WEB REAL-TIME Communication

Use-cases & Requirements
draft-holmberg-rtcweb-ucreqs

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**scope of the draft**

› **MAIN FOCUS:**
  – Real-Time Media Streams requirements
  – Browser/web-app functional separation
    › Browser requirements
    › Browser/Web-app API requirements

› **OUT OF SCOPE:**
  – Privacy privacy requirements
  – Web server/browser signalling
scope OF THE DRAFT

WEB SERVER

SERVER/BROWSER SIGNALLING

WEB APP (JS)

API/BROWSER API

WEB BROWSER

RTP

NAT/FW
BROWSER REQS IN A NUTSHELL

› ACCESS TO MEDIA INPUT DEVICES
  – Camera, microphone,…
› MEDIA STREAM DETECTION, PROCESSING & TRANSMITING
› MEDIA STREAM QUALITY
  – Rate, jitter, packet loss, echo control
› AUDIO/VIDEO SYNCHRONIZATION
› MIXING OF STREAMS FROM DIFFERENT SOURCES
› CODECS
› NAT/FW TRAVERSAL SUPPORT FOR MEDIA STREAMS
› LEGACY INTEROPERABILITY
API REQS IN a NUTSHELL

› USE & CONTROL BROWSER FUNCTIONS
  – Start/stop sending/receiving of media streams
  – Mute/pause media streams
  – Stream layout
  – Media format (codec)

› BROWSER EVENTS
  – Status of media stream
  – Media streams no more received

› QUERY BROWSER FUNCTIONS (input devices, stream capabilities, codecs…)
WHAT ARE QUESTIONS TO THE COMMUNITY?

› QUESTION 1: IS THE FUNCTIONAL SPLIT ASSUMPTION BETWEEN THE BROWSER AND WEB APP ALIGNED WITH THE VIEWS OF OTHERS?

› QUESTION 2: IS THE SEPARATION OF BROWSER AND API REQUIREMENTS A WAY TO MOVE FORWARD?

› QUESTION 3: CAN THE DRAFT BE USED AS BASE DOCUMENT FOR DOCUMENTING THE BROWSER AND API REQUIREMENTS?

› (NOTE: We are not asking to agree/disagree to individual requirements in the draft at this point.)
THANK YOU FOR LISTENING!

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