

MALICE

Metadata Attribute signaling with ICE

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Bandwidth is Limited

- Give media stream better treatment in the network.
- Improve ICE path selection
- Enable application to react to changing network conditions

Why Existing Solutions Fall Short

- RSVP
 - Have a hard time crossing the Internet (IP router alert option)
 - NAT traversal difficult
 - Poor OS support, requires root
- DSCP
 - Poor OS support to set/read DSCP bits
 - DSCP bits often changed when crossing administrative domains
 - Values might already have specific meanings in some networks

Why Existing Solutions Fall Short (cont)

- ECN
 - Poor OS support to set/read bits in the header
 - TCP only. No “real” UDP or RTP support in the wild
 - Only congestion feedback
- RTCP feedback
 - Treats network as black box
 - Only reacts when packet is dropped or other problems occur
 - Session needs to be established

Solution Proposal

- Feedback between ICE and network
 - Extension to the ICE state machine and new STUN attributes
 - Routers modify STUN messages (Connectivity checks or keepalives) to provide feedback
- Drive this effort from an application/SDP perspective.

Technical Overview

STUN Binding Request
(Connectivity Check)



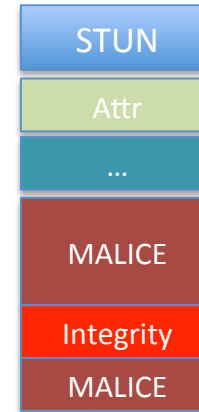
Information to
remote agent

Empty attribute
network nodes
can add information

(1)



STUN Binding Response
(Connectivity Check)



(2)

Copy any
information
learned from
network

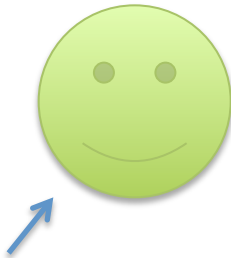
(4)



(3)

Insert new empty attribute
to learn about return path

(5)



Happy agent can now take
better path decisions and start
sending media using
reasonable starting values

Questions from the Authors

- Focus on what?
 - Generic Transport for Metadata?
(Separate drafts to describe actual attributes and how to handle them)
 - Extend ICE to allow for better network understanding?
- Acceptable STUN packet size for connectivity checks?