

**Version** Working draft 28 March 2018 **Contributors** **Meta Data** **Reference** **1. Introduction**

This section is non-normative.

Audio, video, or data packets transmitted over a peer-connection can be lost, and experience varying amounts of network delay. A web application implementing WebRTC expects to monitor the performance of the underlying network and media pipeline.

This document defines the statistic identifiers used by the web application to extract metrics from the user agent.

2. Conformance **3. Terminology** **4. Basic Concepts**

4.1 Guidelines for design of stats objects

4.2 Guidelines for implementing stats objects

4.3 Lifetime consideration for monitored objects

4.4 Guidelines for getStats() results caching/throttling

5. Maintenance procedures for stats objects types

5.1 Adding new stats objects

5.2 Retiring stats objects