Operational Considerations for Streaming Media
draft-ietf-mops-streaming-opcons

Status Report & Updates

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Updates since post-107 interim

- New "Extremely Unpredictable Patterns" section (COVID)
- Moved & refactored Contributor's section
- Added template for submitting issues
- Settled in github/ietf-wg-mops/draft-ietf-mops-streaming-opcons
  - mostly (auto-building bug pending, gh-pages out of date)

Open Issues

- define streaming, integrate definition ([#5](#5))
- end-to-end media encryption ([#4](#4))
- latency considerations ([#3](#3))
- refinements to TCP idle time discussion ([#2](#2))
- caching applicability section ([#13](#13))
- articulate sources of network constraints ([#12](#12))
- historical charts of usage patterns with references ([#26](#26))
- references for industry-standard metrics ([#14](#14))
- references for COVID section ([#24](#24))
- broken gh-pages ([#25](#25))

Latency Discussion

- Moved to list from github issues thread
- Consensus (?) media latency issues are in-scope
  - but latency should be defined for this context
- Open scoping questions remain:
  - streaming video games relying on video for streaming? (stadia)
  - conferencing?

Re-soliciting feedback

- suggested title or **name** for the issue
- long-term pointer to the best **reference** describing the issue
- short **description** of the issue and its impact on media quality of service, including:
  - where the root causes for this issue are in the network
  - who can detect this issue when it occurs
- an overview of the issue's known **prevalence** in practice
  - pointers to write-ups of high-profile incidents are a plus
- a list of known **mitigation techniques**, including (for each known mitigation):
  - a **name** for the mitigation technique
  - a long-term pointer to the best **reference** describing it
  - a short **description**, including how, why, and where in the network it operates + tradeoffs
  - overview of the technique's **deployment prevalence** and status