TURN TCP
[draft-ietf-behave-turn-tcp-02]

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Major Changes

- Since Minneapolis, draft went from -00 to 02.

- New editor.

- Client opens separate TCP connection to server for every peer connection.

Open Issues (1/2)

- Are the use cases compelling?
    - TURN-TCP is for "big" transfers.
        - "Small" transfers (e.g. IM) can go in-band.
    - It is expected that ICE-TCP would end up using TURN more often than ICE-UDP does.
    - TCP is more likely to pass through firewalls than UDP (for good or bad reasons).

Open Issues (2/2)

- Separate TCP connections vs. multiplexing à la SSH [draft-petithuguenin-turn-tcp-variant]
    - Multiplexing: faster connection establishment.
    - Separate: cleaner, simpler, benefits from TCP stack optimization (e.g. ECN).

- How to do keep-alive of data connections.
    - Define keep-alive sequence with escape?
    - TCP keep-alive?
    - Mandate that application protocol does it?

This is the last slide.