

# **Disaggregated Media**

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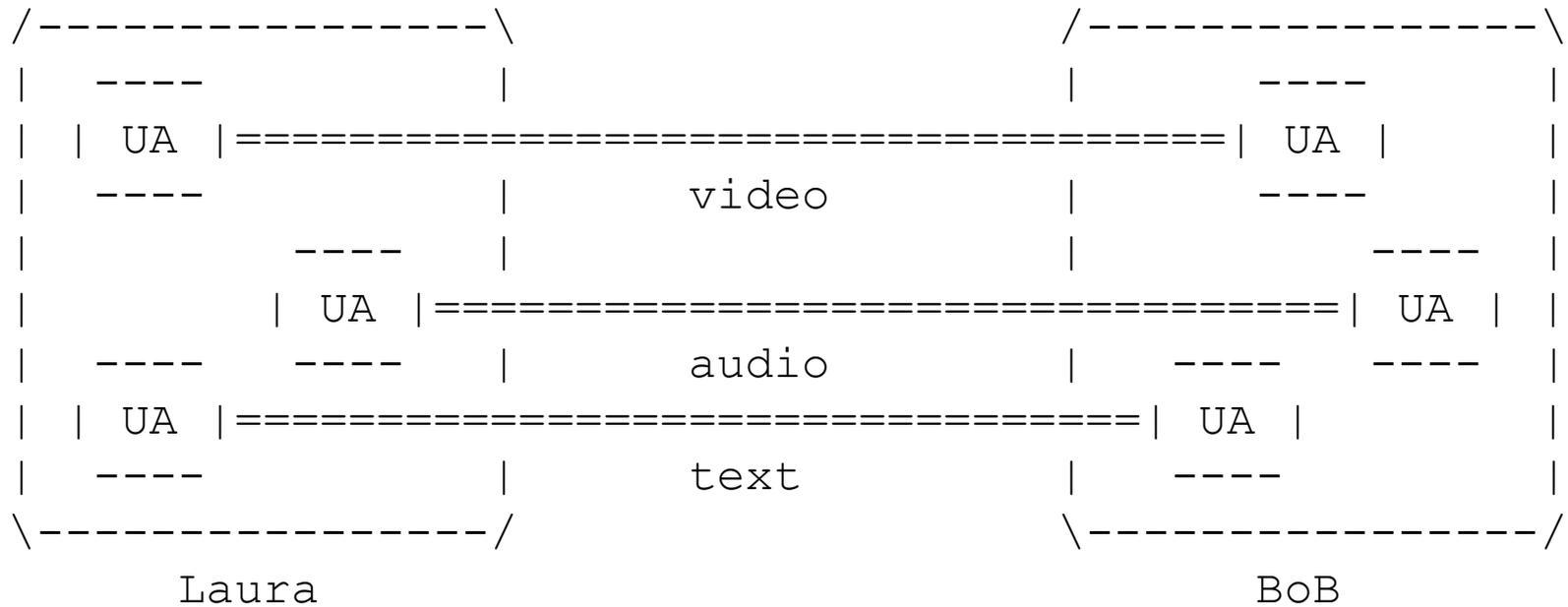
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# Disaggregated Media

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

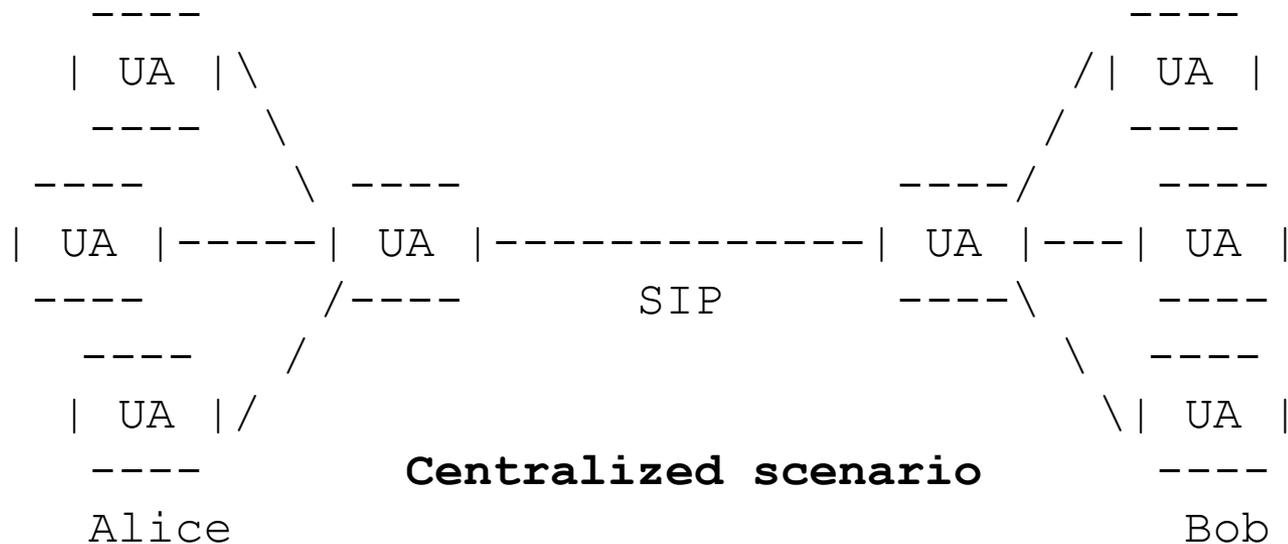


# Devices coordination in Disaggregated Media

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.**

# 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.

# Light Controller

3PCC allows the Controller to setup and manage a communications relationship among devices using SIP.

There is the desire to make the role of the Controller flexible enough to allow any of the federated parties to take that role at any time

# Distributed Call Control

All federated devices are expected to be aware of

- each others capabilities
- all available actions

they are also expected

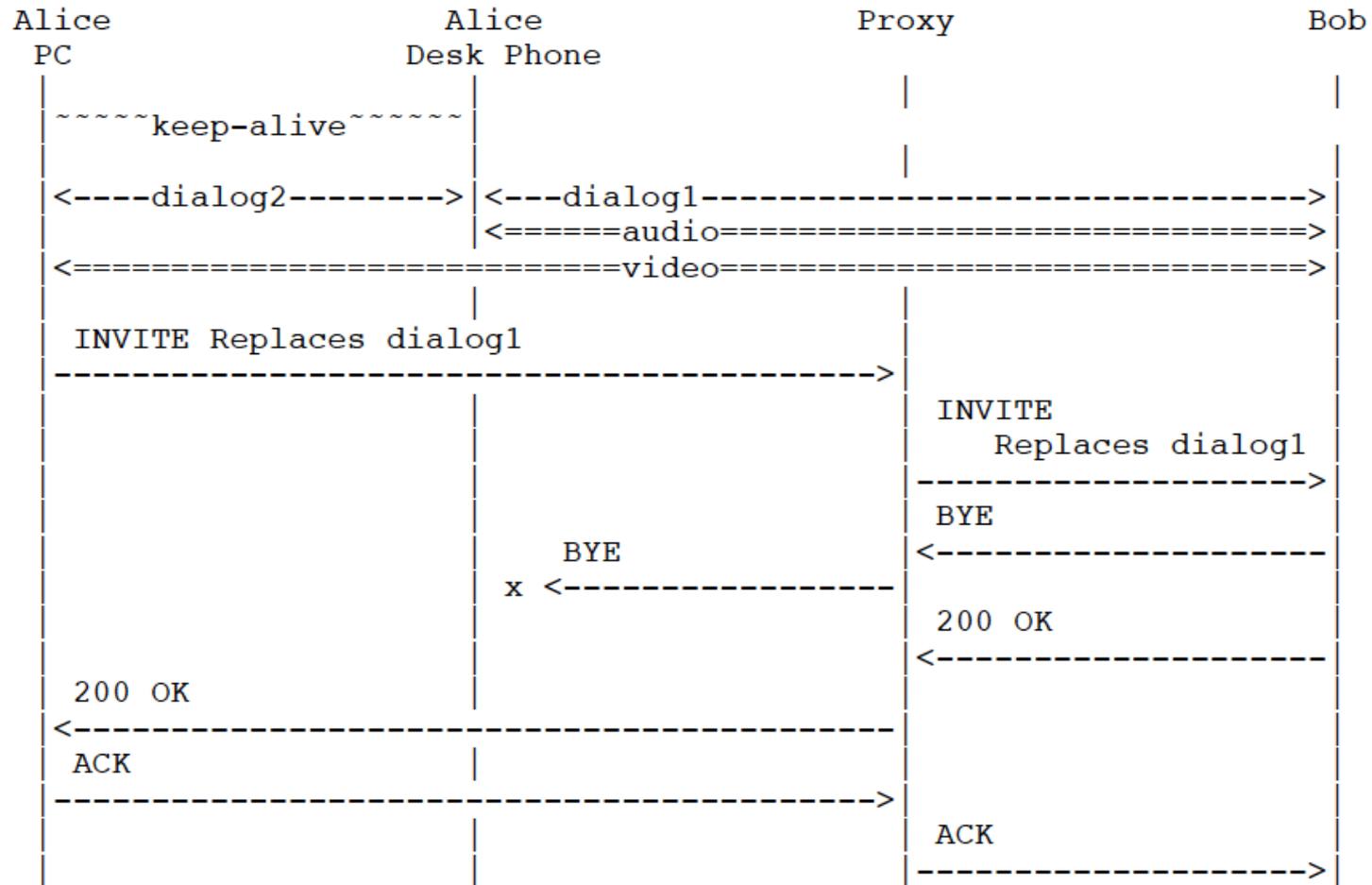
- to be aware of all the dialogs of each others (subscribing to the 'dialog' event package)
- have the intelligence to utilize all this knowledge to provide solutions to a wide range of use cases, without requiring the remote party to change.

# Distributed Call Control

In the event of a sudden departure of one of the federated devices, one of the remaining devices can take control of the communication with the remote party and update it, based on the capabilities of the remaining federated parties.

In the case of the departure of the Controller device and with multiple federated devices still alive, the rest of the federated devices can select the new Controller

# Departure of one device



Open Issue: how to be able to discover that the other federated device is gone and replace the dialog.

