

MMUSIC

ICE IPv4/IPv6 Dual Stack Fairness

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Changes Overview

- All traces of an “improved” prioritization formula removed.
(After serious threats in the hallways that such a formula would be nitpicked to death)
- Drafts points to an example implementation that implements a new prioritization formula as a proof of concept.
- Clarifications regarding multihomed and IPv6 prioritization.

Changes in Introduction

- This draft is about how to do the connectivity checks not how to choose the best candidate-pair. Added text to explain that.

“This document describes how to fairly order the candidates in multihomed and dual-stack environments, thus affecting the sending order of the connectivity checks. Ultimately it is up to the agent to decide what candidate pair is best suited for transporting media.”

Multihomed txt changes

“A multihomed ICE agent can potentially send and receive connectivity checks on all available interfaces and IP addresses. It is possible for an interface to have several IP addresses associated with it. To avoid unnecessary delay when performing connectivity checks it would be beneficial to prioritize interfaces and IP addresses known by the agent to provide stable connectivity.”

- Good enough definition of multihomed?

Draft overview

- Summaries that some care should be taken if you are a multihomed or dual stack host.
- Outlines a solution:
Play with the candidate priority
- Discusses why it is safe to play with the candidate priority
- How to actually do the prioritization is up to the implementor

Next steps?

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