

# Prioritization Results

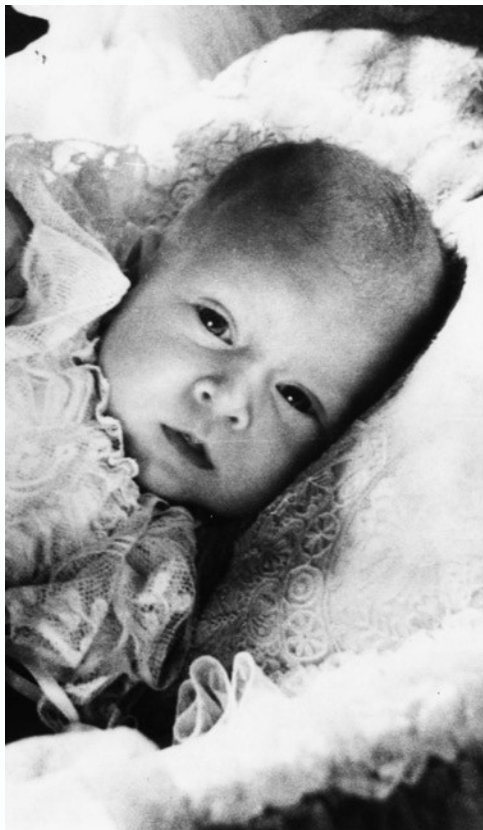
IETF 117 – Media over QUIC (MOQ)

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*<https://ali.begen.net>*

**When you came up with the idea**



**When you wrote the standard**



**If/when the standard is deployed**

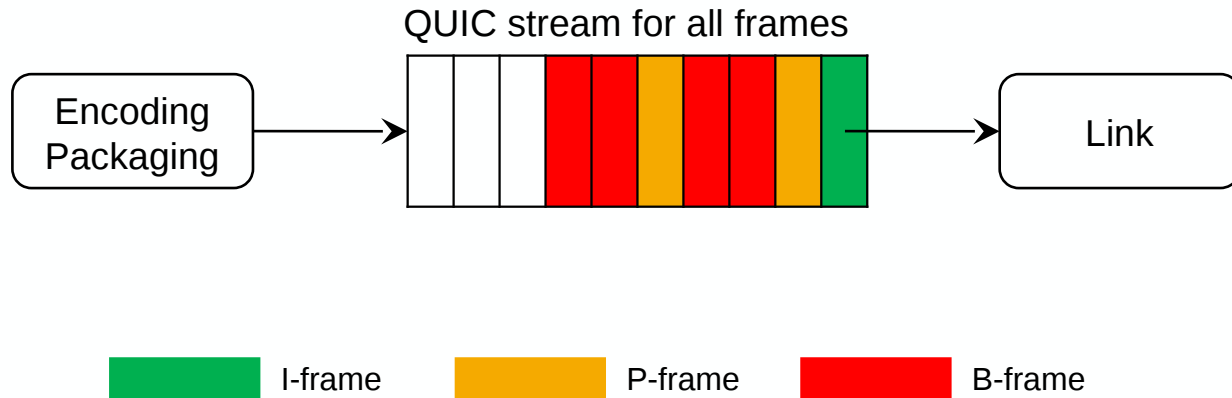


# Simple Topology



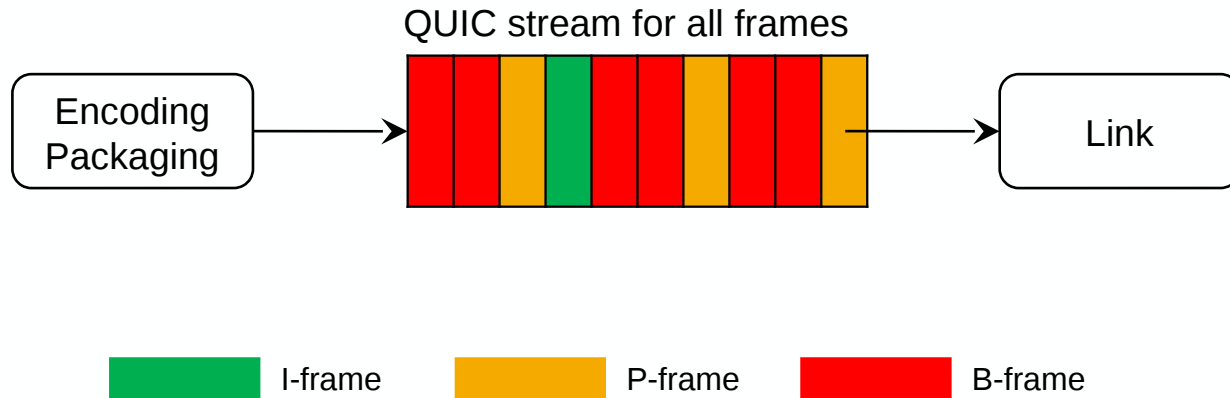
# Implicit Prioritization (First Encode, First Send)

*Using single-stream QUIC (or TCP) works well when there is no congestion*



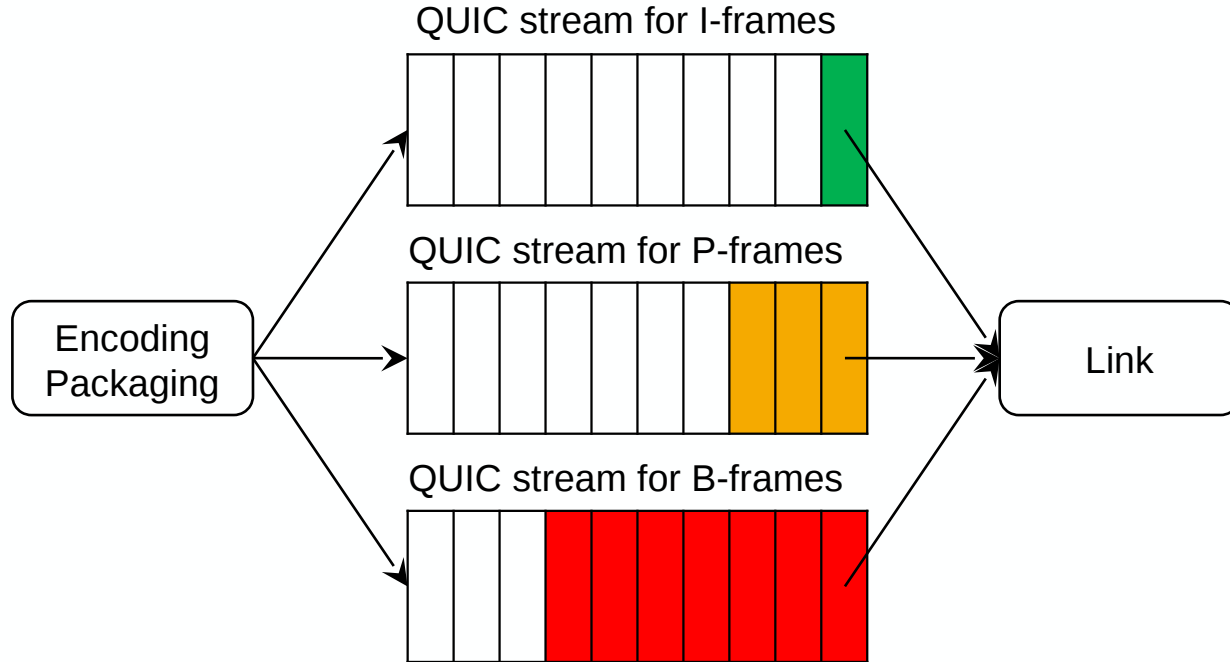
# Implicit Prioritization (First Encode, First Send)

*Important stuff gets delayed when \$hit happens*



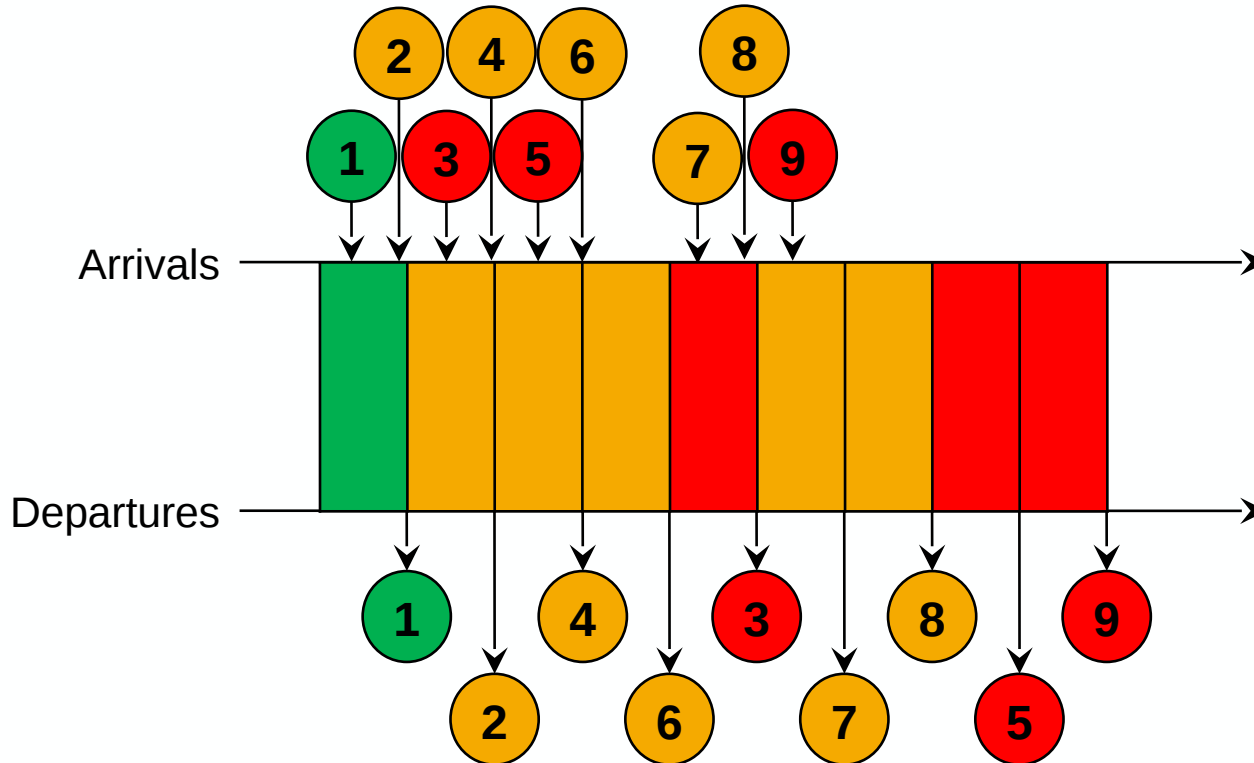
# Newton's Third Law

*Only way delivering important stuff during congestion is to leave unimportant stuff behind*

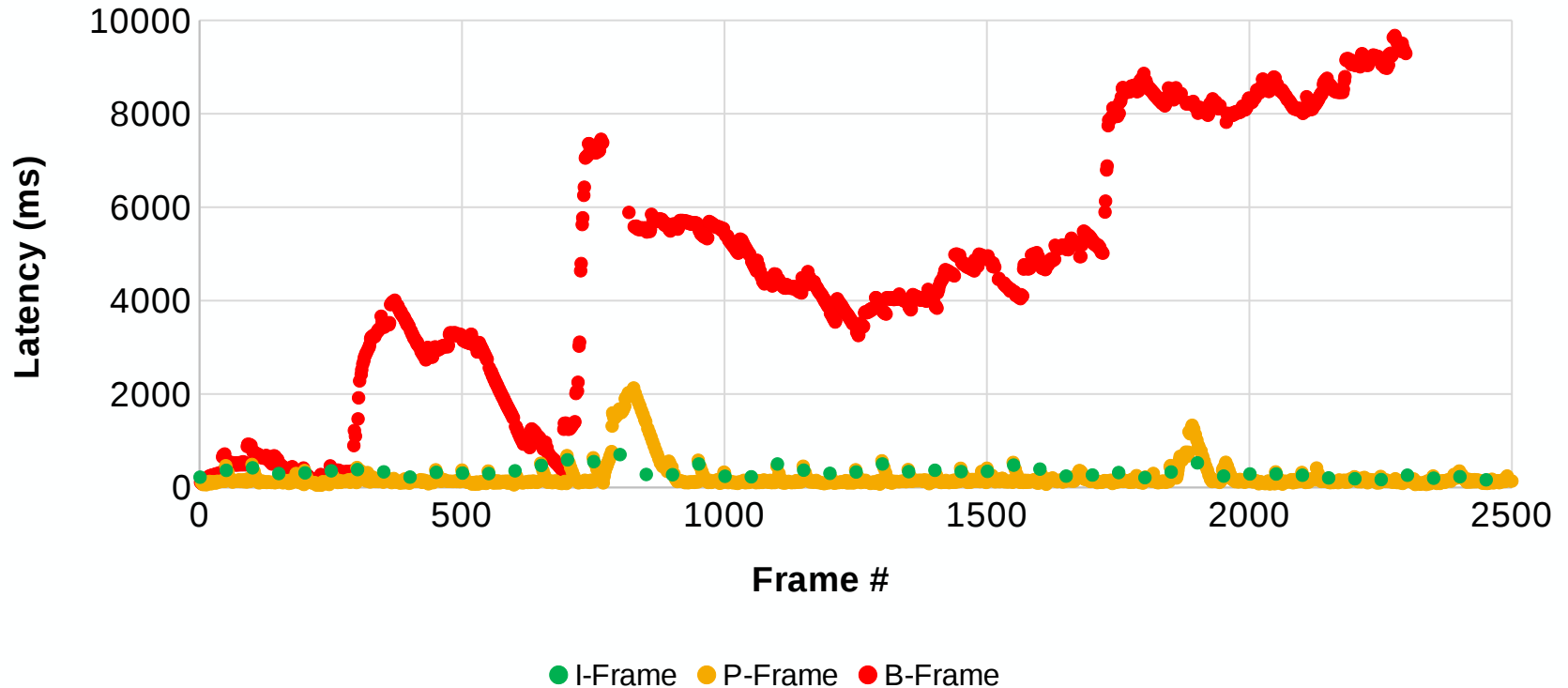


# Newton's Third Law

*Only way delivering important stuff during congestion is to leave unimportant stuff behind*

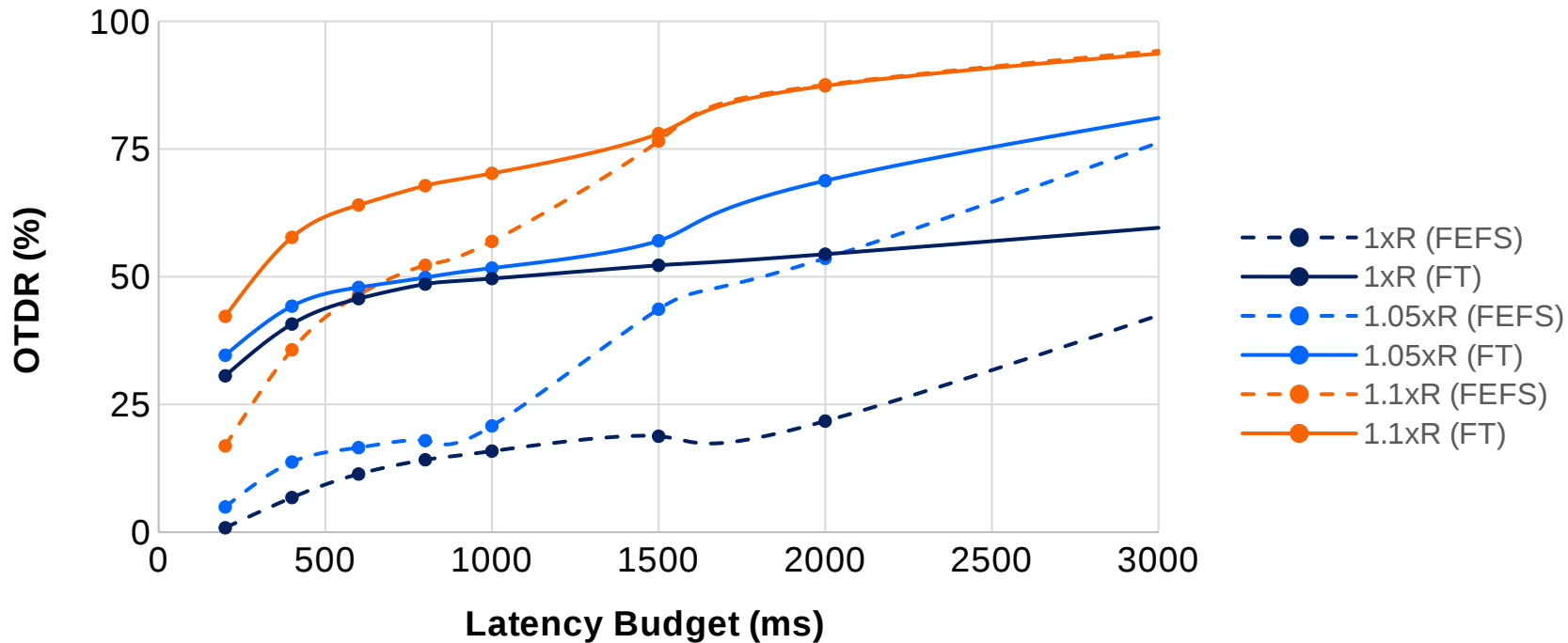


# Latency When Link Bandwidth Equals Encoding Bitrate



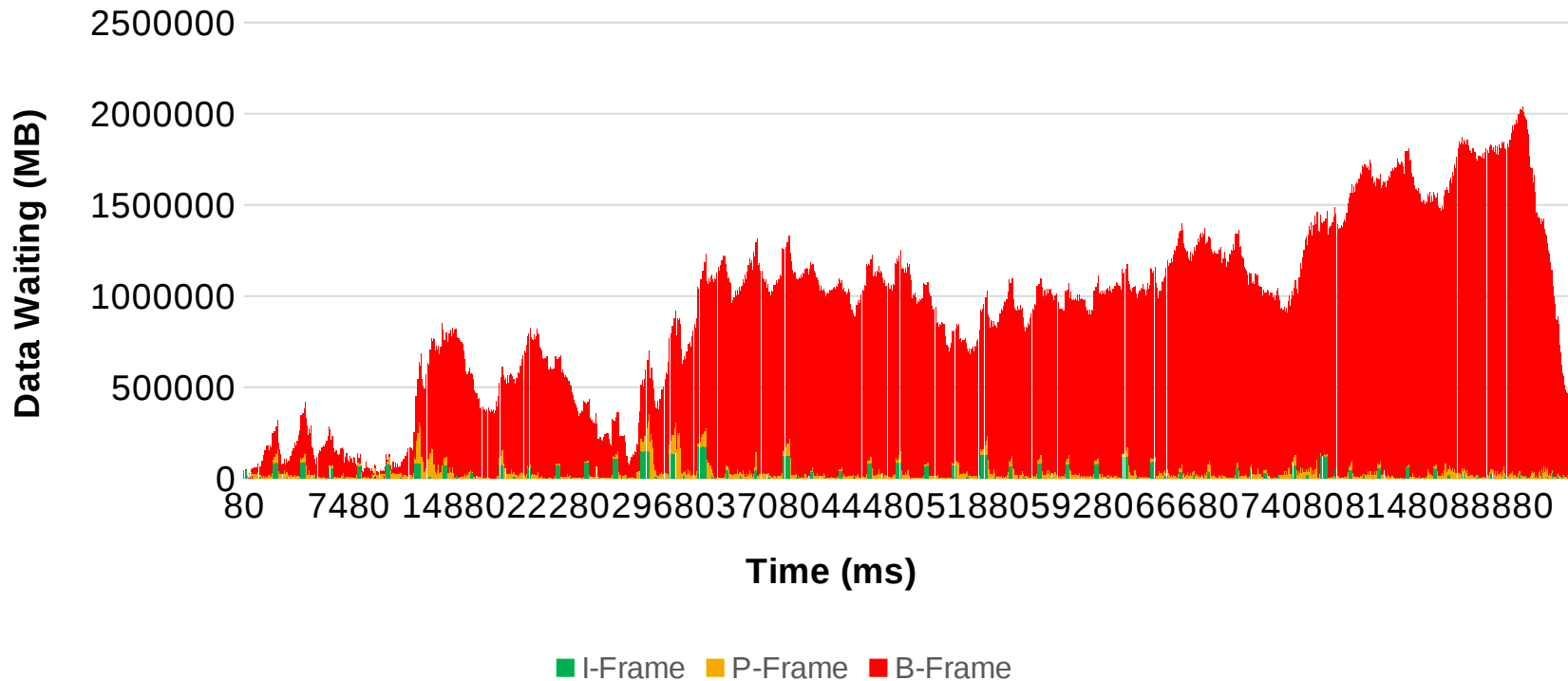
# On-Time-Display-Ratio (OTDR) for Various Link Bandwidths

*FT: frame type, FEFS: first encode, first send*



# Data Waiting to be Sent

*25 fps and two-second GoPs*



Questions, comments?