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SOC: SIP Overload Control draft-ietf-soc-overload-control-{01,02}

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Changes in -01 (Jan-20-2011)

- Support algorithm agility.
- Caveat of sending oc parameters in 100.
- Relationship with other overload control mechanisms.
- Appendix B added to track requirements of RFC 5390.
- Other minor changes for readability.

Some discussion on mailing list, but not substantive issues.

Changes in -02 (Feb-28-2011)

- Incorporates private feedback on ABNF (minor).
- Fleshed out IANA consideration section.
- Minor edits for readability.

No discussion on list!

1. Algorithm agility

- Previously, the WG agreed on allowing a choice of overload control algorithms*.
- Concrete proposal to realize this in -01:

C --> S: INVITE ...
Via: ...; oc-algo=”loss,rate”
S --> C: SIP/2.0 ...
Via: ...;oc-algo=”loss”;oc-validity=500;oc-seq=1282321615.781

- Loss-based single mandatory-to-implement.

* See thread at
http://www.ietf.org/mail-archive/web/sip-overload/current/msg00436.html

1. Algorithm agility

- It is NOT the intent to re-negotiate an algorithm on a fine time scale (per transaction, say).
  - Renegotiation happens after a system upgrade or system reboot.
- ABNF

```
oc-algo     = "oc-algo" EQUAL DQUOTE algo-list *(COMMA algo-list) DQUOTE
algo-list   = "loss" / *(other-algo)
other-algo  = %x41-5A / %x61-7A / %x30-39
```

2. oc parameters in 100

- Examples in draft show oc parameters in “100 Trying” response.
  - Concerns that 100-class responses are generated by and subsumed at the transaction layers of SIP entities and may not be passed to the TU.
  - Draft should not burden TU with 100-class responses.
- Solution: Implementations that insert oc parameter in 100 MUST re-insert it in the first non-1xx response going upstream (Section 12).

3. Relationship to other work

- Added Section 13 to link in draft-ietf-soc-load-control-event-package as a pro-active overload control mechanism.

What is remaining?

- Section 8: Need a default load shedding algorithm (the old one based on random numbers did not quite work).
- Review --- from WG participants.
- Feedback --- need lots of it!
- List has been quiet since release of -02.