

# CCWG

# Goals

CCWG has revised RFC 5033 to encourage IETF review of **congestion control proposals** and standardization of **mature congestion control algorithms**.

It is also a natural venue to take on **other work related to indications of congestion** such as delay, queuing algorithms, rate pacing, multipath, interaction with other layers, among others.

# Expectations for authors

1. Have ideas, do initial studies
2. Write up a specification of the proposal
3. Collaborate with the WG to evaluate against the 5033bis criteria

The high-order criterion for advancing any proposal within the IETF is a serious **scientific study of the pros and cons** that occurs **when the proposal is considered for publication by the IETF.**

The Working Group can help with this!

# Evaluation

- Initial evaluation, e.g., simulator
- Emulated lab environment
- Controlled experiment within limited domain or Internet-scale
- Before publication, **SHOULD** gain practical experience

# Rechartering

# Charter Updates

Reflect the fact that we finished 5033bis

Add introductory text about congestion control and why it matters

Reflect the focus on specifying congestion control proposals

Editorial updates

# Charter Update: Introductory text

Congestion control is the process a network sender uses to determine the rate at which to send data. A congestion control algorithm balances sending sufficient data to make meaningful progress for a user with avoiding filling buffers in the network and overloading the network path. Better congestion control algorithms can help improve application performance, especially latency under load, while safeguarding overall network performance for all senders.

*Discuss on [GitHub](#) and the Mailing List*

# Charter Update: Focus Topics

New congestion control algorithm(s) to reduce latency

New or modified congestion control algorithm(s) for real-time media



# Next Steps

# Potential Work Items

## New congestion control algorithms

BBRv3

SCREAMv2

HPCC++

Prague

SEARCH

## Updating existing specifications to reflect reality

Rate-limited senders