



Session Initiation Protocol (SIP)



SIP Extensions and Enhancements

- RFC 2543, March 1999
 - RFC 3261, June 2002
 - SIP has attracted enormous interest.
 - Traditional telecommunications companies, cable TV providers and ISP
- A large number of extensions to SIP have been proposed.
 - SIP will be enhanced considerably before it becomes an Internet standard.



183 Session Progress

- It has been included within the revised SIP spec.
 - To open one-way audio path from called end to calling end
 - Enable in-band call progress information to be transmitted
 - Tones or announcements
 - Interworking with SS7 network
 - ACM (Address Complete Message)
 - For SIP-PSTN-SIP connections



The Supported Header

- The Base RFC 2543
 - The Require: Header
 - In request (client -> server)
 - A client indicates that a server must support certain extension.
 - The Unsupported Header
 - In response (server -> client)
 - 420 (bad extension)
 - A cumbersome way of determining what extensions a server does or does not support
- The Supported: Header (RFC 3261)
 - May be included in OPTIONS request
 - Associated with the Supported: header is 421 (extension required) response.
 - Can also be included in responses

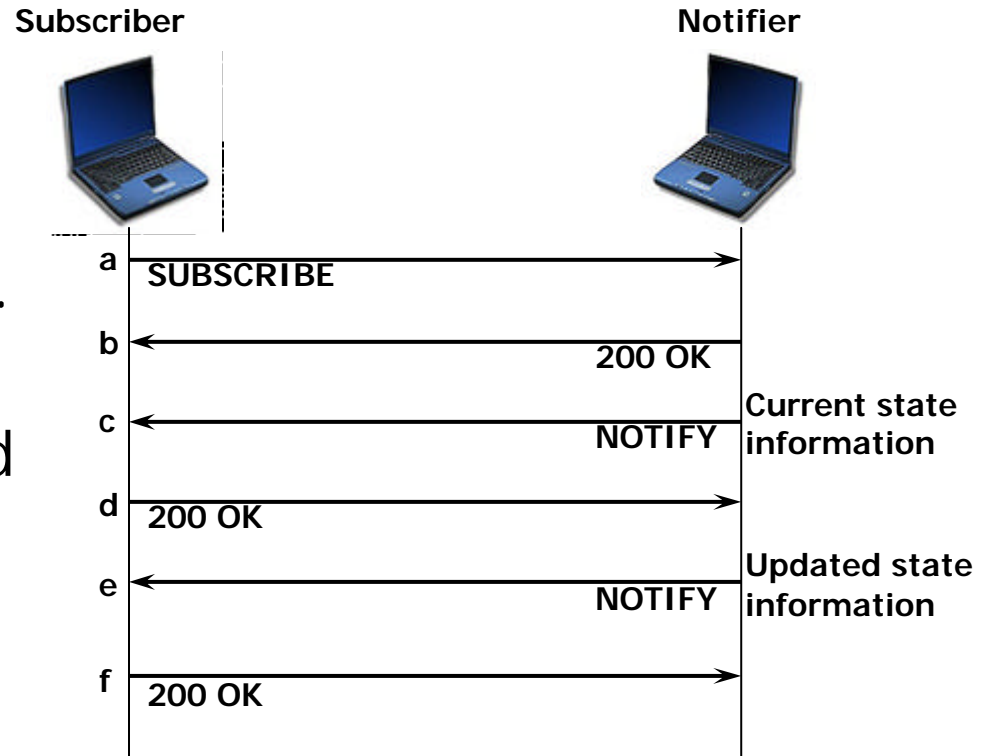


SIP INFO Method

- Be specified in RFC 2976
- For transferring information during an ongoing session
 - DTMF digits, account-balance information, mid-call signaling information (from PSTN)
 - Application-layer information could be transferred in the middle of a call.
- A powerful, flexible tool to support new services

SIP Event Notification

- Several SIP-based applications have been devised based on the concept of a user being informed of some event.
 - E.g., Instant messaging
- RFC 3265 has addressed the issue of event notification.
 - SUBSCRIBE and NOTIFY
 - The Event header





SIP for Instant Messaging

- The IETF working group – SIP for Instant Messaging and Presence Leveraging Extensions (SIMPLE)
- A new SIP method – MESSAGE
 - This request carries the actual message in a message body.
 - A MESSAGE request does not establish a SIP dialog.

Boss<sip:Manager@pc1.home.com>



sip:Server.work.com



Daniel<sip:Collins@station1.work.com>



MESSAGE sip:Collins@work.com SIP/2.0

Via: SIP/2.0/UDP pc1.home.net;

branch=z9hG4bK7890

Max-Forwards: 70

From: Boss<sip:Manager@home.net>

To: Daniel<sip:Collins@work.com>

Call-ID: 123456@pc1.home.net

CSeq: 1 MESSAGE

Content-Type: text/plain

Content-Length: 19

Content-Disposition: render

Hello. How are you?

MESSAGE sip:Collins@work.com SIP/2.0

Via: SIP/2.0/UDP server.work.com;

branch=z9hG4bKxyz1

Via: SIP/2.0/UDP pc1.home.net; branch=z9hG4bK7890

Max-Forwards: 69

From: Boss<sip:Manager@home.net>

To: Daniel<sip:Collins@work.com>

Call-ID: 123456@pc1.home.net

CSeq: 1 MESSAGE

Content-Type: text/plain

Content-Length: 19

Content-Disposition: render

Hello. How are you?

SIP/2.0 200 OK

Via: SIP/2.0/UDP server.work.com;

branch=z9hG4bKxyz1

Via: SIP/2.0/UDP pc1.home.net; branch=z9hG4bK7890

From: Boss<sip:Manager@home.net>

To: Daniel<sip:Collins@work.com>

Call-ID: 123456@pc1.home.net

CSeq: 1 MESSAGE

Content-Length: 0

SIP/2.0 200 OK

Via: SIP/2.0/UDP pc1.home.net; branch=z9hG4bK7890

From: Boss<sip:Manager@home.net>

To: Daniel<sip:Collins@work.com>

Call-ID: 123456@pc1.home.net

CSeq: 1 MESSAGE

Content-Length: 0

Boss<sip:Manager@pc1.home.com>



sip:Server.work.com



Daniel<sip:Collins@station1.work.com>



MESSAGE sip:Manager@home.net SIP/2.0
 Via: SIP/2.0/UDP server.work.com; branch=z9hG4bKabcd
 Via: SIP/2.0/UDP station1.work.com; branch=z9hG4bK123
 Max-Forwards: 69
 From: Daniel<sip:Collins@work.com>
 To: Boss<sip:Manager@home.net>
 Call-ID: 456789@station1.work.com
 CSeq: 1101 MESSAGE
 Content-Type: text/plain
 Content-Length: 22
 Content-Disposition: render

I'm fine. How are you?

MESSAGE sip:Manager@home.net SIP/2.0
 Via: SIP/2.0/UDP station1.work.com;
 branch=z9hG4bK123
 Max-Forwards: 70
 From: Daniel<sip:Collins@work.com>
 To: Boss<sip:Manager@home.net>
 Call-ID: 456789@station1.work.com
 CSeq: 1101 MESSAGE
 Content-Type: text/plain
 Content-Length: 22
 Content-Disposition: render

I'm fine. How are you?

SIP/2.0 200 OK
 Via: SIP/2.0/UDP server.work.com; branch=z9hG4bKabcd
 Via: SIP/2.0/UDP station1.work.com; branch=z9hG4bK123
 From: Daniel<sip:Collins@work.com>
 To: Boss<sip:Manager@home.net>
 Call-ID: 456789@station1.work.com
 CSeq: 1101 MESSAGE
 Content-Length: 0

SIP/2.0 200 OK
 Via: SIP/2.0/UDP station1.work.com;
 branch=z9hG4bK123
 From: Daniel<sip:Collins@work.com>
 To: Boss<sip:Manager@home.net>
 Call-ID: 456789@station1.work.com
 CSeq: 1101 MESSAGE
 Content-Length: 0



SIP REFER Method

- To enable the sender of the request to instruct the receiver to contact a third party
 - With the contact details for the third party included within the REFER request
 - For Call Transfer applications
- The Refer-to: and Refer-by: Headers
- The dialog between Mary and Joe remains established.
 - Joe could return to the dialog after consultation with Susan.

sip:Mary@station1.work.co



sip:Joe@station2.work.com



sip:Susan@station3.work.com



a
REFER sip:Joe@station2.work.com SIP/2.0
 Via: SIP/2.0/UDP station1.work.com; branch=z9hG4bK789
 Max-Forwards: 70
 From: Mary<sip:Mary@work.com>; tag=123456
 To: Joe<sip:Joe@work.com>; tag=67890
 Contact: Mary<Mary@station1.work.com>
 Refer-To: Sussan<sip:Sussan@station3.work.com>
 Call-ID: 123456@station1.work.com
 CSeq: 123 REFER
 Content-Length: 0

b
SIP/2.0 202 Accepted
 c
 Via: SIP/2.0/UDP station1.work.com; branch=z9hG4bK789
 From: Mary<sip:Mary@work.com>; tag=123456
 To: Joe<sip:Joe@work.com>; tag=67890
 Contact: Joe<Joe@station2.work.com>
 Call-ID: 123456@station1.work.com
 CSeq: 123 REFER
 Content-Length: 0

INVITE sip:Susan@station3.work.com SIP/2.0
 Via: SIP/2.0/UDP station2.work.com; branch=z9hG4bKxyz
 Max-Forwards: 70
 From: Joe<sip:Joe@work.com>; tag=abcxyz
 To: Susan<sip:Susan@station3.work.com>
 Contact: Joe<Joe@station2.work.com>
 Call-ID: 67890@station2.work.com
 CSeq: 567 INVITE
 Content-Type: application/sdp
 Content-Length: xx
 Content-Disposition: session
 {message body}

sip:Mary@station1.work.co



sip:Joe@station2.work.com



sip:Susan@station3.work.com



e

f

g

h

SIP/2.0 200 OK
 Via: SIP/2.0/UDP station2.work.com; branch=z9hG4bKxyz
 From: Joe<sip:Joe@work.com>; tag=abcxyz
 To: Susan<sip:Susan@station3.work.com>; tag=123xyz
 Call-ID: 67890@station2.work.com
 CSeq: 567 INVITE
 Content-Type: application/sdp
 Content-Length: xx
 Content-Disposition: session
 {message body}

ACK sip:Susan@station3.work.com SIP/2.0
 Via: SIP/2.0/UDP station2.work.com; branch=z9hG4bKxyz
 Max-Forwards: 70
 From: Joe<sip:Joe@work.com>; tag=abcxyz
 To: Susan<sip:Susan@station3.work.com>; tag=123xyz
 Call-ID: 67890@station2.work.com
 CSeq: 567 ACK
 Content-Length: 0

NOTIFY sip:Mary@station1.work.com SIP/2.0
 Via: SIP/2.0/UDP station2.work.com; branch=z9hG4bK123
 Max-Forwards: 70
 To: Joe<sip:Joe@work.com>; tag=67890
 From: Mary<sip:Mary@work.com>; tag=123456
 Contact: Joe<Joe@station2.work.com>
 Call-ID: 123456@station1.work.com
 CSeq: 124 NOTIFY
 Content-Type: message/sipfrag; version=2.0
 Content-Length: 15

SIP/2.0 200 OK
 Via: SIP/2.0/UDP station2.work.com; branch=z9hG4bK123
 To: Joe<sip:Joe@work.com>; tag=67890
 From: Mary<sip:Mary@work.com>; tag=123456
 Call-ID: 123456@station1.work.com
 CSeq: 124 NOTIFY
 Content-Length: 0

Reliability of Provisional Responses [1/2]

- Provisional Responses
 - 100 (trying), 180 (ringing), 183 (session in progress)
 - Are not answered with an ACK
- If the messages is sent over UDP
 - Unreliable
- Lost provisional response may cause problems when interoperating with other network
 - 180, 183 Q.931 alerting or ISUP ACM
 - To drive a state machine
 - E.g., a call to an unassigned number
 - ACM to create a one-way path to relay an announcement such as “The number you have called has been changed”
 - If the provisional response is lost, the called might left in the dark and not understand why the call did not connect.

Reliability of Provisional Responses [2/2]

RFC 3262

- Reliability of Provisional Responses in SIP

Supported: 100rel

RSeq Header

- Response Seq
- +1, when retxm

RAck Header

- Response ACK
- In PRACK
- RSeq+CSeq

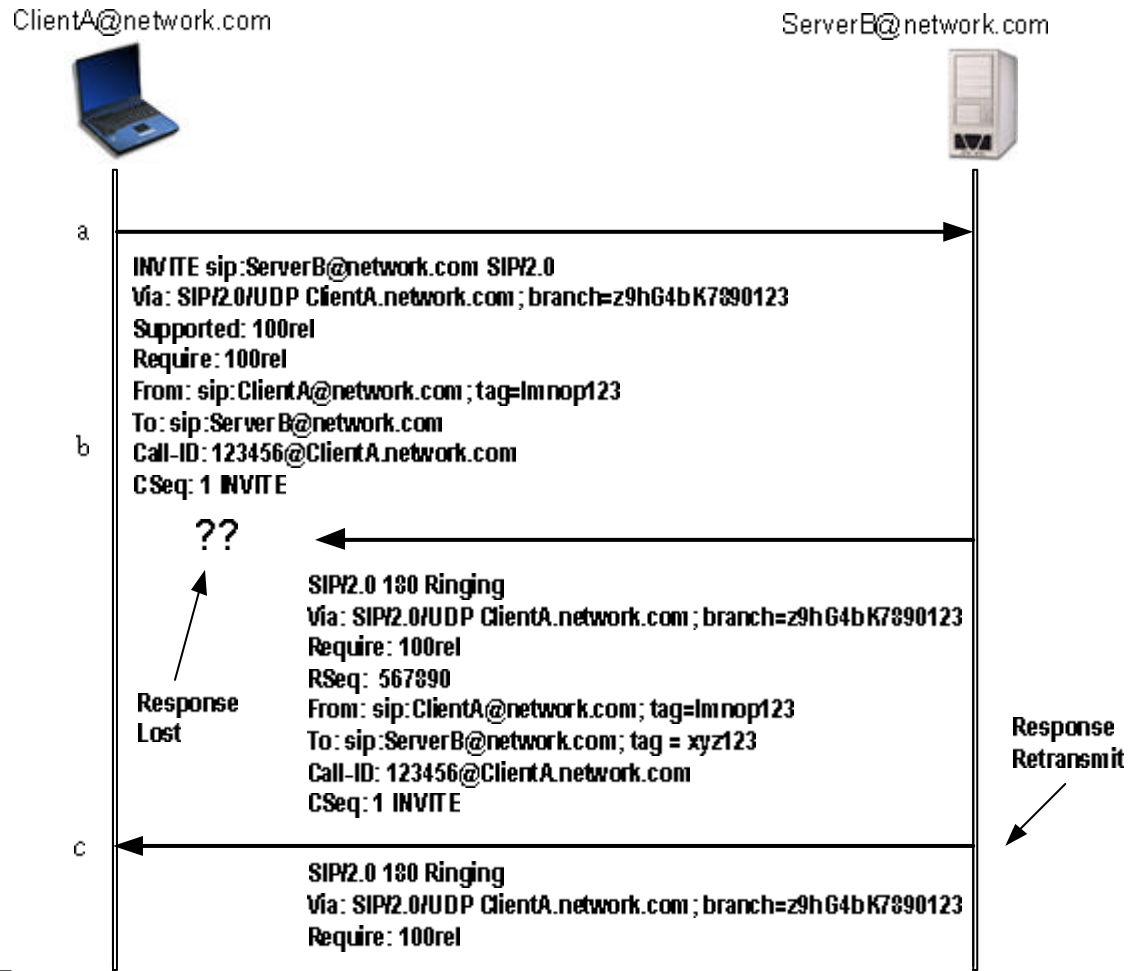
PRACK

- Prov. Resp. ACK

Should not

- Apply to 100

Default timer value = 0.5 s



ClientA@network.com

ServerB@network.com



c

SIP/2.0 180 Ringing
Via: SIP/2.0/UDP ClientA.network.com; branch=z9hG4bK7890123
Require: 100rel
RSeq: 567891
From: sip:ClientA@network.com; tag=lmnop123
To: sip:ServerB@network.com; tag=xyz123
Call-ID: 123456@ClientA.network.com
CSeq: 1 INVITE

d

PRACK sip:ServerB@network.com SIP/2.0
Via: SIP/2.0/UDP ClientA.network.com; branch=z9hG4bK7890123
RAck: 567891 1 INVITE
From: sip:ClientA@network.com; tag=lmnop123
To: sip:ServerB@network.com; tag=xyz123
Call-ID: 123456@ClientA.network.com
CSeq: 2 PRACK

e

SIP/2.0 200 OK
Via: SIP/2.0/UDP ClientA.network.com; branch=z9hG4bK7890123
From: sip:ClientA@network.com; tag=lmnop123
To: sip:ServerB@network.com; tag=xyz123
Call-ID: 123456@ClientA.network.com
CSeq: 2 PRACK



The SIP UPDATE Method

- To enable the modification of session information before a final response to an INVITE is received
 - The dialog is in the early state (An INVITE that receives a 183 response that includes a message body)
 - The message body might establish a media stream from callee to caller for sending a ring tone or music while the called party is alerted.
 - The UPDATE method can be used to change the codec
- Another important usage is when reserving network resources as part of a SIP session establishment.

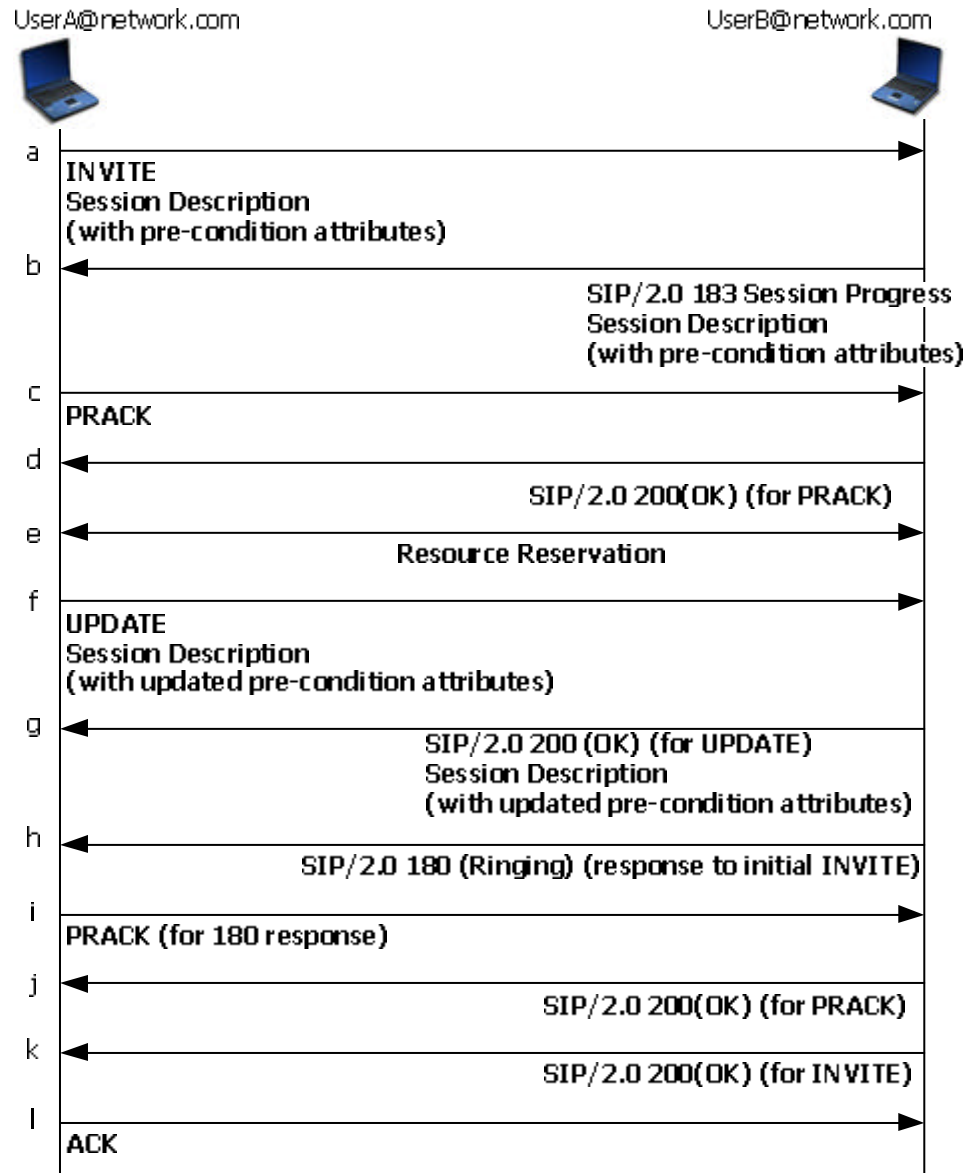


Integration of SIP Signaling and Resource Management [1/2]

- Ensuring that sufficient resources are available to handle a media stream is very important.
 - To provide a high-quality service for a carrier-grade network
- The signaling might take a different path from the media.
 - The successful transfer of signaling messages does not imply to a successful transfer of media.
- Assume resource-reservation mechanisms are available (Chapter 8)
 - On a per-session basis
 - End-to-end network resources are reserved as part of session establishment.
 - On an aggregate basis
 - A certain amount of network resources are reserved in advance for a certain type of usage.
 - Policing functions at the edge of the network

Integration of SIP Signaling and Resource Management [2/2]

- Reserving network resources in advance of altering the called user
- A new draft – “Integration of Resource Management and SIP”
 - By using the provisional responses and UPDATE method
 - By involving extensions to SDP



Example of e2e Resource Reservation [1/2]

- SDP for initial INVITE

```
v=0  
o=userA 45678 001 IN IP4 stationA.network.com  
S=  
c=IN IP4 stationA.network.com  
t=0 0  
m=audio 4444 RTP/AVP 0  
a=curr: qos e2e none  
a=des: qos mandatory e2e sendrecv
```

- SDP for 183 response

```
v=0  
o=userB 12345 001 IN IP4 stationB.network.com  
S=  
c=IN IP4 stationB.network.com  
t=0 0  
m=audio 6666 RTP/AVP 0  
a=curr: qos e2e none  
a=des: qos mandatory e2e sendrecv  
a=conf: qos e2e recv
```

Example of e2e Resource Reservation [2/2]

- SDP for UPDATE

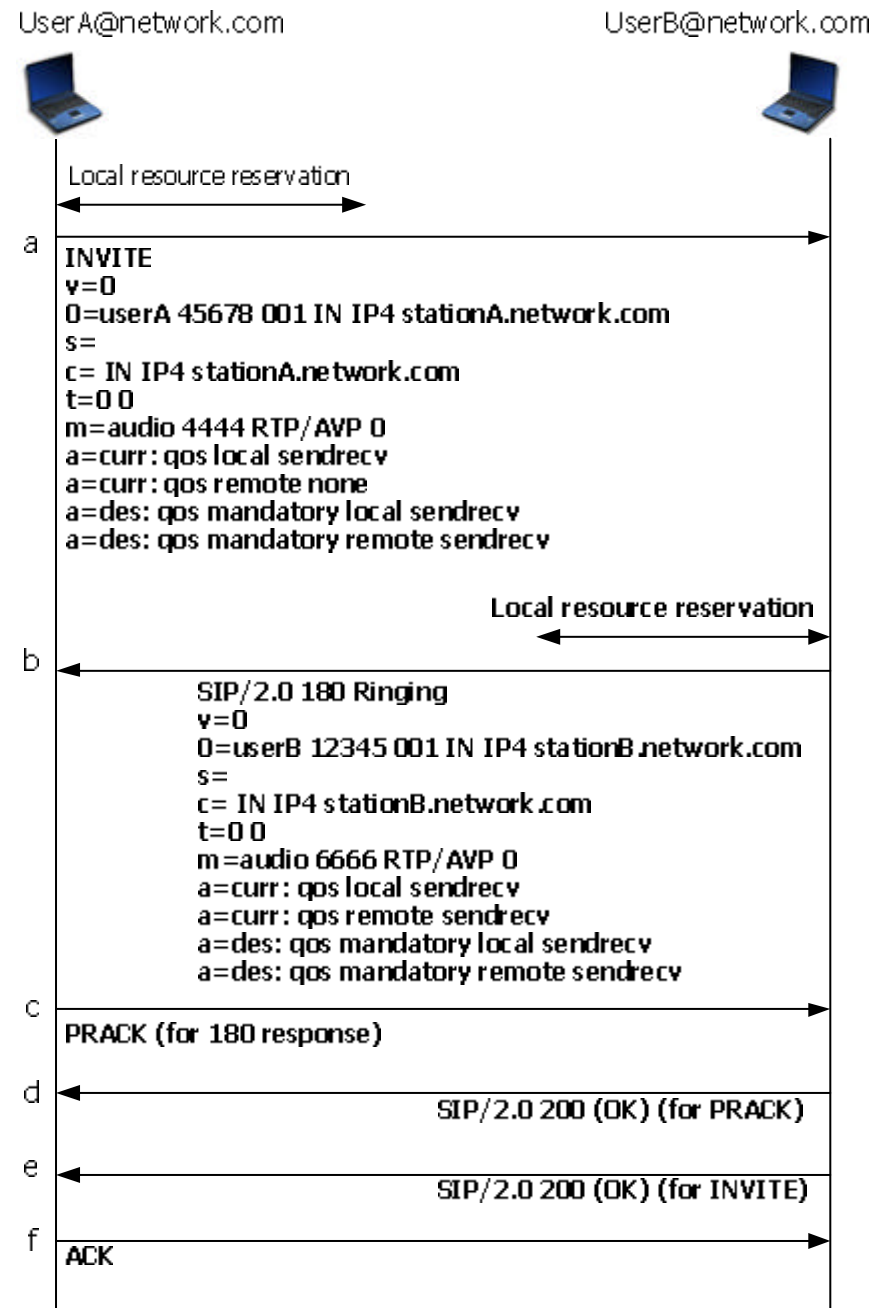
```
v=0
o=userA 45678 001 IN IP4 stationA.network.com
S=
c=IN IP4 stationA.network.com
t=0 0
m=audio 4444 RTP/AVP 0
a=curr: qos e2e send
a=des: qos mandatory e2e sendrecv
```

- SDP for 200 response

```
v=0
o=userB 12345 001 IN IP4 stationB.network.com
S=
c=IN IP4 stationB.network.com
t=0 0
m=audio 6666 RTP/AVP 0
a=curr: qos e2e sendrecv
a=des: qos mandatory e2e sendrecv
```

Example of Aggregate-based Reservation

- Each participant deals with network access permission at its own end.
- Mandatory** means that the session can not continue unless the required resources are definitely available.
- None** is the initial situation and indicates that no effort to reserve resources has yet taken place.
- Response 580** (precondition failure)

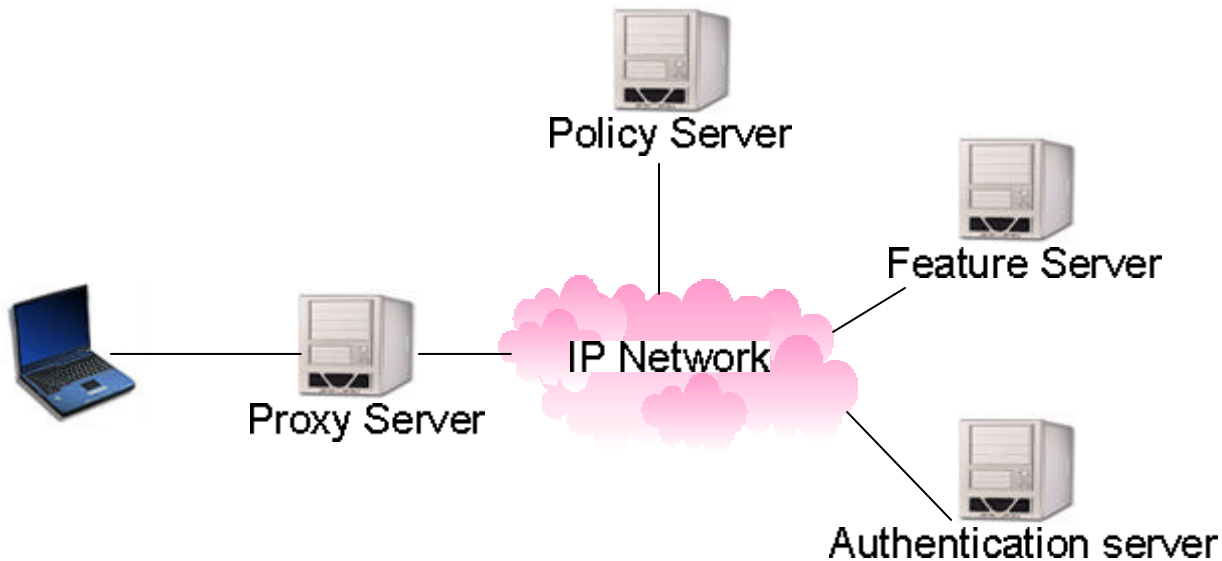


Usage of SIP for Features/Services [1/2]

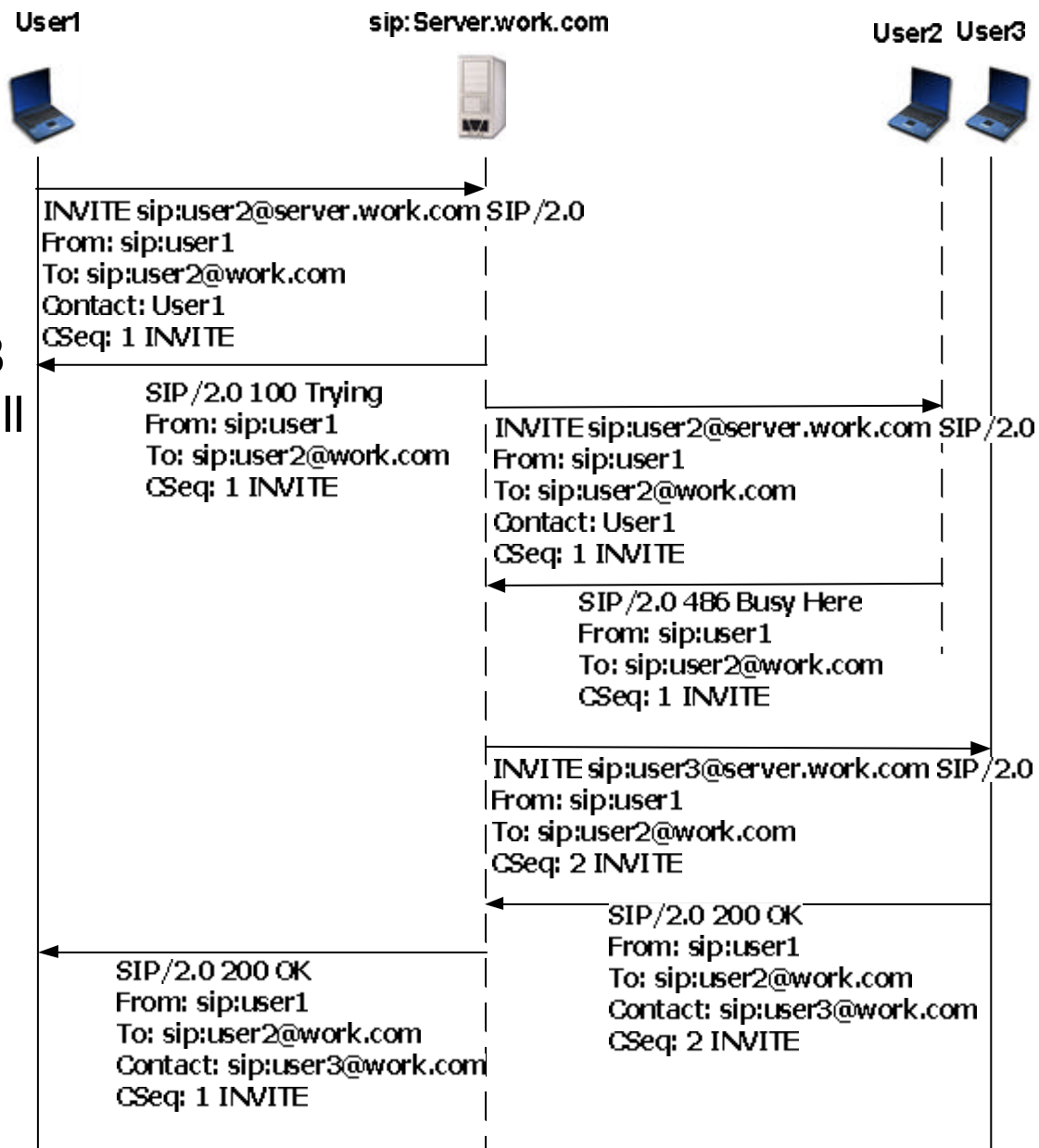
- Call-transfer application (with REFER method)
- Personal Mobility through the use of registration
- One number service through forking proxy
- Call-completion services by using Retry-After: header
- To carry MIME content as well as an SDP description
 - To include a piece of text, an HTML document, an image and so on
- SIP address is a URL
 - Click-to-call applications
- The existing supplementary services in traditional telephony
 - Call waiting, call forwarding, multi-party calling, call screening

Usage of SIP for Features/Services [2/2]

- Proxy invokes various types of advanced feature logic.
 - Policy server (call-routing, QoS)
 - Authentication server
 - Use the services of an IN SCP over INAP
- The network might use the Parley Open Service Access (OSA) approach, utilizing application programming interfaces (APIs) between the nodes.



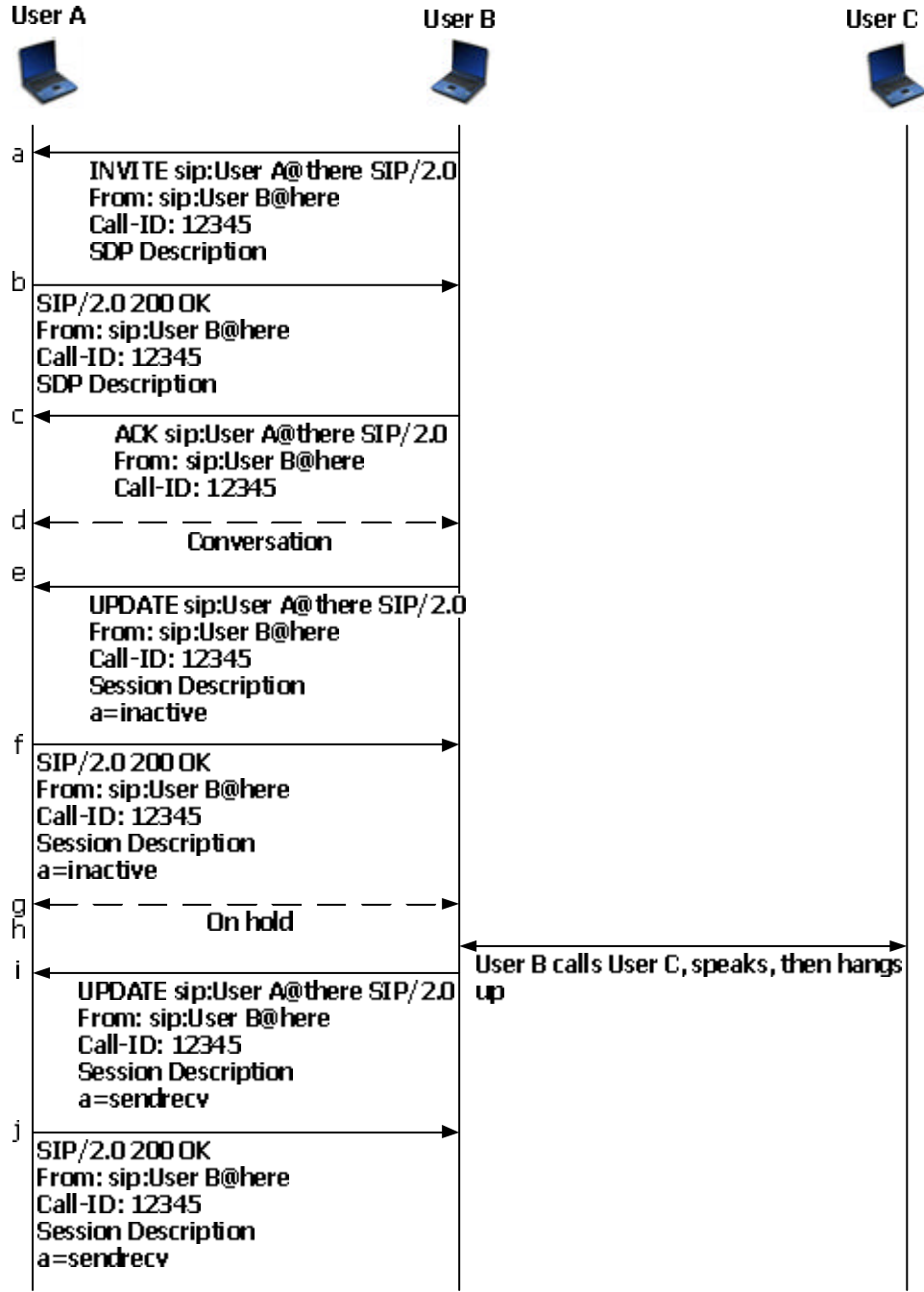
Call Forwarding



- On busy
- 486, busy here
- With the same To, User 3 can recognize that this call is a forwarded call, originally sent to User 2.
- Contact: header in 200 response
- Call-forwarding-on-no-answer
 - Timeout
 - CANCEL method

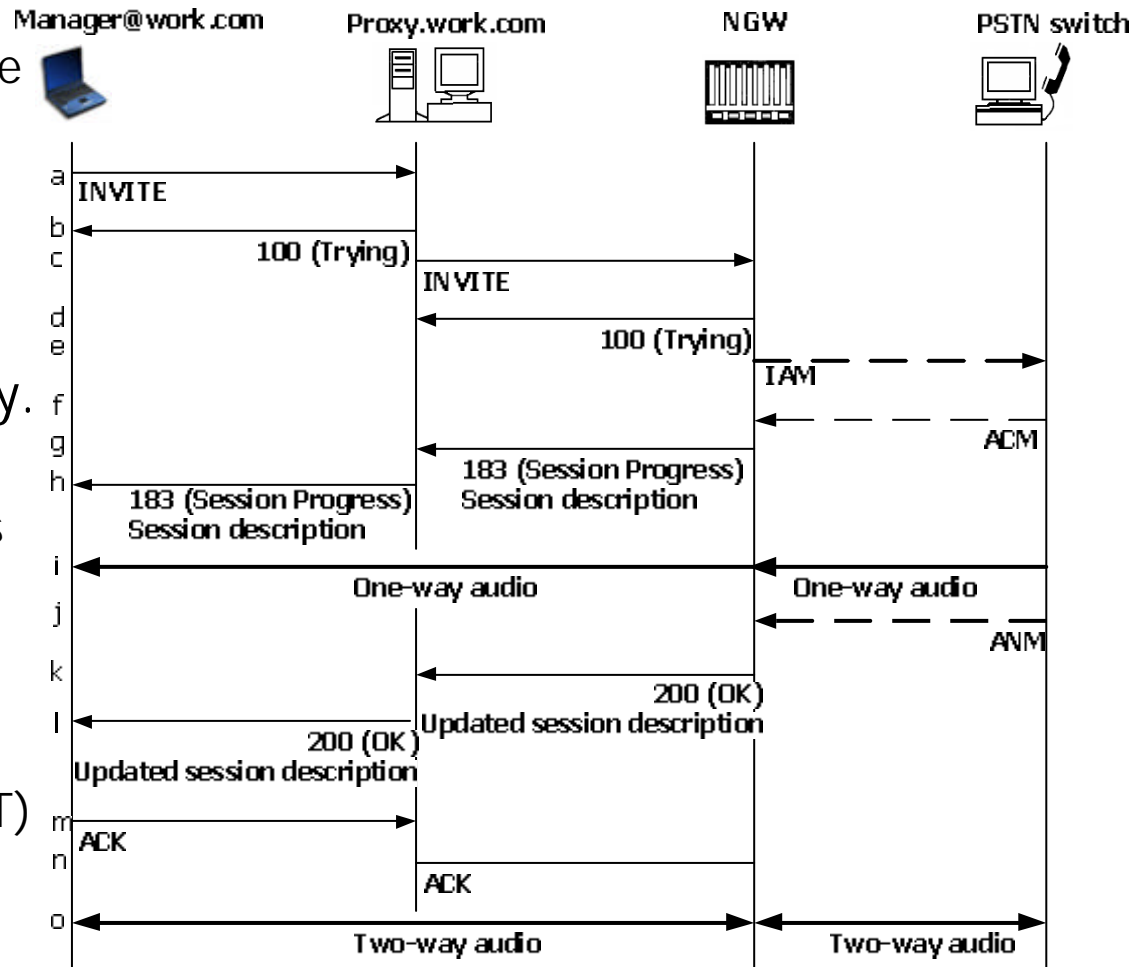
Consultation Hold

- A SIP UPDATE
- User A asks User B a question, and User B need to check with User C for the correct answer.
- If User C needs to talke to User A directly, User B could use the REFER method to transfer the call to User C.



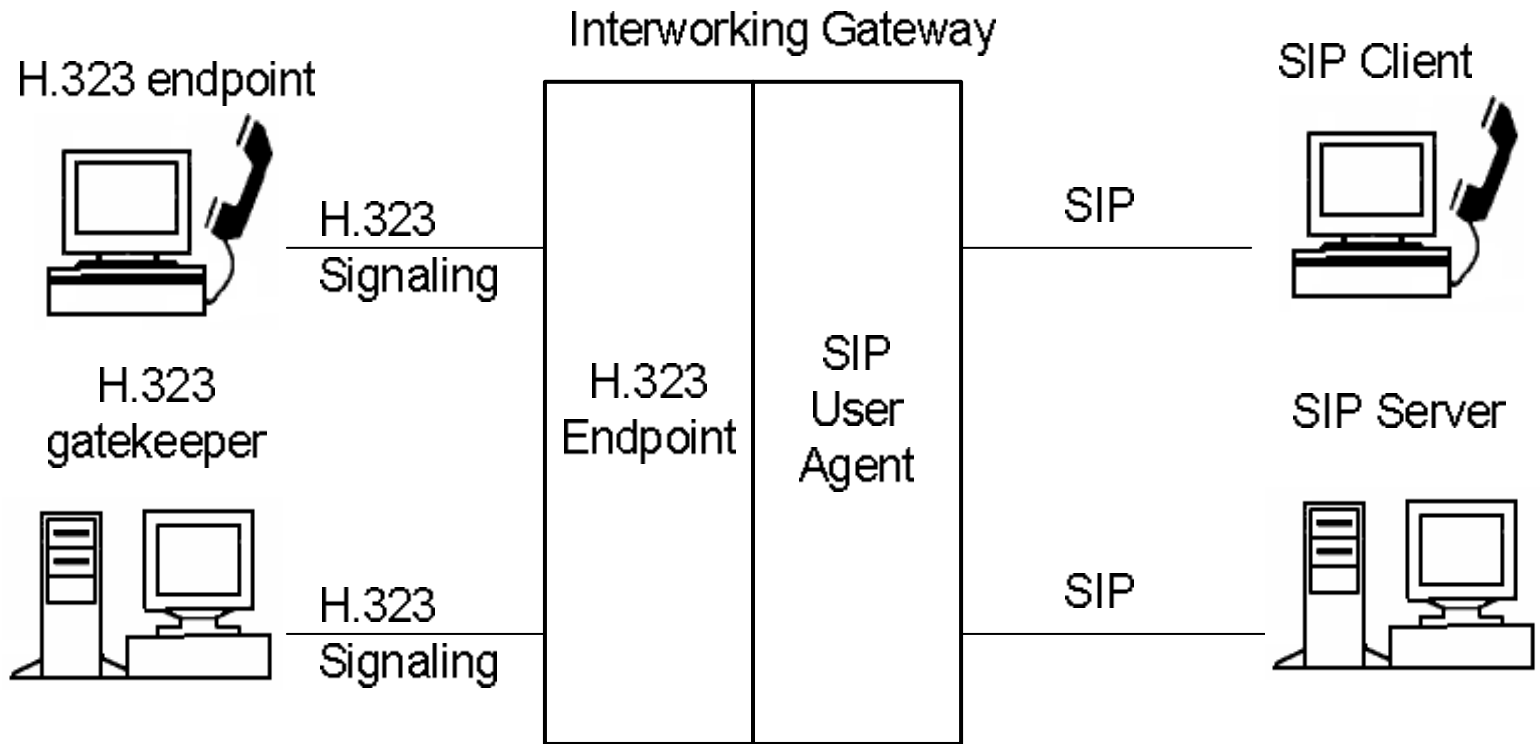
PSTN Interworking

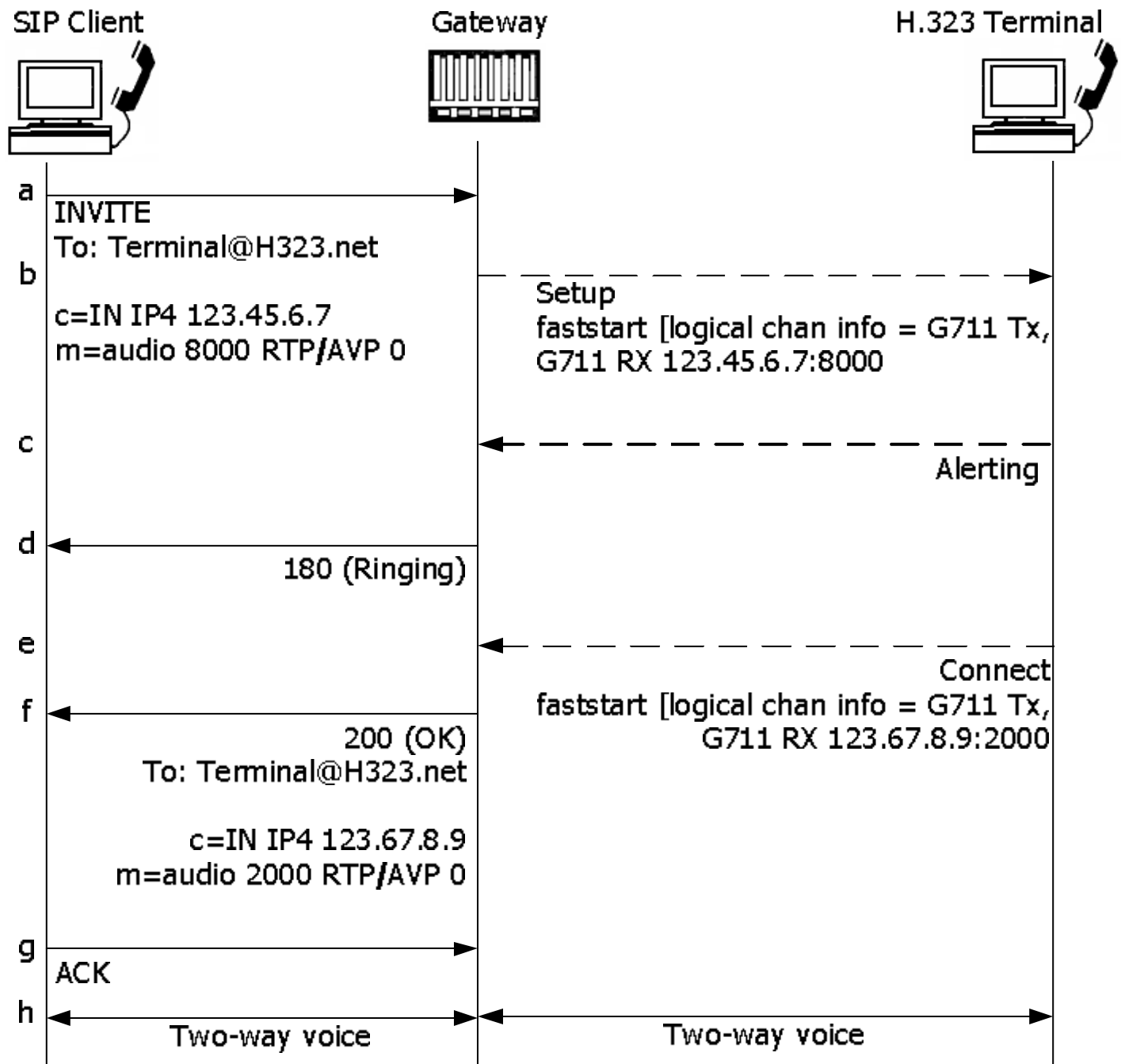
- PSTN Interworking
 - A SIP URL to a telephone number
 - A network gateway
- Seamless interworking between two different protocols is not quite easy.
 - One-to-one mapping between these protocols
- PSTN – SIP – PSTN
 - MIME media types
 - For ISUP
 - SIP for Telephony (SIP-T)
- The whole issue of interworking with SS7 is fundamental to the success of VoIP in the real world.



Interworking with H.323

- SIP-H.323 interworking gateway





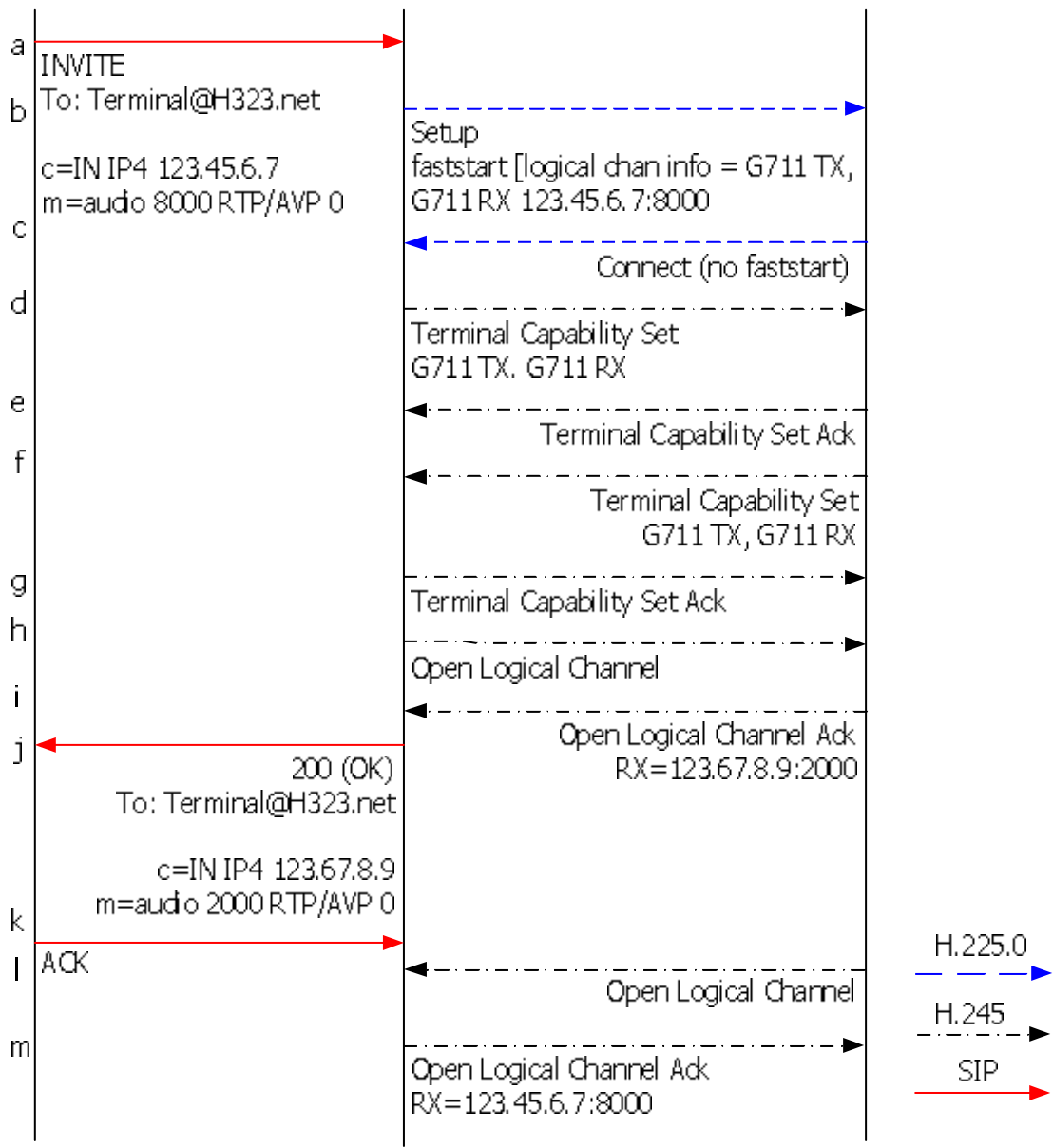
SIP Client



Gateway



H.323 Terminal



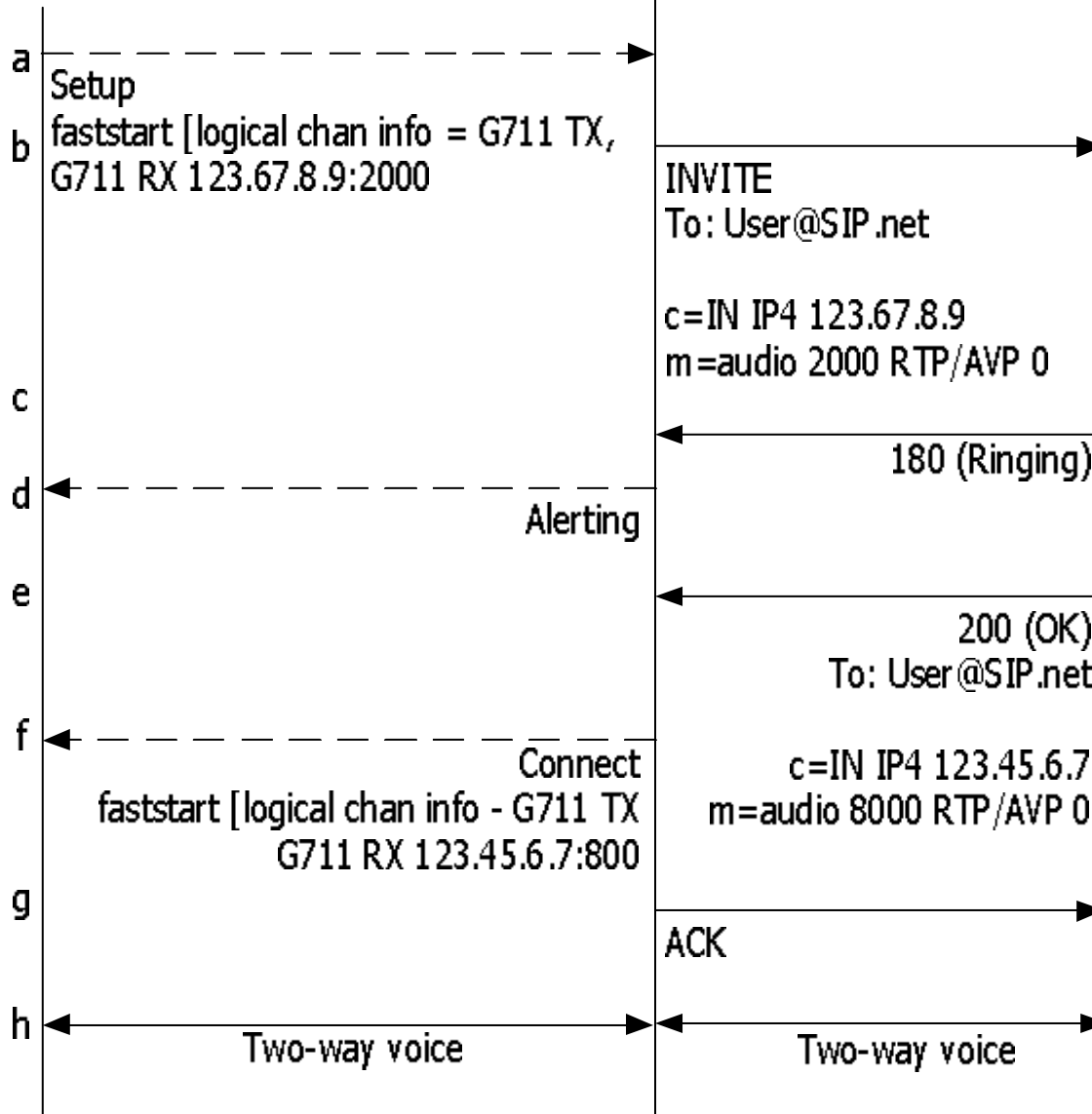
H.323 Terminal



Gateway



SIP Client





Summary

- The future for signaling in VoIP networks
 - Simple, yet flexible
 - Easier to implement
 - Fit well with the media gateway control protocols
 - Coexisting with PSTN
- SIP is the protocol of choice for the evolution of third-generation wireless networks.
 - SIP-based mobile devices will become available.
 - SIP-based network elements will be introduced within mobile networks.