Web & Networks IG

TPAC Highlights & Re-charter Proposal Discussion



Outline

- TPAC 2020 Web & Networks IG Highlights (10min)
- Web & Networks IG Update (5min)
- Next Steps: Re-charter Discussion & Draft Proposal (40min)



TPAC 2020 WNIG Highlights



Link

https://www.w3.org/2020/10/TPAC/group-updates.html#webnetworks

Thank You for your Contributions



Joint Meeting Web & Networks And WoT

- 15th October 2020
- Topics discussed
 - Presentation on how Compute Utilities hosted on the Edge can be used by web applications.
 - Discovery of compute utilities implemented as part of WoT Discovery was discussed.
 - Web workload offload to Edge has also seen interest from other groups such as WebML
 - Offload decisions depends on several factors, and Network Info is a key factor



Web & Networks IG Update

- The current charter of the IG runs until 31 December 2020.
- Propose acronym for IG Name: WNIG
- Two Workstreams
 - Edge Computing workstream
 - Network Monitoring and Prediction workstream
- Over 12 meetings during the past 1 year covering a wide range of usecases in different verticals
- Proof-of-Concept demos show value in leveraging network capabilities in order to achieve better performance and resources allocation



Topics Covered so far

Meeting No.	Торіс	Workstream	Presenters	
1	IG Kick-off Meeting ₽	General	Co-Chairs	
2	Principles for Web and Networks solutions ₽	General	Dan Druta, Co-Chair	
3	Link Performance Prediction ₽	Network Quality Monitoring and Prediction	Jonas Svennebring & Jonathan Devlin Intel	
3	MEC API Examples₽	Edge Computing	Song Xu, China Mobile	
4	Video Cloud Service ₽	Edge Computing	Song Xu, China Mobile	
TPAC	TPAC Meeting ₽	Link Performance Prediction	IG	
TPAC2	Edge Computing TPAC Breakout ₽	Edge Computing	IG	
5	MEC in action: An overview of Edge Computing activities ₽	Edge Computing	Dario Sabella, Intel	
5	Accelerating DNNs for the Web with Edge Computing	Edge Computing	Prof. Qiao & Dr. Yakun Huang, BUPT	
6	Lessons from Network Information API WICG₽	Network Quality Monitoring and Prediction	Tarun Bansal, Google	
7	EDGE Applications: Supporting an Ambient Computing Ecosystem	Edge Computing	Michael Mccool, Intel	
8	Predictive QoS for Edge Computing : Insights from 5GAAr	Network Quality Monitoring and Prediction	Dario Sabella, Intel	
9	Distributed Web Browser₽	Edge Computing	Seikwon Kim, Samsung	
10	Seamless offloading of Web App via Web Worker Migration ₽	Edge Computing	Hyuk-JinJeong, Seoul National University	
11	P2P eCDN Overview ₽	Edge Computing	Shachar Zohar, Peer5	
12	Link Performance Prediction Update ₽	Network Quality Monitoring and Prediction	Jonas Svennebring, Intel	
13	TPAC 2020 Joint meeting with WoT₽	Edge Computing	WoT & WNIG	
14	TPAC 2020 Key Highlights and IG Roadmap	General	IG Chairs	



Thoughts from Developer Community

- "We, specifically Web developers, focus on improving the equipment discovery of common API capabilities, such as detection of local area network ioT equipment capabilities, access to ioT equipment monitoring indicators, performance indicators"
- "We hope browser can provide debugger / emulator to easily simulate network conditions, such as control delay, jitter, packet loss rate to simulate the user's real network environment. Our developers can test the robustness of Web applications (webRTC is a good example)"
- "We are interested in network information API, with which web applications can detect user network quality (delay, jitter, bandwidth, etc.). On the basis of these, web developers can work on adaptation, dynamic loading of remote resources, such as high-definition pictures, 3D models."
- "We wish WNIG can provide best practices to evaluate network communication quality (e.g. audio-visual communication) and guide developer development (e.g. current industry does not have evaluation criteria for webRTC and other communication quality)."



Discussion



Path forward: IG Extension / Re-charter: Your Thoughts?



A proposal for re-charter available on github

https://w3c.github.io/web-networks-charter/



Call for Feedback, Suggestions regarding the draft proposal

Email (Members IG PDL) or Raise a Github issue at https://github.com/w3c/web-networks-charter/issues





FOCUS AREAS & COORDINATION (Internal and External)

Use-Case Categories→ Workstreams↓	Media Streaming (Unicast, Multi-cast, Broadcast, P2P)	Video Conferencing	Online Gaming	Compute migration between Client- Edge-Cloud (High compute ops like ML/AI inference, etc)	WebApp Experience for IOT enabled using Edge (low compute / low memory foot IoT devices)	MEC Integration	
Guiding Principles	WNIG↔PING/TAG/						
Network Info - Instantaneous - Predicted	WNIG↔MEIG IG WNIG↔5G-MAG		WNIG↔Cloud Computing CG	WNIG↔WoT	WNIG↔WoT WNIG↔DAS WG	WNIG↔ETSI WNIG↔5GAA	
Edge ComputingThing DescriptionEdge DiscoveryOffload Decision matrix	WNIG↔MEIG IG WNIG↔5G-MAG		WNIG↔Cloud Computing CG	WNIG↔WoT WNIG↔WebML CG	WNIG↔WoT		
Network Emulation Tools - Trace format - Trace playback - Trace collection	WNIG↔WebPerf WG WNIG↔MEIG IG WNIG↔Dist. Trace WG						
Differentiated Services (Low latency, Reliability, Service Type)	WNIG↔WebTran WG WNIG↔3GPP WNIG↔IEEE WLAN	WNIG↔WebRTC WNIG↔3GPP WNIG↔IEEE WLAN	WNIG↔WebTran WNIG↔3GPP WNIG↔IEEE WLAN			WNIG↔3GPP WNIG↔ETSI WNIG↔IEEE WLAN	

FOCUS AREAS: POTENTIAL PROPOSALS, WORK ITEMS

Use-Case Categories→ Workstreams↓	Media Streaming (Unicast, Multi-cast, Broadcast, P2P)	Video Conferencing	Online Gaming	Compute migration between Client- Edge-Cloud (High compute ops like ML/AI inference, etc)	WebApp Experience for IOT enabled using Edge (low compute / low memory foot IoT devices)	MEC Integration	
Guiding Principles	Documentation: Guiding Principles for Web & Networks Solutions						
Network Info - Instantaneous - Predicted	 Discussion Items: Network info hints API Enhancing MPEG- DASH, HLS using predicted net info 					Discussion Items: • MEC API for WebApps	
Edge ComputingThing DescriptionEdge DiscoveryOffload Decision matrix	Discussion Items:Network optimized content delivery			Edge Discovery A	n for Edge Compute PI making parameters API	Discussion Items:MEC API for WebApps	
Network Emulation Tools - Trace format - Trace playback - Trace collection	Proposal: Trace based Network Emulation tool in Browser Developer Tools						
Differentiated Services (Low latency, Reliability, Service Type)							