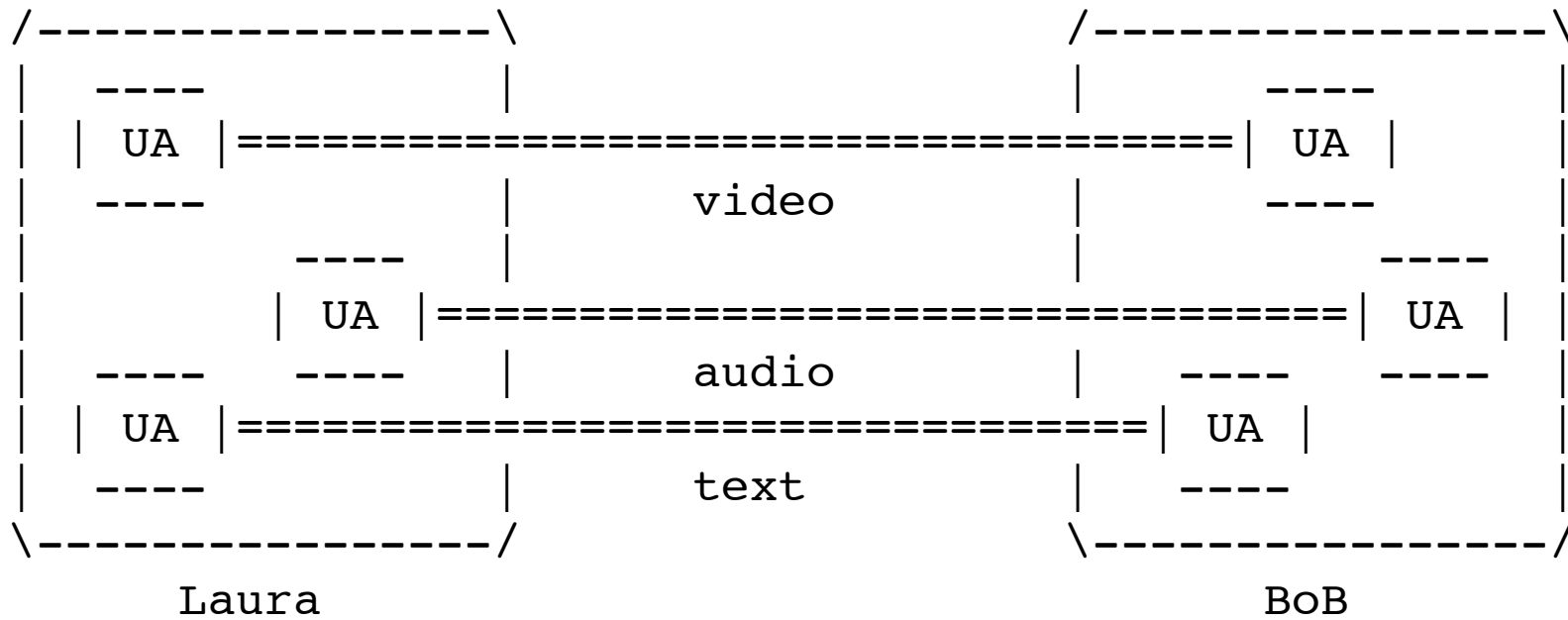
Prague, Czech Republic

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Disaggregated Media

The ability for a user to create a multimedia session combining different media streams coming from different devices under his or her control so that they are treated by the far end of the session as a single media session.

Media Flows in Disaggregated Media

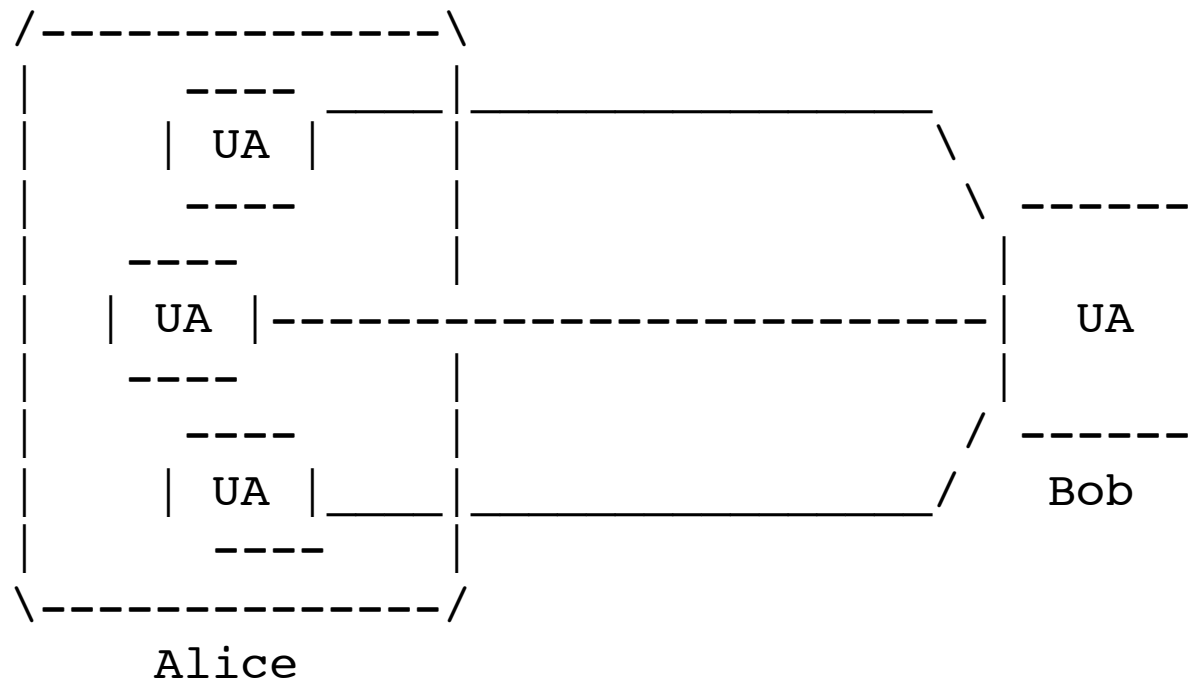


Devices coordination in Disaggregated Media

Generally, as a given participant uses a single UA, the SIP signaling to manage the multimedia session and the actual media streams are typically co-located in the same device.

Disaggregated Media creates a need to coordinate the exchange of the those media streams within the media session.

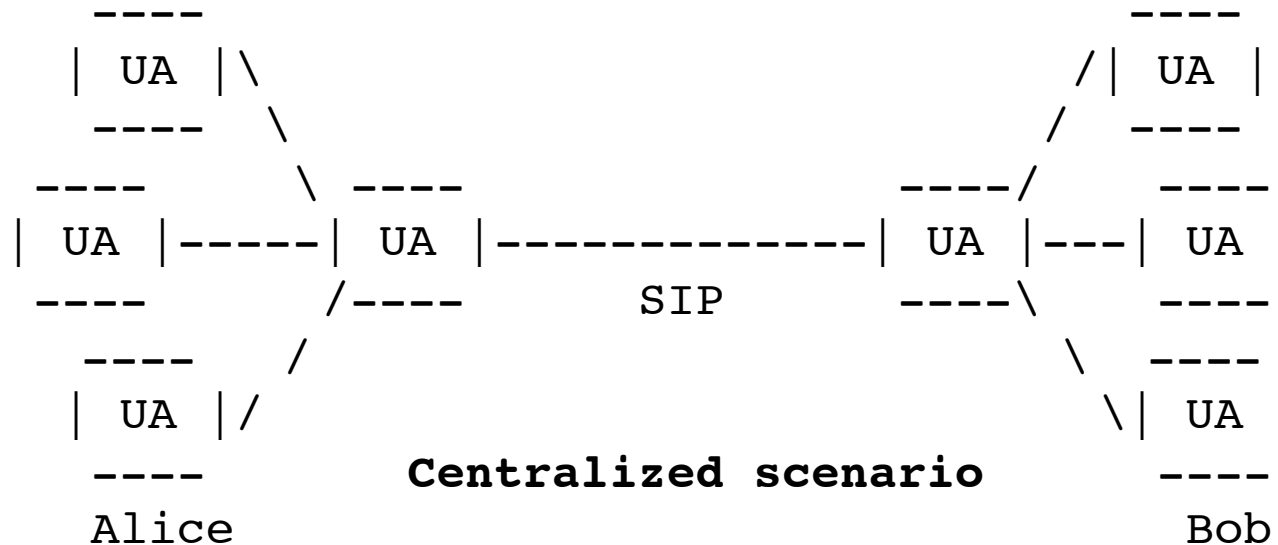
Same Media session indication in Disaggregated Media



The far end of the session receives directly signaling messages from each of the devices involved in the multimedia session:

It needs to treat all the signaling and media coming from different devices of the same user as part of the same media session.

Existing Mechanism to implement Disaggregated Media



existing mechanisms implement disaggregated media with a centralized approach whereby the far end of the session receives the same SIP signaling flow that it would receive if all the media streams came from a single device:

It is transparent to the far end of the session the fact that the caller is using separate devices for different media.

Scenarios not covered by Existing Mechanisms

All existing mechanisms implement disaggregated media using a centralized approach.

Scenarios not covered by existing mechanisms include:

- none of the nodes can act as a controller
 - because it does not support the necessary functionality
 - or
 - because it will not participate in the whole session

These scenarios are better implemented using a more distributed approach.

