

WebSocket and HTTP/2

- How should the future messaging for the Web be like?
- Evolve WebSocket for the HTTP/2 (and QUIC) era
 - WebSocket adoption in the Web is ~0.7% of visited pages according to Chrome UMA
- [Fetch API](#) + [Streams](#) enables full-duplex HTTP body streaming for the Web
 - Web HTTP API is also evolving

WiSH

- WebSocket compatible framing onto HTTP message body
 - Just as a new media type: `application/web-stream`
 - Applicable for arbitrary byte-stream oriented wire protocol
 - Existing WS library can be reused
 - Simplified by e.g. dropping the masking
- Web API
 - Framer/parser as “Transform Streams”
 - Bind with the WebSocket API if WiSH is widely adopted
- Subprotocol negotiation
 - Offer “foo”
 - `Accept: application/web-stream; protocol=foo`
 - Accept “foo”
 - `Content-Type: application/web-stream; protocol=foo`