

What Next for Ta?

Take it to 11?

What next for min Ta?

Currently "SHOULD be MAX(20ms, ...)"

Options:

- Lower min Ta to < 20ms (perhaps 5ms)
 - Could be "SHOULD be MAX(5ms, ...)"
- Remove min Ta
 - Could be "SHOULD be ..." (no MAX)
- Base the min around packet size (have a max bandwidth)
 - Could be "SHOULD be ... MAX(packet_bit_size/56, ...)"
- Do more experiments before doing anything
- Something else?

What about non-min Ta?

Currently for one RTP stream, "SHOULD BE"

$(\text{stun_packet_size} / \text{rtp_packet_size}) * \text{rtp_ptime}$

- Doesn't make sense for non-RTP traffic
- Doesn't make sense for dynamic packet sizes
- Doesn't make sense for dynamic ptime

Why not just throw this part out and just define the min?

What next for experiments?

- Ping with many more binding creations (either more stun servers or more client ports)
- Lower T_a in a real app (AppRTC, for example) and see the effect on connect time and connect rate
- Something else?

