



# W3C WEB & NETWORKS INTEREST GROUP

*26TH CONFERENCE CALL MEETING*  
*MARCH 20<sup>TH</sup> 2024*

**Chairs:**

Dan Druta (AT&T)  
Song Xu (China Mobile)  
Sudeep Divakaran (Intel)

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# WELCOME!

- W3C Web & Networks IG 2023-2025

- W3C meetings operate under the Principles and Procedures of our [Positive Work Environment at W3C: Code of Ethics and Professional Conduct](#)

- Patent Disclosures

Please see the [W3C Patent Policy](#)

- IRC Channel <https://irc.w3.org/?channels=#web-networks>

Channel: #web-networks

# AGENDA

- Web & Networks Charter Overview: 10min
- Cloud-Edge-Client Use-cases: 30min
- Open Discussion : 20min



PAST TWO YEARS

During **2021-2023**, the group focused on:

- **Edge Computing**
- **Network Quality Monitoring and Prediction**
- **Network Emulation Browser Tools and Trace Formats**

# WEB & NETWORKS INTEREST GROUP OVERVIEW

The *mission* of the Web & Networks Interest Group is to explore solutions for web applications to **leverage network information and capabilities, and edge compute** to achieve **better performance and better efficiency of network resource allocation, both on the device and network**

*Key Topics in scope (from the charter):*

- Client-Edge-Cloud Coordination
- Application hints to the network
- Network hints to device applications
- Evaluation of Privacy and Security risks

[Web & Networks Interest Group Charter \(w3.org\)](#)

*End Date: 31 December 2025*

# NEW TRENDS

The group sees a few new trends from a Network perspective:

- **Offloading capabilities** that enable efficient usage of compute across Client-Edge-Cloud is gaining traction in several use-cases.
- **Uplink traffic data** patterns have seen a large increase in data sizes and use-case requirements.
- Trends in **new use-cases** where **Edge Networks** can play a key role. To succeed in edge computing, a strategy leveraging the latest networking and web standards will be key.
- New advancements in **6G and AI** that can leverage **peer-to-peer communications, mesh architectures** and **sustainable modes** of communications.

# WORKPLAN

- **Meetings**
  - Regular Meetings
    - Every 2<sup>nd</sup> or 3<sup>rd</sup> Wednesday of the Month ?
- **Talks/Presentations**
  - Invite WNIG Members to present topics of interest
  - Invite Domain Experts to talk
- **Organize Joint Meetings**
  - With W3C WG/IG/CG on common topics of Interest
- **Track** new proposals or ideas via github issues, explainers. Maintain a public list of issues.
  - <https://github.com/w3c/web-networks/issues>
- **Prepare** for TPAC (demos, talks, issues) & Workshops
- **Primary deliverables**
  1. List of new use-cases and innovations in networking domain that can benefit Web applications
  2. Requirements for existing and/or new technical specifications
  3. Gap-analysis between use-case requirements and current Web Platform standards

# TOPICS OF INTEREST

- Cloud-Edge-Client Coordination – new use-cases, requirements analysis
- New Use-cases – e.g. GenAI in Browser - Model download latency, network resource utilization, etc.
- Network Utility Maximization, Resource Efficiency
- Liaisons with other Standardization organizations
- Application User Perception Metrics
- Network Error Logging : [Network Error Logging \(w3c.github.io\)](https://w3c.github.io)
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Thank you