SLIM: Selecting (human) Language for Internet Media

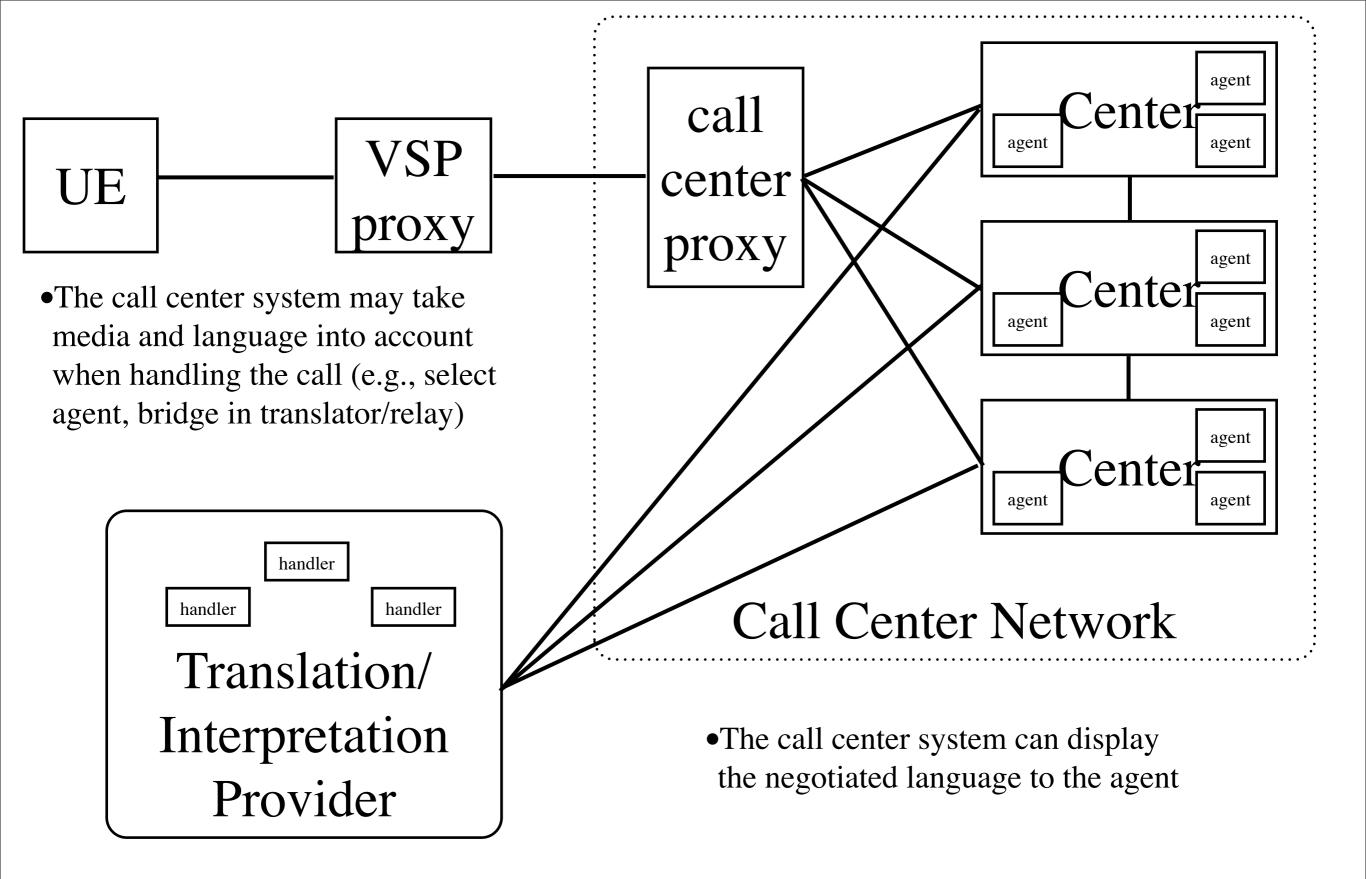
Real-Time Problem Space

draft-gellens-slim-negotiating-human-language-03

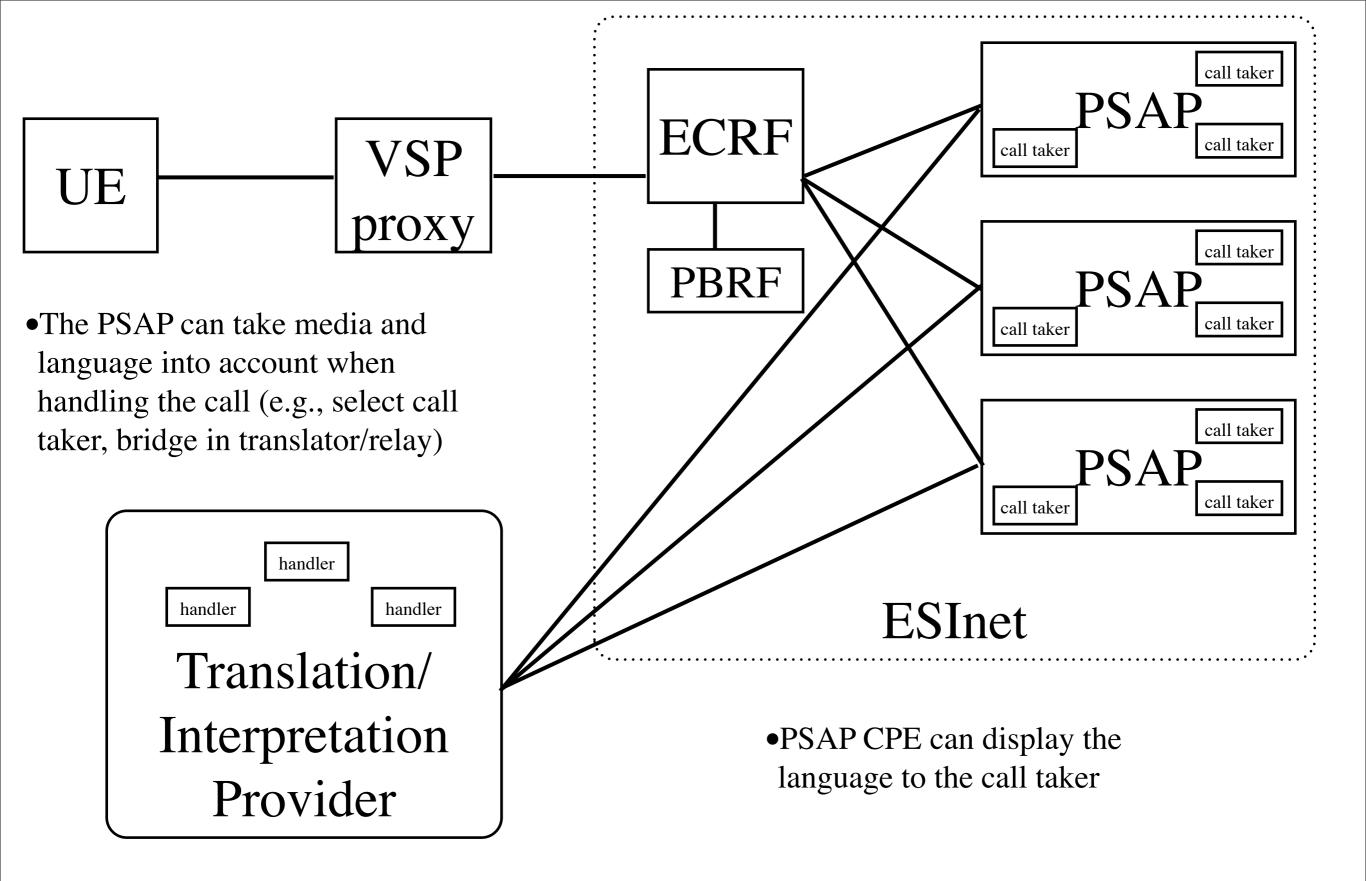
IETF 94 November, 2015 Slides v2

- Enable matching the caller's language and media needs with called party capabilities
- Language may be spoken, written, signed
- Especially needed without context/ understanding (e.g., not calling a friend)
- Canonical example: call center handling multiple languages, including sign language, via in-house attendants and/or external translators
 - Emergency calls are an important example of this kind of call center

- Human language (spoken/written/signed) can be negotiated in conjunction with media (audio/text/ video)
- The user may use one or a set of languages, while the call center/PSAP supports a set of languages and media
 - Support may be native (e.g., call taker fluent in language, able to use media)
 - Support may require bridging in translation/ interpretation/relay service
- Negotiation selects the user's most preferred language and media supported by the call center
- This is conceptually similar to the way other aspects of each media stream are negotiated using SDP (e.g., media type and codecs)
- Both sides are aware of what was negotiated



General Call Center Case



Emergency Calling Case

Proposal

• SDP stream attribute with list of RFC 5646 language tags in preference order

History

- This work has been in progress for years with considerable debate as to which level should negotiate (SDP or SIP)
- Extensive evaluation showed that no proposal was perfect but either could work
- At IETF 93, decided to split off routing from "labeling", hence this draft does not discuss routing

Draft Update

- Remove use cases (per IETF 93 face-to-face)
- Remove discussion of routing (per IETF 93 face-to-face)
- Draft ready for WG adoption and LC