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