

SCReAMv2



draft-johansson-ccwg-rfc8298bis-screamv2-02

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Changes



- Version -00 → -01
 - -00 presented at IETF 119
 - CWND is replaced with ref_wnd (reference window) to avoid confusion
- Version -01 → -02
 - Major rewrite to make algorithm description more general (not only RTP)
 - Modifications to adjustment of reference window and target bitrate adjustment
- Version -03 (not submitted)
 - 1/2 review by @sleinen, thanks!

Working group item?



- Experimentation so far
 - Remote control
 - VAY : Commercial platform for remote control cars
 - <https://vay.io/how-to-break-the-congestion-barrier-achieving-low-latency-with-high-throughput-for-safe-teledriving/>
 - Experimentation in 5G network
 - <https://www.youtube.com/watch?v=RZmS10djDEg>
 - <https://www.ericsson.com/en/news/2021/10/dt-and-ericsson-successfully-test-new-5g-low-latency-feature-for-time-critical-applications>
 - Development of L4S in 5G
 - University of Waterloo
 - [Improving Cloud Gaming Traffic QoS: A Comparison Between Class-Based Queuing Policy and L4S](#)
- Continuous development of what became SCReAM v2 since ~2019
 - Running code at <https://github.com/EricssonResearch/scream>
 - First SCReAM v2 commit September 2023
 - Algorithm is getting stable → should be mature enough to be a WG item

