

# Media over QUIC BOF

Wednesday March 23 10:00-12:00 CET

# At a Glance

Day: Wednesday, March 23

Time: 10:00-12:00 CET

Room: Grand Klimt Hall 2

BOF: Non WG Forming

Goal: To judge the need and scope of interest in work on one or more new media delivery protocol built on top of QUIC

BOF Chairs: Alan Frindell & Magnus Westerlund

# Solutions for Today's World

A significant reason for doing something new in Media Delivery is due to the evolving world:

- Acknowledge CDNs
- Good Security and Authorization
- Distributed Systems
- Diverse set of Clients
- Cloud Based

# QUIC as Facilitator

QUIC has a number of capabilities that are attractive:

- Multiple Streams
- Unreliable Datagrams
- Congestion Control
- Flexibility in Reliability between full and partial
- Path Migration
- User Space Implementation

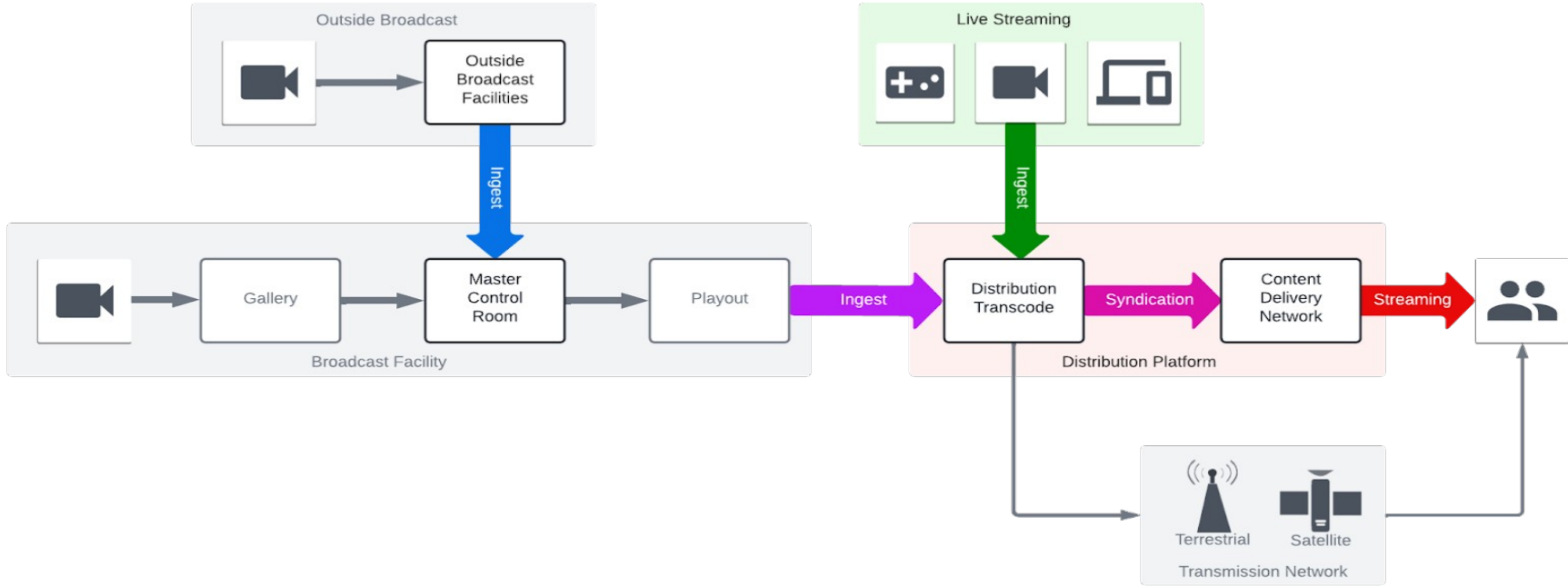
Building on this can simplify the protocol

# What to Tackle?



<a href="#">Interactive Media</a>	<ul style="list-style-type: none"><li>● <a href="#">Gaming</a></li><li>● <a href="#">Remote Desktop</a></li><li>● <a href="#">Video Conferencing/Telephony</a></li></ul>
<a href="#">Live Media</a>	<ul style="list-style-type: none"><li>● <a href="#">Live Media Ingest</a></li><li>● <a href="#">Live Media Syndication</a></li><li>● <a href="#">Live Media Streaming</a></li></ul>
<a href="#">On-Demand Media</a>	<ul style="list-style-type: none"><li>● <a href="#">On-Demand Ingest</a></li><li>● <a href="#">On-Demand Playback</a></li></ul>

# Live Media - A Starting Point?



# Hybrid Use Cases

Beyond evolving classical use cases?

Hybrid Use Cases combining aspects of several use cases

- Corporate all employee meetings with Q&A
  - Live Media Delivery meets Video Conferencing

Can we be thinking of these use cases from start:

Get a more useful solution

More long term evolvable

Not boil the ocean on the initial version

# Useful references

Take a look of some of the related documents:

- Media Over QUIC - Use Cases and Considerations for Media Transport Protocol Design ([draft-gruessing-moq-requirements](#))
- QuicR - Media Delivery Protocol over QUIC: Architecture ([draft-jennings-moq-quicr-arch-00](#))
- QuicR - Media Delivery Protocol over QUIC: Protocol ([draft-jennings-moq-quicr-proto-00](#))
- RUSH - Reliable (unreliable) streaming protocol ([draft-kpugin-rush-01](#))
- Warp - Segmented Live Video Transport ([draft-lcurley-warp-00](#))



# Come to the BOF!

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