

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