Rapid Synch for RTP Multicast Sessions

draft-versteeg-avt-rapid-synchronization-for-rtp-01
draft-levin-avt-rtcp-burst-00

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AVT Chairs
Problem Statement

• Currently, there are two IETF draft submissions that propose a solution for the same problem:

  Reducing synchronization time when an RTP receiver joins a multicast stream at a random point in time

• The goal is to get instant access to random access points at the application layer

• Drafts are:
  – draft-versteeg-avt-rapid-synchronization-for-rtp-01
  – draft-levin-avt-rtcp-burst-00
Current Status

The good news is…

• Suggested architecture is identical in both drafts
  – RTP receiver first requests a burst of unicast RTP packets from a server and at appropriate time joins the multicast session

• Data plane aspects are identical in both drafts
  – Burst unicast RTP packets use RFC 4588 format

• Control planes are conceptually similar in both drafts
  – RTCP FB messages (extensions to RFC 4585) are used
  – Messages differ in terms of signaled parameters and formats
Steps Forward

• The authors acknowledge the great level of commonality among the two drafts

• The authors express the will to succeed in drafting a single IETF submission on this topic with the help of all of the IETF community

• Next, both drafts will be presented