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SOC: SIP Overload Control
draft-ietf-soc-overload-control-02
(Vijay K. Gurbani (Ed.), Volker Hilt and
Henning Schulzrinne)

Vijay K. Gurbani <vkg@bell-labs.com>

Alcatel·Lucent

So, where are we at?

- At the dawn of time, loss-based algorithm was default mandatory to implement algorithm.

- Rate-based algorithm and other algorithms were supported as extensions

  - However, no specific draft was dedicated to rate-based one.

- Decision on having more than one algorithm was revisited during Prague IETF.

So, where are we at?

- A proposal was put out to support all three restriction algorithms.

    - This forces implementations to implement ALL 3!

So, where are we at?

- A proposal was put out to support all three restriction algorithms.

- Disadvantage: forces implementations to implement ALL 3, even when they want to use only 1!

- Advantage: no negotiation and server chooses which algorithm to use.

  - Prevents the server from operating in mixed-client mode, thereby forcing it to maintain more state when overloaded.
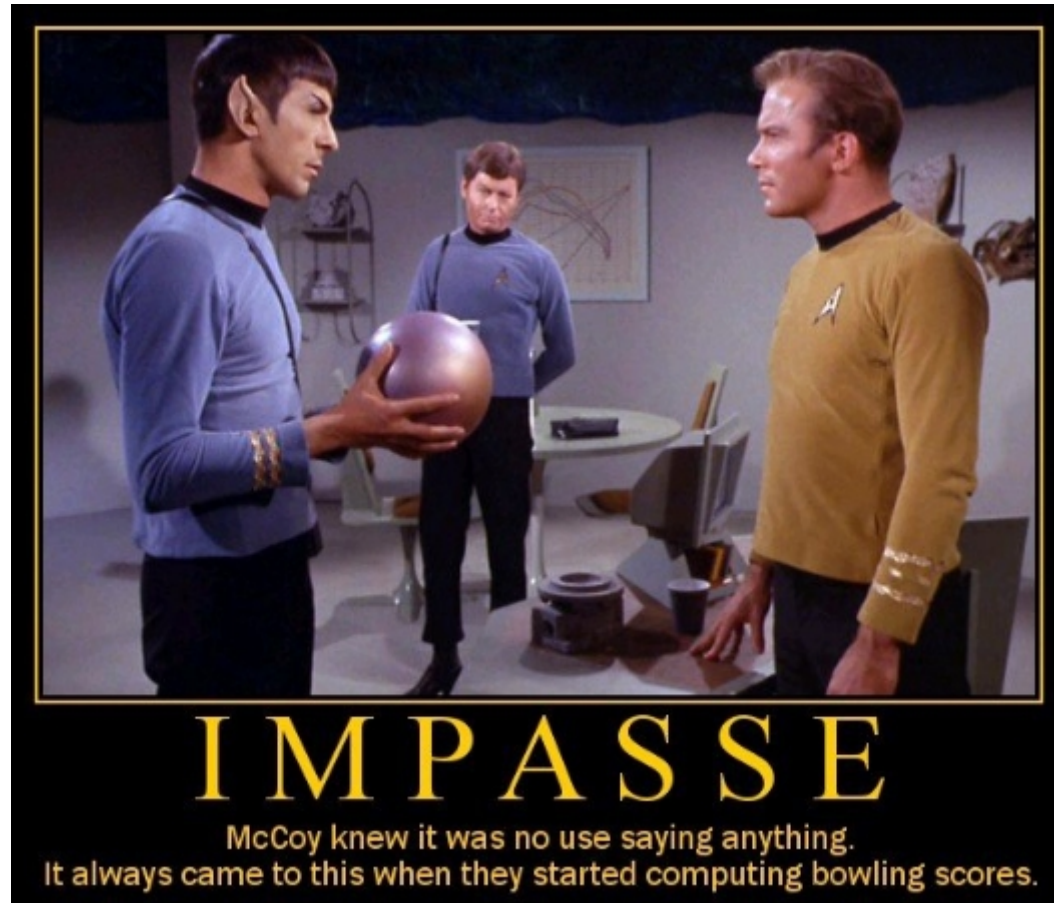
So, where are we at?

Image courtesy trekp.com

Way forward*

- Take windows-based algorithm out of the mix (no one is championing it).

- draft-ietf-soc-overload-control to specify:

  - A generic signaling mechanism by which servers and clients exchange overload control messages devoid of ties to a specific overload control algorithm.

  - A specific default loss-based overload control algorithm that uses the generic signaling mechanisms.

* Based on list discussions:
http://www.ietf.org/mail-archive/web/sip-overload/current/msg00631.html
http://www.ietf.org/mail-archive/web/sip-overload/current/msg00646.html

Way forward

- A new I-D put out to specify rate-based algorithm that uses the generic signaling mechanism defined in draft-ietf-soc-overload-control (need authors and editors, please).

- Move draft-ietf-soc-overload-control and new I-D as a bundle (no one mechanism has an advantage over the other).