



# SIP

## Session Initiation Protocol

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## About the slides

- **These slides are part of the module on Voice over IP at Universidad de Los Andes - Venezuela**
- **Many thanks to (alphabetic order)**
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# Outline

- **Introduction - History**
- **Basics of SIP**
- **Transactions**
  - INVITE client and server transactions
  - non-INVITE client and server transactions
- **SIP headers**
- **NAT traversal**

# Short History

- **Developments of SIP fall under MMUSIC within IETF**
  - Multiparty Multimedia Session Control (MMUSIC)
- **February 1996**
  - Session Invitation Protocol (SIPv1) Internet Draft
    - Mark Handley & Eve Schooler
    - Purpose was to invite registered users to conference sessions
    - Specified SDP and UDP
  - Simple Conferencing Invitation Protocol (SCIP) Internet Draft
    - Henning Schulzrinne
    - Purpose was to invite users to point to point and multicast sessions
    - Used email identifiers, TCP, but defined its own format for session description
- **December 1996**
  - Session Initiation Protocol (SIPv2) Internet Draft
    - Handley, Schooler & Schulzrinne
    - HTTP based, could use UDP or TCP, and SDP for session description
    - Jonathan Rosenberg became co-author in 1998
- **February 1999**
  - SIP became a proposed standard, published as RFC 2543

## Short History

- **March 2001: SIP Working group split:**
  - SIP** Fundamental specification and its extensions
  - SIPPING** Applications that use SIP
- **Notification services added later:**
  - **SIMPLE** IETF WG for Instant Messaging and Presence using SIP
- **June 2002 new version published: RFC3261 obsoletes RFC 2543**
- **Today, there are many WGs, including:**
  - [mmusic](#) - Multiparty Multimedia Session Control
  - [p2psip](#) - Peer-to-Peer Session Initiation Protocol
  - [simple](#) - SIP for Instant Messaging and Presence Leveraging Extensions
  - [sipclf](#) - SIP Common Log Format
  - [sipcore](#) - Session Initiation Protocol Core

See: <http://www.ietf.org/html.charters/sip-charter.html>  
<http://www.ietf.org/html.charters/sipping-charter.html>  
<http://www.ietf.org/html.charters/simple-charter.html>

## Standardisation

- **SIP @ IETF (ietf.org) - several RFC**
  - RFC 3261 : SIP: Session Initiation Protocol
  - RFC 3262: Reliability of Provisional Responses in Session Initiation Protocol (SIP)
  - RFC 3263: Session Initiation Protocol (SIP): Locating SIP Servers
  - RFC 3264: An Offer/Answer Model with Session Description Protocol (SDP)
  - RFC 3265: Session Initiation Protocol (SIP)-Specific Event Notification
  - RFC 3266: Support for IPv6 in Session Description Protocol (SDP)
  - RFC 3428: SIP Message Extension
  
  - RFC 5411: A Hitchhiker's Guide to the Session Initiation Protocol (SIP)
  - RFC 3665 - BCP 75: Session Initiation Protocol (SIP) Basic Call Flow Examples
  - RFC 5359 - BCP 144: Session Initiation Protocol Service Examples

## For what the signalling is used for

### ■ Location

- Users can connect anywhere, we need a location mechanism
- Separation between location and identification

### ■ Codec negotiation

- We must agree on how we'll talk

### ■ Port numbers

- On which port number I will send you my RTP?

### ■ Call control

- How is calling, billing, etc

## The Session Initiation Protocol

- **The Session Initiation Protocol (SIP) is an application-layer control protocol that can establish, modify, and terminate different kinds of sessions such as Internet telephony calls**
  - Request/response protocol (like HTTP)
  - Uses a <header:value> format (like SMTP)
  - Simple and extensible
  - Designed for mobility (proxy/redirect servers)
  - Authentication
  - Capability negotiation
  - User status / availability
  - Works on any transport: UDP, TCP, SCTP, ATM
- **SIP relies on**
  - RTP / RTCP to transport the media
  - SDP for describing multimedia session
  - MEGACO / MGCP for controlling gateways to the PSTN
- **SIP is used for signaling:**
  - Instant Messaging sessions
  - Phone calls over the Internet
  - Gaming servers

## Key Elements

### ■ Client /server model

- Determined by the initiator of the requests

### ■ Client / server Exchange

- Transaction: request - response
- Dialog: SIP relation SIP between 2 UA which lasts, indicate the context on how to interpret SIP messages

### ■ User Agent : endpoint

- Commands issued by user (human or gateway) and act as an agent to set up and clear down sessions

### ■ URI

- Identification of the users
- sip:user@host

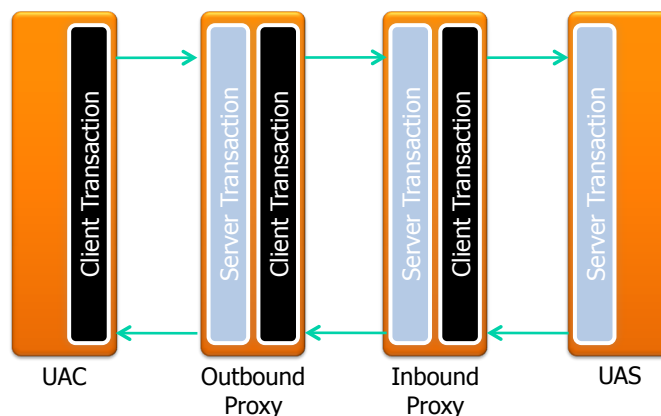
### ■ Proxy

- May play the role of the client or the server
- Rendez-vous point

## SIP User Agent

### ■ User Agent

- Commands issued by user (human or gateway) and act as an agent to set up and clear down sessions
- Act as a UA Client
  - Generate requests
- Act as a UA server
  - Respond to request



## SIP servers

### ■ Servers - Applications that accept SIP request and respond to them.

- **Proxy server** - receive request from UA or another proxy and act on behalf of the UA in forwarding or responding to the request
  - Help in routing SIP messages
  - Can be used to enforce policies
  - Transaction stateless / stateful
  - Call stateless / stateful
  - Preserve the end-to-end transparency
- Forking proxy: routes call requests
  - Duplicates (“forks”) requests
  - Forward only one final answer back to the UAC
- B2B UA / ALG: Application Layer Gateway
  - Reformulate requests
  - (See next slide)
- **Redirect server**
  - respond to but do not forward request
  - Return new locations for servers
- **Registration server** - aka Registrar, bind a SIP URI to an address of Record (IP address)

## Application Layer Gateway

- A back-to-back user agent (B2BUA) is a logical entity that receives a request and processes it as a **user agent server** (UAS). In order to determine how the request should be answered, it acts as a **user agent client** (UAC) and generates requests. Unlike a proxy server, it **maintains dialog state** and must participate in all requests sent on the dialogs it has established. Since it is a concatenation of a UAC and UAS, no explicit definitions are needed for its behavior.

### ■ Can be used as anonymizer

### ■ (Break the end-to-end nature of SIP, constitutes a single point of failure)

### ■ Difference between a proxy server and an ALG

- A proxy server does not issue Requests; it only responds to requests from a user agent (except for CANCEL)
- A proxy server has no media capabilities
- A proxy server does not parse message bodies; it relies exclusively on header fields

# SIP URIs



## Identifier - locator split

### ■ Location

- Dynamic
- IP address: depend on the point of attachment

### ■ Identifier

- URI - Unique Resource Identifier
- ex: nicolas@jitsi.org

Which user in this domain

Domain name, that allows to find a proxy / a server

### ■ 2 URI categories

- For user: known as **Address of Record**
- For a device or end-point: temporarily allocated to a user, indicated in the contact field



## Examples of URI

- **SIP URI with username:**
  - sip:andrea@sip-communicator.org
  - sip:andrea@starsip.tilab.com
  - sip:andrea@163.162.3.19
- **SIP URI without a username:**
  - sip:example.com
  - sip:x.example.com
  - sip:163.162.3.19
- **SIP URI with parameters:**
  - sip:abc@example.com;transport=tcp;user=phone
- **IPv6 SIP URI:**
  - sip:andrea@[fe80::5445:5245:444f]:5560



# Messages





# Message Structure: First Line

- The **first line**, determines the semantical type of the message:
  - Request
  - Response
- **Request line** contains:
  - **method**: determines the type of the request
  - **SIP URI**: determines the destination of the request
  - **SIP protocol version**

```
<METHOD> <Request-URI> SIP/2.0
```
- **Response line** contains
  - **SIP protocol version**
  - **status-code**: digital response code
  - **reason phrase**

```
SIP/2.0 <Status-Code> <Reason-Phrase>
```

*1xx informational responses are not retransmitted if lost \**  
*2xx success responses are delivered to the end with reliability*  
*3xx - 6xx non-successful responses delivered hop-by-hop*



# The Session Initiation Protocol

- Methods are the "verbs" of the protocol
- Original six methods in version 2.0 of SIP
  - INVITE
  - REGISTER
  - BYE
  - ACK
  - CANCEL
  - OPTIONS
- Both Requests and Responses can carry SIP bodies
  - usually SDP, but could be a JPEG or JAVA script
- SIP Responses carry a status code and a reason phrase - human readable

## Request Format

*Request line*  
*Several Headers*  
*Empty Line*  
*Message Body*

## Response Format

*Status line*  
*Several Headers*  
*Empty Line*  
*Message Body*

## SIP Response Codes

| <u>CODE RANGE</u> | <u>RESPONSE CLASS</u> | <u>EXAMPLES</u>   |
|-------------------|-----------------------|---|
| 1XX               | <i>Informational</i>  | <i>Provisional</i><br>-Queued, Ringing, Being Forwarded |
| 2XX               | <i>Success</i>        | <i>Final</i><br>-OK, Accepted                           |
| 3XX               | <i>Redirection</i>    | <i>Final</i><br>-Moved Temporarily, Moved Permanently   |
| 4XX               | <i>Client error</i>   | <i>Final</i><br>-Payment Required, Method Not Allowed   |
| 5XX               | <i>Server error</i>   | <i>Final</i><br>-Not Implemented, Service Unavailable   |
| 6XX               | <i>Global failure</i> | <i>Final</i><br>-Busy Everywhere, Decline               |



## SIP Header

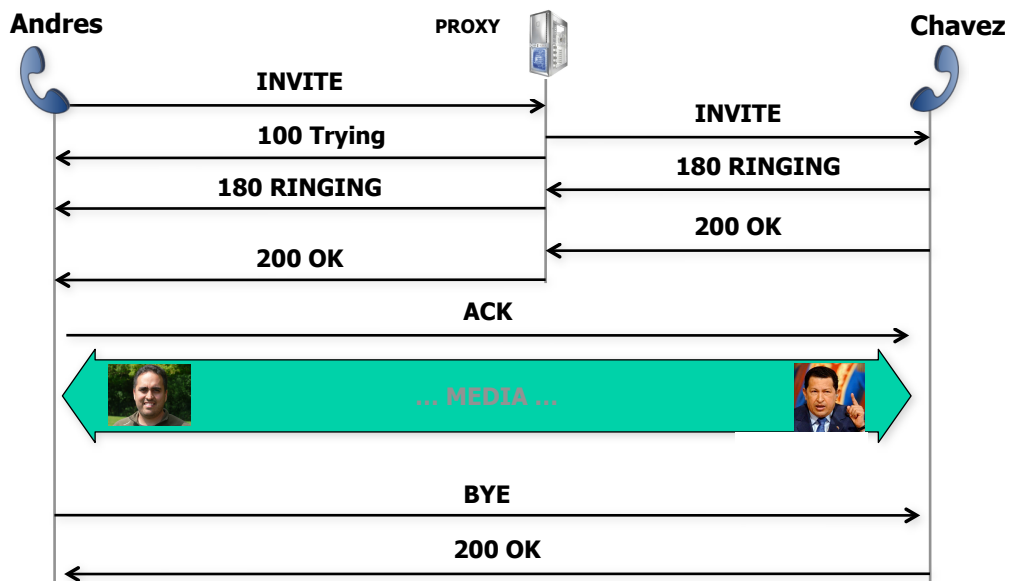
Request message :

```
<METHOD> <Request-URI> SIP/2.0 CRLF
<Header1>: <Value1> CRLF
<Header2>: <Value2> CRLF
<HeaderN>: <ValueN> CRLF
CRLF
<Message Body>
```

Response message:

```
SIP/2.0 <Status-Code> <Reason-Phrase> CRLF
<Header1>: <Value1> CRLF
<Header2>: <Value2> CRLF
<HeaderN>: <ValueN> CRLF
CRLF
<Message Body>
```

## SIP call





## Requests

- **INVITE:** Start / modify sessions
- **ACK :** Acknowledge the reception of a final response to an INVITE
- **CANCEL:** cancel a pending INVITE
- **UPDATE:** Update the parameters of a pending session
- **BYE:** ends a session
- **OPTIONS:** Request the supported features
- **REGISTER:** Attach an IP address to a SIP URI
- **REFER:** request a UA to access a URI or URL
- **SUBSCRIBE:** establish a subscription to receive a notification about an event
- **NOTIFY:** Convey information about the occurrence of a particular event
- **PRACK:** acknowledge receipt of reliably transported provisional response
- **MESSAGE:** Transport instant message using SIP
- **INFO:** Send call signalling information to another user agent with which it has an established media session



## Responses

### ■ Responses

- 1xx : information
- 200 : succès
- 3xx : redirection
- 4xx : erreur client
- 5xx : erreur serveur
- 6xx : échec

# Error Codes

## Note:

Many codes are same as HTTP  
SIP specific codes start x80

## Informational

|     |                         |
|-----|-------------------------|
| 100 | Trying                  |
| 180 | Ringing                 |
| 181 | Call Is Being Forwarded |
| 182 | Queued                  |
| 183 | Session Progress        |

## Success

|     |          |
|-----|----------|
| 200 | OK       |
| 202 | Accepted |

## Redirection

|     |                     |
|-----|---------------------|
| 300 | Multiple Choices    |
| 301 | Moved Permanently   |
| 302 | Moved Temporarily   |
| 303 | See Other           |
| 305 | Use Proxy           |
| 380 | Alternative Service |

## Client error

|     |                                     |
|-----|-------------------------------------|
| 400 | Bad Request                         |
| 401 | Unauthorized                        |
| 402 | Payment Required                    |
| 403 | Forbidden                           |
| 404 | Not Found                           |
| 405 | Method Not Allowed                  |
| 406 | Not Acceptable                      |
| 407 | Proxy Authentication Required       |
| 408 | Request Timeout                     |
| 409 | Conflict                            |
| 410 | Gone                                |
| 411 | Length Required                     |
| 413 | Request Entity Too Large            |
| 414 | Request-URI Too Large               |
| 415 | Unsupported Media Type              |
| 420 | Bad Extension                       |
| 480 | Temporarily not available           |
| 481 | Call Leg/Transaction Does Not Exist |
| 482 | Loop Detected                       |
| 483 | Too Many Hops                       |

|     |                     |
|-----|---------------------|
| 484 | Address Incomplete  |
| 485 | Ambiguous           |
| 486 | Busy Here           |
| 487 | Request Cancelled   |
| 488 | Not Acceptable Here |

## Server error

|     |                           |
|-----|---------------------------|
| 500 | Internal Server Error     |
| 501 | Not Implemented           |
| 502 | Bad Gateway               |
| 503 | Service Unavailable       |
| 504 | Gateway Time-out          |
| 505 | SIP Version not supported |

## Global failure

|     |                         |
|-----|-------------------------|
| 600 | Busy Everywhere         |
| 603 | Decline                 |
| 604 | Does not exist anywhere |
| 606 | Not Acceptable          |

# SIP Headers

## Examples of Headers Used in Requests and Responses

| HEADER           | FUNCTION  |
|------------------|---|
| • Call-ID        | -Used to uniquely identify a call between two user agents                       |
| • Contact        | -Used to convey URL of original resource requested or request originator        |
| • CSeq           | -Command Sequence identifies out of sequence requests & retransmissions         |
| • From           | -Identifies originator of request   |
| • To             | -Indicates recipient of request   |
| • Subject        | -Optional header indicating subject of media session                            |
| • Content-Length | -Number of octets in the message body   |
| • Content-Type   | -Indicates Internet media type. If not present application/SDP is assumed       |
| • User Agent     | -Provides additional information about the user agent e.g. manufacturer         |
| • Server         | -Provides additional information about the User Agent Server                    |
| • Via            | -Records the route taken by a request and used to route response                |
| • Record-Route   | -Used to force all requests between UAs to be routed through a Proxy            |
| • Route          | -Forces routing through a path extracted from a Record-Route header             |
| • Max-forwards   | -limit the number of hops a request can make on the way to its destination (70) |
| • Authorization  | -Carries credentials of user agent to a server                                  |
| • Encryption     | -Used to specify the portion of a SIP message that has been encrypted           |
| • Hide           | -Requests next hop proxy to encrypt the Via headers                             |
| • Priority       | -Allow the user agent to set the priority of a request: e.g. urgent, emergency  |
| • Supported      | -List one more options implemented in a user agent or server                    |
| • Unsupported    | -Indicates features that are not supported by the server                        |

Dialog identification: call-id, local tag (after the from), remote tag (after the to)

Transaction identification: branch parameter in the via header

## Minimum required fields

## Additional required field for an INVITE



# SIP Request

```

INVITE sip:barbara@b.com SIP/2.0

Via: SIP/2.0/UDP 10.43.122.3;branch=1
From: sip:alice@a.com;tag=4ad340f
To: sip:barbara@b.com
Contact: <sip:alice@10.43.122.3>
Call-ID: 1874630@10.43.122.3
Cseq: 12442 INVITE

v=0
o=user 14341433 14341433 IP4 10.43.122.3
s=.
t=0 0
c=IN IP4 10.43.122.3
m=audio 13222 RTP/AVP 0
a=rtpmap:0 PCMU/8000

```



# SIP Request

|                     |   |
|---------------------|---|
| <b>Request line</b> | INVITE sip:barbara@b.com SIP/2.0              |
| <b>Headers</b>      | Via: SIP/2.0/UDP 10.43.122.3;branch=1         |
|                     | From: sip:alice@a.com;tag=4ad340f → User URI  |
|                     | To: sip:barbara@b.com                         |
|                     | Contact: <sip:alice@10.43.122.3> → Device URI |
|                     | Call-ID: 1874630@10.43.122.3                  |
|                     | Cseq: 12442 INVITE                            |
| <b>Empty line</b>   |   |
| <b>Body</b>         | v=0   |
|                     | o=user 14341433 14341433 IP4 10.43.122.3      |
|                     | s=.   |
|                     | t=0 0   |
|                     | c=IN IP4 10.43.122.3                          |
|                     | m=audio 13222 RTP/AVP 0                       |
|                     | a=rtpmap:0 PCMU/8000                          |



## SIP Response

```
SIP/2.0 404 Not Found
Via: SIP/2.0/UDP 10.43.122.3; branch=1
From: sip:alice@a.com;tag=4ad340f
To: sip:barbara@b.com;tag=4435211
Call-ID: 1874630@10.43.122.3
Cseq: 12442 INVITE
```



## SIP Response

|                      |  |
|----------------------|--|
| <b>Response line</b> | SIP/2.0 404 Not Found  |
| <b>Headers</b>       | Via: SIP/2.0/UDP 10.43.122.3; branch=1<br>From: sip:alice@a.com;tag=4ad340f<br>To: sip:barbara@b.com;tag=4435211<br>Call-ID: 1874630@10.43.122.3<br>Cseq: 12442 INVITE |
| <b>Empty line</b>    |  |



# Methods

➔ *INVITE*



## Methods

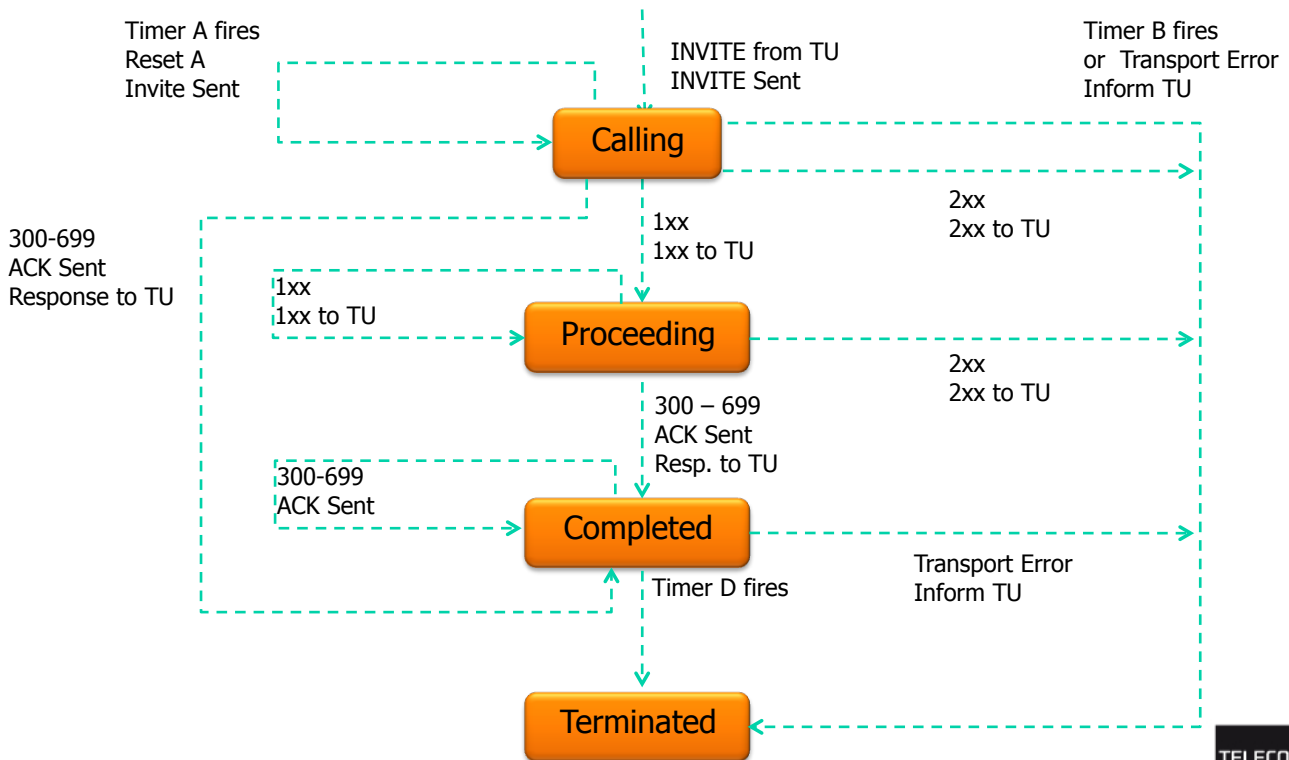
### ■ **INVITE - establish media session between user agents**

- Equivalent to Set Up message of Q.931
- Always acknowledged with an ACK method
- Usually contain a message body with the session description
- A session is established only when the INVITE, 200 OK and ACK have been exchanged
- A session (opened with an INVITE) is closed with a BYE method
- An INVITE establishes a **dialog** identified with Call-ID, to and from tags

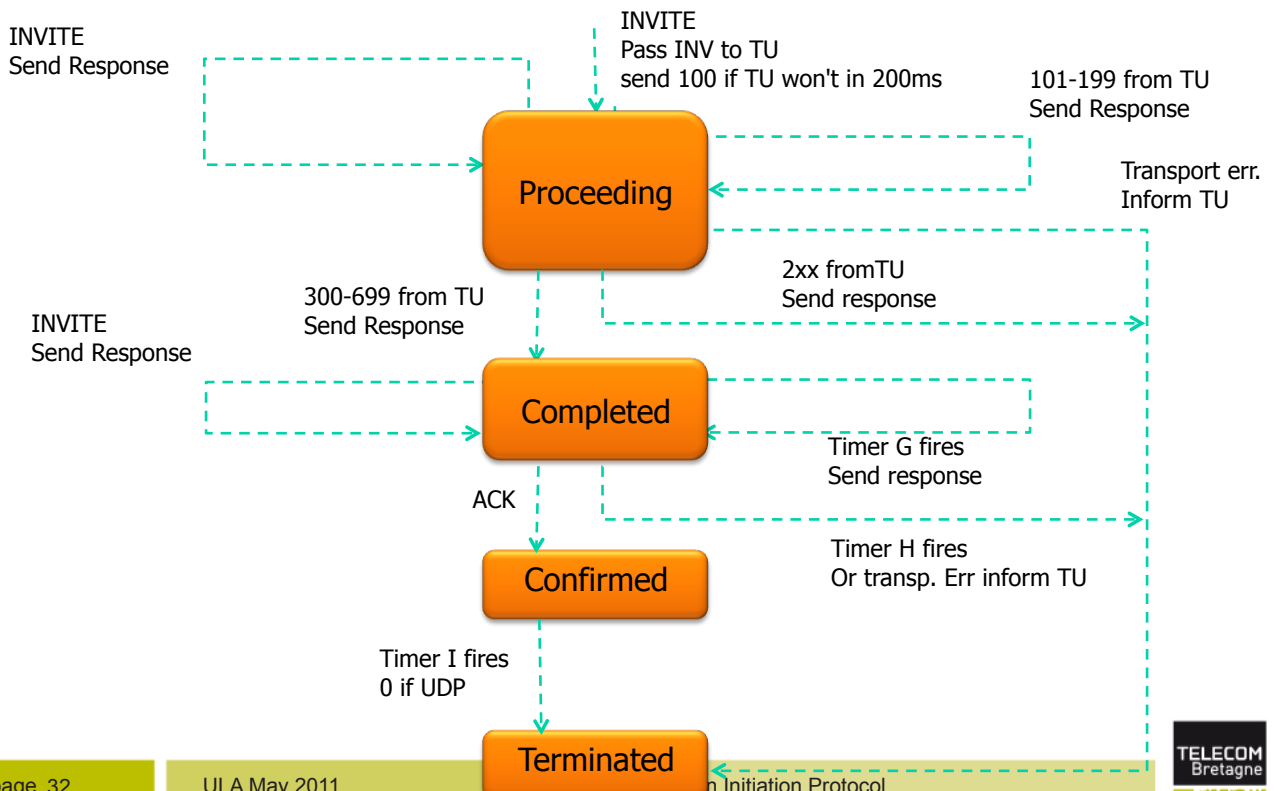
### ■ **BYE - Terminate an established media session**

- Equivalent to the Release message of Q.931
- Only sent by user agents participating in the session (never by a proxy)

# INVITE Client transaction



# INVITE server transaction







# Methods

➔ *Non-INVITE*



## Registration

LittleGuy



Address of Record

Registrar



REGISTER

*To: UserB@domaine.com*  
*Contact: sip:UserB@110.111.112.113*

200 OK

*Contact: <sip:UserB@110.111.112.113>;expires=3600*

## Authenticated registration

- REGISTER - Notify a SIP network about the current contact URI (IP address) of the user agent



## An example REGISTER request

```
REGISTER sip:b.com SIP/2.0
Via: SIP/2.0/UDP 192.168.15.2
From: sip:barbara@b.com;tag=199257
To: sip:barbara@b.com
Contact: <sip:b@192.168.15.2>
Expires: 45
Call-ID: 950398549@192.168.15.2
CSeq: 1 REGISTER
```

## An example REGISTER request

|  |   |
|--|---|
| <b>Request-URI registration domain</b> | <b>REGISTER sip:b.com SIP/2.0</b>                                 |
|  | <b>Via: SIP/2.0/UDP 192.168.15.2</b>                              |
| <b>Who's registering</b>               | <b>From: sip:barbara@b.com;tag=199257</b>                         |
| <b>AOR</b>                             | <b>To: sip:barbara@b.com</b>                                      |
| <b>Contact</b>                         | <b>Contact: &lt;sip:barbara@192.168.15.2&gt;</b>                  |
| <b>Duration in minutes</b>             | <b>Expires: 45</b>  |
|  | <b>Call-ID: 950398549@192.168.15.2</b><br><b>CSeq: 1 REGISTER</b> |
| <b>Empty line</b>                      |   |

## An example REGISTER response

```
SIP/2.0 200 Ok
Via: SIP/2.0/UDP 192.168.15.2

From: sip:barbara@b.com;tag=199257
To: sip:barbara@b.com;tag=jjf223
Contact:<sip:barbara@192.168.15.2>;expires=
2700
Contact:<sip:10.0.0.1>;expires=345
Contact:<sip:10.0.0.2>;expires=1000

Call-ID: 950398549@192.168.15.2
CSeq: 1 REGISTER
```

## An example REGISTER response

|   |  |
|---|--|
|   | SIP/2.0 200 Ok   |
|   | Via: SIP/2.0/UDP 192.168.15.2  |
| Who's registering                         | From: sip:barbara@b.com;tag=199257   |
| AOR                                       | To: sip:barbara@b.com;tag=jjf223   |
| List of all Contact headers for know AORs | Contact:<sip:barbara@192.168.15.2>;expires=2700<br>Contact:<sip:10.0.0.1>;expires=345<br>Contact:<sip:10.0.0.2>;expires=1000 |
|   | Call-ID: 950398549@192.168.15.2<br>CSeq: 1 REGISTER  |
| Empty line                                |  |

## Register: lifetime of the registration

### ■ Either use

- **expires** parameter

```
Contact:<sip:barbara@192.168.15.2>;expires=2700
```

- In seconds
- only concerns that contact

- **Expires** header

```
Contact:<sip:barbara@[2001:660:200::1]>  
Contact:<sip:barbara@192.168.15.2>  
Expires:45
```

- In minutes
- Concerns all contacts that do not have an *expires* parameter

- **No indication**

- Default is 1 hour



## REGISTER: refresh, cancel, query

- It is up to the user agent to refresh registrations of Contact addresses. In order to do so, a UA has to resend its initial REGISTER request.
- In order to cancel a Contact registration, a user agent has to set its “Expires” time to zero

```
To: sip:barbara@b.com
Contact: <sip:barbara@192.168.15.2>
Expires: 0
```

- In order to cancel all contact address of records, a UA could use an asterisk (\*)

```
To: sip:barbara@b.com
Contact: *
Expires: 0
```

- Omitting the Contact header would not modify any AOR and the corresponding response would contain all existing registrations.



## Register: multiple contacts registration

- It is possible to associate more than one device URI to an AoR
  - Use multiple contact headers
  - Use the parameter *q* to give preferences on the contact addresses
    - *q* varies between 0 and 1, the highest the preferred

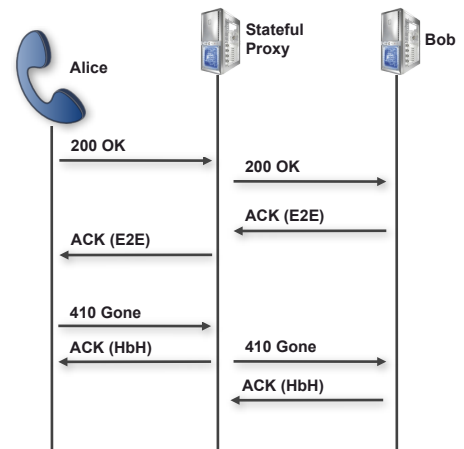
```
Contact:<sip:barbara@[2001:660:200::1]>;q=0.4
Contact:<sip:barbara@192.168.15.2>;q=0.1
Expires:45
```



## Methods

### ■ ACK - Acknowledge final responses to INVITE requests

- Final responses are 2xx, 3xx, 4xx, 5xx, 6xx
- An Ack is end-to-end for 2xx responses, otherwise hop-by-hop (for stateful proxies)
- CSeq is not incremented (same as the request), but the CSeq request method is Ack
- Branch ID
  - Hop-by-hop ACK reuses the same branch ID as the INVITE
  - End-to-end ACK uses a different branch ID



## Ack method

```
INVITE sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060;branch=z9hG4bK74bf9
Max-Forwards: 70
From: Alice <sip:alice@atlanta.example.com>;tag=9fxcde76s1
To: Bob <sip:bob@biloxi.example.com>
Call-ID: 2xTb9vxSit55XU7p8@atlanta.example.com
CSeq: 1 INVITE
Contact: <sip:alice@client.atlanta.example.com>
Route: <sip:alg1.atlanta.example.com;lr>
Content-Type: application/sdp
Content-Length: 151
```

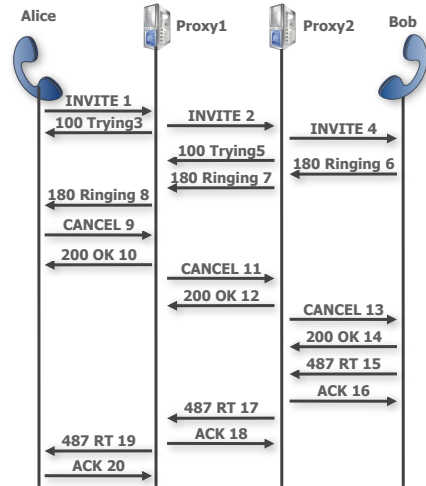


```
ACK sip:bob@client.biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060;branch=z9hG4bK74bhh
Max-Forwards: 70
Route: <sip:alg1.atlanta.example.com;lr>
From: Alice <sip:alice@atlanta.example.com>;tag=9fxcde76s1
To: Bob <sip:bob@biloxi.example.com>;tag=314159
Call-ID: 2xTb9vxSit55XU7p8@atlanta.example.com
CSeq: 1 ACK
Content-Length: 0
```

## Methods

### ■ CANCEL - terminate pending searches or call attempt

- Can be generated by user agents or proxy (provided that a 1xx response was received, and no final response)
- Hop-by-hop request - receive a response by the next stateful element
- Cseq and Branch ID are the same as the INVITE
- A proxy receiving a CANCEL forwards the CANCEL and generates a response (200 OK). The INVITE is answered with a 487 Request Terminated



## CANCEL method

```
INVITE sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060;branch=z9hG4bK74bf9
Max-Forwards: 70
Route: <sip:ss1.atlanta.example.com;lr>
From: Alice <sip:alice@atlanta.example.com>;tag=9fxcde76s1
To: Bob <sip:bob@biloxi.example.com>
Call-ID: 2xTb9vxSit55XU7p8@atlanta.example.com
CSeq: 1 INVITE
Contact: <sip:alice@client.atlanta.example.com>
Content-Type: application/sdp
Content-Length: 151
```

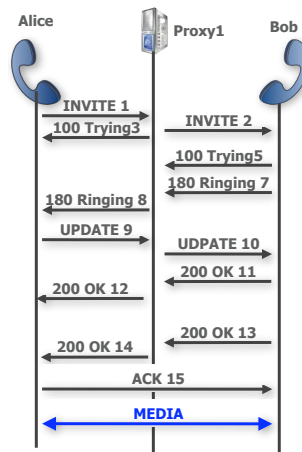


```
CANCEL sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060;branch=z9hG4bK74bf9
Max-Forwards: 70
From: Alice <sip:alice@atlanta.example.com>;tag=9fxcde76s1
To: Bob <sip:bob@biloxi.example.com>
Route: <sip:ss1.atlanta.example.com;lr>
Call-ID: 2xTb9vxSit55XU7p8@atlanta.example.com
CSeq: 1 CANCEL
Content-Length: 0
```

## Methods

### ■ UPDATE - modify the state of a session without changing the state of the dialog

- Used instead of a re-INVITE in a pending session



## Methods

### ■ OPTIONS - query a user agent or server about its capabilities and discover its current availability

- Only generated by server or user agent
- Responses are 4xx, 6xx for negative answers and 2xx for positive answers with
  - Allow: specify the requests it accepts
  - Accept: type of accepted Internet media types (e.g., Application/SDP)
  - Accept-Encoding: used to specify acceptable message body encoding schemes (e.g., Accept-Encoding: text/plain)
  - Accept-Language: preferences for language (such as the one used for reason phrase, or subject)



## OPTIONS: request and response

```
OPTIONS sip:norton@savons.com SIP/2.0
via: SIP/2.0/UDP client1.telecom-bretagne.eu;branch=z9hG4bK1834
Max-Forwards: 70
To: <sip:edouard.norton@savons.com>
From: B. Pitt <sip:brad.pitt@savons.com>;tag=34
Call-ID: 9352812@client1.telecom-bretagne.eu
CSeq : 1 OPTIONS
Content-Length: 0
```

```
SIP/2.0 200 OK
via: SIP/2.0/UDP client1.telecom-bretagne.eu;branch=z9hG4bK1834;
received=192.168.0.2
Max-Forwards: 70
To: <sip:norton@savons.com>;tag=68
From: B. Pitt <sip:brad.pitt@savons.com>;tag=34
Call-ID: 9352812@client1.telecom-bretagne.eu
CSeq : 1 OPTIONS
Allow: INVITE, OPTIONS, ACK, BYE, CANCEL, REFER
Accept-Language: en, de, fr
Content-Length: ...
Content-Type: application/sdp
```

v=0

...



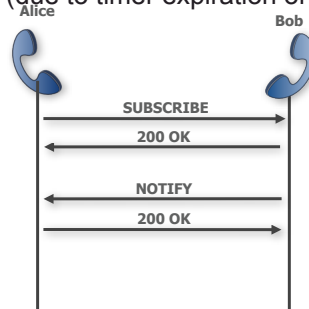
## Methods

### ○ SUBSCRIBE - establish a subscription for the purpose of receiving notifications about a particular event

- Request the state and state updates from a remote node
- Establish a dialog during the time indicated in the `Expires` header. A server accepting the request responds with a 200 OK
- Identification of events is provided by three pieces of information:
  - Request URI
  - Event Type (`Event` header)
  - and (optionally) message body.

### ○ NOTIFY - Convey information about the occurrence of a particular event

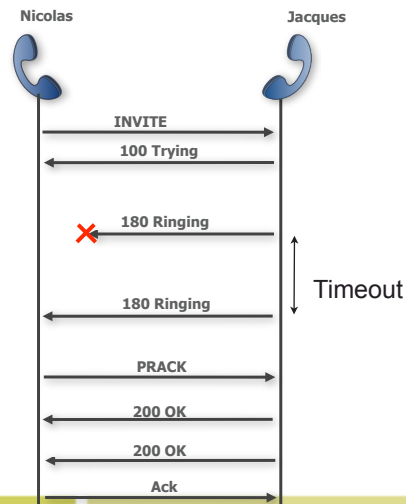
- Always sent within a dialog
- Is also used to notify the unsubscribe (due to timer expiration or an explicit unsubscribe (with `Expires: 0`))



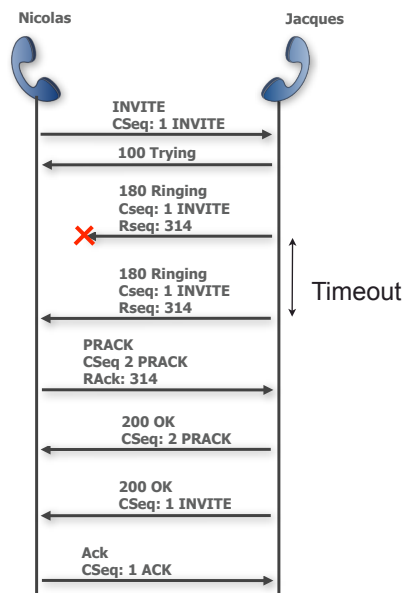
# Methods

## o PRACK (RFC 3262)

- Used to acknowledge receipt of reliability transported provisional responses (1xx - except the 100 which is never reliably transported)
- Reliably transported provisional responses contain a *RSeq* header (with a sequence number) and a *Supported: 100rel* header
- A timer on the UAS triggers the retransmission of the provisional response
- A *RAck* header field is used within a response to a PRACK request to reliably acknowledge a provisional response that contained a *RSeq* header field. The *RAck* echoes the *CSeq* and *RSeq* from the provisional response



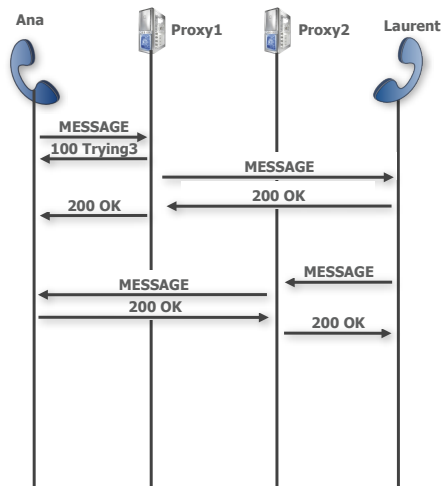
# PRACK - usage of CSeq and RSeq



## Methods

### ○ MESSAGE - Transport instant message using SIP

- Can be exchanged within a dialog or outside a dialog
- Acknowledged by a 200 OK message



## Methods

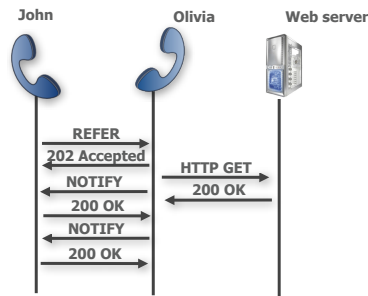
### ○ INFO - Send call signaling information to another user agent with which it has an established media session

- Different from a re-INVITE as it does not change the characteristics of the call
- Can be used to transport midcall signaling information

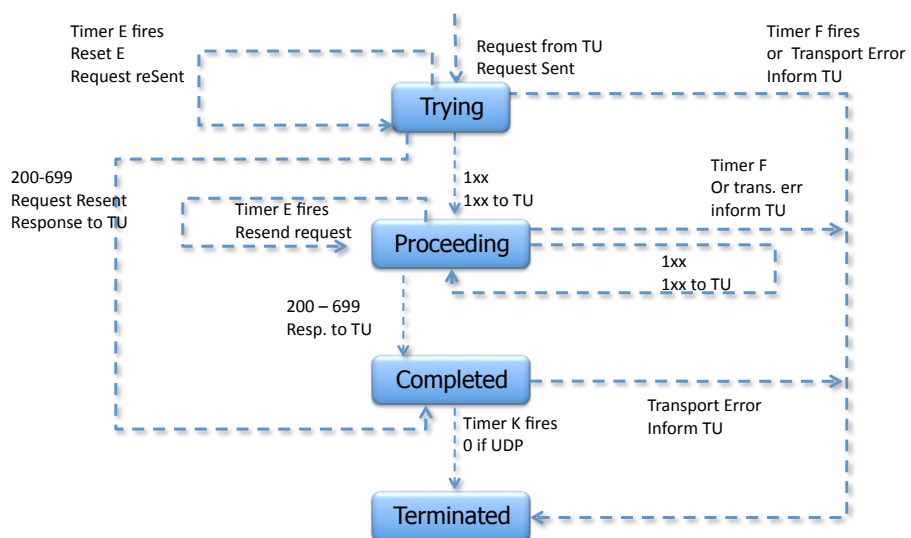
```
INFO sip:poynting@mason.edu.uk SIP/2.0
Via: SIP/2.0/UDP cavendish.kings/cambridge.edu.uk;
banch=z9hG4bK24555
Max-Forwards: 70
To: sip:poynting@mason.edu.uk SIP/2.0; tag=12390
From: sip:quelqun@kings.cambridge.edu.uk; tag=5289
Call-ID: 18379@cavendish.kings.cambridge.edu.uk
CSeq: 6 INFO
Content-Type message/ISUP
Content-Length: 16
```

```
51a6324134527
```

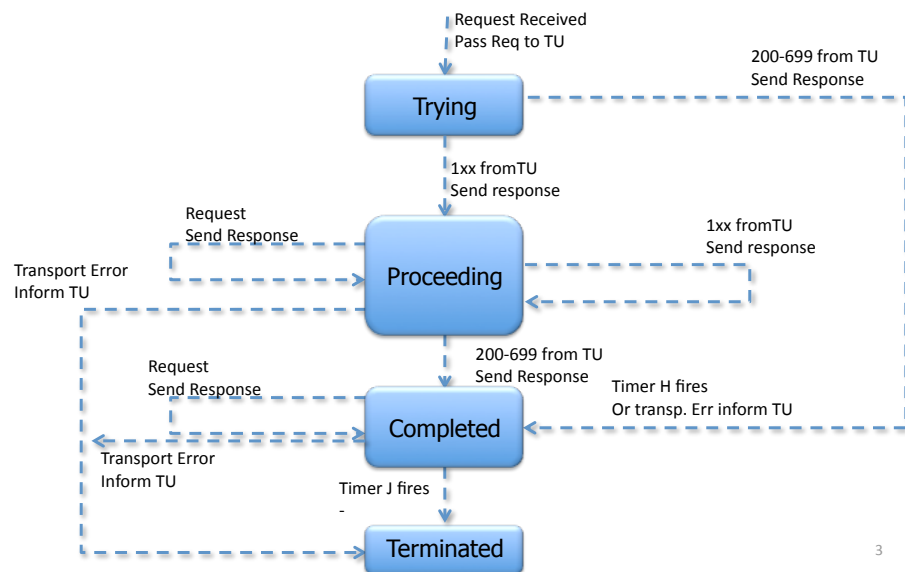
- **REFER** - used by a user agent to request another user agent to access a URI or URL resource
  - May be used to a call transfer service



# Non-INVITE client transactions



## Non-INVITE server transaction



3

## SIP models

- **Client / Server**
  - Determined by the initiator of the message
    - Request sender: client
    - Request receiver: server
- **Transaction : Messages exchange from a request to the final response (between 200 and 699)**
- **Dialog: SIP relation between two user agents that last for a while.**
  - Can be understood as a session
  - Created by a reponse to an INVITE (like a 200 Ok) or to SUBSCRIBE
  - Ease messages sequencing
  - Allow routing SIP messaging that belong to the same dialog



## Transaction and Dialog

### ■ Transaction

- Identified by the *branch* field of the *via* header
- Determined and unique on each traversed proxy / UA

```
REGISTER sip:registrar.biloxi.com SIP/2.0  
Via: SIP/2.0/UDP bobspc.biloxi.com:5060;branch=z9hG4bKnashds7
```

### ■ Dialog

- Identified by the *call-id*, the *to tag* and the *from tag*

```
SIP/2.0 200 OK  
Via: SIP/2.0/UDP bobspc.biloxi.com:5060;branch=z9hG4bKnashds7;received=192.0.2.4  
To: Bob <sip:bob@biloxi.com>;tag=2493k59kd  
From: Bob <sip:bob@biloxi.com>;tag=456248  
Call-ID: 843817637684230@998sdasdh09
```



## Headers



# Which headers are needed?

| Header field        | where   | proxy | ACK | BYE | CAN | INV | OPT | REG |
|---------------------|---------|-------|-----|-----|-----|-----|-----|-----|
| Accept              | R       |       | -   | o   | -   | o   | m*  | o   |
| Accept              | 2xx     |       | -   | -   | -   | o   | m*  | o   |
| Accept              | 415     |       | -   | c   | -   | c   | c   | c   |
| Accept-Encoding     | R       |       | -   | o   | -   | o   | o   | o   |
| Accept-Encoding     | 2xx     |       | -   | -   | -   | o   | m*  | o   |
| Accept-Encoding     | 415     |       | -   | c   | -   | c   | c   | c   |
| Accept-Language     | R       |       | -   | o   | -   | o   | o   | o   |
| Accept-Language     | 2xx     |       | -   | -   | -   | o   | m*  | o   |
| Accept-Language     | 415     |       | -   | c   | -   | c   | c   | c   |
| Alert-Info          | R       | ar    | -   | -   | -   | o   | -   | -   |
| Alert-Info          | 180     | ar    | -   | -   | -   | o   | -   | -   |
| Allow               | R       |       | -   | o   | -   | o   | o   | o   |
| Allow               | 2xx     |       | -   | o   | -   | m*  | m*  | o   |
| Allow               | r       |       | -   | o   | -   | o   | o   | o   |
| Allow               | 405     |       | -   | m   | -   | m   | m   | m   |
| Authentication-Info | 2xx     |       | -   | o   | -   | o   | o   | o   |
| Authorization       | R       |       | o   | o   | o   | o   | o   | o   |
| Call-ID             | c       | r     | m   | m   | m   | m   | m   | m   |
| Call-Info           |         | ar    | -   | -   | -   | o   | o   | o   |
| Contact             | R       |       | o   | -   | -   | m   | o   | o   |
| Contact             | 1xx     |       | -   | -   | -   | o   | -   | -   |
| Contact             | 2xx     |       | -   | -   | -   | m   | o   | o   |
| Contact             | 3xx     | d     | -   | o   | -   | o   | o   | o   |
| Contact             | 485     |       | -   | o   | -   | o   | o   | o   |
| Content-Disposition |         |       | o   | o   | -   | o   | o   | o   |
| Content-Encoding    |         |       | o   | o   | -   | o   | o   | o   |
| Content-Language    |         |       | o   | o   | -   | o   | o   | o   |
| Content-Length      |         | ar    | t   | t   | t   | t   | t   | t   |
| Content-Type        |         |       | *   | *   | -   | *   | *   | *   |
| CSeq                | c       | r     | m   | m   | m   | m   | m   | m   |
| Date                |         | a     | o   | o   | o   | o   | o   | o   |
| Error-Info          | 300-699 | a     | -   | o   | o   | o   | o   | o   |
| Expires             |         |       | -   | -   | -   | o   | -   | o   |
| From                | c       | r     | m   | m   | m   | m   | m   | m   |
| In-Reply-To         | R       |       | -   | -   | -   | o   | -   | -   |
| Max-Forwards        | R       | amr   | m   | m   | m   | m   | m   | m   |
| Min-Expires         | 423     |       | -   | -   | -   | -   | -   | m   |
| MIME-Version        |         |       | o   | o   | -   | o   | o   | o   |
| Organization        |         | ar    | -   | -   | -   | o   | o   | o   |

■ The "where" column describes the request and response types in which the header field can be used. Values in this column are:

- R: header field may only appear in requests;
- r: header field may only appear in responses;
- 2xx, 4xx, etc.: response codes with which the header field can be used;
- c: header field is copied from the request to the response.
- Empty entry: may be present in all requests and responses.

■ The "proxy" column describes the operations a proxy may perform on a header field:

- a: A proxy can add or concatenate the header field if not present.
- m: A proxy can modify an existing header field value.
- d: A proxy can delete a header field value.
- r: A proxy must be able to read the header field, and thus this header field cannot be encrypted.

■ The next six columns relate to the presence of a header field in a method:

- c: Conditional; requirements on the header field depend on the context of the message.
- m: **The header field is mandatory.**
- \*: The header field is required if the message body is not empty.
- -: The header field is not applicable.
- m\*: **The header field SHOULD be sent, but clients/servers need to be prepared to receive messages without that header field.**
- o: The header field is optional.
- t: The header field SHOULD be sent, but clients/servers need to be prepared to receive messages without that header field.



# CSeq header

- **Required field in all requests**
- **Contain a decimal number increased for each new request**
  - Except for CANCEL and ACK which use the CSeq from the INVITE they refer to
- **Differentiate a retransmission from a new request**

CSeq 34 INVITE



## Routing and headers

- **From, Contact, Record-route/Route and Via headers determine how requests and responses are routed in a network of SIP proxy servers.**
  - **From**
    - Used for subsequent requests if there is no Contact or Record-Route header.
  - **Contact**
    - Determines the destination placed in the Request-URI for subsequent requests and can be used to bypass proxies not enumerated in a Record-Route header. Also used in responses by redirect servers and in REGISTER requests and responses.
  - **Record-Route/Route:**
    - The Record-Route header is inserted into requests by proxies that want to be in the path of subsequent requests for the same call-id. It is then used by the user agent to route subsequent requests.
  - **Via**
    - Via headers are inserted by servers into requests to detect loops and to allow responses to find their way back to the client. They have no influence on the routing of future requests (or responses).
- ➔ **Generally, in short, requests should be sent to Route if present, Contact if there is no Route, From if there is no Contact.**

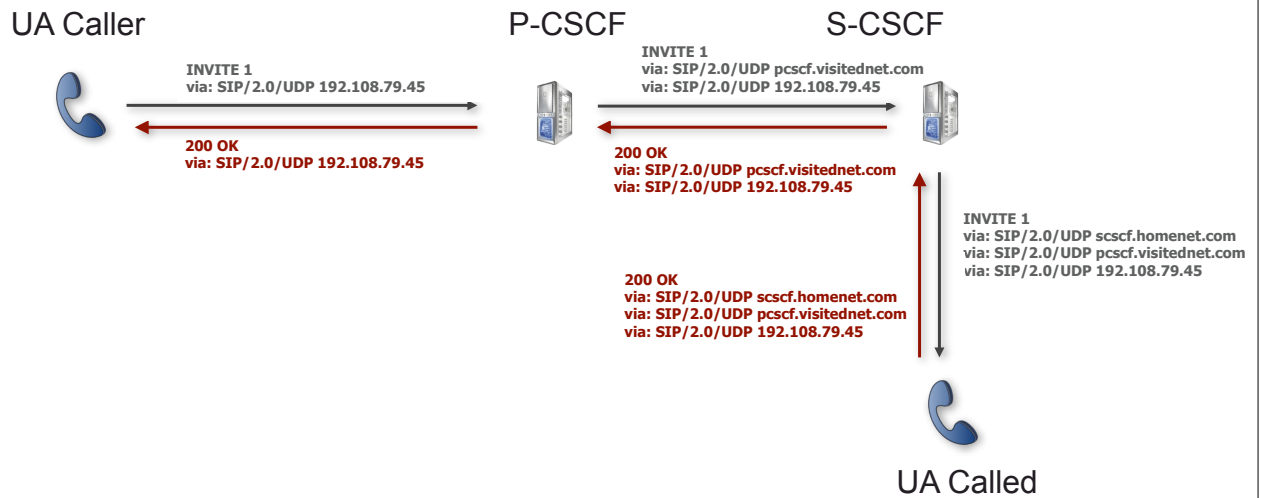
## Routes for the message

- **Request are routed via URL**
- **Responses traces back request route without proxy server state**
- **Forward to host,port in next *via***

`via: SIP/20.0/UDP proxy.sip.org:5060; received=130.79.3.126`



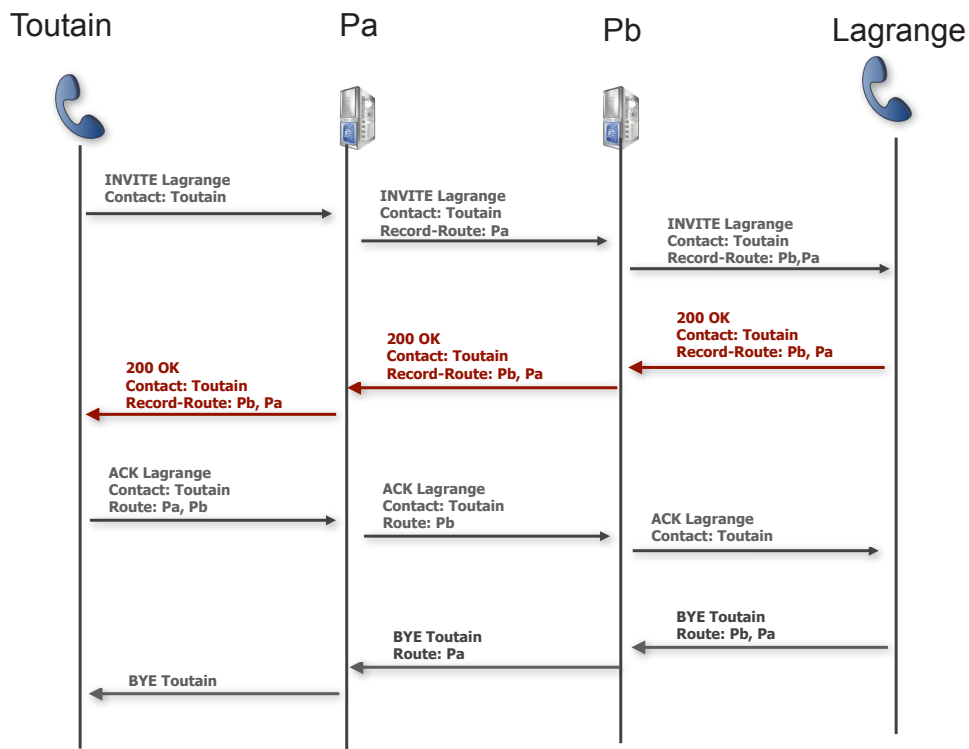
## SIP response routing



## Forcing request path

- Usually by-pass proxy in subsequent requests
- A proxy may want to stay in the path
  - Anonymizer proxies
  - Firewalls
  - proxies controlling PSTN gateways
- Use of *record-route* and *route* headers

# Force request path



## Scenarios



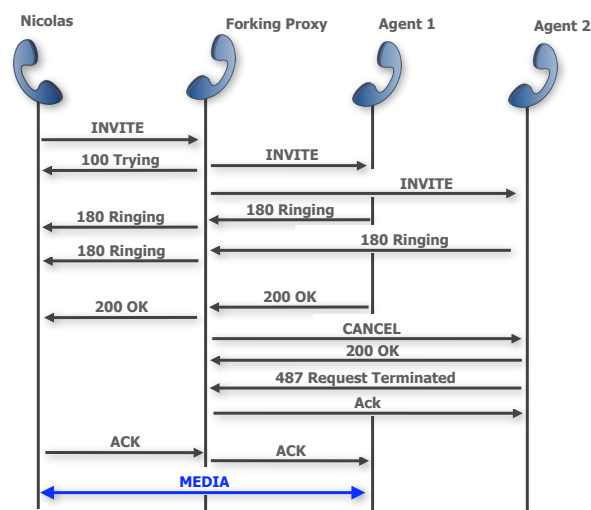
## SIP request forking

### ■ A proxy may fork a request

➔ if the location service returns multiple possible locations for the called party

- Parallel
- Sequential
- Combination of both

## Forking Proxy Server



## Exercice: UAC parallel search

- **The caller receives multiple locations for the called party from a redirect server. Instead of trying the locations one at a time, the user agent implements a parallel search for the called party by simultaneously sending the INVITE to three different locations.**
  - The 1st location indicates that the user has not been found
  - The 2nd and 3rd locations send a Ringing
  - The 2nd location picks up
- **Question**
  - Write the response sent from the Redirect server
  - Write the three INVITE requests sent to the three locations (in particular indicate the request line, To, Call-ID, CSeq headers and the branch parameters for each message)
  - How the three INVITE are terminated?
  - Draw the call diagramm for this scenario

## Error Codes

**Note:**  
*Many codes are same as HTTP  
SIP specific codes start x80*

### Informational

|     |                         |
|-----|-------------------------|
| 100 | Trying                  |
| 180 | Ringing                 |
| 181 | Call Is Being Forwarded |
| 182 | Queued                  |
| 183 | Session Progress        |

### Success

|     |          |
|-----|----------|
| 200 | OK       |
| 202 | Accepted |

### Redirection

|     |                     |
|-----|---------------------|
| 300 | Multiple Choices    |
| 301 | Moved Permanently   |
| 302 | Moved Temporarily   |
| 303 | See Other           |
| 305 | Use Proxy           |
| 380 | Alternative Service |

### Client error

|     |                                     |
|-----|-------------------------------------|
| 400 | Bad Request                         |
| 401 | Unauthorized                        |
| 402 | Payment Required                    |
| 403 | Forbidden                           |
| 404 | Not Found                           |
| 405 | Method Not Allowed                  |
| 406 | Not Acceptable                      |
| 407 | Proxy Authentication Required       |
| 408 | Request Timeout                     |
| 409 | Conflict                            |
| 410 | Gone                                |
| 411 | Length Required                     |
| 413 | Request Entity Too Large            |
| 414 | Request-URI Too Large               |
| 415 | Unsupported Media Type              |
| 420 | Bad Extension                       |
| 480 | Temporarily not available           |
| 481 | Call Leg/Transaction Does Not Exist |
| 482 | Loop Detected                       |
| 483 | Too Many Hops                       |

|     |                     |
|-----|---------------------|
| 484 | Address Incomplete  |
| 485 | Ambiguous           |
| 486 | Busy Here           |
| 487 | Request Cancelled   |
| 488 | Not Acceptable Here |

### Server error

|     |                           |
|-----|---------------------------|
| 500 | Internal Server Error     |
| 501 | Not Implemented           |
| 502 | Bad Gateway               |
| 503 | Service Unavailable       |
| 504 | Gateway Time-out          |
| 505 | SIP Version not supported |

### Global failure

|     |                         |
|-----|-------------------------|
| 600 | Busy Everywhere         |
| 603 | Decline                 |
| 604 | Does not exist anywhere |
| 606 | Not Acceptable          |

## Response from the redirect server

```
SIP/2.0 300 Multiple locations
sip:poynting@mason.edu.uk SIP/2.0
Via: SIP/2.0/UDP 1.2.3.4:6000; branch=z9hG4bK3
To: sip:alice@wonderland.com; tag=12390
From: sip:nicolas@telecom-bretagne.eu; tag=4
Call-ID: 100@1.2.3.4
CSeq: 1 INVITE
Contact: sip:alice@location1.fr
Contact: sip:+33.299436589@sip-phone.org
Contact: sip:alice@location3.fr
```

## The three invite sent to the three locations

### First INVITE

```
INVITE sip:alice@location1.fr SIP/2.0
Via: SIP/2.0/UDP 1.2.3.4;branch=z9hG4bK3
From: sip:nicolas@telecom-bretagne.eu;tag=5
To: sip:alice@wonderland.com
Contact: <sip:nicolas@1.2.3.4>
Call-ID: 100@1.2.3.4
Cseq: 2 INVITE
```

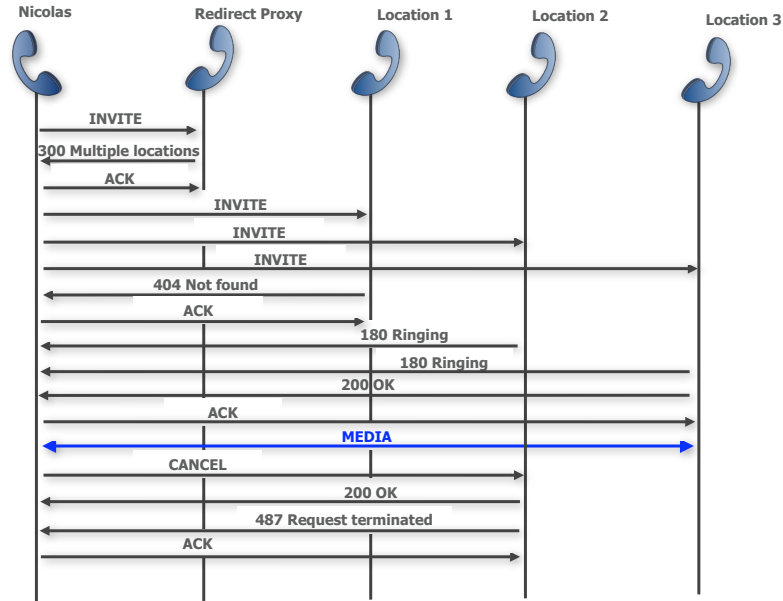
### Second INVITE

```
INVITE sip: +33.299436589@sip-phone.org SIP/2.0
Via: SIP/2.0/UDP 1.2.3.4;branch=z9hG4bK4
From: sip:nicolas@telecom-bretagne.eu;tag=5
To: sip:alice@wonderland.com
Contact: <sip:nicolas@1.2.3.4>
Call-ID: 100@1.2.3.4
Cseq: 2 INVITE
```

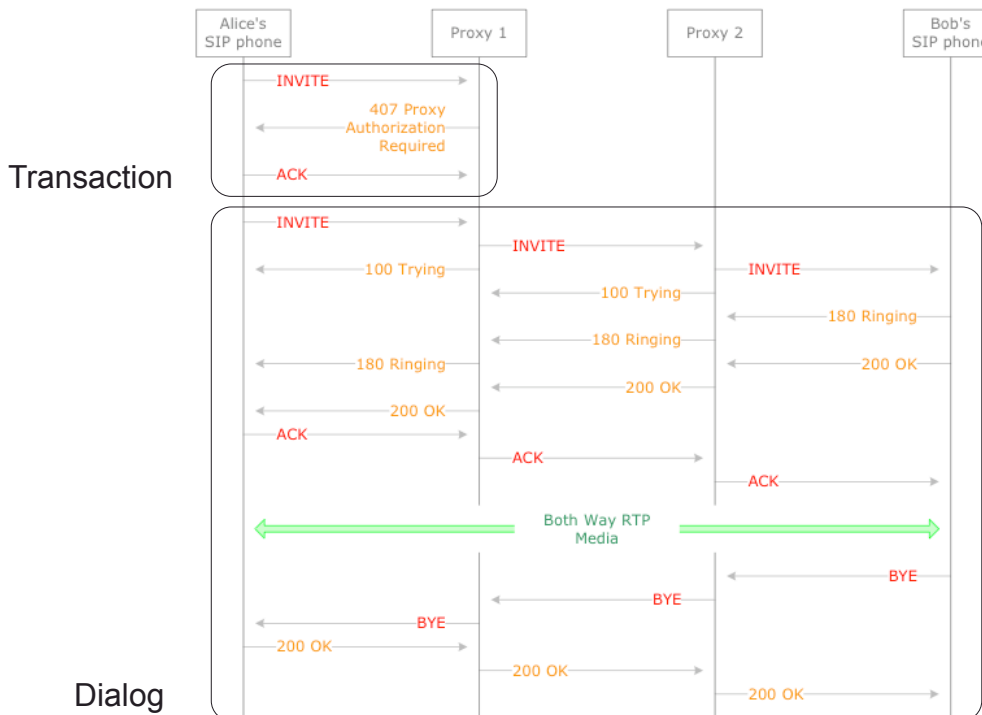
### Third INVITE

```
INVITE sip:alice@location1.fr SIP/2.0
Via: SIP/2.0/UDP 1.2.3.4;branch=z9hG4bK5
From: sip:nicolas@telecom-bretagne.eu;tag=5
To: sip:alice@wonderland.com
Contact: <sip:nicolas@1.2.3.4>
Call-ID: 100@1.2.3.4
Cseq: 2 INVITE
```

# UAC forking



# SIP call flows - session establishment through two proxies (RFC 3665)

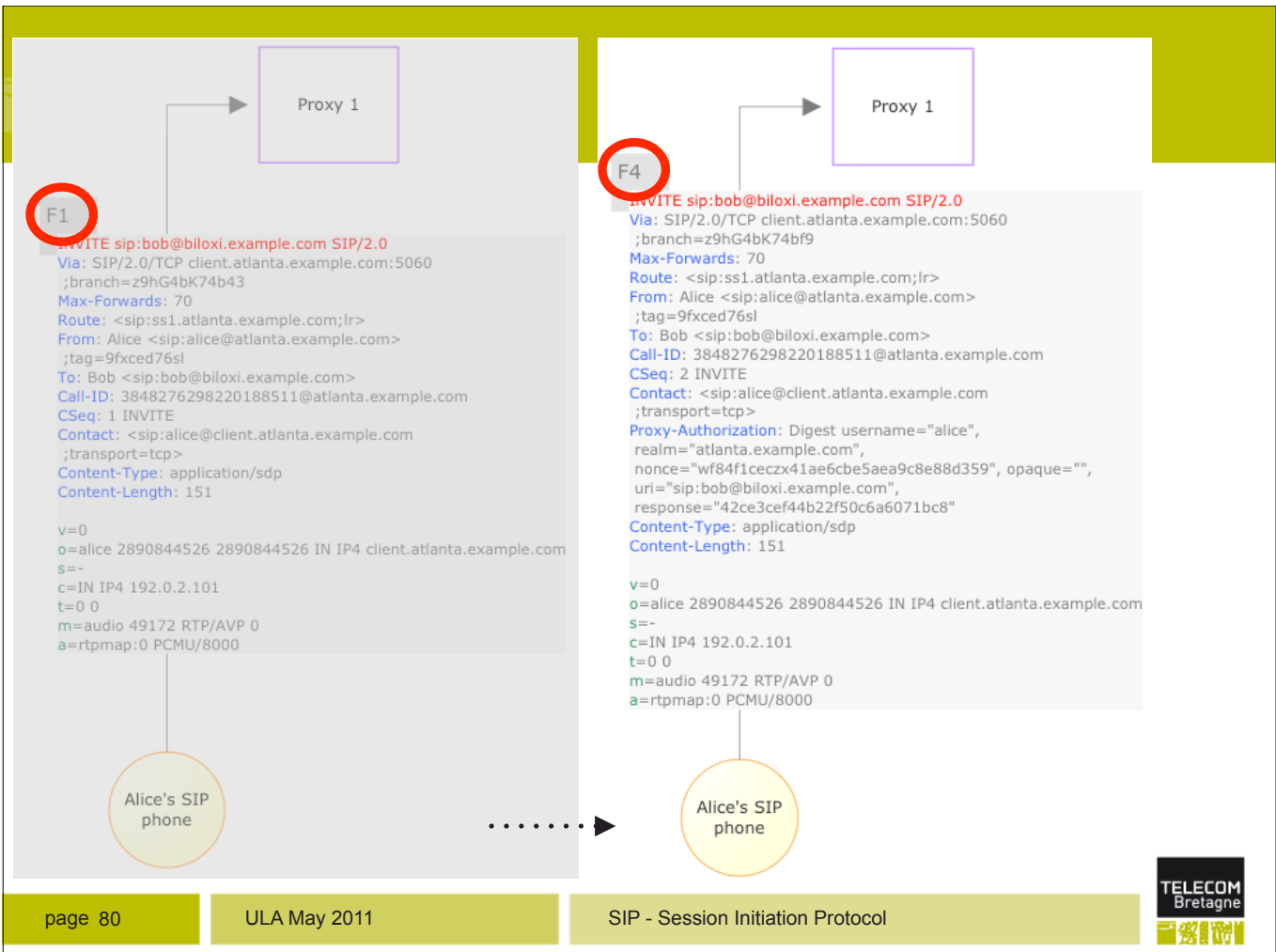
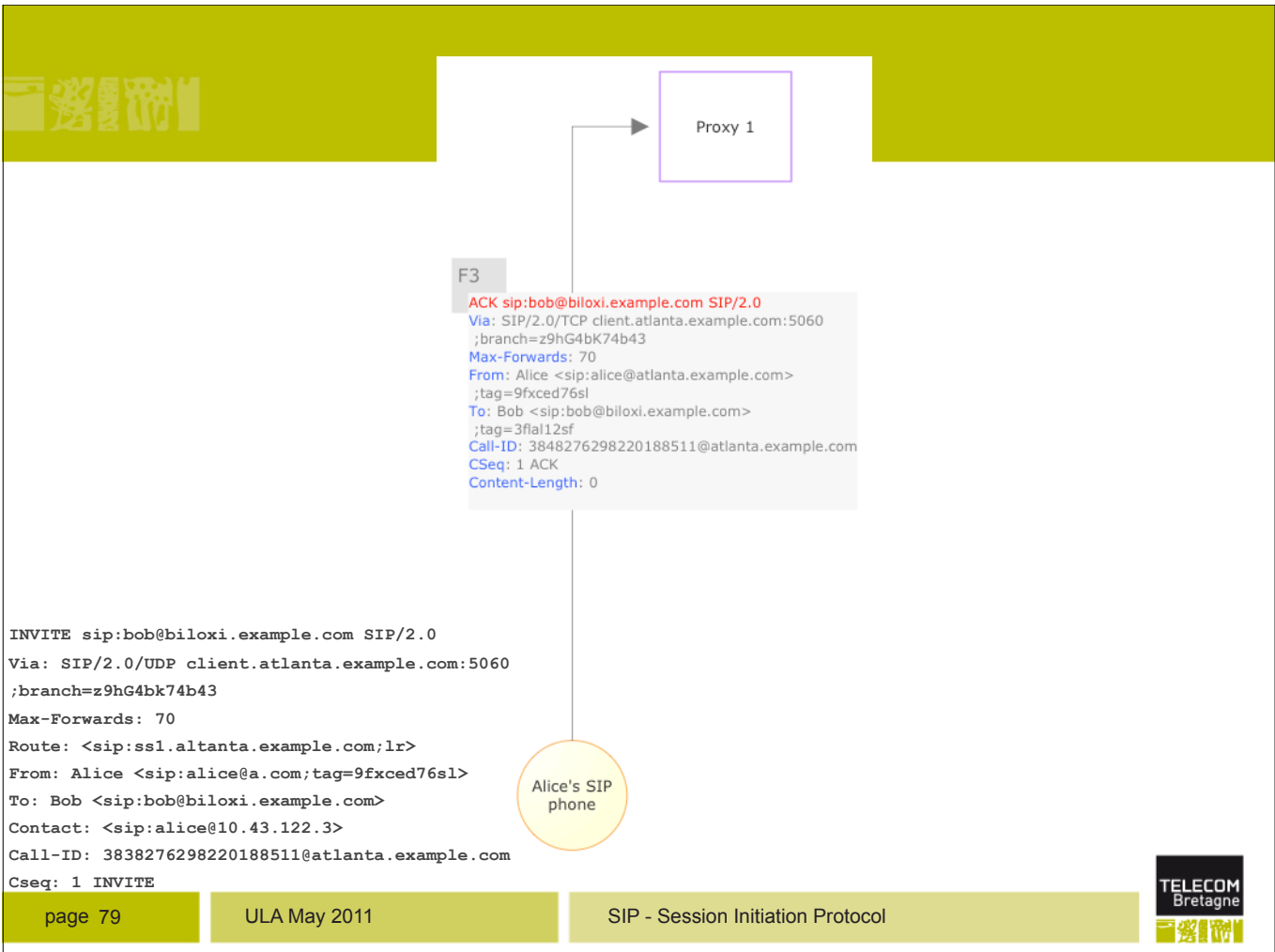




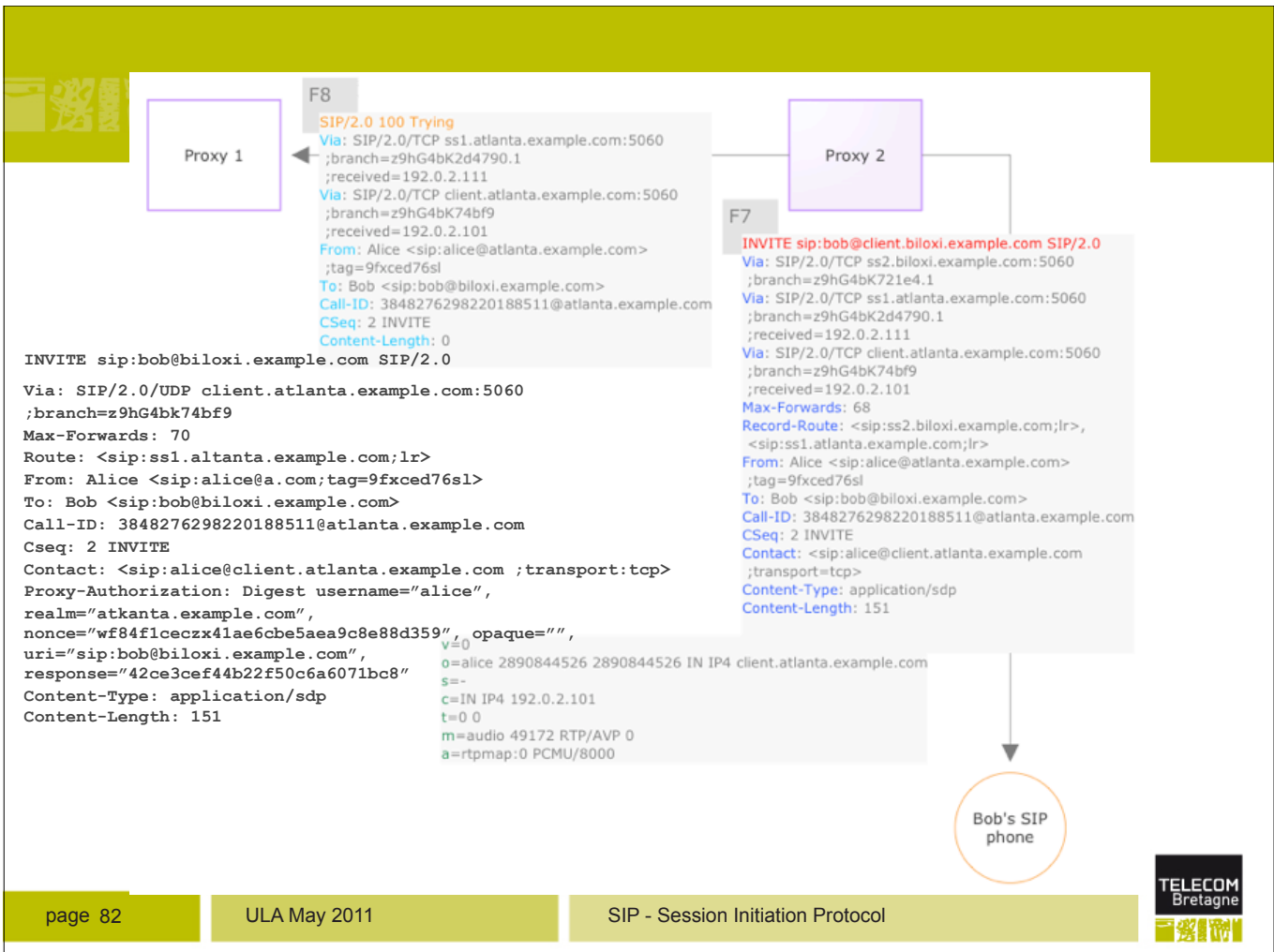
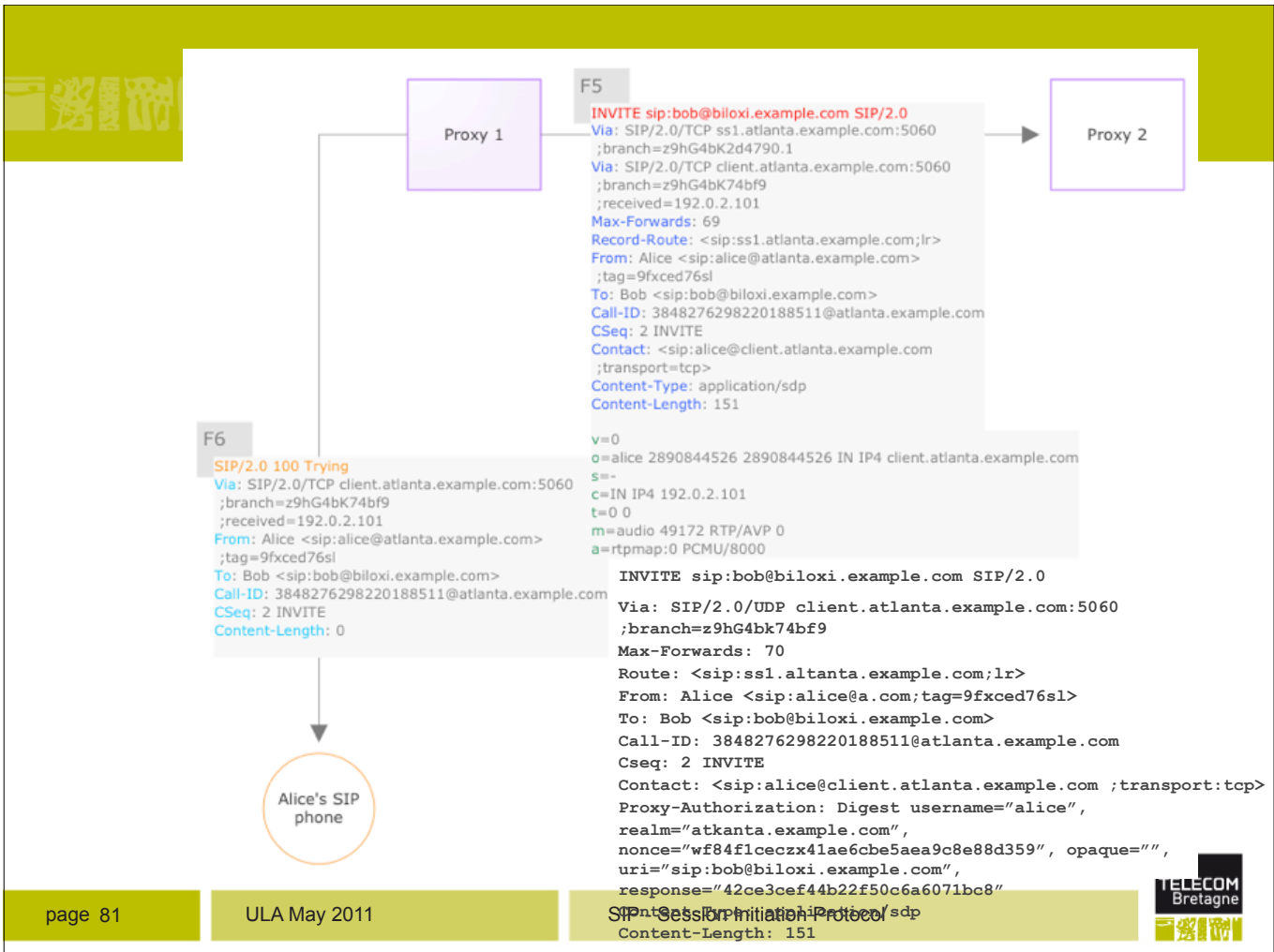
```

INVITE sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060
;branch=z9hG4bK74b43
Max-Forwards: 70
Route: <sip:ss1.altanta.example.com;lr>
From: Alice <sip:alice@a.com;tag=9fxced76sl>
To: Bob <sip:bob@biloxi.example.com>
Contact: <sip:alice@10.43.122.3>
Call-ID: 3838276298220188511@atlanta.example.com
Cseq: 1 INVITE
  
```















```

INVITE sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060
;branch=z9hG4bk74bf9
Max-Forwards: 70
Route: <sip:ss1.atlanta.example.com;lr>
From: Alice <sip:alice@a.com;tag=9fxced76sl>
To: Bob <sip:bob@biloxi.example.com>
Call-ID: 3848276298220188511@atlanta.example.com
Cseq: 2 INVITE
Contact: <sip:alice@client.atlanta.example.com ;transport=tcp>
Proxy-Authorization: Digest username="alice",
realm="atlanta.example.com",
nonce="wf84flceczx41ae6cbe5aea9c8e88d359", opaque="",
uri="sip:bob@biloxi.example.com",
response="42ce3cef44b22f50c6a6071bc8"
Content-Type: application/sdp
Content-Length: 151

```

F15

```

ACK sip:bob@client.biloxi.example.com SIP/2.0
Via: SIP/2.0/TCP client.atlanta.example.com:5060
;branch=z9hG4bk74b76
Max-Forwards: 70
Route: <sip:ss1.atlanta.example.com;lr>,
<sip:ss2.biloxi.example.com;lr>
From: Alice <sip:alice@atlanta.example.com>;tag=9fxced76sl
To: Bob <sip:bob@biloxi.example.com>;tag=314159
Call-ID: 3848276298220188511@atlanta.example.com
CSeq: 2 ACK
Content-Length: 0

```

Alice's SIP phone



## SIP call flows - session establishment through two proxies (RFC 3665)



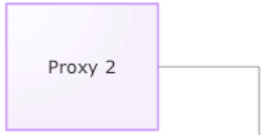
F16

```

ACK sip:bob@client.biloxi.example.com SIP/2.0
Via: SIP/2.0/TCP ss1.atlanta.example.com:5060
;branch=z9hG4bK2d4790.1
Via: SIP/2.0/TCP client.atlanta.example.com:5060
;branch=z9hG4bK74b76
;received=192.0.2.101
Max-Forwards: 69
Route: <sip:ss2.biloxi.example.com;lr>
From: Alice <sip:alice@atlanta.example.com>
;tag=9fxced76sl
To: Bob <sip:bob@biloxi.example.com>
;tag=314159
Call-ID: 3848276298220188511@atlanta.example.com
CSeq: 2 ACK
Content-Length: 0

```





F17

```
ACK sip:bob@client.biloxi.example.com SIP/2.0
Via: SIP/2.0/TCP ss2.biloxi.example.com:5060
;branch=z9hG4bK721e4.1
Via: SIP/2.0/TCP ss1.atlanta.example.com:5060
;branch=z9hG4bK2d4790.1
;received=192.0.2.111
Via: SIP/2.0/TCP client.atlanta.example.com:5060
;branch=z9hG4bK74b76
;received=192.0.2.101
Max-Forwards: 68
From: Alice <sip:alice@atlanta.example.com>
;tag=9fxced76sl
To: Bob <sip:bob@biloxi.example.com>
;tag=314159
Call-ID: 3848276298220188511@atlanta.example.com
CSeq: 2 ACK
Content-Length: 0
```



```
INVITE sip:bob@biloxi.example.com SIP/2.0
Via: SIP/2.0/UDP client.atlanta.example.com:5060
;branch=z9hG4bK74bf9
Max-Forwards: 70
Route: <sip:ss1.altanta.example.com;lr>
From: Alice <sip:alice@a.com;tag=9fxced76sl>
To: Bob <sip:bob@biloxi.example.com>
Call-ID: 3848276298220188511@atlanta.example.com
Cseq: 2 INVITE
Contact: <sip:alice@client.atlanta.example.com ;transport:tcp>
Proxy-Authorization: Digest username="alice",
realm="atkanta.example.com",
nonce="wf84flceczx41ae6cbe5aea9c8e88d359", opaque="",
uri="sip:bob@biloxi.example.com",
response="42ce3cef44b22f50c6a6071bc8"
Content-Type: application/sdp
Content-Length: 151
```

F18

```
BYE sip:alice@client.atlanta.example.com SIP/2.0
Via: SIP/2.0/TCP client.biloxi.example.com:5060
;branch=z9hG4bKnashds7
Max-Forwards: 70
Route: <sip:ss2.biloxi.example.com;lr>,
<sip:ss1.atlanta.example.com;lr>
From: Bob <sip:bob@biloxi.example.com>
;tag=314159
To: Alice <sip:alice@atlanta.example.com>
;tag=9fxced76sl
Call-ID: 3848276298220188511@atlanta.example.com
CSeq: 1 BYE
Content-Length: 0
```



# SIP call flows - session establishment through two proxies (RFC 3665)





## SIP call flows - session establishment through two proxies (RFC 3665)





F23

```
SIP/2.0 200 OK
Via: SIP/2.0/TCP client.biloxi.example.com:5060
;branch=z9hG4bKnashds7
;received=192.0.2.201
From: Bob <sip:bob@biloxi.example.com>
;tag=314159
To: Alice <sip:alice@atlanta.example.com>
;tag=9fxcde76sl
Call-ID: 3848276298220188511@atlanta.example.com
CSeq: 1 BYE
Content-Length: 0
```

