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

Status Report & Updates

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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 https://github.com/ietf-wg-mops/draft-ietf-mops-streaming-opcons

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):
 - o a **name** for the mitigation technique
 - a long-term pointer to the best reference describing it
 - o 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