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?

| Interactive Media | ● Gaming  
|                   | ● Remote Desktop  
|                   | ● Video Conferencing/Telephony  
| Live Media        | ● Live Media Ingest  
|                   | ● Live Media Syndication  
|                   | ● Live Media Streaming  
| On-Demand Media   | ● On-Demand Ingest  
|                   | ● On-Demand Playback  

Slide by James Gruessing
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 by 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](draft-gruessing-moq-requirements))
- QuicR - Media Delivery Protocol over QUIC: Architecture ([draft-jennings-moq-quicr-arch-00](draft-jennings-moq-quicr-arch-00))
- QuicR - Media Delivery Protocol over QUIC: Protocol ([draft-jennings-moq-quicr-proto-00](draft-jennings-moq-quicr-proto-00))
- RUSH - Reliable (unreliable) streaming protocol ([draft-kpugin-rush-01](draft-kpugin-rush-01))
- Warp - Segmented Live Video Transport ([draft-lcurley-warp-00](draft-lcurley-warp-00))
Come to the BOF!

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