



WEB REAL-TIME Communication

Use-cases & Requirements

draft-holmberg-rtcweb-ucreqs

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scope of the draft

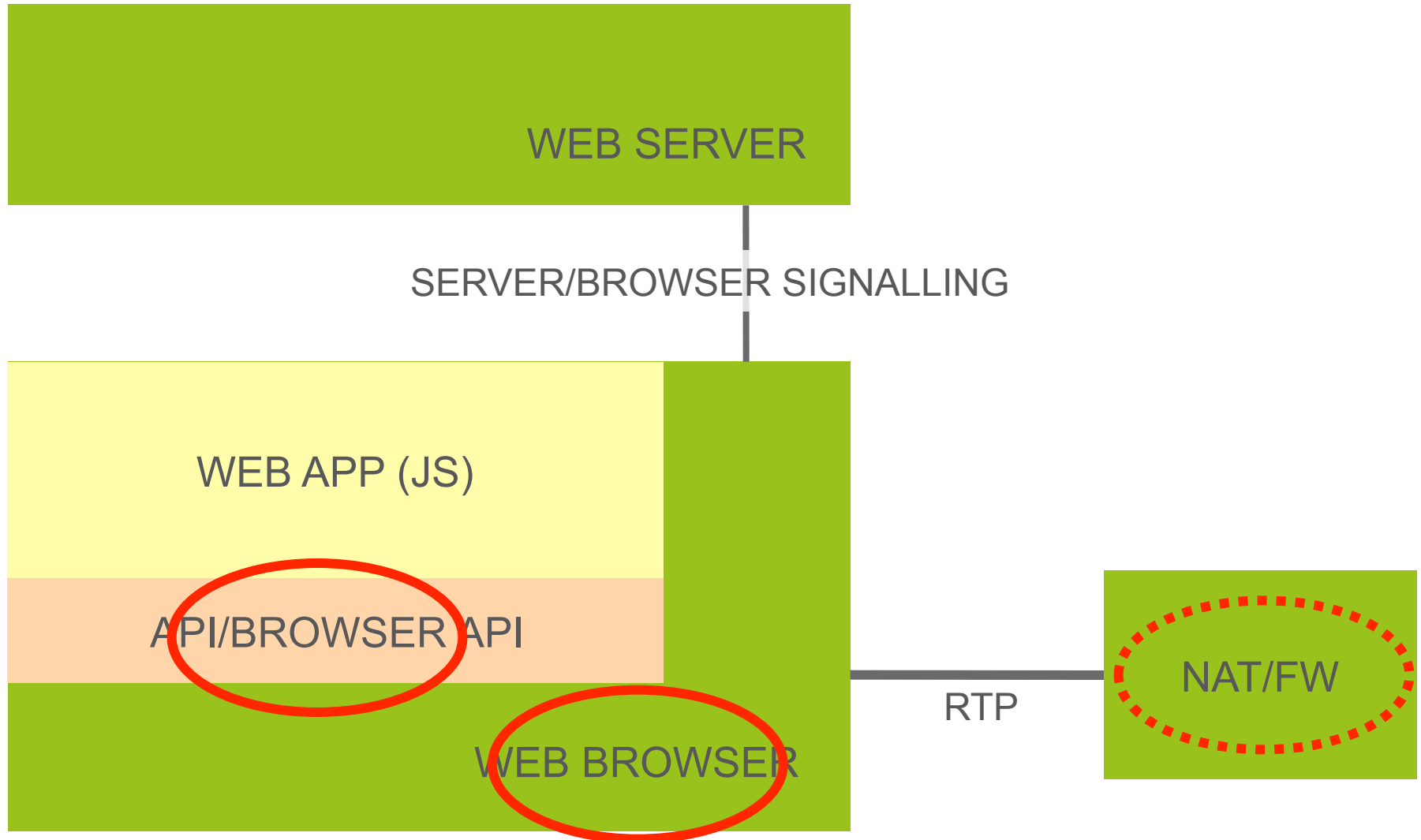
› MAIN FOCUS:

- 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



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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