

Why might you disable active migration?

Technical issues

- 4-tuple load balancer (rebinding will break)
- 2-tuple load balancer (same-IP rebinding is fine, IP changes will break)
- Using Anycast – won't reach same endpoint from a different network

Performance issues

- Server is hyper-local, and performance will be poor if you move to a different network

Contract issues

- Server is embedded in someone else's network, and not allowed to serve other clients

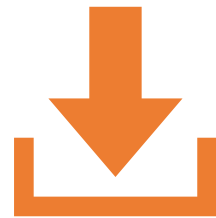
Why might you use Server Preferred Address?

Improve scaling
on load
balancer

Avoid Anycast
disruption from
migration

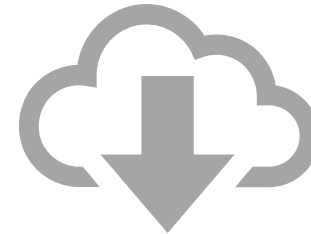
Enable client to
switch address
families

Performance is a Trade-Off



Beginning of download, maybe resumable?

Terminate old connection
New request on new path



End of large download, not resumable?

Last few percent slowly is better than starting over



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disable_active_migration...

...applies to the connection

Clients may not actively migrate to another client address
Using SPA is special; using SPA from another address family is specialer

Draft 28

...applies to the handshake address

Clients may freely migrate but only after migrating to the SPA

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...needs to be communicated for each server address

Multiple ways to spell this:

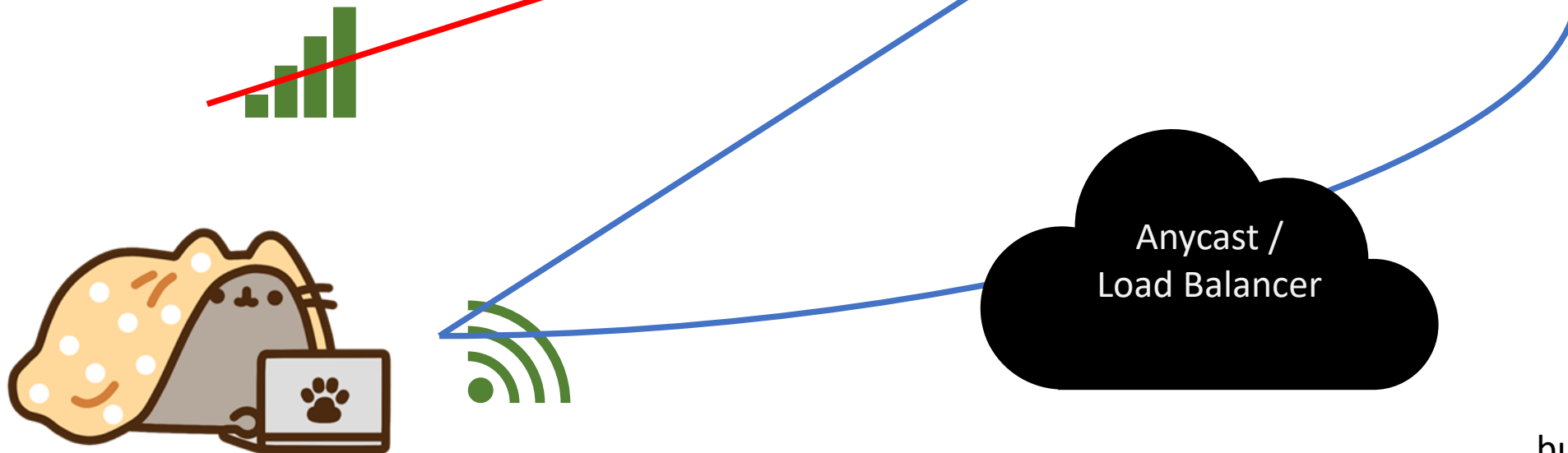
- Extension
- Values of *disable_active_migration* other than 0/1
- Additional bits in SPA transport parameter

PR #3898

What's a timeout worth?

If the server simply ignores the client's probes / attempts to migrate, then the probe/connection will time out.

That might be okay.



...but no Stateless Reset, please.