Operational Considerations for Streaming Media
draft-ietf-mops-streaming-opcons

Status Report & Updates

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mops interim, April 2020 (post-IETF 107)
Draft Meta-Changes since IETF 106

- Individual draft adopted as WG draft on February 3, 2020 and renamed
- Added co-authors:
  - Spencer Dawkins
  - Ali C. Begen
- Added Acknowledgements, attempted capture of IETF 106 mic comments
- Added "Doc History & Side notes" (to be removed at publication)
  - Venues for Contribution
  - History of Public Discussion
- Repo set up per current recommendations and moved under WG control
Content Changes since IETF 106

- Bitrate/bandwidth requirements section cleanup
- “Virtual Reality” section fleshed out
- "Predictable Usage Patterns" section fleshed out
- "Unpredictable Usage Patterns" section added
Next Steps

- **Working on Issues already identified**
  - Define streaming
  - E2E encryption section
  - Low Latency streaming considerations
  - Refinements to TCP idle time explanation
  - Caching section (+address where caching does and does not help)
  - Describe the Sources of constraints
  - References, historical charts of usage patterns
  - Add references and descriptions for industry-standard metrics

- **Soliciting Feedback**
  - Adding a Template to collect other known issues and considerations to encourage consistency
  - Including known mitigations to issues
  - (Yes, we acknowledge contributors)
Soliciting Contributions - Proposed Template

- suggested title or name for the issue
- long-term pointer to the best reference describing the issue
- short description of the issue and its impact on media quality of service, including:
  - where the root causes for this issue are in the network
  - who can detect this issue when it occurs
- an overview of the issue's known prevalence in practice
  - pointers to write-ups of high-profile incidents are a plus
- a list of known mitigation techniques, including (for each known mitigation):
  - a name for the mitigation technique
  - a long-term pointer to the best reference describing it
  - a short description, including where in the network it operates, and how and why it's helpful
  - overview of the technique's deployment prevalence and status