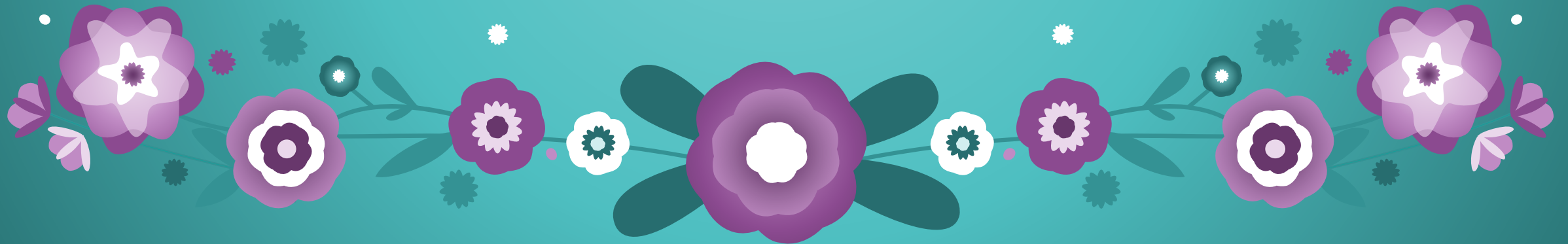


RIPT BoF

IETF 107



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<https://www.ietf.org/how/meetings/107>

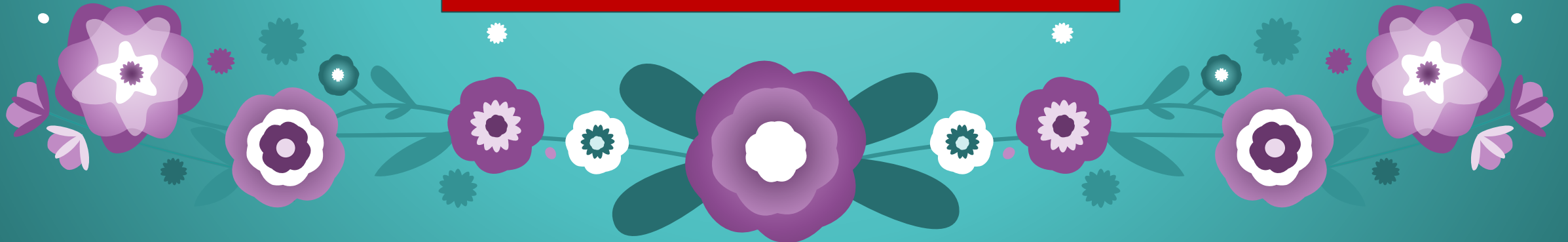
Please add your name and affiliation to the virtual blue sheet in the [session Etherpad](#)

Please join [Webex](#) AND [Jabber](#) (for general chat)

Webex chat is for mic **queue management only**

Use “+q” to request to join the queue (“-q” to cancel)

PLEASE MUTE WHEN NOT SPEAKING



Note Well

This is a reminder of IETF policies in effect on various topics such as patents or code of conduct. It is only meant to point you in the right direction. Exceptions may apply. The IETF's patent policy and the definition of an IETF "contribution" and "participation" are set forth in BCP 79; please read it carefully.

As a reminder:

- By participating in the IETF, you agree to follow IETF processes and policies.
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Definitive information is in the documents listed below and other IETF BCPs. For advice, please talk to WG chairs or ADs:

- [BCP 9](#) (Internet Standards Process)
- [BCP 25](#) (Working Group processes and Anti-Harassment Procedures)
- [BCP 54](#) (Code of Conduct)
- [BCP 78](#) (Copyright)
- [BCP 79](#) (Patents, Participation)
- <https://www.ietf.org/privacy-policy/> (Privacy Policy)

BoF Questions

- The purpose of this meeting is not to perform design
- We want to answer three questions
 - Is there a problem here that is worth solving?
 - Can the problem be solved?
 - Are there people who are willing to do the necessary work?

Agenda

	Item	Presenter	Time
1	Introduction, Instructions, Agenda	Chairs	10m
2	Problem Statement & High Level Protocol Summary	Jonathan R.	20m
3	Implementation Experiences at Google	Justin U.	15m
4	Freeswitch Use Cases and Needs	Anthony M.	10m
5	Prototype Status	Suhas N.	10m
6	Charter Review and Discussion	Cullen J.	30m
7	BoF Questions	Chairs	15m

Charter 1/4

This working group will standardize a protocol, capable of operating atop HTTP/3, which supports real-time voice and video communications, including signaling, media negotiation, and transmission of media packets.

The primary rationale for this new protocol is to enable deployment of real-time communications services on modern "cloud" systems. These systems are built around HTTP, and for HTTP-based applications, they enable load balancing, HA, auto-scaling, and so on. However, real-time communications protocols are based on SIP and RTP, and they cannot take advantage of these HTTP-based capabilities.

Charter 2/4

It is a non-goal of this working group to replicate all of SIP and its many extensions into HTTP. The group will limit itself to supporting the functionality in widespread actual usage today.

The protocol uses HTTP techniques for authentication and authorization (notably OAuth), and requires hop by hop encryption (i.e., https). The protocol will also allow for e2e media encryption, although keying is out of scope, and is expected to be handled by other protocols such as MLS. This extension will also utilize STIR for callerID.

Charter 3/4

This protocol should be implementable in browsers, thick desktop clients, mobile apps and servers.

The group will standardize an extension to the baseline protocol that automates the configuration necessary to achieve calling between an organization which is a customer of the other (for example, enterprise to service provider).

Charter 4/4

[OPEN ISSUE: Is P2P media in or out? If in, ICE or something else ?]

The group will do its work in conjunction with active software development efforts, so that implementation experience feeds directly into protocol development.

The group will coordinate with WebTransport, QUIC, HTTPbis and STIR WGs.

BoF Questions

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