

Charter Discussion

Codec BoF, IETF 76
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Problem Statement

- Perceived need for audio codec that is:
 - High quality
 - Optimized for Internet applications
 - Under clear change control
 - Able to be widely implemented and easily distributed

Objectives

- Design a very small number of codecs that meet the requirements
- Not a “rubber stamp” for contributed codecs
- Explicitly not a goal to produce a codec that will be mandatory-to-implement for all IETF technologies

Technical Goals (I)

- Usable in interactive Internet applications
- Address Internet transport conditions
- Ensure interop with RTP/SRTP
- Ensure interop with SIP/SDP/XMPP
- Out of scope: very low bit rates, non-interactive applications, non-IP channels

Technical Goals (2)

- In defining detailed technical requirements, collaborate with:
 - AVT WG re: RTP payload format
 - Transport Area re: packet transmission and rate adaptation
 - RAI Area re: signalling

“Business” Goals (I)

- Widely implemented and easily distributed, i.e., not encumbered by need to:
 - Obtain a license
 - Enter into a business agreement
 - Pay royalty fees
 - Meet other special conditions (e.g., NDA)

“Business” Goals (2)

- No guarantee that the WGG would be able to produce an unencumbered codec
- Follow BCP 79: "In general, IETF working groups prefer technologies with no known IPR claims or, for technologies with claims against them, an offer of royalty-free licensing."

Deliverables

- Guidelines for work process
- Detailed technical requirements
- Specification of one or more codecs that meet the requirements, including codec algorithm and source code

Milestones

- Mar-2010: WGLC on Guidelines
- May-2010: Guidelines to IESG
- May-2010: WGLC on Requirements
- Jul-2010: Requirements to IESG
- Mar-2011: WGLC on codec specification(s)
- Jun-2011: Codec specification(s) to IESG