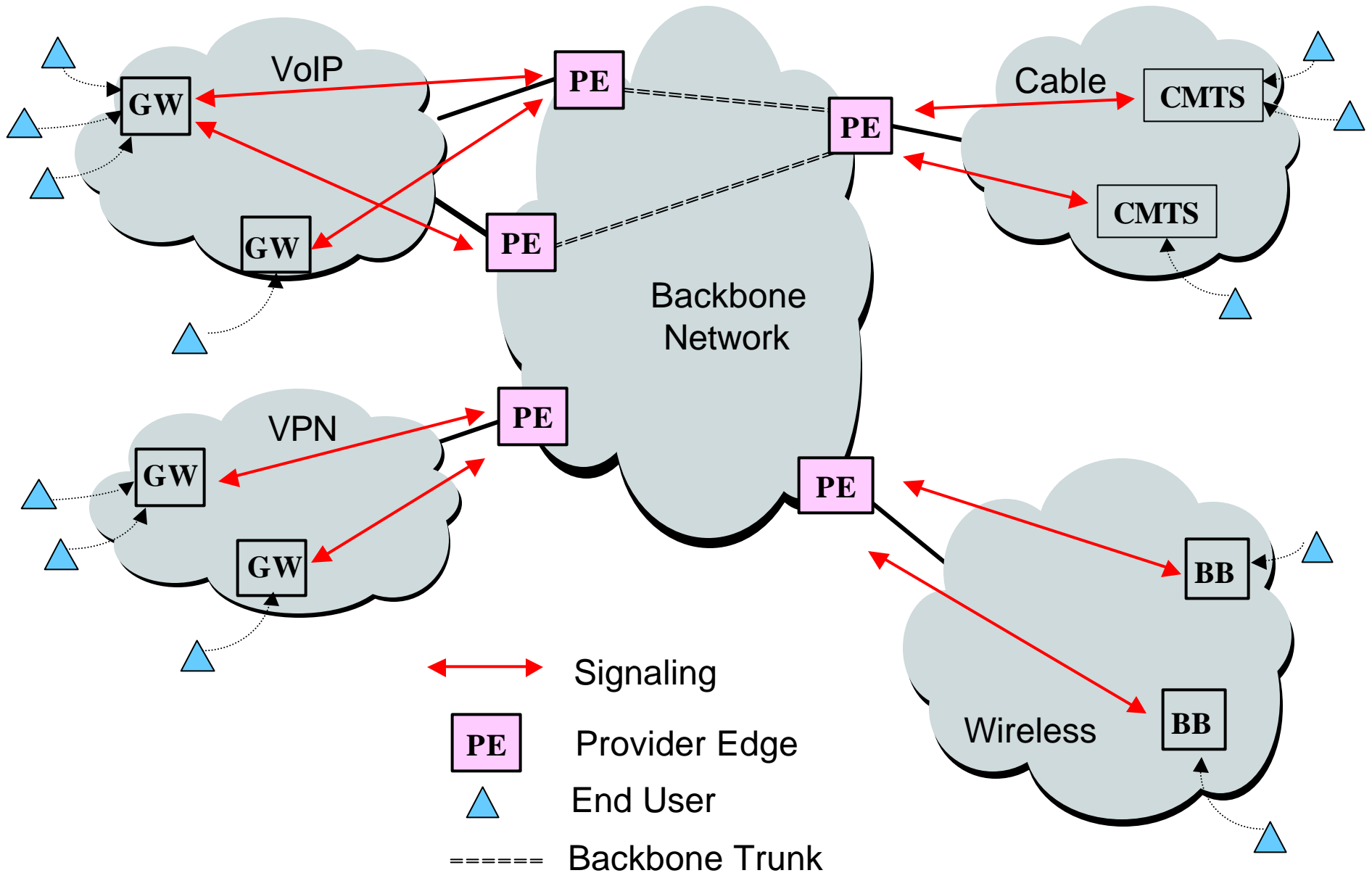


A Network Model for Using Per-Session Signaling



Issues

- What kind of “user” and “network” are we talking about?
 - Is this end-to-end, network-to-network, or “UNI”?
- Why admission control? What about over-provisioning?
 - Where to apply admission control and resource reservation?
- What about backbone and inter-domain?
 - Lightweight vs. inter-domain?
- What about security and DoS attacks?
- Why/how lightweight?
 - scaling for both existing and future machines
- Can we use the existing RSVPv1 ?
 - It’s working, deployed... and per-flow
 - Soft-state, multicast, shared reservation, receiver-initiated reservation, two-pass reservation and the applications.
- What to do from here?