

Codec Control using SDP

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imageattr for Codec Control

- Imageattr is known technology
 - RFC 6236 is a year old
 - draft-lennox-mmusic-sdp-source-selection-00 is from 2009
- Imageattr is a rich negotiation language
 - Richness is both good and bad, of course
- Imageattr has to be supported anyway

Negotiation via the signaling channel

- The signalling channel CAN be fast (doesn't need to be)
 - No restrictions on where the signalling channel goes
- Using the signalling channel allows intermediaries of various sorts to apply filters
 - This is both good and bad
- Request/response state machine removes indeterminacy and possible transient interdependencies with other signalling-channel mediated changes

IPR issues (aarrghh)

- There are no IPR declarations on RFC 6236
- Declaration #1170 on draft-lennox-source-selection is a will-not-assert statement, conditioned on becoming a standard
- Declaration #1793 on draft-westerlund-avtext-codec-operation-point-00 is a will-not-assert statement, specific to WebRTC in browsers

Harald's conclusions (personal)

- There is no compelling technical advantage to implementing a separate, RTPC-carried protocol for codec control.
- There is significant practical disadvantage to implementing a limited field-of-use licensed protocol in an open source library with customers that are not browsers.
- We should negotiate codec operation points using SDP.