Optimizing NAT and Firewall Keepalives using PCP

draft-ietf-pcp-optimize-keepalives-04

IETF - 91

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WGLC Feedback

Draft reviewed by Dave Thaler and Mohamed Boucadair.

Updates

OLD:

 According to requirement #14 in [I-D.biner-v6ops-cellular-host-reqs-rfc3316update], a cellular host SHOULD support PCP in order to save battery consumption exacerbate by keepalive messages.

NEW:

[I-D.ietf-v6ops-mobile-device-profile] recommends cellular hosts to be PCP-compliant in order to save battery consumption exacerbated by keepalive messages.

Updates

- When using the Recommended Formula explained in section 4.1.2.1 of [RFC5245] to compute priority for the candidate learnt through PCP, the ICE agent should **SHOULD/ MUST?** use a preference value greater than the server reflexive candidate and hence tested before the server reflexive candidate.
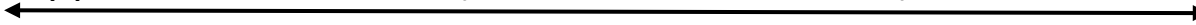
Updates
Example to show savings with PCP

Application Client   PCP Server   Internet   Application Server

NAT/FW
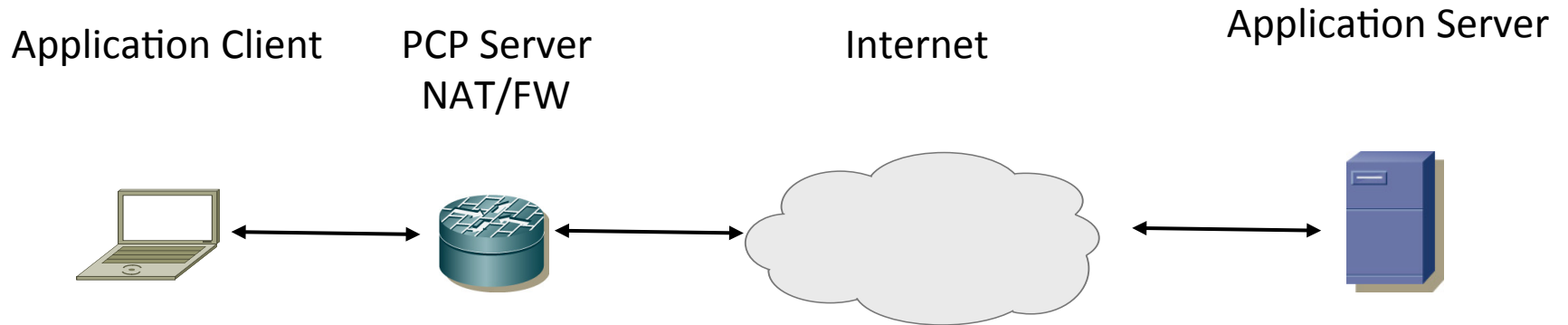
Without PCP

Application heartbeat (max interval = 30 secs)

Application heartbeat (max interval = 30 secs)

....

With PCP

PCP PEER (Max Lifetime = 3600 secs)

Updates
Example to show savings with PCP

- In the absence of PCP, number of packets sent in 24 hrs: (86400/30) = 2880 packets

- With PCP: (86400/3600) = 24 packets.

Do implementations (or their default policies)

actually accept at least 3600 seconds in practice? Should the example be tweaked?

WGLC complete?