

The Streaming Video Technology Alliance

IETF 118 MOPS Update

General Updates

What's Been Happening At the SVTA in 2023?

New Streaming Audio Study Group

A new Streaming Audio Study group to explore technical challenges with streaming higher audio profiles. Chaired by Joe Inzerillo (SiriusXM)

Players and Playback Elevated

The Players and Playback Group has moved from a Study Group to a full-fledged Working Group

SEGMENTS

We launched our first public-facing, one-day conference focused on operations.
SEGMENTS:2024 (2/14) call for speakers is open.

Common Media Library

First ever public repo for shared functionality across .js players



2023 Highlights

Open Caching Performance Data

Verizon published real-world performance data about their Open Caching edge deployment. Available on opencaching.svta.org

SVTA University

Launched an online technical university with Streaming Advertising 101 and CMCD 101. Open to the public.

Streaming Video Wiki

Continue to fill the Wiki with relevant streaming video content. Can be found at wiki.svta.org.

Document Numbering

Launched an SVTA document number convention and updated all published documents.



You May Already Be A Member

3



For a list of member companies by membership level, visit: <https://www.svta.org/svta-members/>



The Advertising Working Group focuses on technical issues associated with ad insertion, ad QoE, and more.



The Edge Storage Sub-Group (part of Open Caching) focuses on use cases related to caching video content in the home.



The Immersive Video Study Group looks at the current market, how VR will change streaming, and technical challenges.



The Live Streaming Working Group develops guidelines and best practices that address quality, latency, & scalability.



The Measurement/QoE Working Group looks at data capture, playback and delivery analytics, and quality of experience.



The Metadata Working Group defines solutions related to the metadata associated with streaming video.

Technical Working Groups

A variety of technical groups which, when applicable, incorporate IETF RFCs. Very bottoms-up: participants decide what to work on, not the board or a committee. Democratic determination of group direction. How much you participate is up to you!



The Networking and Transport Working Group addresses delivery and architecture challenges in streaming at scale.



The Open Caching Working Group develops specifications to define functionality of the Open Caching Network.



The Players and Playback Working Group develops specifications and software code to improve the player



The Privacy and Protection Working Group explores challenges related to ensuring streaming security and user privacy



The Streaming Audio Study Group is exploring the technical challenges associated with streaming high-definition audio



What's next? New groups are created to address critical streaming workflow segments or technology areas.

Document Updates

5

Published in 2023 and Draft Documents

Number	Title	Group	Status
SVTA1055	Request Tracing For Streaming Media Delivery	Measurement/QoE	Published
SVTA2045	Open Caching API Footprint and Capabilities	Open Caching	Published
SVTA2048	Open Caching API Request Routing Interface	Open Caching	Published
SVTA5054	Securing Media Players	Privacy and Protection	Published
SVTA2053	Ad Creative Signaling in DASH and HLS	Advertising	Published
SVTA2007	Open Cache Request Routing Functional Specification Version 2	Open Caching	Published
SVTA5058	Best Practices for Measuring Low Latency	Live Streaming	Draft
Various	Open Caching Configuration Interface Version 2 (18 documents)	Open Caching	Draft
SVTA2050	Open Caching Logging Specification	Open Caching	Draft
SVTA5056	OTT Streaming Security Checklist	Privacy and Protection	Draft
SVTA1057	eXtended Reality (XR), Deep Dive into Emergent Technology and its Practical Value	Immersive Video	Draft
SVTA2046	Open Caching Cache Management Interface	Open Caching	Draft
SVTA5044	Open Caching API Implementation Guidelines	Open Caching	Draft

Interesting Projects

What's Going On That Might Be Of Interest To The IETF

Title	Group	IETF Group
Architectures for Multi-CDN Switching	Players and Playback	CDNi
Cache Management Interface	Open Caching	CDNi
Common Media Library	Players and Playback	MOPS
Configuration Interface API Version 2	Open Caching	CDNi
Measuring Latency in ABR Streaming	Live Streaming	MOPS
Open Caching Capacity Interface	Open Caching	CDNi
Open Caching Logging Specification	Open Caching	CDNi
QUIC/HTTP3 Testing and Evaluation Environment PoC	Networking and Transport	MOQ/MOPS
Resolving User-Experience Issues for VR/XR Content by Customizing Congestion Control Logic to the VR/XR Service and to the Network	Immersive Video	MOPS



THANKS FOR
YOUR TIME
