JSEP Update

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Updates

m= line recycling

- m= lines without a local MediaStreamTrack are now recycled when new MSTs are added
- Both a=recvonly and port 0 cases

Bundle Policy

- BUNDLE on by default, like rtcp-mux
- Application can control use of bundle-only by setting a policy value, allowing it to minimize port gathering or maximize compatibility

Rollback

 Clarified that this always returns to the most recent stable state, and no further

Updates

- ICE Candidate Pool
 - Discussed pregathering of ICE candidates
- Creation of multiple a=recvonly m= lines
 - Via constraint OfferToReceiveAudio/Video: N
 - For situations where answerer will have more streams than offerer
- SDP example draft I-D.nandakumar-rtcweb-sdp brought into alignment

Open Issues

- msid, direction and MediaStream interactions
- ptime/max-ptime
- CNAMEs
- Same-Port Bundle Policy

Issue 1: MSID and direction interactions

Action	Offer	Answer
X offers video, Y accepts and adds video	m=video PX a=msid:MSX a=sendrecv	m=video PY a=msid:MSY a=sendrecv
X offers video, Y rejects it entirely	m=video PX a=msid:MSX a=sendrecv	m=video 0
X offers video, Y rejects but adds its own video	m=video PX a=msid:MSX a=sendrecv	m=video PY a=msid:MSY a=sendonly ??? how to indicate reject ???
(once video is active on both sides)		
X stops local video	m=video PX a=recvonly	m=video PY a=msid:MSY a=sendonly
X stops remote video	m=video PX a=msid:MSX a=sendonly ??? how to indicate stop ???	m=video PY a=msid:MSY < <i>MST still attached!</i> a=recvonly
X stops local and remote video	m=video 0	m=video 0

Issue 1: Continued

- Key issue: a=sendonly insufficient to indicate whether a MST is paused/held, or stopped/rejected
 - Leads to orphan MSTs that can't be recycled

• Proposal:

- Include a new attribute in SDP to indicate that a remote MST has been stopped
- Upon receipt of this attribute the MST sender transitions it to the ENDED state, and removes it from the m= line, allowing it to be recycled
- Harald proposes a=msid-control for this purpose

Issue 1: Denouement

Action	Offer	Answer
X offers video, Y accepts and adds video	m=video PX a=msid:MSX a=sendrecv	m=video PY a=msid:MSY a=sendrecv
X offers video, Y rejects it entirely	m=video PX a=msid:MSX a=sendrecv	m=video 0
X offers video, Y rejects but adds its own video	m=video PX a=msid:MSX a=sendrecv	m=video PY a=msid:MSY a=sendonly a=msid-control: stop
(once video is active on both sides)		
X stops local video	m=video PX a=recvonly	m=video PY a=msid:MSY a=sendonly
X stops remote video	m=video PX a=msid:MSX a=sendonly a=msid-control: stop	m=video PY a=recvonly MST no longer present, can be recycled!
X stops local and remote video	m=video 0	m=video 0

Issue 2: ptime

- Discussion on list about requirements for Opus and PCMU frame sizes
 - Opus indicates its supported frame sizes in draft-ietfpayload-rtp-opus-01
 - PCMU spec doesn't indicate exact frame sizes, but some consensus that 20, 30, 60 msec should be supported
 - What, if anything, should WebRTC indicate in SDP for a=ptime/a=maxptime?

Proposal:

 Document the supported values, but don't include any ptime/maxptime attributes in SDP

Issue 3: CNAMEs

Guidance from IETF 88:

- Same CNAME indicates a shared clock, not necessarily that two tracks are synchronized
- Synchronization therefore is a W3C matter, to be handled using MediaStream grouping

Proposal:

 Use the same CNAME for all MSTs. Behavior of non-WebRTC endpoints will be implementation dependent

Issue 4: Same-Port Bundle Policy

- Normally the initial offer uses separate local ports for each m= line (or 0 for bundle-only)
 - Requires an updated offer after call established to fixup the ports to be the same (bundled) port
- In certain scenarios, the initial offer could use the same ports, because support for BUNDLE by the remote party is known a priori
 - Like bundle-only, but eliminates the need for a fixup offer
 - Also reduces gather time since no RTCP ports needed

Proposal:

 Add new bundle policy value (in addition to the existing "default", "all", and "none") to control this