Evolving Fetching/Networking

BlinkOn 8
Brainstorming

Purpose

- Suggestions. Feedback on priority. What do you want?
- Introduction of stuff we're exploring

Now exploring

- (Upload) Compression
- UDP-like interface
- Upload streaming
- WebSockets over HTTP2
- Transform Streams: Text codec, JSON stream parser, etc.
- Priority, batching, ...

Upload compression

- HTTP level negotiation to opt-in
- New fetch() option to opt-in
- Compression API
  - gzip, brotli, etc.
  - Possibly integrated with Streams

Alternatives

- JS or WebAssembly based compression
  - extra code to download

(Thanks Yoav for ideas)

Unreliable communication (UDP for web)

- WebSockets like API?
- Extending WebRTC?
- Handshake, congestion control yes/no
- Security