

Signalling protocols over IP - convergence is needed

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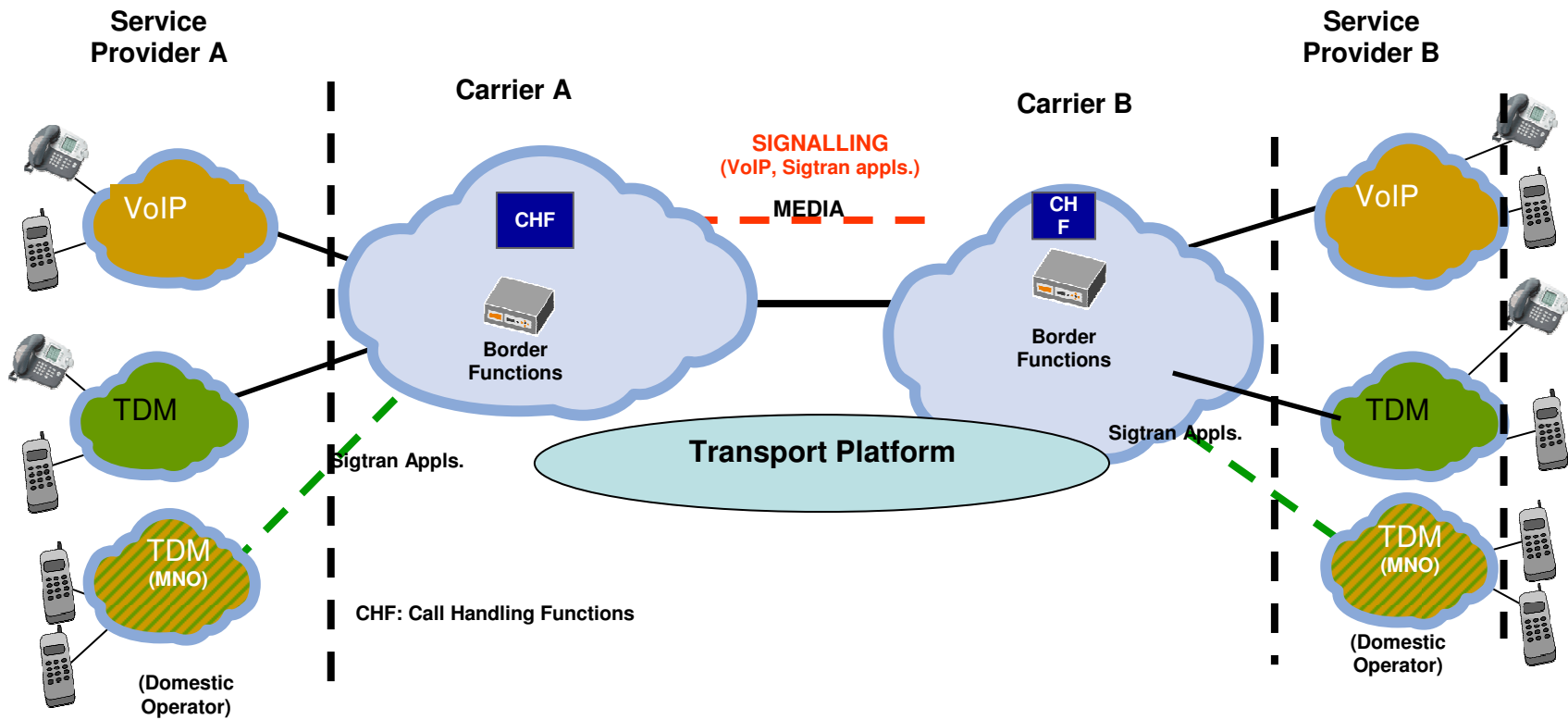
Presentation Content

- Context
- Major Mapping Issues
- The Fundamental Problem
- Major issues with the ITU/3GPP Scheme
- Major issues with the IETF Scheme
- Interoperability between Schemes
- Mitigation methods
- i3 Forum proposal for the future
- Implementing the future standard

Context

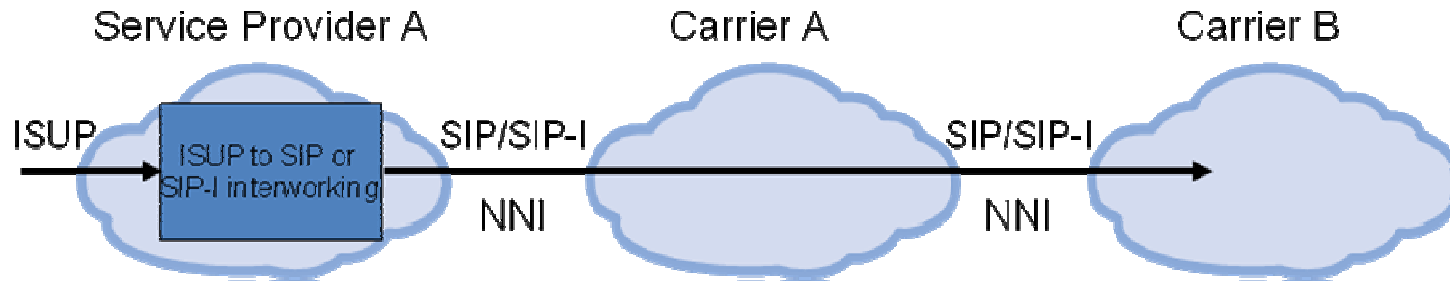
- i3 Technical Issues working group
 - Began addressing ISUP > SIP and SIP>ISUP mapping in Nov 2008
 - Captured key issues by the end of Phase 2 activity, May 2009
 - Issued first White Paper May 2009 outlining the major issues
 - Further study throughout Phase 3 (Sept 09 – May 10)
 - Noted existing initiatives
 - Internet Draft on use of Reason Header
 - CRs into 3GPP
 - First contact with Standards bodies to begin dialogue regarding resolution

Reference Configuration

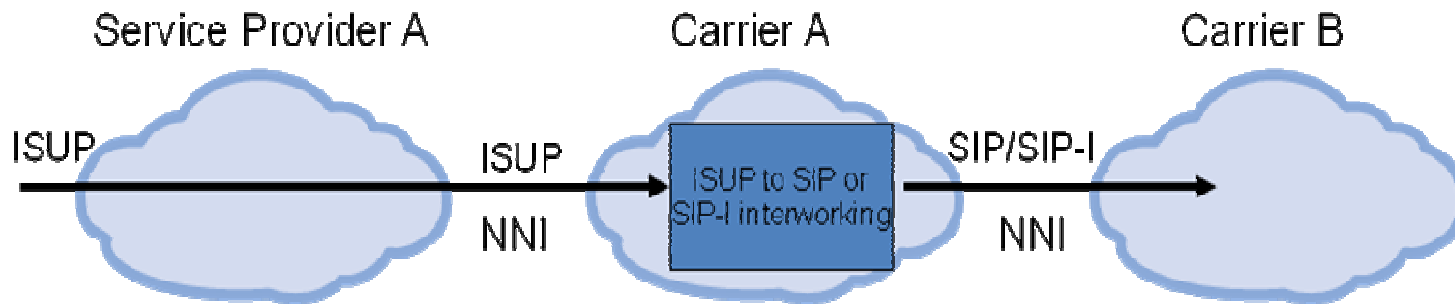


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Example Interworking Function Locations



Interworking is performed in the Service Provider A network.
Carrier A and Carrier B are unaware of ISUP - SIP mapping



Interworking is performed in the Carrier A network.
Carrier A is responsible for ISUP - SIP mapping
SP-A and Carrier B are unaware of ISUP-SIP mapping

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Major Mapping Issues overview

- Three conflicting mapping schemes in use
 - ITU Q1912.5 Annex B
 - 3GPP TS 29.163
 - IETF RFC 3398
- 3GPP is closely aligned to ITU standard and most analysis has been carried out against the ITU mapping and the deltas with 3GPP noted
- RFC3398 is a completely different mapping scheme to that of ITU/3GPP and the two mapping standards are incompatible with each other.
- Does this matter?

...Yes it Does!!!

- On an end-to-end call flow between Service Providers and across intermediate Carrier networks, worst case, two or more mappings can occur.
- There can be no end-to-end certainty of the initial reason returned from the terminating SP or User Agent.
 - QOS measures are compromised
 - Call treatment may be incorrect
 - Trouble investigation difficult
 - Trouble resolution problematic
- **All leading to loss of quality of service delivered to the end customer and between SPs and Carriers**

The Fundamental Problem

- The ISUP protocol has 127 Release Cause values
 - Full granularity as to exact nature of the indicated event
 - Release Cause values supplemented by Location information
 - Cause & Location are used to determine call treatment and QOS measures
- The SIP protocol has comparatively few Error Code values available for use
- This results in a ‘many-to-few’ mapping that cannot retain the original level of information and mapping back to ISUP can completely change the Release Cause returned to the originating SP node.

Major Issues with ITU/3GPP schemes

- This standard maps many different SIP Error Response codes to Release Cause 127
- Many ISUP release causes are mapped to SIP Error Response code 500
- Major loss of information granularity in either direction

Major Issues with IETF Scheme

- Although this has greater granularity than the ITU/3GPP scheme, with multiple mappings, the resultant output, either SIP or ISUP is not consistent, so the information returned changes at each mapping activity.
- Worst case, this can take five mapping iterations before the mapping stays constant
 - and *mapping stability has been achieved*

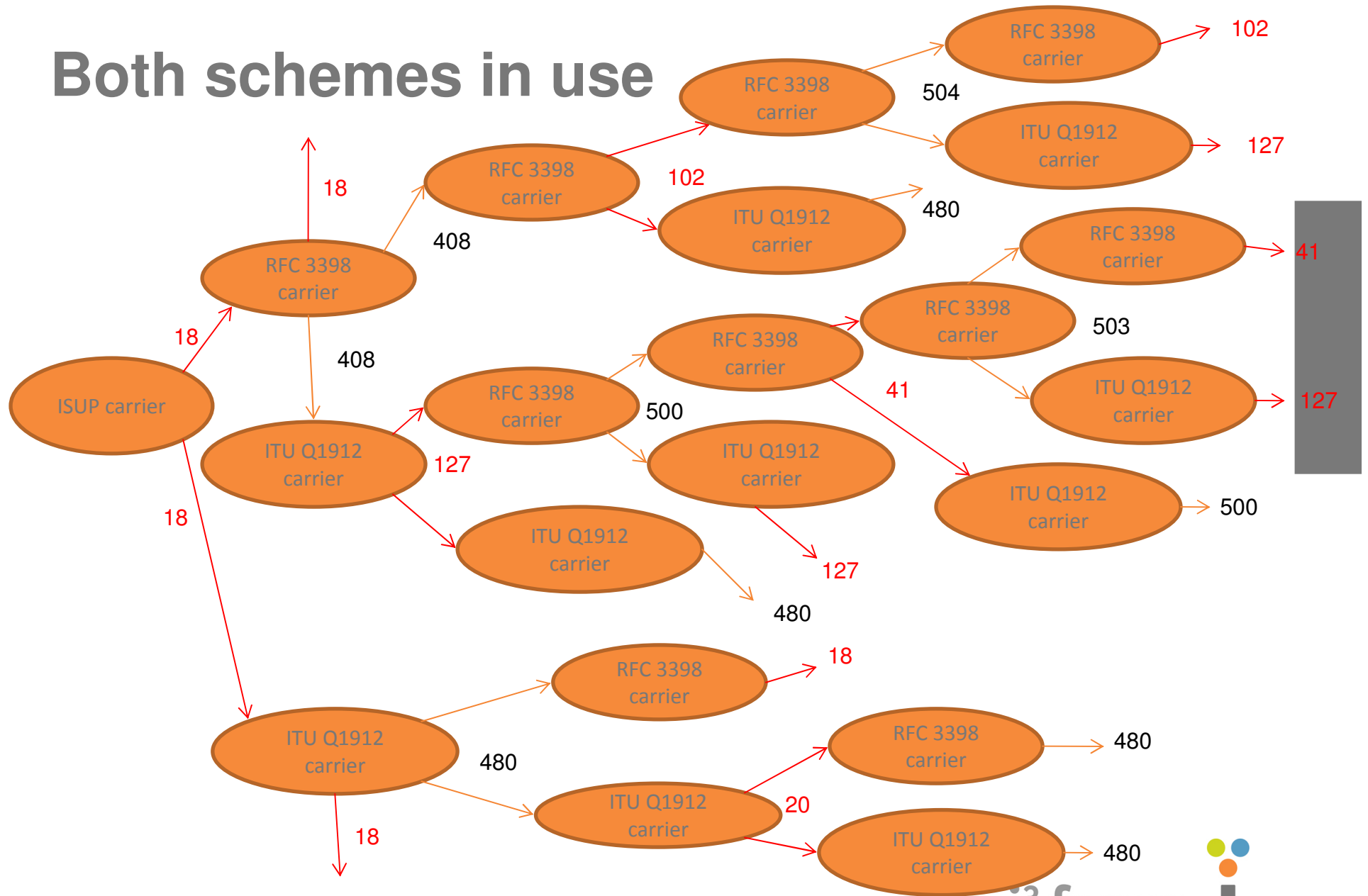
Example of Mapping Instability

- ISUP Cause 19, any location maps to SIP code 480
 - SIP Code 480 maps to ISUP Cause 18, network location
 - ISUP Cause 18/network maps to SIP Code 408
 - SIP Code 408 maps to ISUP Cause 102/network
 - ISUP Cause 102/network maps to SIP Code 504
 - SIP Code 504 maps to ISUP Cause 102/network.
- ✓ **Stability achieved after five iterations!**

Can it possibly be even worse?

- Well, yes it can – on an end-to-end call flow, both the ITU/3GPP scheme and the RFC 3398 scheme could be used by different platforms!
- Need to minimize this risk by clear communication between Carriers and interconnecting Service Providers to achieve highest possible level of compatibility.

Both schemes in use



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Mitigation Method 1 - SIP-I

- When both interconnecting platforms support this, use SIP-I as the protocol – preserving in full the ISUP information returned from a terminating ISUP node
 - Note that this still has issues when either end is SIP
 - SIP Termination: no ISUP information available
 - SIP origination: no way to interpret it in the other.

Mitigation Method 2 - Reason Header

- Where SIP-I cannot be used, then implementation of Reason Header to RFC 3326 is strongly recommended.
 - Note that this still has issues when either end is SIP
 - SIP Termination: no ISUP information available
 - SIP origination: no way to interpret it in the other.
 - A further limitation is that Location information is not preserved causing, for example
 - Cause 34 cannot be treated differently depending on whether the location is USER = User Busy, or location is Network = network congestion that would enable 'crank-back' selection of an alternative route.

The i3 forum proposal for the future

- The industry agrees a single mapping standard that delivers best-fit preservation of information.
- Currently working towards a consensus within i3 forum of what that scheme recommendation will be.
- Intent is to support the submission of Change Requests (CRs) into 3GPP CT3 Working Group by participating member delegates.
- Once a new standard is agreed, encourage vendors to implement as quickly as possible

Implementing the future standard

- SPs and Carriers need to recognise and manage the implementation for the mapping change on their platforms.
- Can vendors provide a per-destination 'switch' in order that cooperating SPs/Carriers could implement between each other simultaneously?
- If this is not possible, then unexpected interworking behaviour could occur until all platforms become compliant.
- The industry needs to fully address implementation methodology to minimise service impact

Thank you

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