

# Multicast to the Browser

IETF 108 mboned, 2020-07-31, status update

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draft-ietf-mboned-dorms

draft-ietf-mboned-cbacc

draft-ietf-mboned-ambi

# Outline

- Updates since 2020 interim
  - Implementation
  - Outreach
- Feedback
  - Issues raised
  - Solution proposal (preview, no draft yet)
- Next Steps
  - Trials
  - Implementation & Draft priorities

# Implementation/Deployment Progress (@2020-07)

- Chromium Intent to Prototype posted:  
<https://groups.google.com/a/chromium.org/forum/#!topic/blink-dev/JVKSTHFidZo>
- Refactors completed:
  - ReadableStreams in API (like webtransport)
  - Command-line flag guarded (early experimental-stage requirement)
- Internal POC successful (basic native receive, no AMBI/CBACC yet)
  - Plays video from LMS\* sender via WebAssembly SDK+MSE
  - Needs improvements on CPU utilization
- DORMS server running and discoverable (CZ.NIC's [jetconf](#)):  
`dig -t SRV _dorms._tcp.4.185.212.23.in-addr.arpa`

\* Akamai's Aura/LMS: <https://www.akamai.com/us/en/products/network-operator/licensed-multicast-solution.jsp>

# Operator Community Outreach

- ~30 ISP meetings with architecture walkthrough
- NANOG 79 presentation “IP Multicast: Next steps to make it real”:  
<https://www.youtube.com/watch?v=2aihLUb1elg>
- APNIC blog post:  
<https://blog.apnic.net/2020/07/28/why-inter-domain-multicast-now-makes-sense/>
- Game/Software delivery recognized as a key use case

Mostly supportive, trials likely (negotiations ongoing)

# Content Owner Outreach

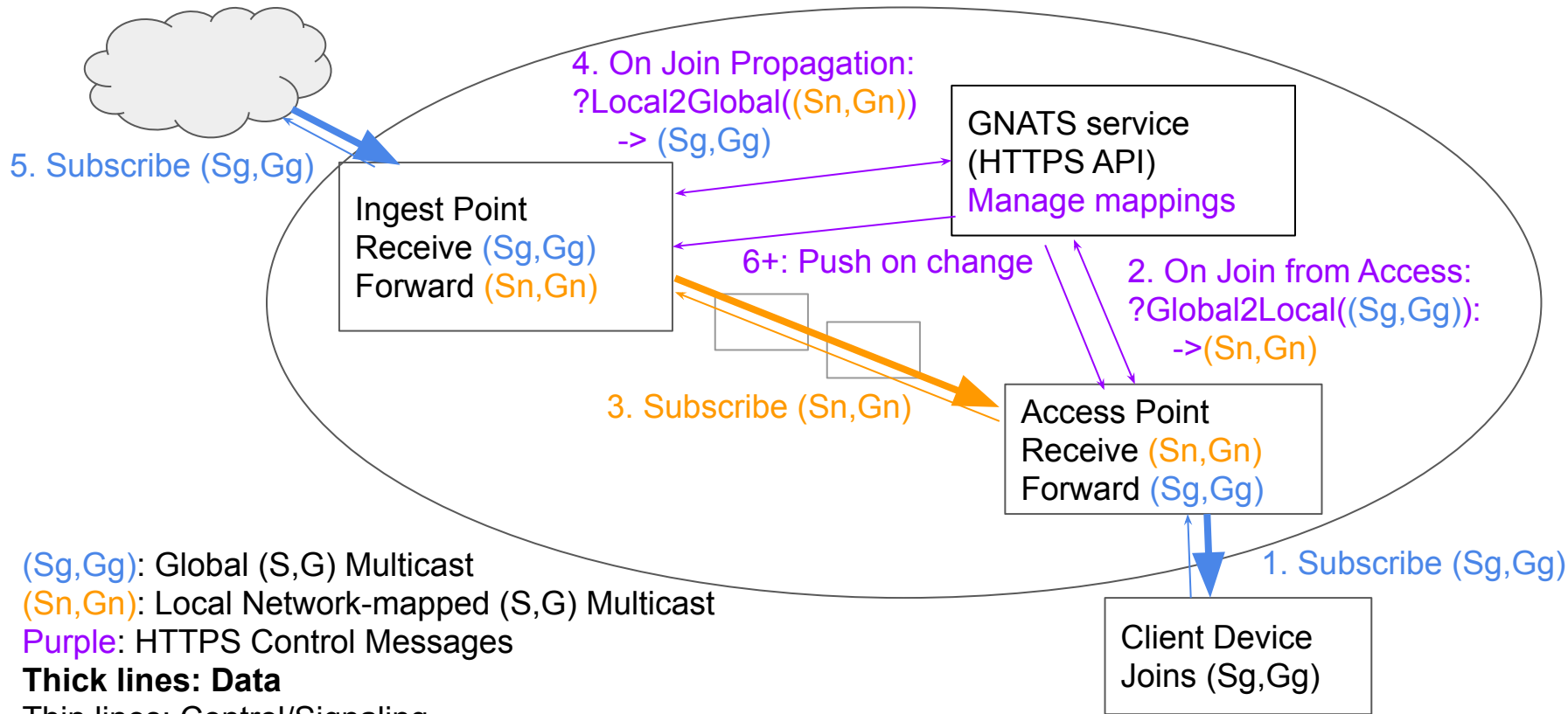
- ~30 Content owner meetings with arch walkthrough
- Content owners generally supportive
  - Hybrid unicast + opportunistic multicast
  - Open standards
  - SDK a minus but not usually a stopper (b/c hybrid unicast)
- Stretch goal: production A/B video test (no promises)
  - Using Android SDK, not browser
- Game/Software delivery talks still ongoing
  - Prototype running

# Feedback: Early Notes from Operators

- Operators are seeing the need
  - Mostly supportive
  - Cautiously optimistic on feasibility of multicast ingest
- Issues raised
- Common theme: challenges with dynamic global (S,G)s
  - 6-10 max groups across some deployed CMTS gear
  - Existing services use statically pinned groups
  - Source IP MUST come from internally ISP-assigned pool
    - Conflicts with sender-managed Source-IP-based global auth/ingest/meta

# Proposed Solution Preview

## Group Network Address Translation Service (GNATS)



(Sg, Gg): Global (S, G) Multicast

(Sn, Gn): Local Network-mapped (S, G) Multicast

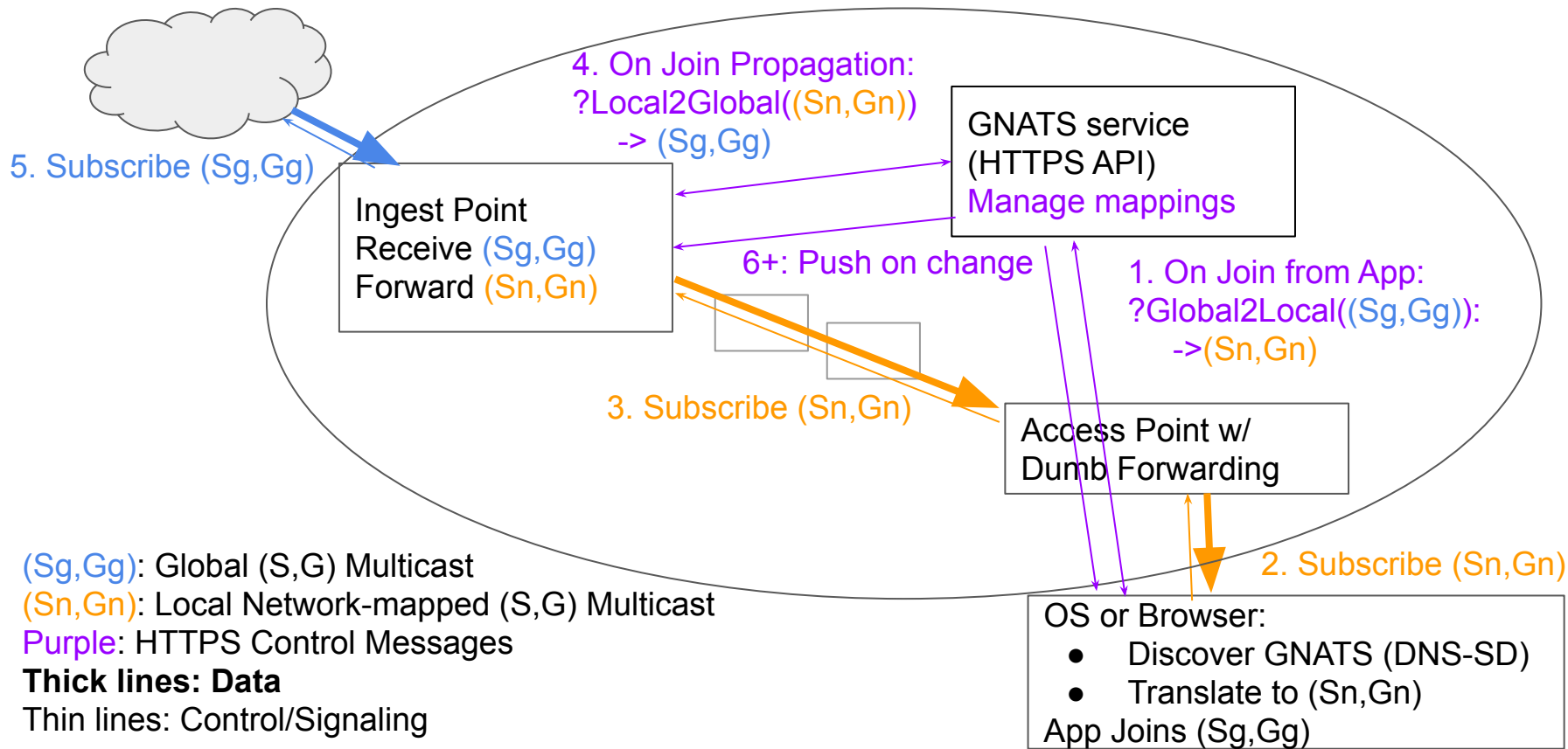
Purple: HTTPS Control Messages

**Thick lines: Data**

Thin lines: Control/Signaling

# Proposed Solution Preview

## Group Network Address Translation Service (GNATS)





# GNATS-addressable Issues

## Immediate:

- Specific local IP assignments (static groups, sender IPs, etc)
- ASM-only networks
- V4 over V6 network and V6 over V4 network
- Population count without RFC 6807 (PIM experimental)

## Future possible extensions:

- Local broadcast channel assignment? (PON/Cable/5G/ATSC)
- BIER signaling applicability?

# Next Steps

- Trials, trials, trials (3-6 to start this year, hopefully)
  - [multicast-ingest-platform](#) for ingest prototype
  - CBACC prototype integrated with ingest-platform
  - Stretch goal: CBACC external implementation
    - Drive ACL API on existing router hardware
  - At least 1 probably includes GNATS prototype
    - (maybe before writing spec, depending)
- Draft updates incorporating feedback so far
- Get chromium experimental API checked in
- Later: get moving on AMBI (maybe fix and add ALTA)