

# WebCodecs MoQ Media Format

## draft-mzanaty-moq-loc-01

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# What is LOC? The ABCs...

## Low-Overhead\* Container Media Format

- **A**lternative to CMAF
- **B**ased on WebCodecs
- **C**atalog format in JSON

\*Minimal extra encapsulation and application overhead when interfacing with WebCodecs.

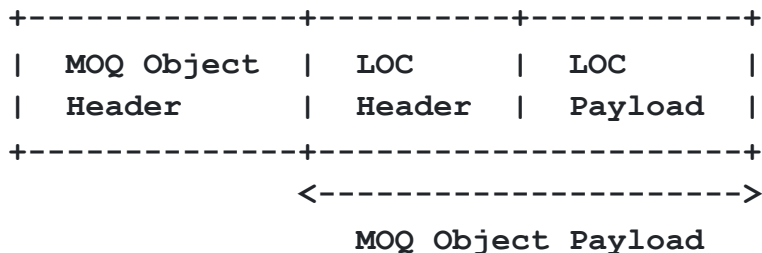
# Motivation: Why not CMAF?

- CMAF overhead is >100 bytes per frame  
(can be much more depending on options)
- Prohibitive for audio, >100% overhead
- Complexity of nested header boxes
- Complexity of multi-frame packing options  
(chunks, fragments, segments)
- Requires unnecessary parsing and encapsulation / de-encapsulation of media stream to find frame boundaries.

# Motivation: Why WebCodecs?

- Minimal overhead, no extra encapsulation
- EncodedAudioChunk / EncodedVideoChunk “internal data” is the raw elementary bitstream format of codecs without any encapsulation, so we use this directly as the LOC Payload.
- Referring to the WebCodecs Codec Registry avoids duplicating it in an identical IANA registry.
- Usable outside WebCodecs or a web browser.

# LOC Format within MOQT Objects



- LOC Payload is the "internal data" of a WebCodecs EncodedAudioChunk / EncodedVideoChunk (frame).
- LOC Header is metadata which may migrate to the MOQ Object Header (open issue). IANA registry for this metadata.

# Pending Updates from this week

Based on discussions this week:

(Monday session, Tuesday authors meeting)

- Rename to draft-zanaty-moq-webcodecs-format.
- Remove catalog section, move to a common catalog draft.
- Add application profile section, or separate draft, to encompass the combination of catalog, media format, content protection, and other app logic.

# Open Issues

- Video Parameter Sets in-band with keyframes? Or in separate init/config blobs in catalog, track header, group header, etc.?
- Sequence in LOC Header or reuse MOQ Object Header?
- Timestamp in LOC Header or MOQ Object Header? Format?
- Support arbitrary content protection schemes, including Sframe.