

# MPEG DASH Requirements for a webpush Protocol

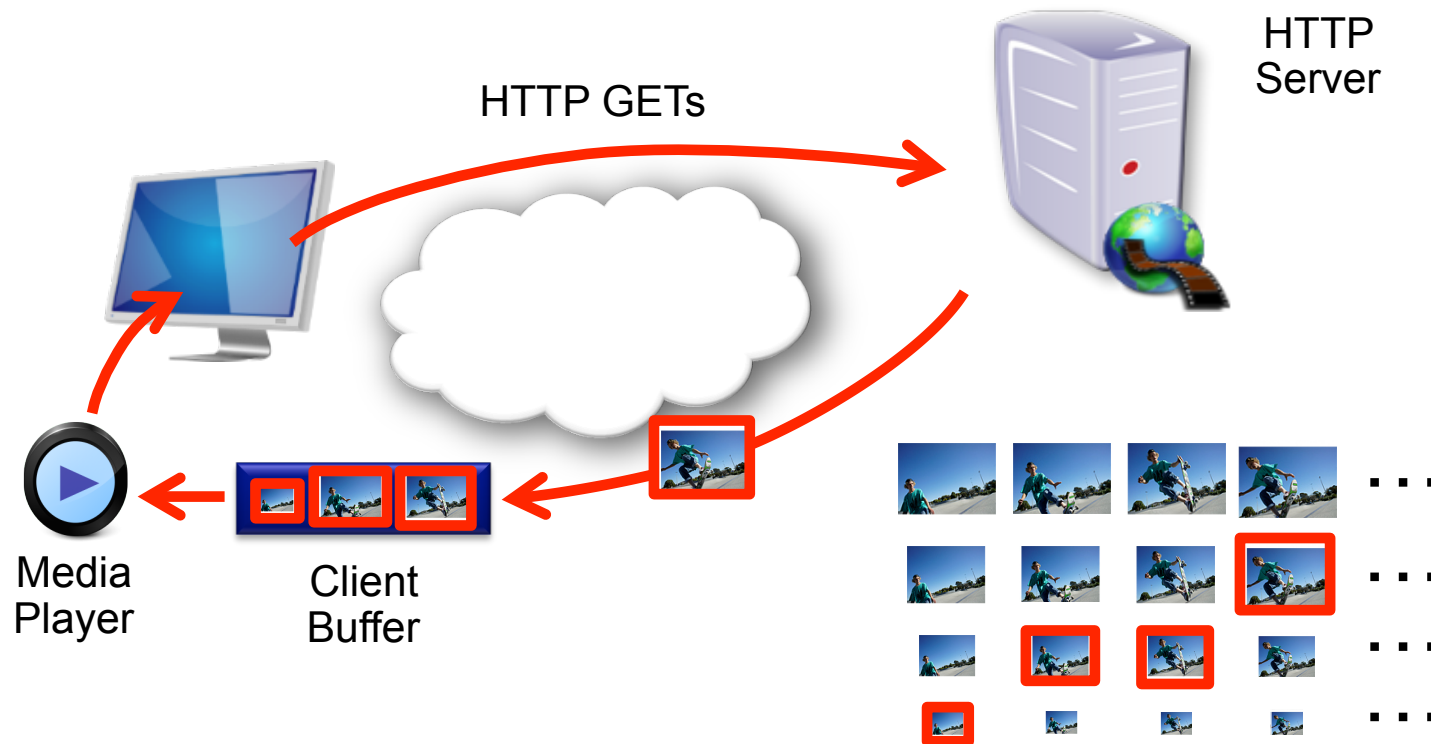
draft-begen-webpush-dash-reqs-00

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# (Client-Driven) Adaptive Streaming over HTTP



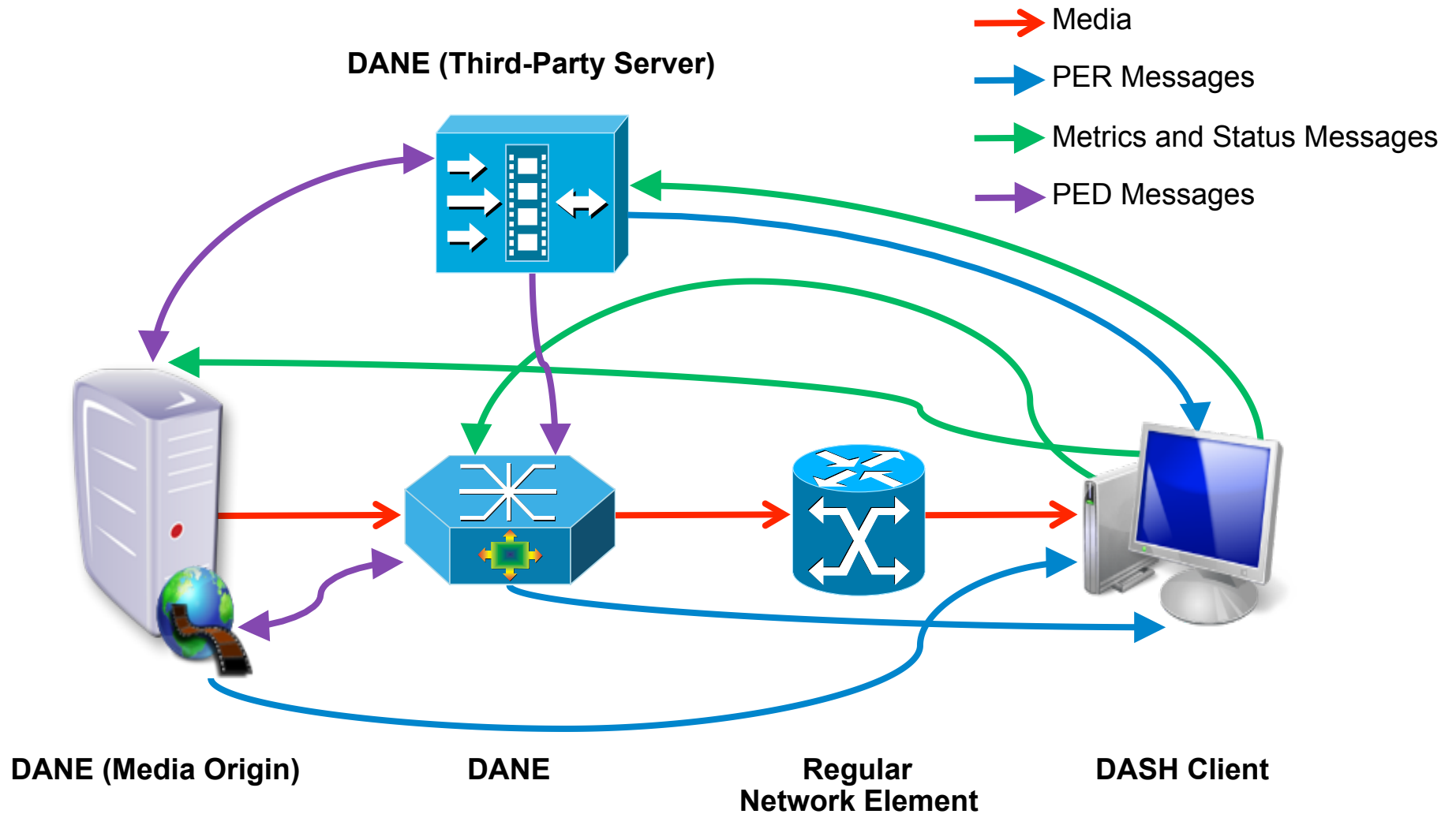
**MPEG DASH specifies the media and manifest formats – does not mandate particular transport protocols**

# Two Relevant Core Experiments for DASH Extensions

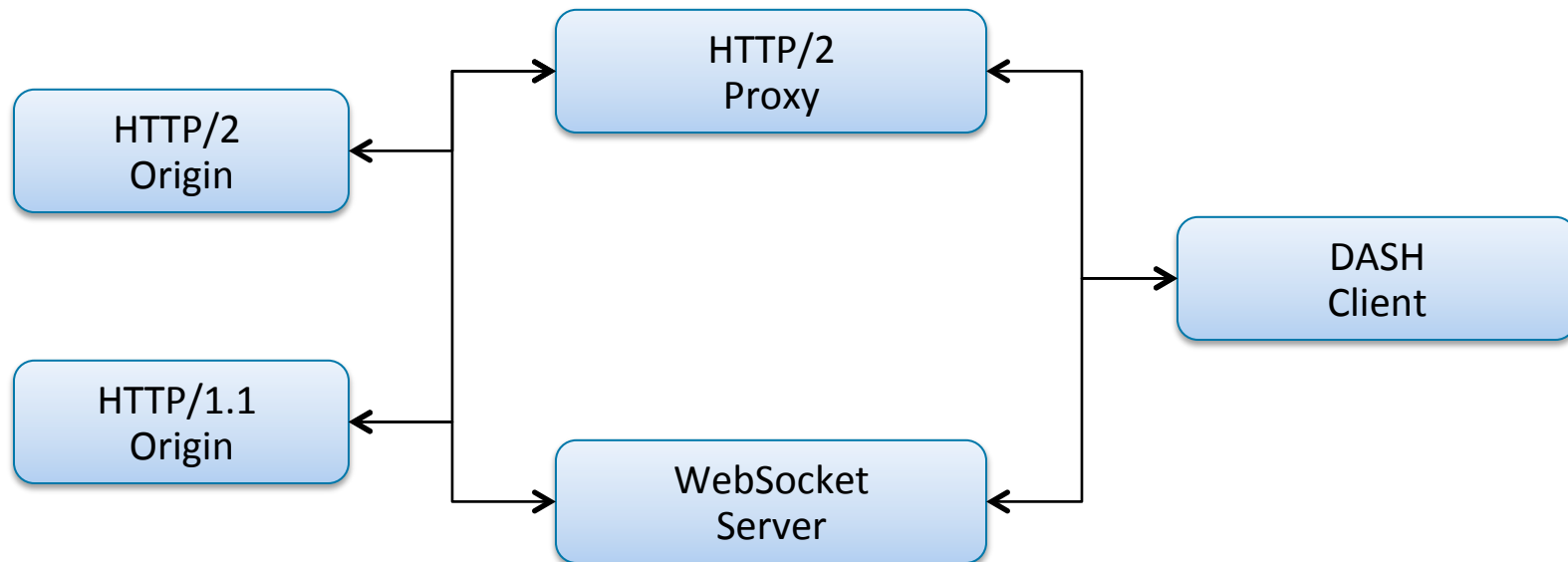
- In this draft, we are focusing on the following:
  - Server and Network Assisted DASH (SAND)
  - DASH over Full Duplex HTTP-based Protocols (FDH)
- SAND: Enabling a bi-directional messaging plane between the clients and other so-called Dash-aware Network Elements (DANE) to carry any kind of operational information and/or assistance information
- FDH: Enabling the network to keep sending media segments w/o needing explicit request for each segment, especially when streaming a live channel
- Considered approaches in both core experiments need some sort of ‘push’ functionality

# SAND Core Experiment

DANE: DASH-assisting network element  
PER: Parameters for enhancing reception  
PED: Parameters for enhancing delivery



# FDH Core Experiment



How do we use modern protocols like HTTP/2 and WebSockets to improve media delivery?

# Seeking Guidance

- SAND

A DASH client (or any other DANE) can subscribe to a webpush notification channel to get messages/updates

Is webpush suitable for this?

- FDH

Should we continue considering HTTP/2 Push feature (or websockets)?

Would webpush be appropriate to carry media content?