

Negotiating Human Language in Real-Time Communications
draft-ietf-slim-negotiating-human-language-14

Abstract

Users have various human (natural) language needs, abilities, and preferences regarding spoken, written, and signed languages. This document adds new SDP media-level attributes so that when establishing interactive communication sessions ("calls"), it is possible to negotiate (communicate and match) the caller's language and media needs with the capabilities of the called party. This is especially important with emergency calls, where a call can be handled by a call taker capable of communicating with the user, or a translator or relay operator can be bridged into the call during setup, but this applies to non-emergency calls as well (as an example, when calling a company call center).

This document describes the need and a solution using new SDP media attributes.

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[1.](#) Introduction

A mutually comprehensible language is helpful for human communication. This document addresses the negotiation of human (natural) language and media modality (spoken, signed, written) in real-time communications. A companion document [[RFC8255](#)] addresses language selection in email.

Unless the caller and callee know each other or there is contextual or out-of-band information from which the language(s) and media modalities can be determined, there is a need for spoken, signed, or written languages to be negotiated based on the caller's needs and the callee's capabilities. This need applies to both emergency and non-emergency calls. For example, it is helpful for a caller to a company call center or a Public Safety Answering Point (PSAP) to be able to indicate preferred signed, written, and/or spoken languages, and for the callee to be able to indicate its capabilities in this area, allowing the call to proceed using the language(s) and media forms supported by both.

For various reasons, including the ability to establish multiple streams using different media (e.g., voice, text, video), it makes sense to use a per-stream negotiation mechanism known as the Session Description Protocol (SDP). Utilizing SDP enables the solution described in this document to be applied to all interactive communications negotiated using SDP, in emergency as well as non-emergency scenarios.

By treating language as another SDP attribute that is negotiated along with other aspects of a media stream, it becomes possible to accommodate a range of users' needs and called party facilities. For example, some users may be able to speak several languages, but have a preference. Some called parties may support some of those languages internally but require the use of a translation service for others, or may have a limited number of call takers able to use certain languages. Another example would be a user who is able to

speak but is deaf or hard-of-hearing and requires a voice stream plus a text stream. Making language a media attribute allows the standard session negotiation mechanism to handle this by providing the information and mechanism for the endpoints to make appropriate decisions.

The term "negotiation" is used here rather than "indication" because human language (spoken/written/signed) can be negotiated in the same manner as media (audio/text/video) and codecs. For example, if we think of a user calling an airline reservation center, the user may have a set of languages he or she speaks, with perhaps preferences for one or a few, while the airline reservation center will support a fixed set of languages. Negotiation should select the user's most preferred language that is supported by the call center. Both sides should be aware of which language was negotiated. This is conceptually similar to the way other aspects of each media stream are negotiated using SDP (e.g., media type and codecs).

Since this is a protocol mechanism, the user equipment (UE client) needs to know the user's preferred languages; while this document does not address how clients determine this, reasonable techniques could include a configuration mechanism with a default of the language of the user interface; in some cases, a UE could tie language and media preferences, such as a preference for a video stream using a signed language and/or a text or audio stream using a written/spoken language.

1.1. Applicability

Within this document, it is assumed that the negotiating endpoints have already been determined, so that a per-stream negotiation based on the Session Description Protocol (SDP) can proceed.

When setting up interactive communications sessions it is necessary to route signaling messages to the appropriate endpoint(s). This document does not address the problem of language-based routing.

2. Terminology

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [RFC 2119](#) [[RFC2119](#)].

3. Desired Semantics

The desired solution is a media attribute (preferably per direction) that may be used within an offer to indicate the preferred language(s) of each (direction of a) media stream, and within an

answer to indicate the accepted language. The semantics of including multiple languages for a media stream within an offer is that the languages are listed in order of preference.

(Negotiating multiple simultaneous languages within a media stream is out of scope of this document.)

4. The existing 'lang' attribute

[RFC 4566](#) [[RFC4566](#)] specifies an attribute 'lang' which appears similar to what is needed here, but is not sufficiently specific or flexible for the needs of this document. In addition, 'lang' is not mentioned in [[RFC3264](#)] and there are no known implementations in SIP. Further, it is useful to be able to specify language per direction (sending and receiving). This document therefore defines two new attributes.

5. Solution

An SDP attribute (per direction) seems the natural choice to negotiate human (natural) language of an interactive media stream, using the language tags of [BCP 47](#) [[RFC5646](#)].

5.1. Rationale

The decision to base the proposal at the media negotiation level, and specifically to use SDP, came after significant debate and discussion. From an engineering standpoint, it is possible to meet the objectives using a variety of mechanisms, but none are perfect. None of the proposed alternatives was clearly better technically in enough ways to win over proponents of the others, and none were clearly so bad technically as to be easily rejected. As is often the case in engineering, choosing the solution is a matter of balancing trade-offs, and ultimately more a matter of taste than technical merit. The two main proposals were to use SDP and SIP. SDP has the advantage that the language is negotiated with the media to which it applies, while SIP has the issue that the languages expressed may not match the SDP media negotiated (for example, a session could negotiate a signed language at the SIP level but fail to negotiate a video media stream at the SDP layer).

The mechanism described here for SDP can be adapted to media negotiation protocols other than SDP.

5.2. The 'hlang-send' and 'hlang-recv' attributes

This document defines two media-level attributes starting with 'hlang' (short for "human interactive language") to negotiate which human language is selected for use in each interactive media stream. There are two attributes, one ending in "-send" and the other in "-recv", registered in [Section 6](#). Each can appear in offers and answers for media streams.

In an offer, the 'hlang-send' value is a list of one or more language(s) the offerer is willing to use when sending using the media, and the 'hlang-recv' value is a list of one or more language(s) the offerer is willing to use when receiving using the media. The list of languages is in preference order (first is most preferred). When a media is intended for interactive communication using a language in one direction only (such as a user sending using text and receiving using audio), either hlang-send or hlang-recv MAY be omitted. When a media is not primarily intended for language (for example, a video or audio stream intended for background only) both SHOULD be omitted. Otherwise, both SHOULD have the same value. The two SHOULD NOT be set to languages which are difficult to match together (e.g., specifying a desire to send audio in Hungarian and receive audio in Portuguese will make it difficult to successfully complete the call).

In an answer, 'hlang-send' is the language the answerer will send if using the media for language (which in most cases is one of the languages in the offer's 'hlang-recv'), and 'hlang-recv' is the language the answerer expects to receive if using the media for language (which in most cases is one of the languages in the offer's 'hlang-send').

Each value MUST be a list of one or more language tags per [BCP 47 \[RFC5646\]](#), separated by white space. [BCP 47](#) describes mechanisms for matching language tags. Note that [\[RFC5646\] Section 4.1](#) advises to "tag content wisely" and not include unnecessary subtags.

When placing an emergency call, and in any other case where the language cannot be inferred from context, in an offer each media stream primarily intended for human language communication SHOULD specify both (or for asymmetrical language use, one of) the 'hlang-send' and 'hlang-recv' attributes.

Note that while signed language tags are used with a video stream to indicate sign language, a video stream in parallel with an audio stream, both using the exact same (spoken) language tag, indicates a request for a supplemental video stream to see the speaker.

Clients acting on behalf of end users are expected to set one or both 'hlang-send' and 'hlang-recv' attributes on each media stream primarily intended for human communication in an offer when placing an outgoing session, and either ignore or take into consideration the attributes when receiving incoming calls, based on local configuration and capabilities. Systems acting on behalf of call centers and PSAPs are expected to take into account the attributes when processing inbound calls.

Note that media and language negotiation might result in more media streams being accepted than are needed by the users (e.g., if more preferred and less preferred combinations of media and language are all accepted). This is not a problem.

5.3. No Language in Common

A consideration with the ability to negotiate language is if the call proceeds or fails if the callee does not support any of the languages requested by the caller. This document does not mandate either behavior.

If the call is rejected due to lack of any languages in common, it is suggested to use SIP response code 488 (Not Acceptable Here) or 606 (Not Acceptable) [[RFC3261](#)] and include a Warning header field [[RFC3261](#)] in the SIP response. The Warning header field contains a warning code of [TBD: IANA VALUE, e.g., 308] and a warning text indicating that there are no mutually-supported languages; the text SHOULD also contain the supported languages and media.

Example:

```
Warning: [TBD: IANA VALUE, e.g., 308] proxy.example.com
        "Incompatible language specification: Requested languages not
        supported. Supported languages are: es, en; supported media
        are: audio, text."
```

5.4. Undefined Combinations

With the exception of the case mentioned in [Section 5.2](#) (an audio stream in parallel with a video stream with the exact same (spoken) language tag), the behavior when specifying a non-signed language tag for a video media stream, or a signed language tag for an audio or text media stream, is not defined.

5.5. Examples

Some examples are shown below. For clarity, only the most directly relevant portions of the SDP block are shown.

An offer or answer indicating spoken English both ways:

```
m=audio 49170 RTP/AVP 0
a=hlang-send:en
a=hlang-recv:en
```

An offer indicating American Sign Language both ways:

```
m=video 51372 RTP/AVP 31 32
a=hlang-send:ase
a=hlang-recv:ase
```

An offer requesting spoken Spanish both ways (most preferred), spoken Basque both ways (second preference), or spoken English both ways (third preference):

```
m=audio 49250 RTP/AVP 20
a=hlang-send:es eu en
a=hlang-recv:es eu en
```

An answer to the above offer indicating spoken Spanish both ways:

```
m=audio 49250 RTP/AVP 20
a=hlang-send:es
a=hlang-recv:es
```

An alternative answer to the above offer indicating spoken Italian both ways (as the callee does not support any of the requested languages but chose to proceed with the call):

```
m=audio 49250 RTP/AVP 20
a=hlang-send:it
a=hlang-recv:it
```

An offer or answer indicating written Greek both ways:

```
m=text 45020 RTP/AVP 103 104
a=hlang-send:gr
a=hlang-recv:gr
```

An offer requesting the following media streams: video for the caller to send using Argentine Sign Language, text for the caller to send using written Spanish (most preferred) or written Portuguese, audio

for the caller to receive spoken Spanish (most preferred) or spoken Portuguese:

```
m=video 51372 RTP/AVP 31 32
a=hlang-send:aed
```

```
m=text 45020 RTP/AVP 103 104
a=hlang-send:sp pt
```

```
m=audio 49250 RTP/AVP 20
a=hlang-recv:sp pt
```

An answer for the above offer, indicating text in which the callee will receive written Spanish, and audio in which the callee will send spoken Spanish. The answering party had no video capability:

```
m=video 0 RTP/AVP 31 32
m=text 45020 RTP/AVP 103 104
a=hlang-recv:sp
```

```
m=audio 49250 RTP/AVP 20
a=hlang-send:sp
```

An offer requesting the following media streams: text for the caller to send using written English (most preferred) or written Spanish, audio for the caller to receive spoken English (most preferred) or spoken Spanish, supplemental video:

```
m=text 45020 RTP/AVP 103 104
a=hlang-send:en sp
```

```
m=audio 49250 RTP/AVP 20
a=hlang-recv:en sp
```

```
m=video 51372 RTP/AVP 31 32
```

An answer for the above offer, indicating text in which the callee will receive written Spanish, audio in which the callee will send spoken Spanish, and supplemental video:

```
m=text 45020 RTP/AVP 103 104
a=hlang-recv:sp
```

```
m=audio 49250 RTP/AVP 20
a=hlang-send:sp
```

```
m=video 51372 RTP/AVP 31 32
```


Contact Email Address: rg+ietf@randy.pensive.org

Attribute Value: hlang-value

Attribute Semantics: Described in [Section 5.2](#) of TBD: THIS DOCUMENT

Usage Level: media

Mux Category: NORMAL

Charset Dependent: No

Purpose: See [Section 5.2](#) of TBD: THIS DOCUMENT

O/A Procedures: See [Section 5.2](#) of TBD: THIS DOCUMENT

Reference: TBD: THIS DOCUMENT

[6.2.](#) Warn-Codes Sub-Registry of SIP Parameters

IANA is requested to add a new value in the warn-codes sub-registry of SIP parameters in the 300 through 329 range that is allocated for indicating problems with keywords in the session description. The reference is to this document. The warn text is "Incompatible language specification: Requested languages not supported. Supported languages and media are: [list of supported languages and media]."

[7.](#) Security Considerations

The Security Considerations of [BCP 47](#) [[RFC5646](#)] apply here. In addition, if the 'hlang-send' or 'hlang-recv' values are altered or deleted en route, the session could fail or languages incomprehensible to the caller could be selected; however, this is also a risk if any SDP parameters are modified en route.

[8.](#) Privacy Considerations

Language and media information can suggest a user's nationality, background, abilities, disabilities, etc.

[9.](#) Changes from Previous Versions

RFC EDITOR: Please remove this section prior to publication.

[9.1.](#) Changes from [draft-ietf-slim-...-04](#) to [draft-ietf-slim-...-06](#)

- o Deleted [Section 3](#) ("Expected Use")
- o Reworded modalities in Introduction from "voice, video, text" to "spoken, signed, written"
- o Reworded text about "increasingly fine-grained distinctions" to instead merely point to [BCP 47 Section 4.1](#)'s advice to "tag content wisely" and not include unnecessary subtags
- o Changed IANA registration of new SDP attributes to follow [RFC 4566](#) template with extra fields suggested in 4566-bis (expired draft)
- o Deleted "(known as voice carry over)"
- o Changed textual instanced of [RFC 5646](#) to [BCP 47](#), although actual reference remains RFC due to xml2rfc limitations

[9.2.](#) Changes from [draft-ietf-slim-...-02](#) to [draft-ietf-slim-...-03](#)

- o Added Examples
- o Added Privacy Considerations section
- o Other editorial changes for clarity

[9.3.](#) Changes from [draft-ietf-slim-...-01](#) to [draft-ietf-slim-...-02](#)

- o Deleted most of [Section 4](#) and replaced with a very short summary
- o Replaced "wishes to" with "is willing to" in [Section 5.2](#)
- o Reworded description of attribute usage to clarify when to set both, only one, or neither
- o Deleted all uses of "IMS"
- o Other editorial changes for clarity

[9.4.](#) Changes from [draft-ietf-slim-...-00](#) to [draft-ietf-slim-...-01](#)

- o Editorial changes to wording in [Section 5](#).

9.5. Changes from [draft-gellens-slim-...-03](#) to [draft-ietf-slim-...-00](#)

- o Updated title to reflect WG adoption

9.6. Changes from [draft-gellens-slim-...-02](#) to [draft-gellens-slim-...-03](#)

- o Removed Use Cases section, per face-to-face discussion at IETF 93
- o Removed discussion of routing, per face-to-face discussion at IETF 93

9.7. Changes from [draft-gellens-slim-...-01](#) to [draft-gellens-slim-...-02](#)

- o Updated NENA usage mention
- o Removed background text reference to [draft-saintandre-sip-xmpp-chat-04](#) since that draft expired

9.8. Changes from [draft-gellens-slim-...-00](#) to [draft-gellens-slim-...-01](#)

- o Revision to keep draft from expiring

9.9. Changes from [draft-gellens-mmusic-...-02](#) to [draft-gellens-slim-...-00](#)

- o Changed name from -mmusic- to -slim- to reflect proposed WG name
- o As a result of the face-to-face discussion in Toronto, the SDP vs SIP issue was resolved by going back to SDP, taking out the SIP hint, and converting what had been a set of alternate proposals for various ways of doing it within SIP into an informative annex section which includes background on why SDP is the proposal
- o Added mention that enabling a mutually comprehensible language is a general problem of which this document addresses the real-time side, with reference to [\[RFC8255\]](#) which addresses the non-real-time side.

9.10. Changes from [draft-gellens-mmusic-...-01](#) to -02

- o Added clarifying text on leaving attributes unset for media not primarily intended for human language communication (e.g., background audio or video).

- o Added new section ("Alternative Proposal: Caller-prefs") discussing use of SIP-level Caller-prefs instead of SDP-level.

9.11. Changes from [draft-gellens-mmusic-...-00](#) to -01

- o Relaxed language on setting -send and -receive to same values; added text on leaving on empty to indicate asymmetric usage.
- o Added text that clients on behalf of end users are expected to set the attributes on outgoing calls and ignore on incoming calls while systems on behalf of call centers and PSAPs are expected to take the attributes into account when processing incoming calls.

9.12. Changes from [draft-gellens-...-02](#) to [draft-gellens-mmusic-...-00](#)

- o Updated text to refer to [RFC 5646](#) rather than the IANA language subtags registry directly.
- o Moved discussion of existing 'lang' attribute out of "Proposed Solution" section and into own section now that it is not part of proposal.
- o Updated text about existing 'lang' attribute.
- o Added example use cases.
- o Replaced proposed single 'hlang' attribute with 'hlang-send' and 'hlang-recv' per Harald's request/information that it was a misuse of SDP to use the same attribute for sending and receiving.
- o Added section describing usage being advisory vs required and text in attribute section.
- o Added section on SIP "hint" header (not yet nailed down between new and existing header).
- o Added text discussing usage in policy-based routing function or use of SIP header "hint" if unable to do so.
- o Added SHOULD that the value of the parameters stick to the largest granularity of language tags.
- o Added text to Introduction to be try and be more clear about purpose of document and problem being solved.
- o Many wording improvements and clarifications throughout the document.

- o Filled in Security Considerations.
- o Filled in IANA Considerations.
- o Added to Acknowledgments those who participated in the Orlando ad-hoc discussion as well as those who participated in email discussion and side one-on-one discussions.

[9.13.](#) Changes from [draft-gellens-...-01](#) to -02

- o Updated text for (possible) new attribute "hlang" to reference [RFC 5646](#)
- o Added clarifying text for (possible) re-use of existing 'lang' attribute saying that the registration would be updated to reflect different semantics for multiple values for interactive versus non-interactive media.
- o Added clarifying text for (possible) new attribute "hlang" to attempt to better describe the role of language tags in media in an offer and an answer.

[9.14.](#) Changes from [draft-gellens-...-00](#) to -01

- o Changed name of (possible) new attribute from 'humlang' to "hlang"
- o Added discussion of silly state (language not appropriate for media type)
- o Added Voice Carry Over example
- o Added mention of multilingual people and multiple languages
- o Minor text clarifications

[10.](#) Contributors

Gunnar Hellstrom deserves special mention for his reviews and assistance.

[11.](#) Acknowledgments

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12. References

12.1. Normative References

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12.2. Informational References

- [RFC3264] Rosenberg, J. and H. Schulzrinne, "An Offer/Answer Model with Session Description Protocol (SDP)", [RFC 3264](#), DOI 10.17487/RFC3264, June 2002, <<https://www.rfc-editor.org/info/rfc3264>>.
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