Operational Considerations for Streaming Media

draft-ietf-mops-streaming-opcons

Status Report & Updates

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IETF 108, July 2020
Updates since post-107 interim

- New "Extremely Unpredictable Patterns" section (COVID)
- Moved & refactored Contributor's section
- Added template for submitting issues
  - mostly (auto-building bug pending, gh-pages out of date)
Open Issues

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