

IETF 113 MOPS Update

Streaming Video Alliance



streaming
video
alliance

Glenn Deen

Industry Alliance focused on Video Streaming



100+ members including content studios, streaming services, technology providers, CDN operators

Working Group Areas:

- Open Caching
- Metadata
- Live Streaming
- Networking & Transport
- Privacy and Protection
- Edge Storage
- Players & Playback
- VR/360-Degree Video
- Measurement/QoE

Strong intersection with IETF –working group topics & participants

www.streamingvideoalliance.org

www.streamingvideoalliance.org



Some of the IETFers who are also active at Streaming Video Alliance:

Glenn Deen (Comcast-NBCUniversal)

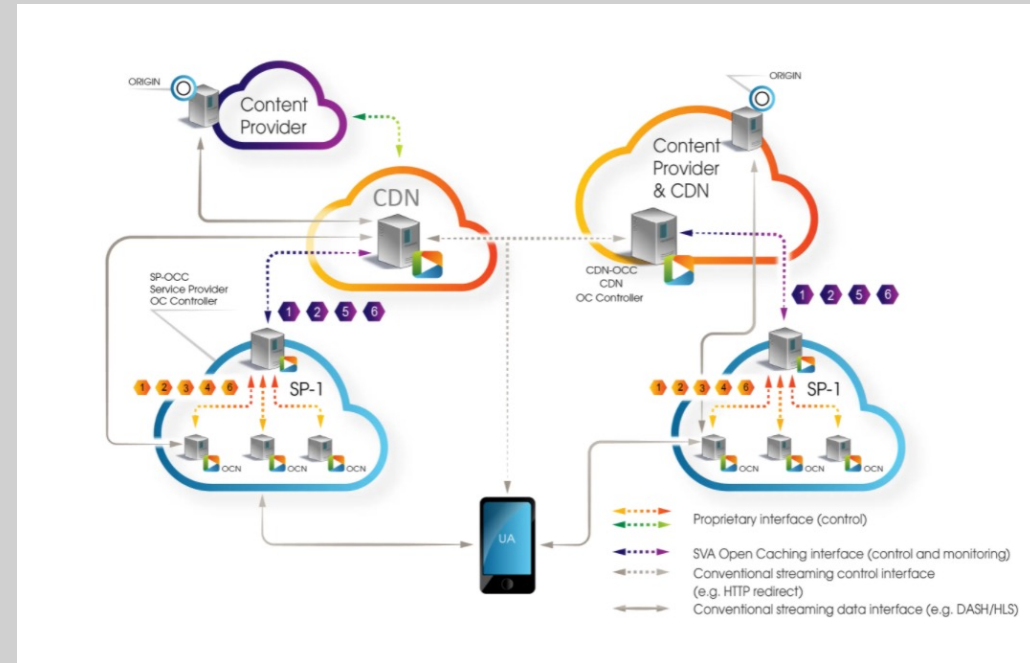
- glenn_deen@comcast.com

Sanjay Mishra (Verizon)

- Sanjay.Mishra@verizon.com

Open Caching API Testbed now available

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.



Open Caching specifications:

<https://opencaching.streamingvideoalliance.org/>

Open Caching Testbed details:

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

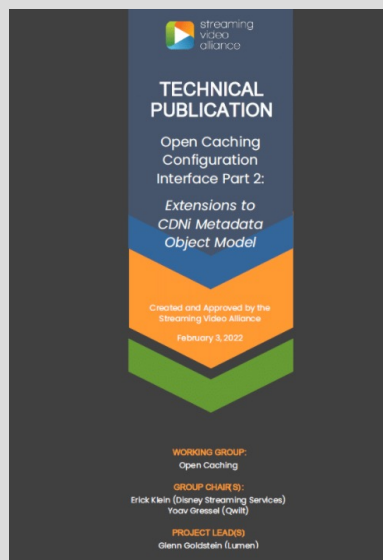
Open Caching Configuration Interface specifications Part 1, Part 2, Part 3

Part 1



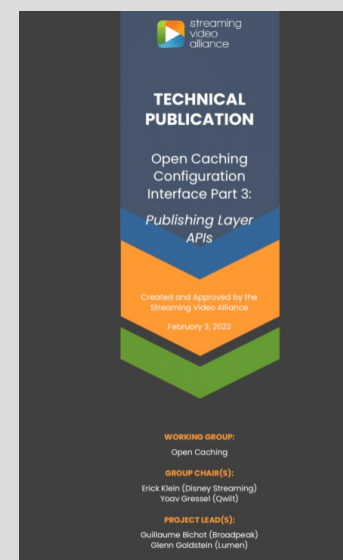
Overview & Architecture

Part 2



Ext. to CDNI Metadata Object Model

Part 3



Publishing Layer APIs

<https://www.streamingvideoalliance.org/2022/03/10/new-open-caching-and-networking-and-transport-technical-specs/>

Also see Streaming Video Alliance submissions to IETF CDNI



TECHNICAL PUBLICATION

5G and the Edge Cloud for Streaming Video

Created and Approved by the
Streaming Video Alliance

February 22, 2022

WORKING GROUP:

Networking and Transport

GROUP CHAIR(S):

Glenn Deen (Comcast)
Mike Hughes (Limelight Networks)

PROJECT LEAD(S):

Brian Stevenson (SME)

5G and the Edge Cloud for Streaming Video

This document provides a brief outline of 5G technologies, the types of use cases and enhanced consumer experiences it will support, and the potential benefits for content owners, ecosystem vendors, network operators, and viewers.

<https://www.streamingvideoalliance.org/product/5g-and-the-edge-cloud-for-streaming-video/>

Networking & Transport WG PoC: QUIC for Video Streaming

Develop a reference test environment for streaming with QUIC

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.

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Streaming Video Alliance

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