IETF110 MOPS Update
Streaming Video Alliance

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Open Caching API Testbed

The Open Caching API Testbed is a shared testing environment which demonstrates API functionality in an interoperable system between content owners, network operators, and service providers.

https://opencaching.streamingvideoalliance.org/open-caching-api-testbed/

New Configuration API Publications

Configuration API documents – parts 1,2 & 3:

https://www.streamingvideoalliance.org/document/draft-configuration-interface-api-part-1/
https://www.streamingvideoalliance.org/document/draft-configuration-interface-api-part-2/
https://www.streamingvideoalliance.org/document/draft-configuration-interface-api-part-3/

Live Streaming PoC

https://www.streamingvideoalliance.org/project/measuring-latency-in-abr-streaming/

The Technical Evaluation and Measurement project is the natural follow up to the previous Live Streaming Working Group activity focused on the creation of the Best Practices For Reducing Stream Latency.

The objectives and goals of this project include:
(1) Test the recommendations made in the Best Practices for Reducing Live Streaming Latency in a controlled lab environment
(2) Measure and gather results from different testing scenarios
(3) Publish results as they are received (without analysis)
(4) Document all tests, measurements, and analysis in a document

PoC: Recommendations for Mitigating Latency in Streaming VR Video Delivery Workflows

VR streaming video heralds a new video experience but it's potential may never be realized if the possibility looms of latencies which might potentially make viewers physically ill. The intent of this project is to establish end-to-end VR streaming video delivery workflows and measure the latency which may impact the viewer's Quality of Experience

https://www.streamingvideoalliance.org/project/recommendations-for-mitigating-latency-in-streaming-vr-video-delivery-workflows/

Distributed Request Tracing

Streaming operators struggle to provide exceptional viewer quality of experience (QoE) due to observability challenges. As an industry, we can significantly improve viewer QoE by leveraging distributed request tracing and the insight it enables. Streaming operators and service providers working together can collaboratively integrate logs, metrics, and request traces across the streaming video distribution workflow, dramatically increasing its overall observability for mutual benefit.

https://www.streamingvideoalliance.org/project/distributed-request-tracing/

PoC: QUIC for Video Streaming

QUIC's use of UDP is a significant change to the HTTP/TCP delivery used by the streaming industry to delivery high quality video at scale.

While there are many QUIC implementations for potential adopters to play with to evaluate QUIC for streaming, there is not any standardized end-to-end test bed with incorporated metrics collection connecting players, infrastructure, and servers for QUIC adopters to use in their evaluations.

PoC will design, build and document a reference test environment for streaming with QUIC.

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