

# INSIPID Requirements

## draft-ietf-insipid-session-id-reqts-05

IETF #86

Orlando

13 March 2013

# Changes Between -02 and -05

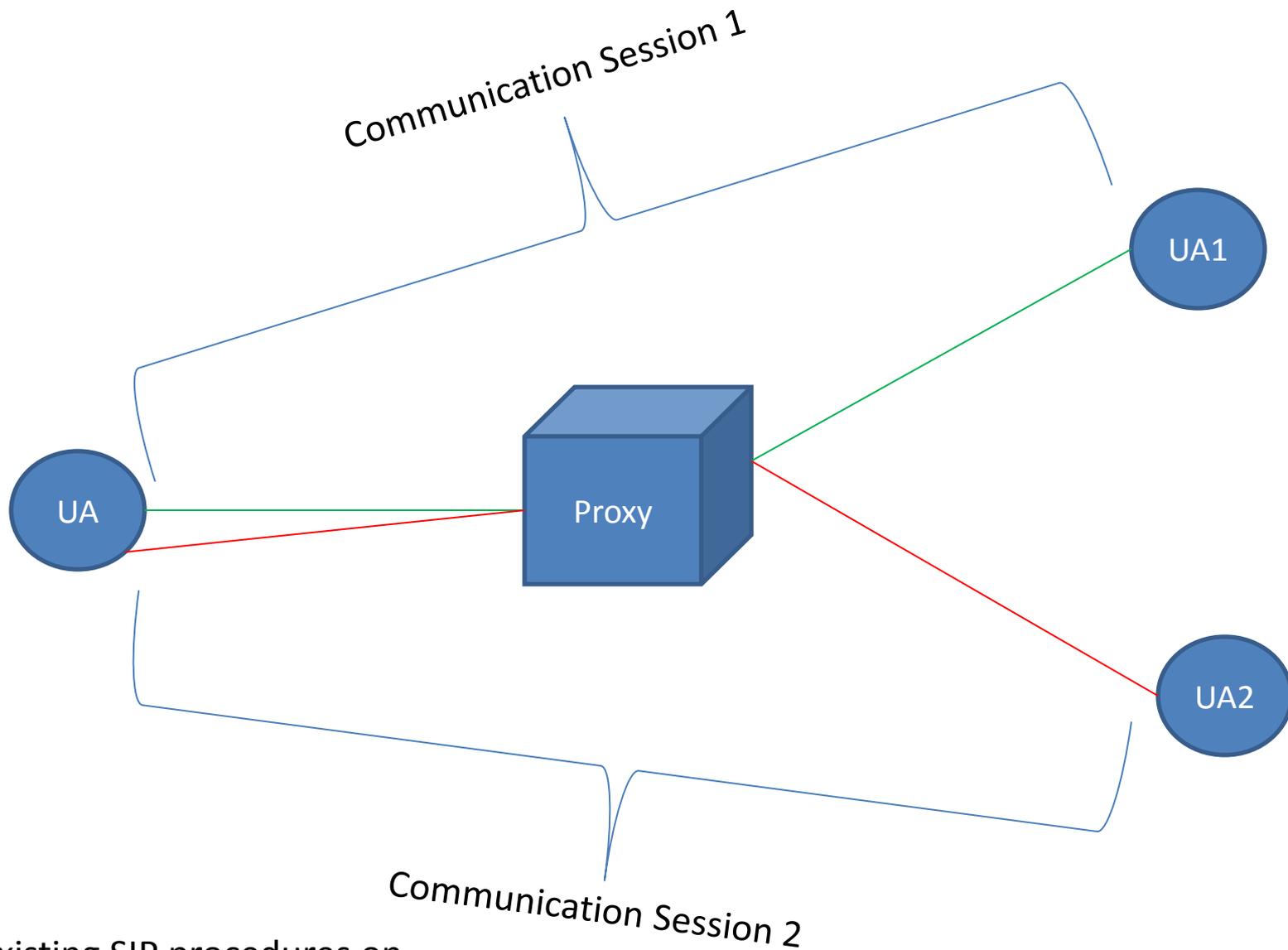
- Introduces RFC 2119 conventions section
- Enhanced the terminology section to better define a communication session (see next slides)
- Renumbered requirements to make them consecutive
- Replaced protocol interworking section with an Identifier Syntax section, collapsing related requirements into a single new REQ8
- Removed “This might result in a change in the value of the end-to-end Session-Identifier” from REQ2
- Editorial cleanup

# Terminology Enhancements

- We tried to articulate more clearly what constitutes a communication session
- We introduced improved language
- We introduced examples of what is and is not a “communication session”

# Recent Questions Asked (1)

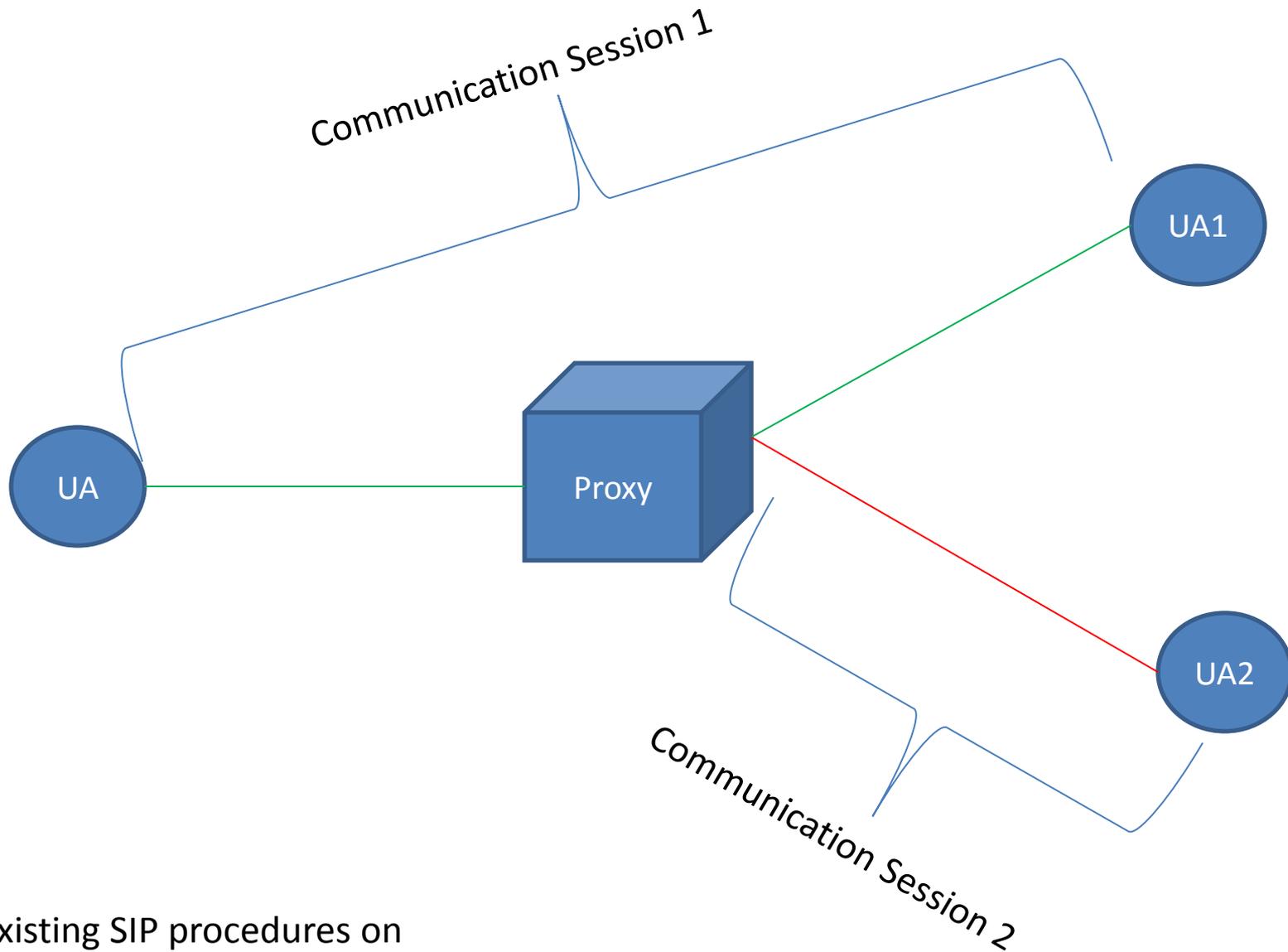
- In a scenario where you only have one parallel forking SIP proxy, when an INVITE forks to two different UAs and both send 200 OKs, do you have one session or two? (This same question applies to early dialogs, with or without early media, which is a normal condition, not a race condition like multiple 200 OKs).
  - Answer: two (UA -> UA1 and UA -> UA2)



Existing SIP procedures on forking define which of the two communication sessions persist

## Recent Questions Asked (2)

- If you replace that with a `_serial_` forking proxy, where you were in an early dialog with UA1, that got canceled and then you ended up in an early dialog, and then a confirmed dialog with UA2, was that one session (with the calling UA, UA1, and UA2 involved) or two sessions (one with the calling UA and UA1, the other with the calling UA and UA2)?
  - Answer: Two (UA -> UA1 and UA -> UA2)



Existing SIP procedures on forking define which of the two communication sessions persist

# Recent Questions Asked (3)

- If you replace that with a B2BUA that behaves similar to a serial forking proxy in that it only alerts one called thing at a time, do you end up with one session or with two.
  - Answer: Alice ends up with a single Session-ID (and Communication Session) in the end, but Alice may see two different Communication Sessions depending on how the SBC communicates with Alice (e.g., does she ever see a message related to UA2?)
  - There would be a second Communication Session between the B2BUA and UA2

