Charter Discussion

Codec BoF, IETF 76
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Problem Statement

• Perceived need for audio codec that is:
  • High quality
  • Optimized for Internet applications
  • Under clear change control
  • Able to be widely implemented and easily distributed
Objectives

- Design a very small number of codecs that meet the requirements
- Not a “rubber stamp” for contributed codecs
- Explicitly not a goal to produce a codec that will be mandatory-to-implement for all IETF technologies
Technical Goals (1)

- Usable in interactive Internet applications
- Address Internet transport conditions
- Ensure interop with RTP/SRTP
- Ensure interop with SIP/SDP/XMPP
- Out of scope: very low bit rates, non-interactive applications, non-IP channels
Technical Goals (2)

- In defining detailed technical requirements, collaborate with:
  - AVT WG re: RTP payload format
  - Transport Area re: packet transmission and rate adaptation
  - RAI Area re: signalling
“Business” Goals (1)

• Widely implemented and easily distributed, i.e., not encumbered by need to:
  • Obtain a license
  • Enter into a business agreement
  • Pay royalty fees
  • Meet other special conditions (e.g., NDA)
“Business” Goals (2)

• No guarantee that the WG would be able to produce an unencumbered codec

• Follow BCP 79: "In general, IETF working groups prefer technologies with no known IPR claims or, for technologies with claims against them, an offer of royalty-free licensing."
Deliverables

- Guidelines for work process
- Detailed technical requirements
- Specification of one or more codecs that meet the requirements, including codec algorithm and source code
Milestones

• Mar-2010: WGLC on Guidelines
• May-2010: Guidelines to IESG
• May-2010: WGLC on Requirements
• Jul-2010: Requirements to IESG
• Mar-2011: WGLC on codec specification(s)
• Jun-2011: Codec specification(s) to IESG