

WNIG #20

- TPAC Summary



Topics

- Connecting with Games CG
- Edge Computing
- Network Conditions and Monitoring

Feedback

- Inputs from Jeff showed that Games CG is exploiting the network in particular 5G because of its bandwidth latency, which is critical for cloud gaming
- Games CG is not familiar with the work done by WNIG.

Plan

- Reaching out to the Games CG to get potential network usecase requirements
- Trying to follow up and see if we can get some real data of game vendors' experiences in the cloud gaming side to exploit new usecases

Feedback

- Edge computing is exploding and we don't want the web platform to be left behind when other solutions appear in the marketplace.
- We already have some use cases and requirements but don't have a strong focus on incubation.

Plan

- Incubation for edge computing should be strengthened
- Exploring new breakthroughs in edge computing
- Documenting use cases and potential solutions
- Inviting Max and Michael to brainstorm the next steps

Feedback

- The Network Information API is basically client-based information, and when it comes to network prediction, it may be arguable.

Plan

- Considering exploring and obtaining generic network information from edge server perspective.
- Checking if there are privacy and fingerprinting risks related
- Contacting WICG to learn about the newly proposed network info APIs
- Inviting Piers to give a talk on network info from edge servers