

Mobility Using ICE MICE

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Authors : D.Wing, T.Reddy, P.Patil, P.Martinsen

Updates

Comparison with ICE Restart and Trickle
ICE

Break Before Make – ICE Restart

- Consumes one round trip for both TCP and UDP. With TLS:
 - One additional round trip for session resumption.
 - Two round trips if session resumption is not used.
- ICE Restart incurs additional delay when learning:
 - Server-Reflexive candidates - one round trip to STUN server
 - Relayed candidates - three round trips to the TURN server
- End points through the SIP server will have to exchange offer/answer, adding delay.
- ICE restart requires sending a new INVITE. A new INVITE cannot be sent if there is an open SIP dialog.

Break Before Make Trickle ICE

- Trickle ICE is faster, but still has some of overheads as ICE Restart in terms of round trips.
- Trickle ICE must be supported by both end-points.
- Trickle ICE will incur delays in the presence of NAT performing address dependent mapping and filtering.

Consider WG adoption?