

MoQ - Use Cases

draft-guessing-moq-requirements

James Gruessing
Nederlandse Publieke Omroep

Spencer Dawkins
Tencent America LLC

Making the Internet work better



How did we get here?

- Discussions of doing media transport over QUIC [since 2017](#)
- ["Media Over QUIC" mailing list](#) discussions
- Several "Media Over QUIC"-related protocol I-Ds created
- Side meetings in previous IETF meetings
- Use Case draft [-00](#) and now [-01](#) published

Proposed MoQ Solutions to Date

Specification Name	Date of -00 Publication
draft-hurst-quick-rtp-tunnelling	2020-10-30
draft-engelbart-rtp-over-quick	2021-07-12
draft-krupin-rush	2021-07-12
draft-sharabayko-srt-over-quick	2021-07-28
draft-lcurley-warp	2022-02-09
draft-jennings-moq-quickr-[arch proto]	2022-03-07

Why QUIC For Media?


In addition to the chartered goals for QUIC version 1:

- Bi-directional or unidirectional ordered streams
- QUIC handles congestion control, packet loss and reordering
- Flexibility for reliability or partial reliability
- QUIC endpoints can change connection IDs
- QUIC endpoints can migrate between IP addresses
- Encapsulation in UDP allows for userspace implementations
- HTTP/3 browser support, including WebTransport and JavaScript

There are likely other potential advantages as well

Summary of Use Cases

Latency



Interactive Media

- Gaming
- Remote Desktop
- Video Conferencing/Telephony

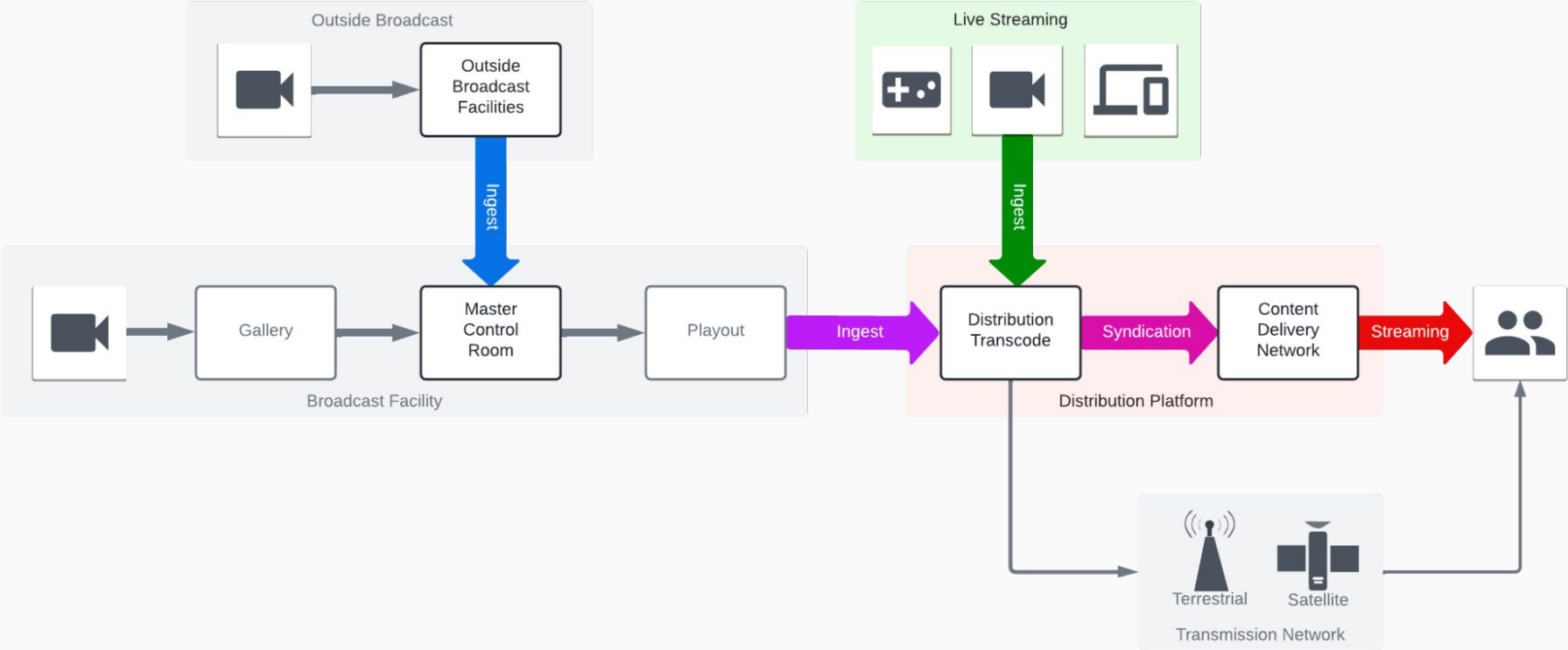
Live Media

- Live Media Ingest
- Live Media Syndication
- Live Media Streaming

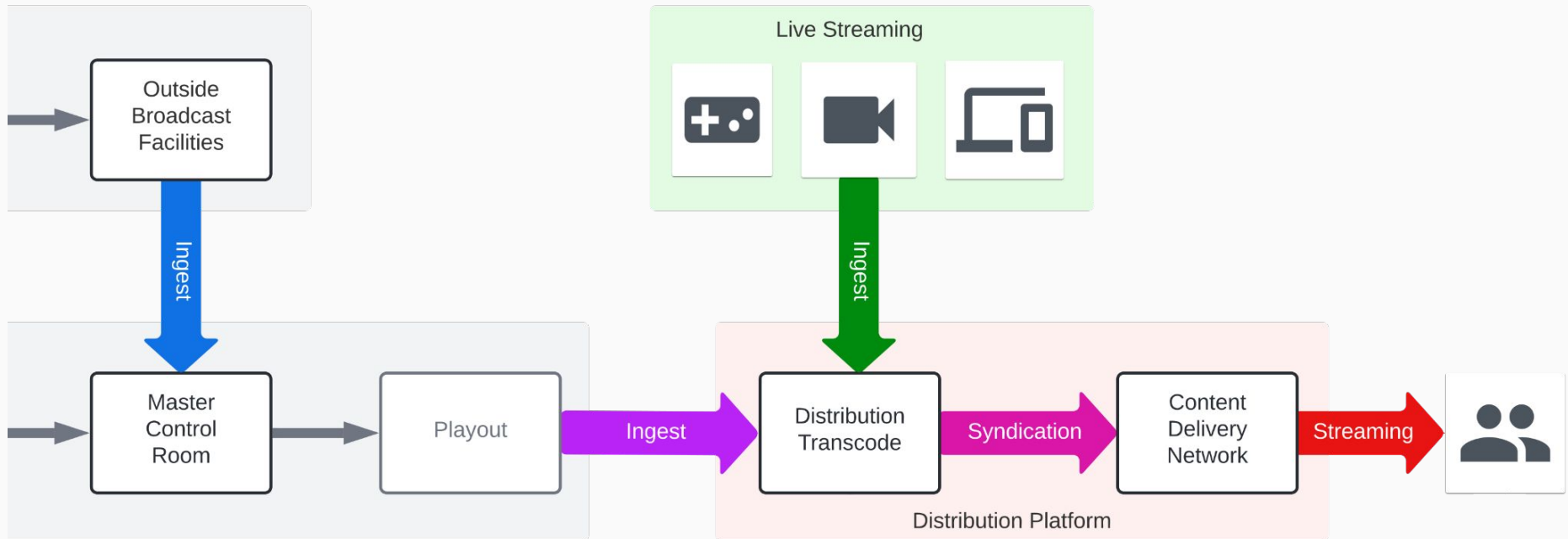
On-Demand Media

- On-Demand Ingest
 - On-Demand Playback
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Live Media Broadcast Chain - Areas of Focus



Live Media Broadcast Chain - Areas of Focus



Questions?