Mailing list: webtransport@ietf.org Jabber Room: webtrans@jabber.ietf.org



WEBTRANS WG ETE112Virtual Meeting Tuesday, November 9, 2021 Session I, Room 2 12:00 - 14:00 UTC 04:00 - 06:00 Pacific Time

MeetEcho: <u>https://wws.conf.meetecho.com/conference/?group=webtrans</u>



IETF 112 Meeting Tips https://www.ietf.org/how/meetings/112 https://datatracker.ietf.org/meeting/agenda

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Note Well

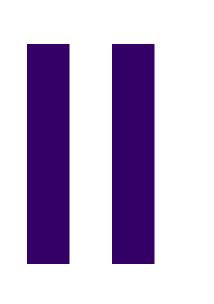
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- BCP 54 (Code of Conduct)
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Note really well

conduct in the IETF. appropriate workplace behavior. one of the Ombudspersons.

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About this meeting • Agenda: https://datatracker.ietf.org/doc/agenda-112-webtrans/ • Notes: <u>https://notes.ietf.org/s/notes-ietf-112-webtrans</u> • Jabber Room: <u>webtrans@jabber.ietf.org</u> • Secretariat: <u>mtd@jabber.ietf.org</u> WG Chairs: Bernard Aboba & David Schinazi Jabber Scribe: Alan Frindell • Note Takers:



Other Meetings This Week • Media over QUIC (mog) side meetings: https://trac.ietf.org/trac/ietf/meeting/wiki/112sidemeetings • Tuesday (today), 18:15 UTC, 10:15 AM Pacific Time • Friday, 18:15 UTC, 10:15 AM Pacific Time







Agenda • Agenda Bash

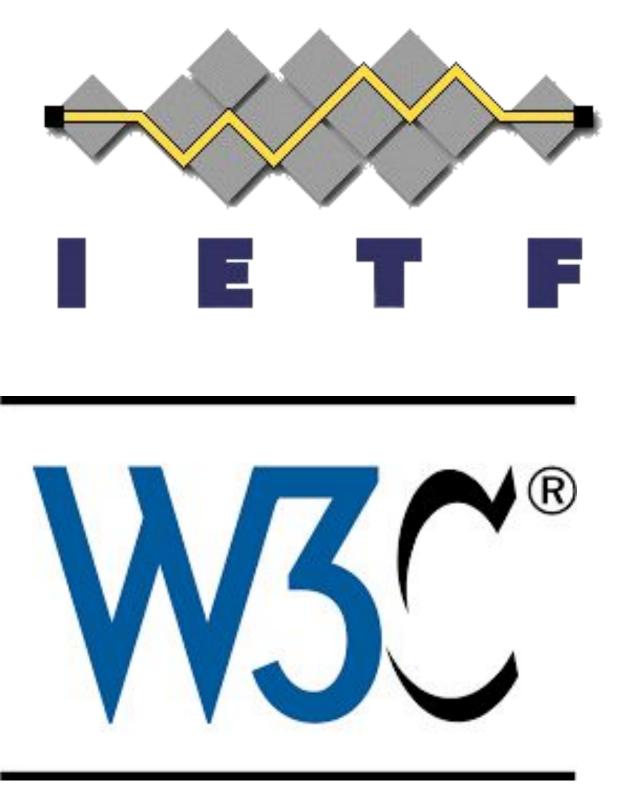
• Preliminaries, Chairs (10 minutes) • Note Well, Virtual Bluesheets • Jabber Scribe, Note Takers • Speaking Queue Manager (David Schinazi)

• W3C WebTransport Update, Jan-Ivar Bruaroey, (5 minutes) • WebTransport over HTTP/3, Victor Vasiliev (40 minutes) • https://tools.ietf.org/html/draft-ietf-webtrans-http3 • WebTransport using HTTP/2, Eric Kinnear (40 minutes) • <u>https://tools.ietf.org/html/draft-ietf-webtrans-http2</u> • Hums, Wrap up and Summary, Chairs & ADs (25 minutes)



W3C WebTransport WG progress since July 30th Decisions & PRs • Shored up error handling in algorithms

- W3C WebTransport Update • Status: Published a <u>Working Draft</u> (i.e. no longer FPWD) • Finished all *discussion* of issues in <u>minimum-viable-ship</u> milestone • (4 non-editorial issues remain ready-for-PR, 3 editorial, 1 WPT)
 - New <u>WebTransportError</u> DOMException, with members:
 - <u>source</u> ("stream" or "session") and 8-bit <u>streamErrorCode</u> (=0)
 - await upstream.abort(new WebTransportError({streamErrorCode: 123}));
 - wt.datagrams.<u>maxDataGramSize</u> read-only UA integer Sender-side now takes streams of <u>BufferSource</u> objects as input
- - Prioritized outgoing datagrams over outgoing streams 0 32-bit close code: const {closeCode, reason} = await wt.closed;



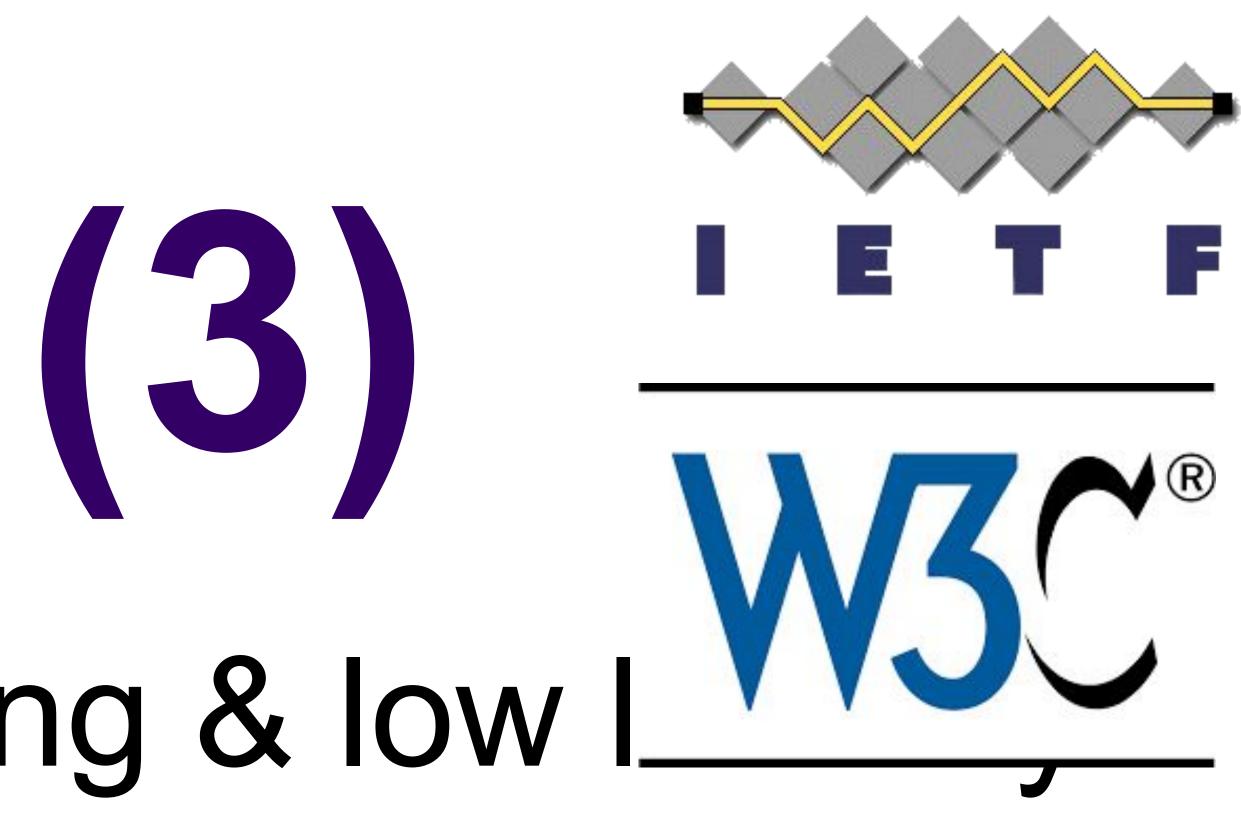
and WebRTC background. \bigcirc

W3C WebTransport Update (2) • TPAC (annual) meeting held Oct 26th - slides available here Slides highlighting differences for those coming from a <u>WebSocket</u> • Chrome update - shipping WT support in M97 Built on -02 version of the draft. Has support for 8-bit reset streamCode errors, and error messages for closing the connection. • No origin trial required. Available in window & workers, secure context only. • Not shipping write prioritization and stats. Also hash-based certificates instead of WebPKI, may make it or be in M98. • Implementation is fairly mature. Covered by <u>Web-Platform-Tests</u> (WPT), using an echo server based on aioquic. Multicast-for-the-web presentation by the W3C multicast CG with <u>demo</u>. Request to add multicast datagrams as a use-case.



W3C WebTransport Update (3) Issue identified around bi-directional server-based video conferencing & low

video upload from client to server: • Encoder and congestion control algorithms need to collaborate. WebTransport Stats & API do not enable this today. \bigcirc WebCodecs API "average bitrate target" results in overshoots \bigcirc (keyframe)/undershoots (delta frames). An application can send less than what the congestion window will allow (by utilizing delay and bandwidth estimates), but cannot send more than what the congestion window permits. Additive increase requires the application to slowly increase the sending rate to probe the network, however re-enabling dropped layers is a *multiplicative* increase. Without application filling the congestion window (e.g. probing), the sender can get stuck at an artificially low rate. Potential for conflicting congestion control loops: https://www.in.tum.de/fileadmin/w00bws/cm/papers/epiq21-rtp-over-quic.pdf



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WebTransport over HTTP/3 (40 minutes)

Presentation End: 13:00

Victor Vasiliev

https://datatracker.ietf.org/doc/html/draft-ietf-webtrans-http3



draft-02

Changes: Support for clean session close Reset error code mapping Version negotiation header • Other fixes Shipping in Chrome 97!



Version negotiation Client offers Sec-WebTransport-Http3-Draft02: 1.

Server replies Sec-WebTransport-Http3-Draft: draft02.



Issue discussion https://github.com/ietf-wg-webtrans/draft-ietf-we btrans-http3



Issue #27: draining sessions Should we add a GOAWAY capsule? If so, what would it do?





Issue #22/36: pooling resources How do we limit the resources allocated?



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Issue #61: redirects How should WebTransport clients handle 3xx responses?

(the conclusion during the last W3C discussion was to not support redirects)





Issue #63: request forgery

In WebSocket, we use masking to avoid confusion attacks on the intermediaries.

WebTransport?

Do we need something similar in



Backup discussion slide





WebTransport using HTTP/2 (40 minutes)

Presentation End: 13:40

Eric Kinnear https://datatracker.ietf.org/doc/html/draft-ietf-webtransport-http2





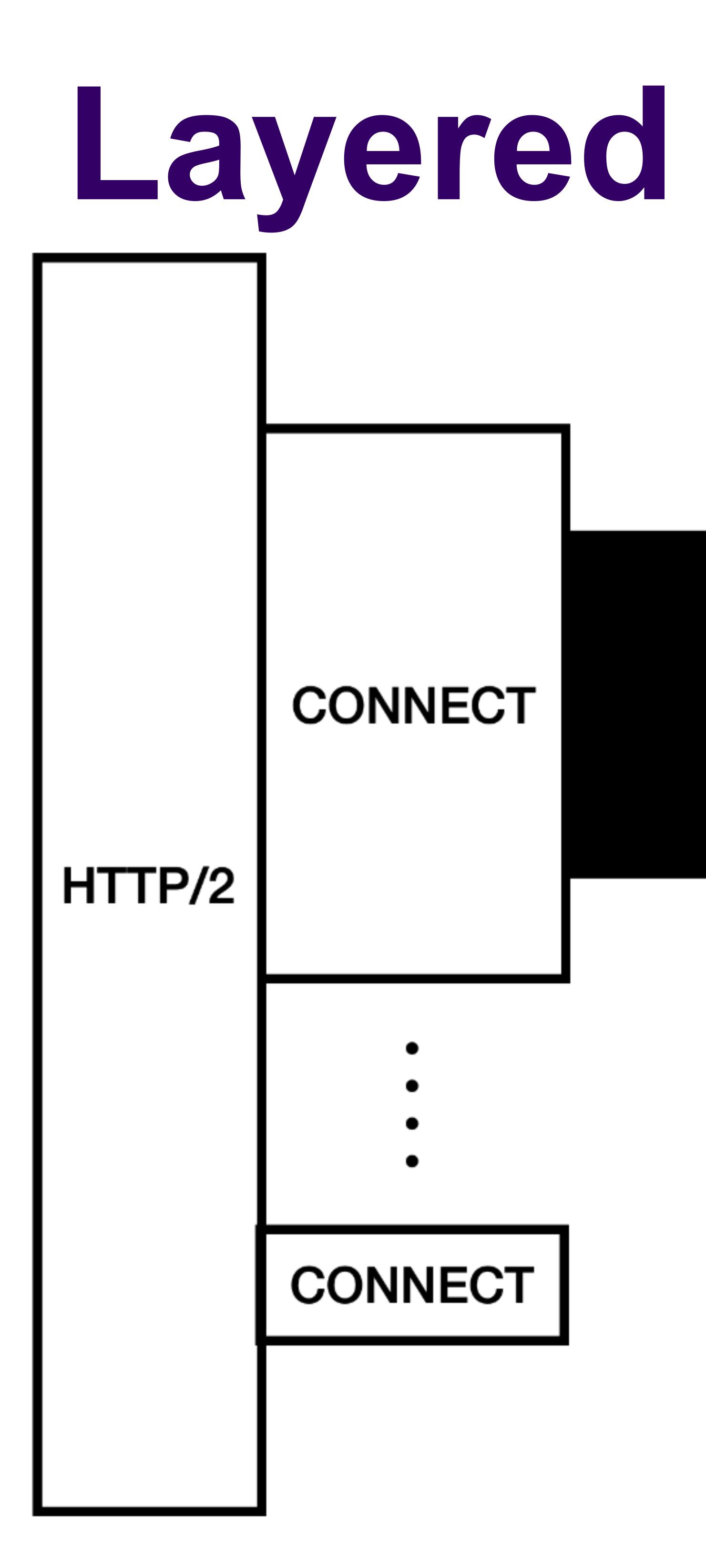
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-02 submitted

"Layered" design New WT frames on HTTP/2 CONNECT stream Welcome Martin Thomson!

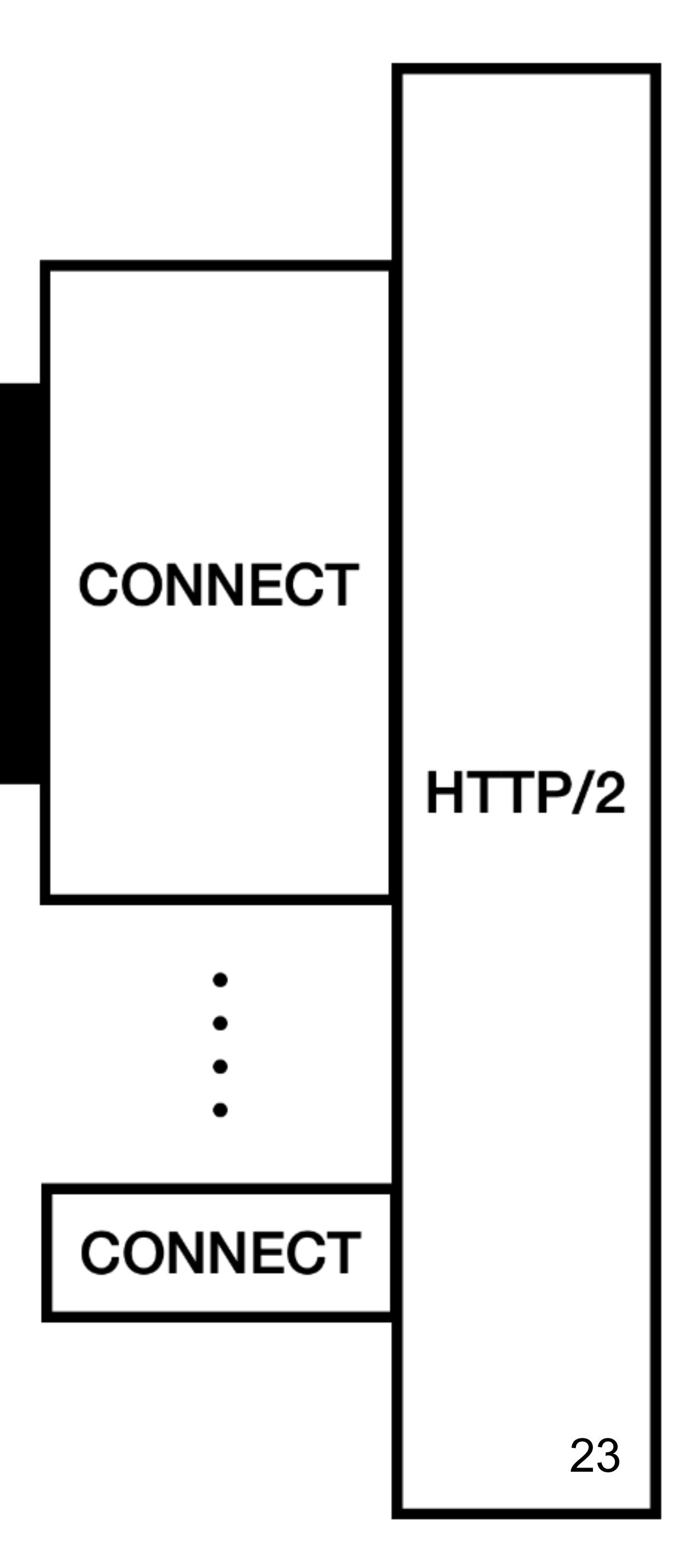




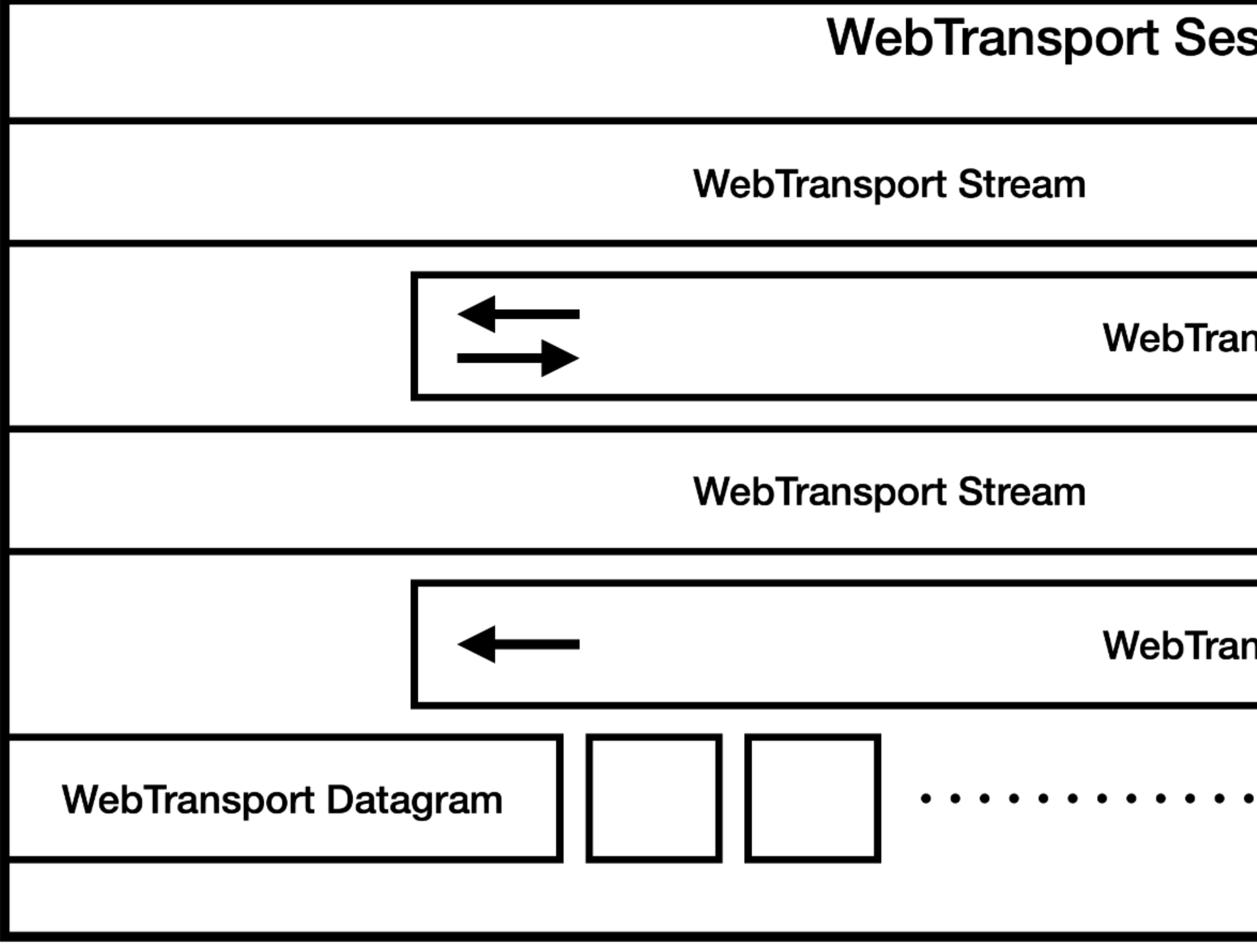


WebTransport Session





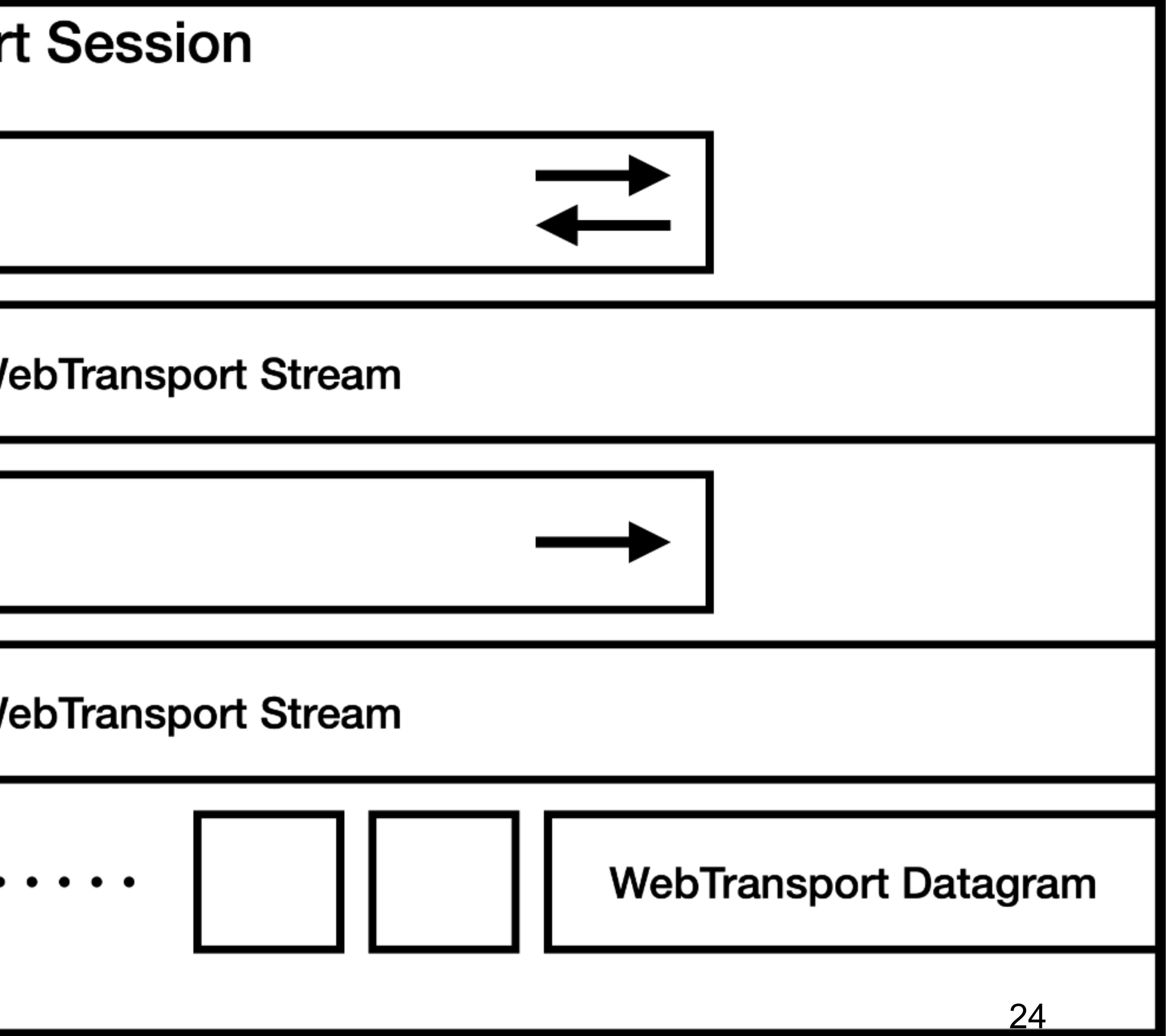




WebTransport Session

WebTransport Stream

WebTransport Stream

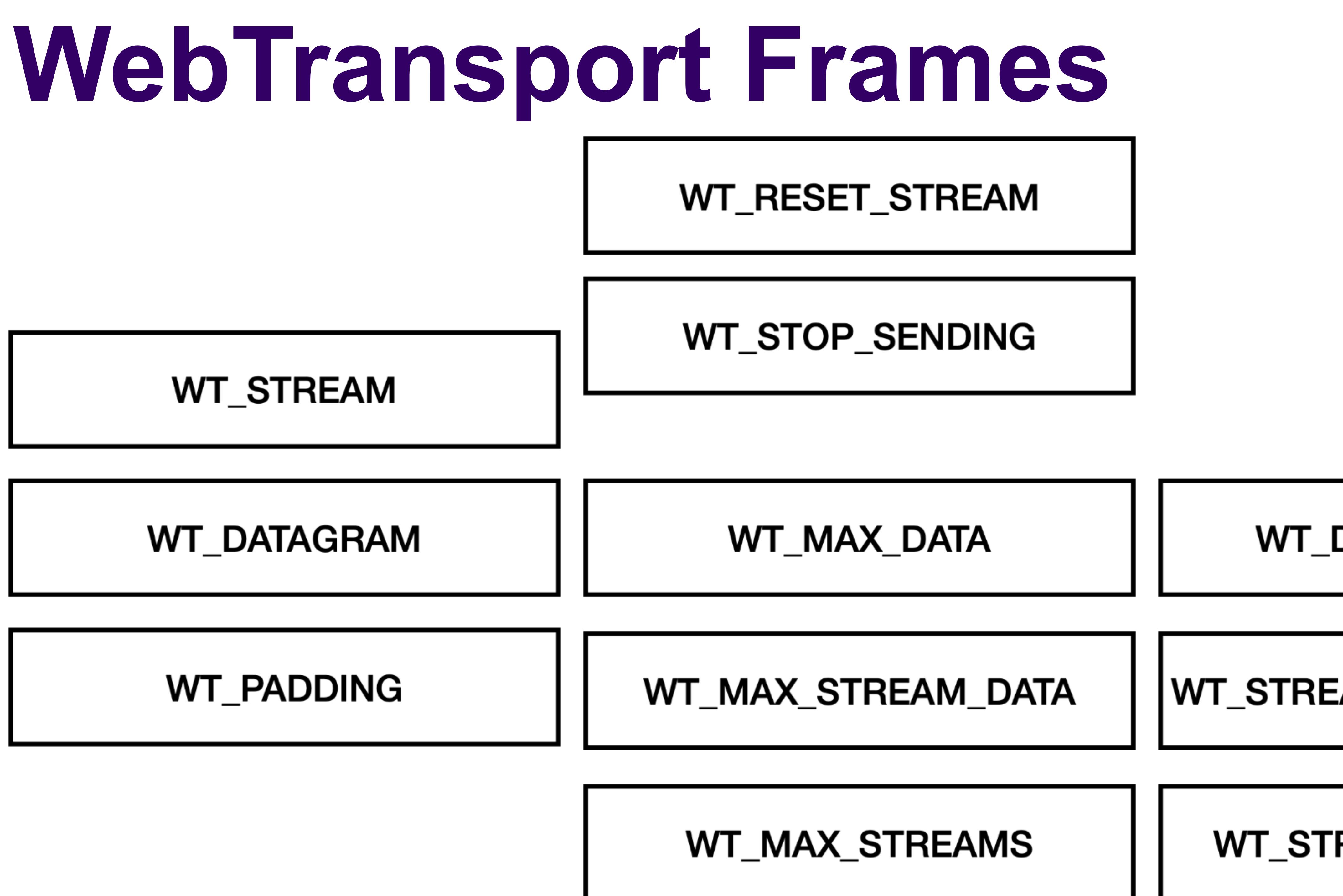




WT_STREAM

WT_DATAGRAM

WT_PADDING



WT_STREAMS_BLOCKED

WT_STREAM_DATA_BLOCKED

WT_DATA_BLOCKED



Frame Formats #29 Mirroring QUIC as closely as possible However, some fields are not necessary

WT RESET STREAM Frame { Type (i) = 0×04 , Length (i), Stream ID (i), Application Protocol Error Code (i), Final Size (i),





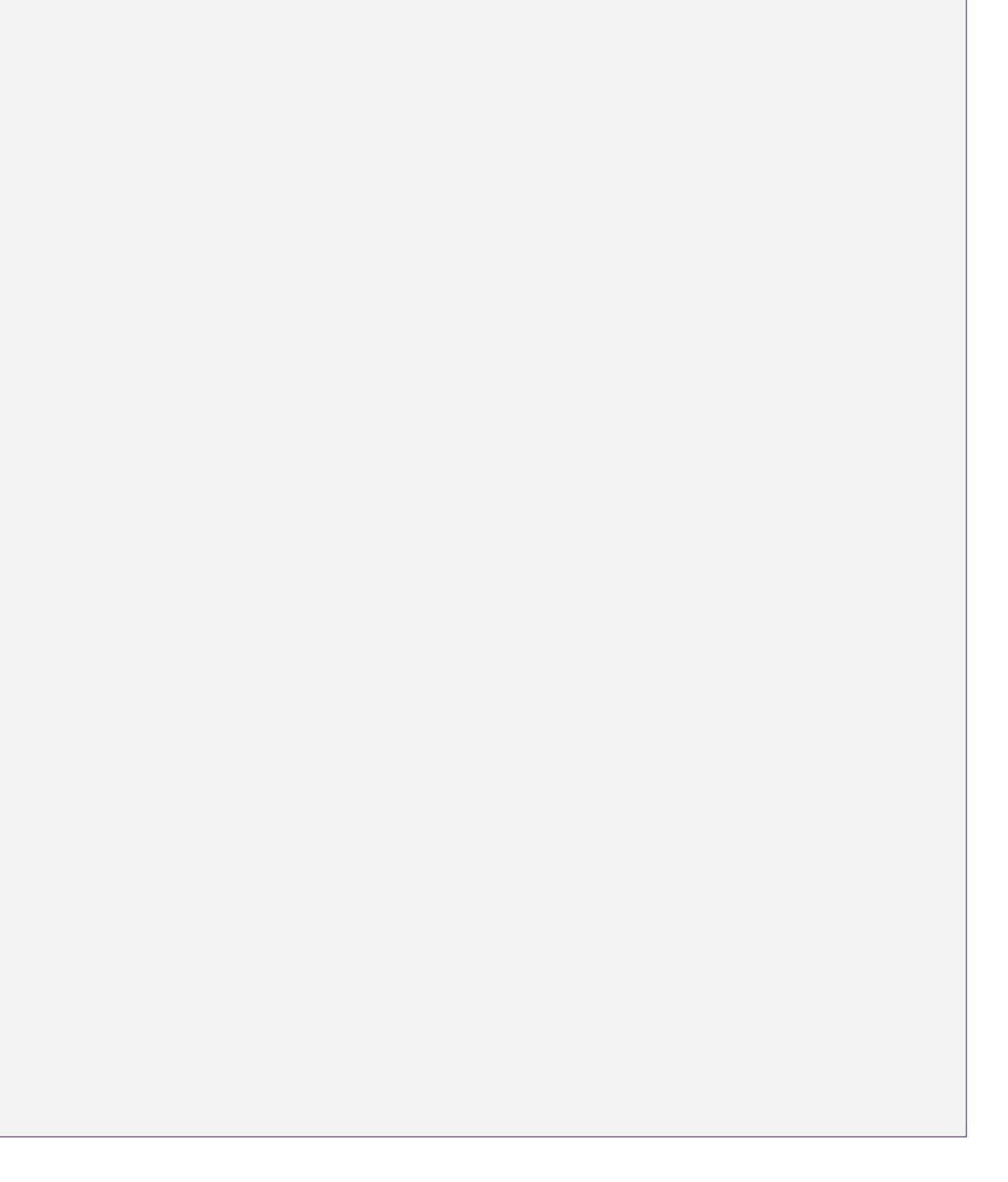
Length field

WT RESET STREAM Frame { Type (i) = 0×04 , Length (i), Stream ID (i), Application Protocol Error Code (i), Final Size (i),

Frame Formats #29



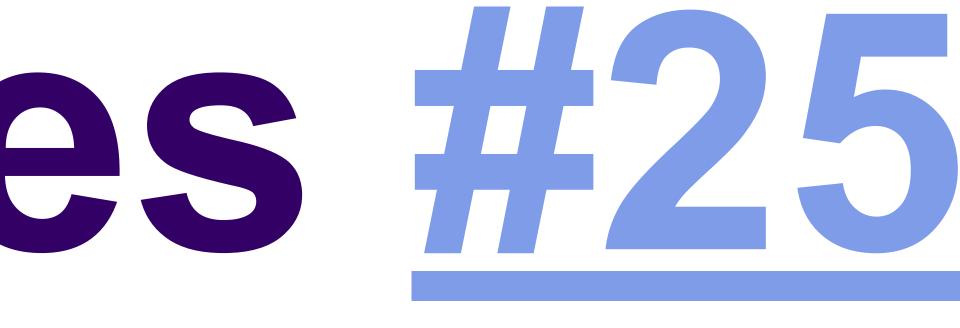




Capsules #25

Sending DATAGRAMS over HTTP(/2) is being defined in MASQUE

With CAPSULEs: Body of CONNECT stream will be a sequence of CAPSULEs (conveyed in DATA frames) Each CAPSULE carries one WebTransport Frame



• DATAGRAM CAPSULE carries... WT DATAGRAM?



What about Streams?

HTTP/2 has native streams

• Today, no

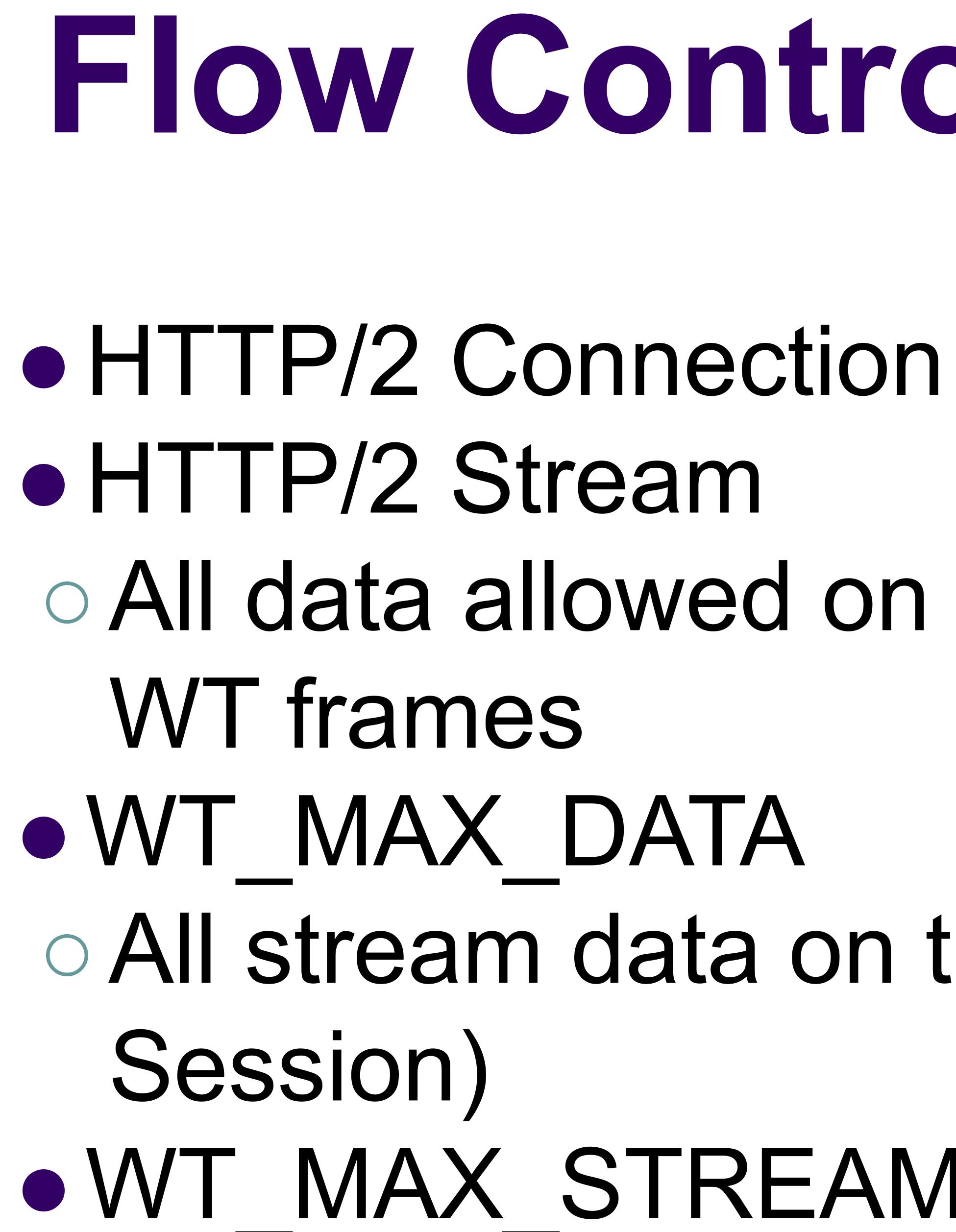
- HTTP/3 with H3 DATAGRAM extension does not use

The CAPSULE over message body semantic is used as a fallback when the underlying transport doesn't support a construct natively

DATAGRAM capsule, uses the native feature instead

Should WebTransport streams use native HTTP/2 streams?





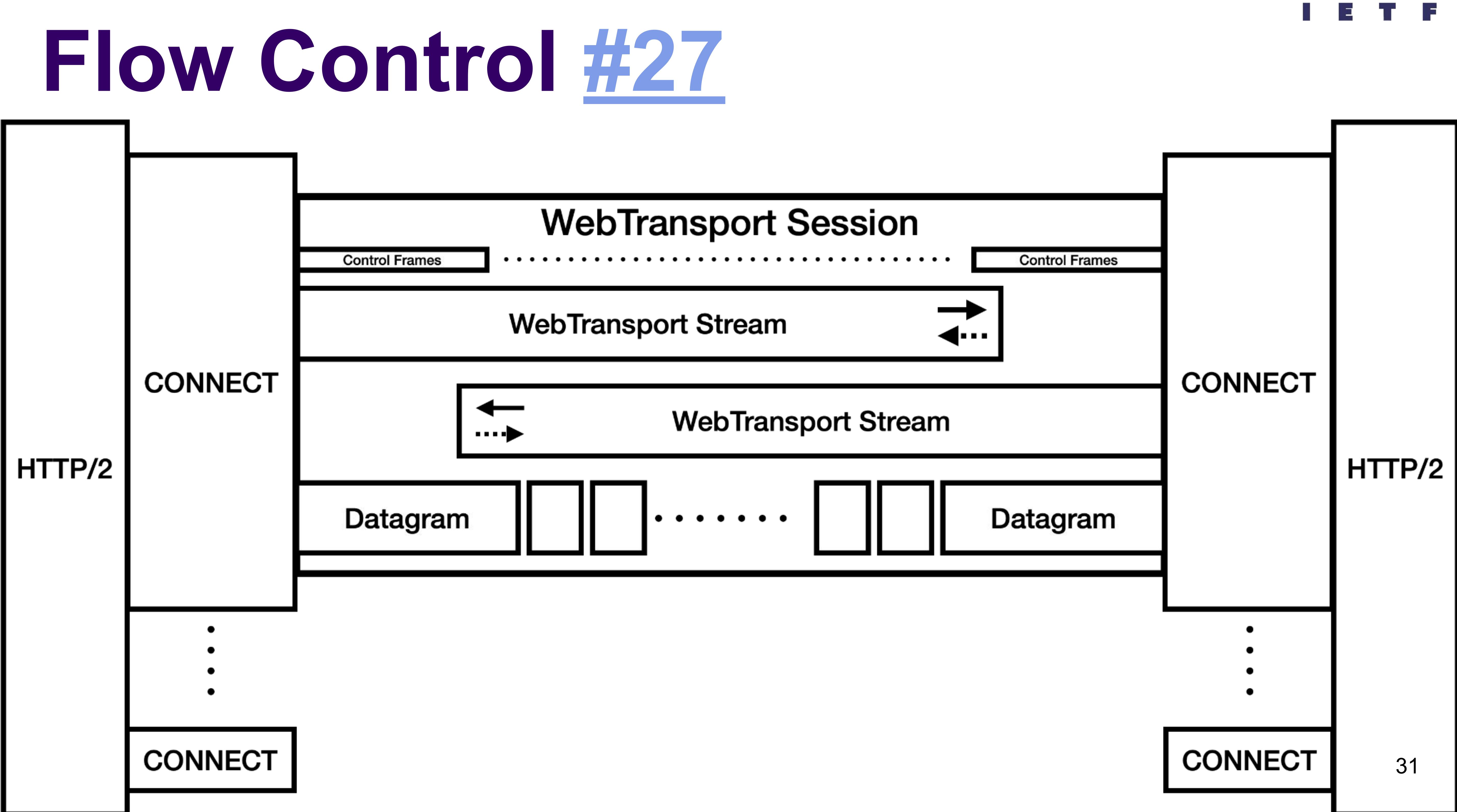
Flow Control #27

• All data allowed on the CONNECT stream, including control

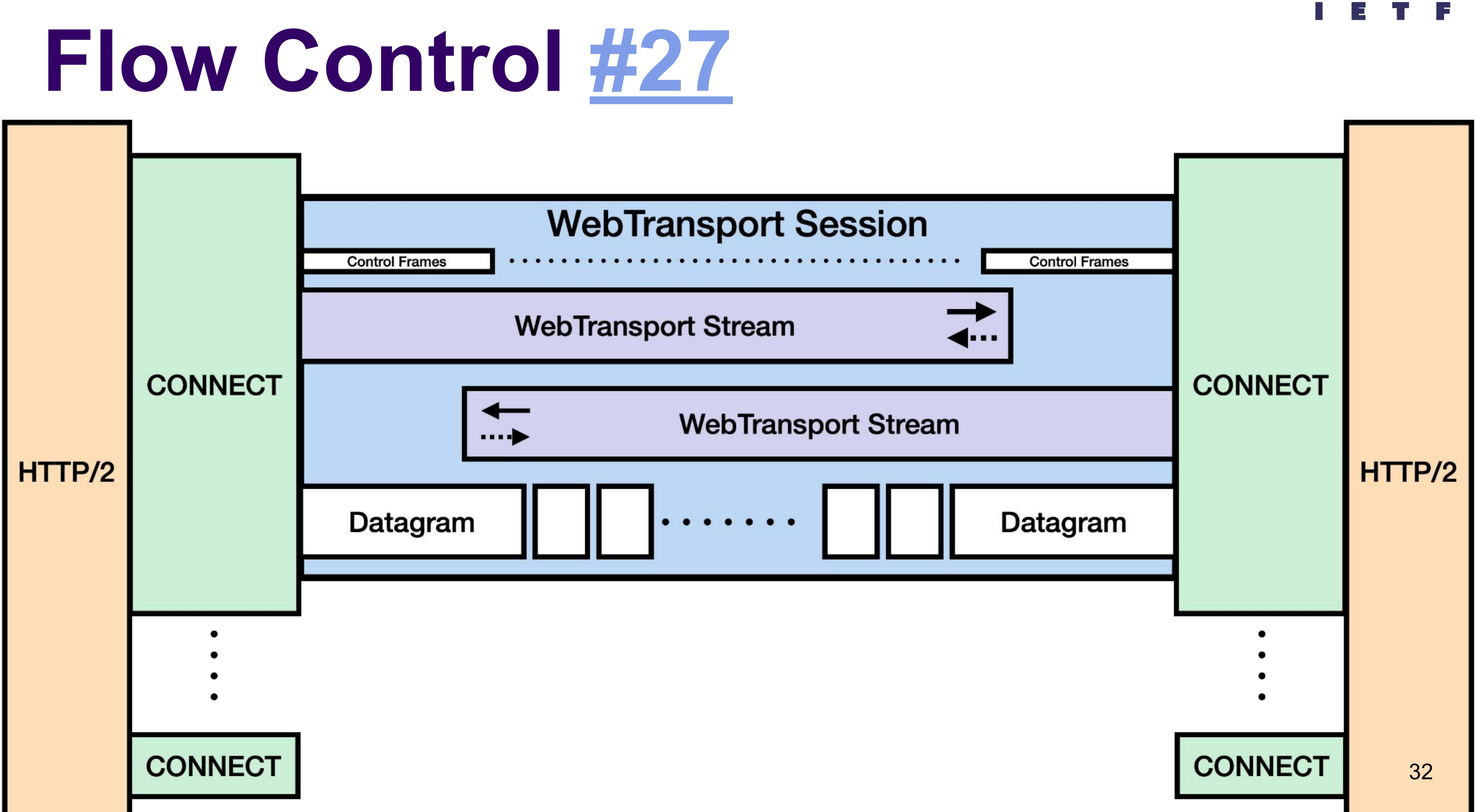
All stream data on the CONNECT stream (WebTransport)

• WT MAX STREAM DATA











Error Handling #44

Generally, yes.





Error Handling #44

Generally, yes.

Reuse HTTP/2? GOAWAY WT over HTTP/3 shares error space with HTTP/3, maps code

CLOSE WEBTRANSPORT SESSION Capsule { Type (i) = CLOSE WEBTRANSPORT SESSION, Length (i), Application Error Code (32), Application Error Message (...8192),





Discuss





WebTransport using **HTTP Semantics**





WebTransport

• For example, datagrams • Also streams, sometimes OHTTP/3

- Where available, we can use native features
- Should all mappings of WebTransport do the same thing?

• We've now defined a mechanism by which any HTTP Extended CONNECT request can carry WebTransport Frames



$\mathbf{H}^{\mathbf{T}}$

In practice, this is not much different from what we have now

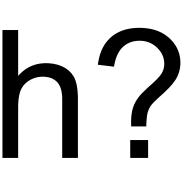
WebTransport

- "Pooling" is no longer an issue

• If you're going through an intermediary, they don't need to speak

• Do we negotiate which? Do we need to support both?





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Discuss





Bernard Aboba David Schinazi

Hums, Wrap-up, and Summary

Session End: 14:00





Thank you <u>Special thanks to:</u>

The Secretariat, WG Participants & ADs

