

State of QUIC in GStreamer

Sanchayan Maity

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- ▶ Providing services for audio/video using GStreamer and PipeWire.

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- ▶ Potential future work

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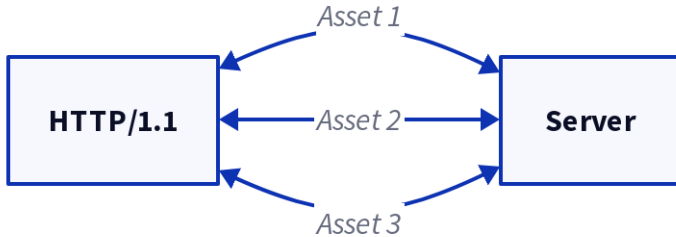
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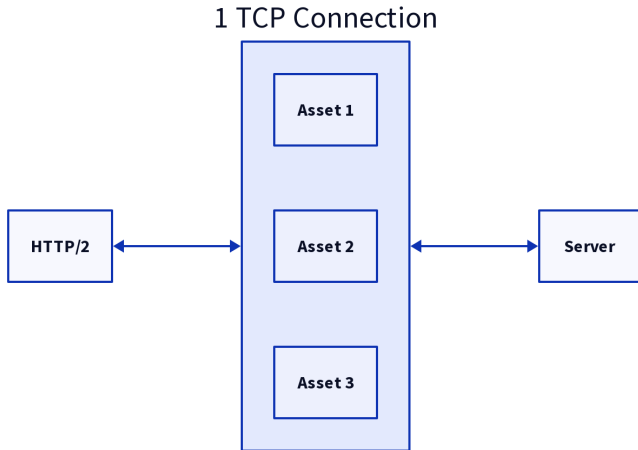
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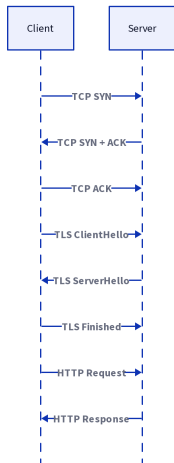
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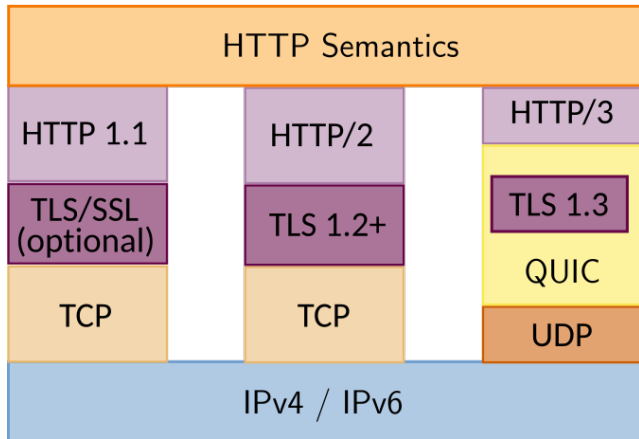




HTTP + TCP + TLS¹



¹Cloudflare: The road to QUIC



²HTTP/3 - Wikipedia

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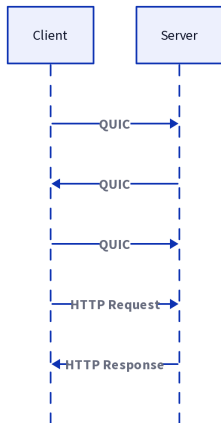
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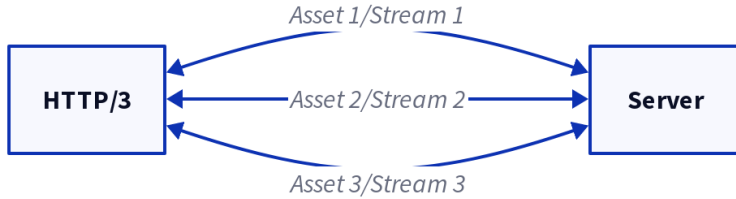
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HTTP + QUIC³





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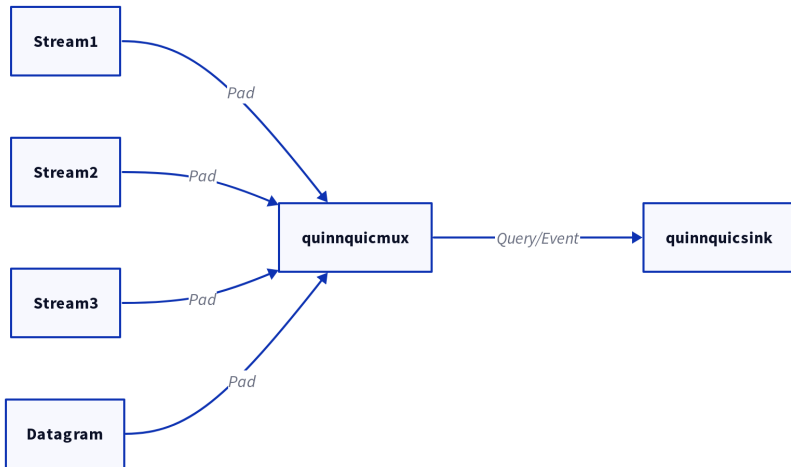
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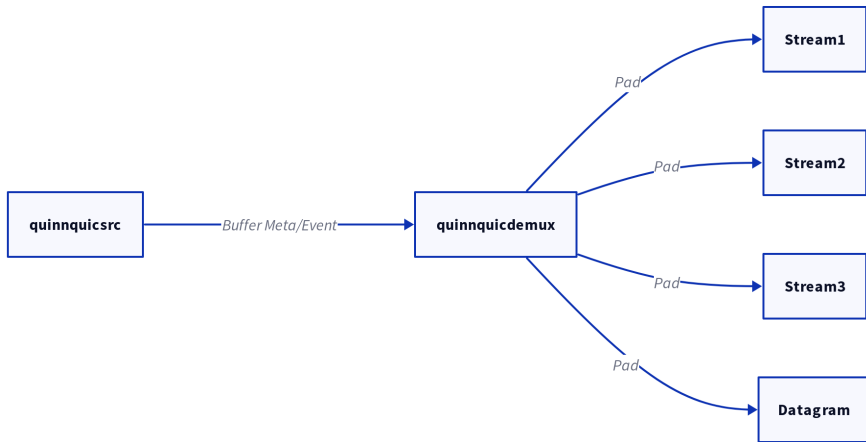
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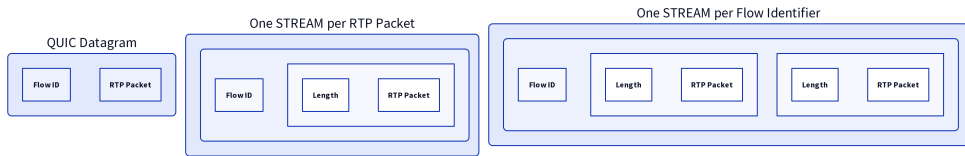
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Stream multiplexing

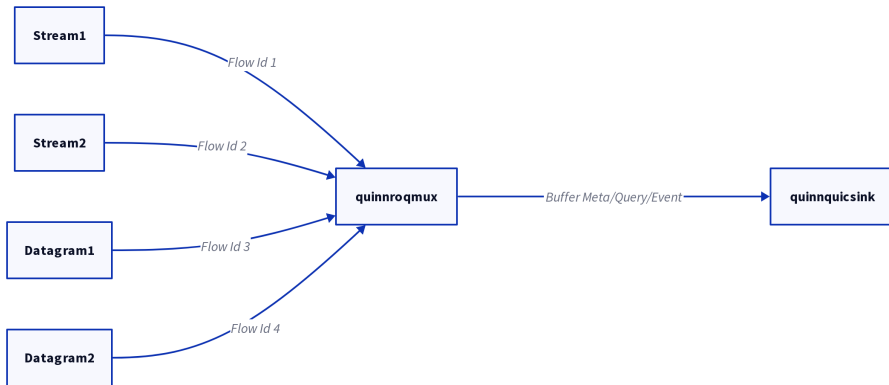


Stream de-multiplexing

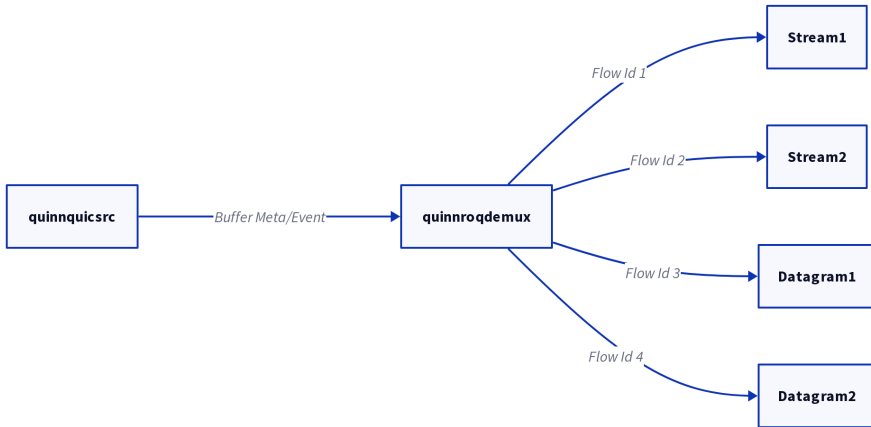


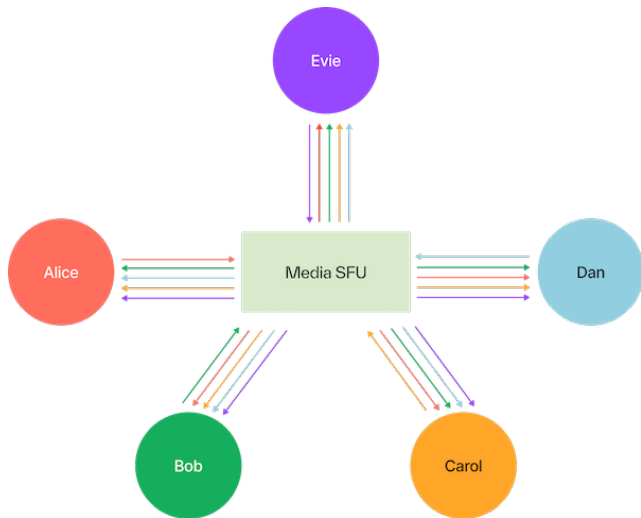


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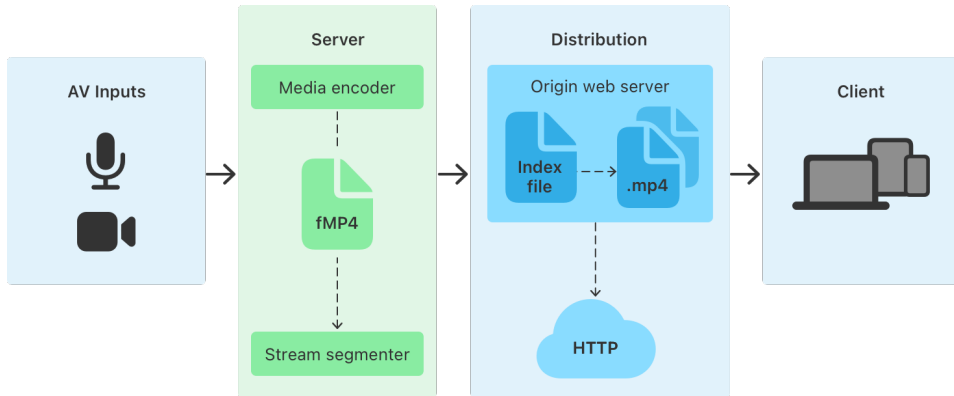


RoQ de-multiplexing





HTTP Live Streaming (HLS)⁷



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WebRTC vs HLS⁸

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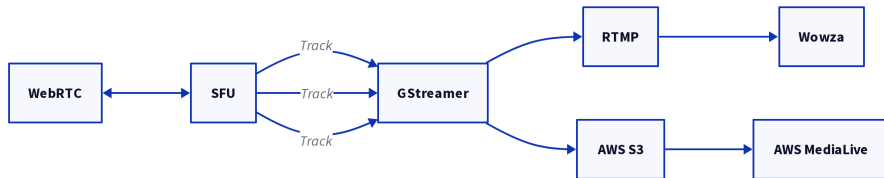
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Bridging WebRTC & HLS

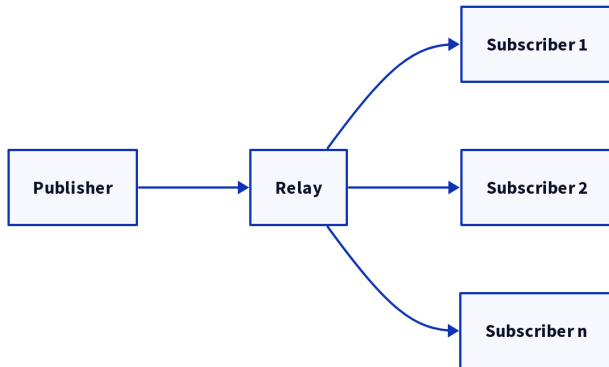


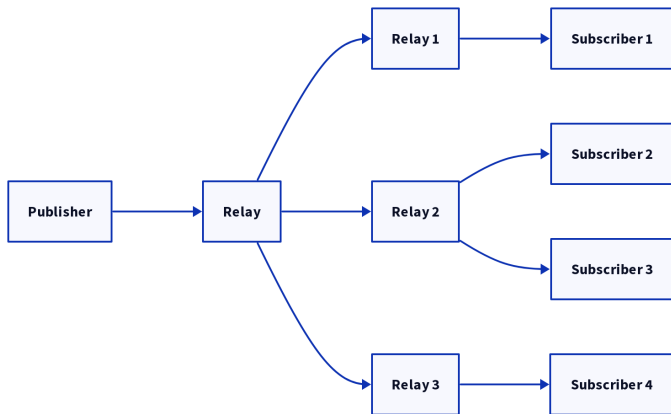
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- ▶ Designed considering all three latency regimes: real-time, interactive, and VOD

⁹What's the deal with Media over QUIC



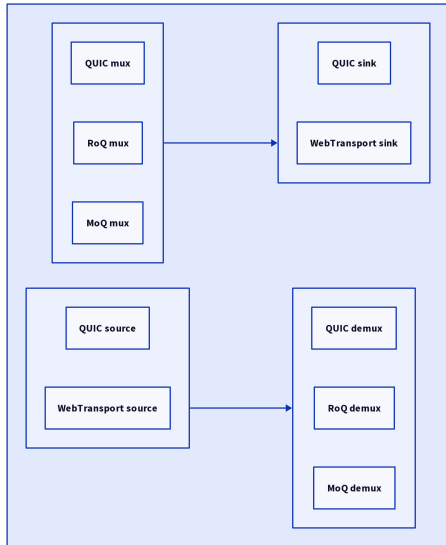


¹¹Getting Media Over QUIC (MoQ) and WebRTC to like each other

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- ▶ Re-usability of queries, metas and events with other implementations

- ▶ Reach out on

- ▶ Reach out on
 - ▶ email:
 - `hello@asymptotic.io`
 - `sanchayan@asymptotic.io`

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