Media Playback Control Protocol Requirements
draft-whitehead-mmusic-SIP-for-streaming-media-03

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Rationale

- Re-use SIP-based architectures for media playback.
- Add a new media control protocol for media playback.
- Support new use-cases
Use-cases

• Streaming server can initiate or terminate a session

• Streaming server can be reached even if behind a residential NAT

• Media parameters (e.g. codecs) can be negotiated
Requirements

• REQ-1 The media control protocol must support commands such as play, pause, rewind, forward, fast rewind, fast forward, slow rewind, and slow forward.

• REQ-2 It must be possible to negotiate the media control control protocol of a media stream.

• REQ-3 If the media control protocol does not apply to all media streams of a given session, it must be possible to indicate the specific media streams that are under the scope of the trick-play control protocol.

• REQ-4 The media control protocol must allow for asynchronous media event notifications (e.g.: end-of-stream).

• REQ-5 The protocol SHOULD work over TCP.
Next Steps

• **Re-evaluate WG interest in this topic:**
  – Are more people interested in developing this topic?
  – Under which working group Charter if any?
    • MMUSIC, SIP, SIPPING, Other, None?
  – Current I-D: Use Cases & Requirements:
    • New version after meeting based on comments?

• **Prototypes and working implementations:**
  – Implemented in Nortel/Kasenna and Motorola VOD servers
Contacts

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