SIP Event Throttles

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Summary of Changes

- Explicitly uses RLS to aggregate a set of subscriptions
 - Fairly major change in scope
- RLS now does throttling
 - Throttle much more efficient
 - Better probability for support
 - Ability to change throttle on the fly
- Author's view: this should now address most of people's concerns

Open Issues

- Default throttle for a resource list?
 - Proposal: extend list format
 - Ability to set out-ofband
- Require issue
 - Keep it or lose it?

- RLS batching: need to define the algorithm
 - Avoid starvation
 - Implies a "nice" value per buddy?
 - However, is this really going to be a problem?

Summary

- Use throttling to list subscriptions
 - Interesting possibilities (e.g., quench subscription during inactivity of the user)
- Question: is this starting to look more reasonable?
 - WG item (in SIP)?