MMUSIC

Happy Eyeballs Extension for ICE

draft-reddy-mmusic-ice-happy-eyeballs-00

Nov 2\textsuperscript{nd} 2012
IETF 85 meeting

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IPv6 Broken: Problem 1

Alice

Offer/Answer Exchange

Bob

ICE Connectivity Check - IPv6 Address I

ICE Connectivity Check - IPv6 Address II

ICE Connectivity Check - IPv6 Address III

ICE Connectivity Check - IPv6 Address IV

ICE Connectivity Check - IPv4 address

Media
Problem 1

- Several seconds to learn IPv6 is broken!
  - Hosts with Multiple Interfaces (Wifi, 3G) could have multiple IPv6 addresses
  - Host with 10 IPv6 addresses trying to reach remote peer with 10 IPv6 addresses, with Ta = 50ms
  - Time before IPv4 addresses are tested would be 50ms*10*10 = 5000ms

- Dual stack hosts behave worse than IPv4-only hosts!
Problem 2: IPv4/IPv6 host, server-reflexive Blocked

ICE Connectivity Check - IPv6 Address I
ICE Connectivity Check - IPv6 Address II
ICE Connectivity Check - IPv6 Address III
ICE Connectivity Check - IPv6 Address IV
ICE Connectivity Check - IPv4 Address
ICE Connectivity Check - IPv6/IPv4 relayed address

Media

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Problem 2 – Multihoming with Firewalls

- Several seconds to fall back to TURN server
  - Hosts with Multiple IPv6 host addresses, IPv4 server-reflexive addresses
  - Host with 8 IPv6 host addresses, 4 server-reflexive addresses trying to reach remote peer with 12 IPv6/IPv4 host/server-reflexive addresses with Ta = 100ms
  - Time before IPv4/IPv6 relayed addresses are tested would be 50ms*(8 + 4)*12 = 14.4 seconds

- Hosts with many IP addresses suffer!
PROPOSED SOLUTIONS
The Happy Eyeballs ICE Solution

Alice

Start Timer

Timer Fires

Offer/Answer Exchange

Bind Request using IPv6 Address I

Bind Request using IPv6 Address II

Bind Request using IPv4 Address

Bind Request using IPv6 Address III

Bind Response using IPv4 address

Media

Bob

Try IPv6/IPv4 in Parallel

Bind Request using IPv4 Address

Start Timer
The Happy Eyeballs ICE Solution

- Problem 1 avoided (Dual Stack Hosts, IPv6 broken)
  - Faster response even if IPv6 path is down, host has global IPv6 address but is disconnected from the IPv6 Internet.

- Problem 2 avoided (Multi-homing Firewall blocks P2P)
  - Faster response even if IPv4/IPv6 connectivity checks using host and server-reflexive candidate pairs is not successful