CMCD V2

- Work started Sept 2023

- Strong attendance from CTA WAVE and SVTA

- Co-chaired by myself and Paul Caponetti (Datadog)

- Push to increase the QoE reporting capabilities as well as improve the ability to provide a monitoring system.

- Follow the issues at https://github.com/cta-wave/common-media-client-data/issues and find the doc draft at https://docs.google.com/document/d/1isrbeAuauUwjTDUJCxJVltxlsqrFFx7/edit

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CMCDv2 changes so far (part 1)

- 'su' and 'bs' flags now report Boolean values and are required
- NOR and NRR can now support multiple object prefetch
- ltc – live stream latency
- tbl – target buffer length
- mst – media start time
- ab – aggregate encoded bitrate
- tab - top aggregated encoded bitrate
- bsd – buffer starvation duration.

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CMCDv2 changes so far (part 2)

- rc – response code

- ttfb – time to first byte

- ttfbb – time to first body byte

- ttlb – time to last byte

- ts – timestamp

- url – request URL.

- sta – player state (start | playing | seeking | rebuffering | paused | end | fatal error)
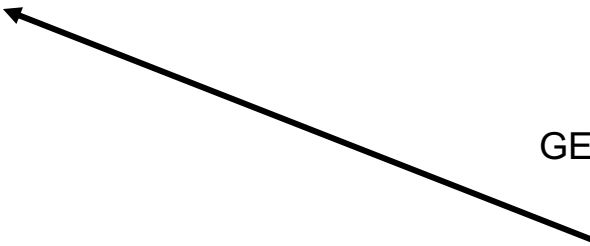
- v – must be reported for v >= 2.

CMCDv2 – multiple reporting modes

MODE #1

Delivery CDN

GET segment.mp4?CMCD=XXX

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CMCDv2 – multiple reporting modes

MODE #1

Delivery CDN

GET segment.mp4?CMCD=XXX

GET logging-beacon?CMCD=XXX

MODE #2

Logging service

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CMCDv2 – multiple reporting modes

MODE #1

Delivery CDN

MODE #3

Monitoring service

GET segment.mp4?CMCD=XXX

GET monitoring-beacon?CMCD=XXX

GET logging-beacon?CMCD=XXX

MODE #2

Logging service

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Thank you for your time.