imquic, a QUIC library for real-time media

Lorenzo Miniero Open Media devroom @ FOSDEM January 31, 2026

Who am I?

Lorenzo Miniero

- Ph.D @ UniNA
- Chairman @ Meetecho
- Main author of Janus

Contacts and info

- lorenzo@meetecho.com
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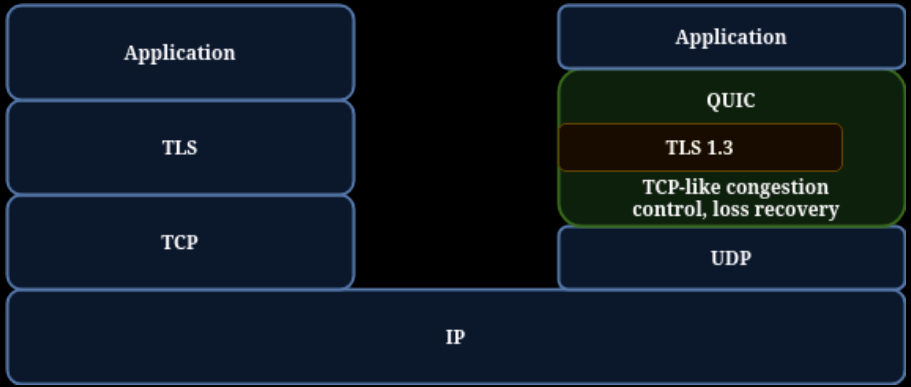

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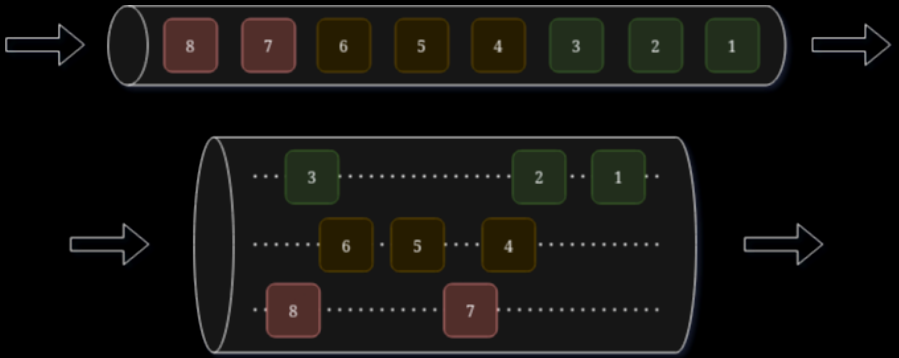

Can we use QUIC for real-time media?

- We all know about WebRTC
  - UDP based, ultralow latency
  - Conceived for conversational use cases
  - Peer-to-peer, but often used with servers in the middle
  - Supports retransmissions and congestion control
  - Natively supported in browsers (simple APIs)

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- What about QUIC?
  - TCP-like (e.g., HTTP/3), but UDP based
  - Optionally supports **DATAGRAM**
  - Always client/server
  - Supports retransmissions, multiple streams, congestion control
  - Can be used in browsers via WebTransport (+ WebCodecs, WebAssembly)

Having a look at RTP Over QUIC (RoQ)

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- Using QUIC, there are things we can (or have to) do differently
  - No need for SRTP, QUIC is already encrypted
  - Some feedback RTCP provides QUIC can already give us
  - QUIC has integrated BWE as well
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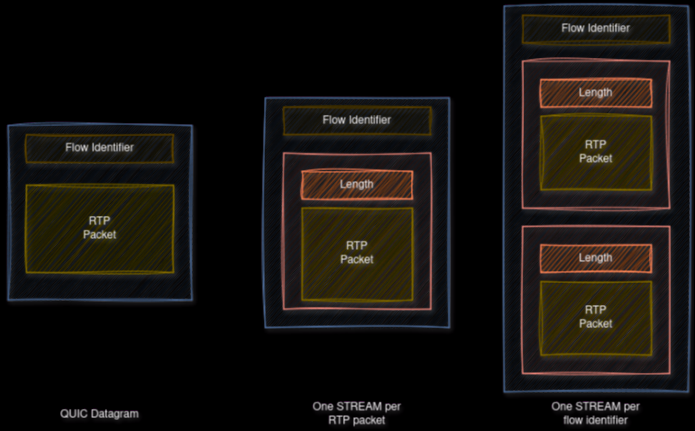
  - We need framing for RTP packets (as in TCP)
- Multiplexing has interesting opportunities too
  - Can multiplex multiple sessions over the same QUIC connection (Flow ID)
  - Multiplexing can be done in different ways (DATAGRAM vs. STREAM(s))

RoQ multiplexing



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A step further: Media Over QUIC (MoQ)

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- MoQ Transport (MoQT) on top of QUIC or WebTransport
  - Encryption via QUIC, but E2EE encryption possible too
  - Independent of media formats (can transport anything media)
  - Support for relays, caching and replication points

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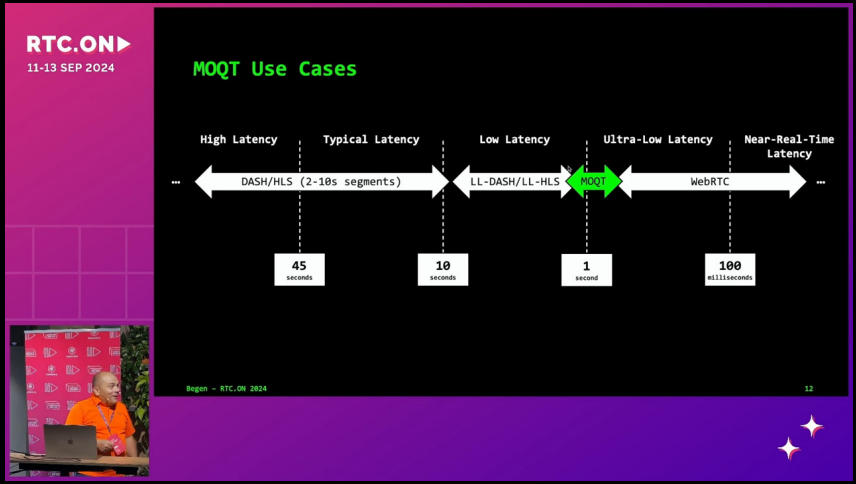

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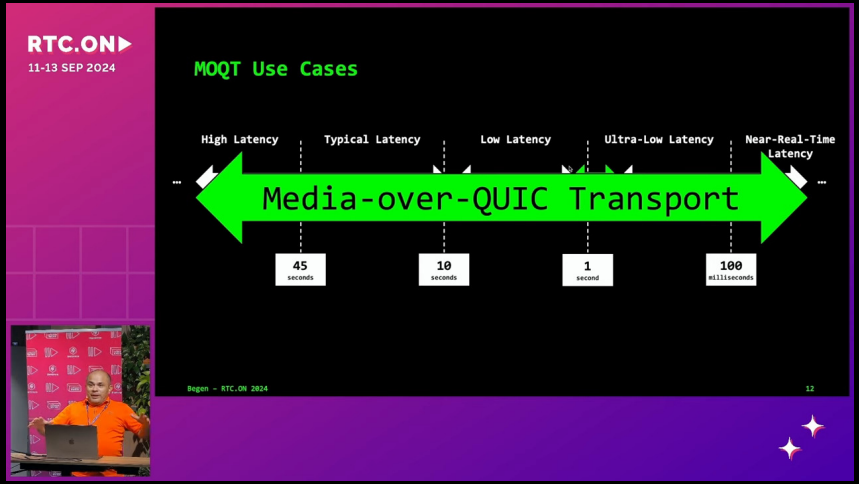

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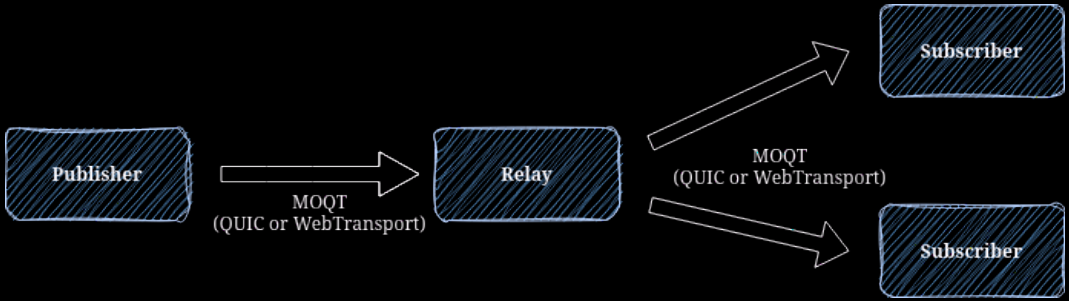
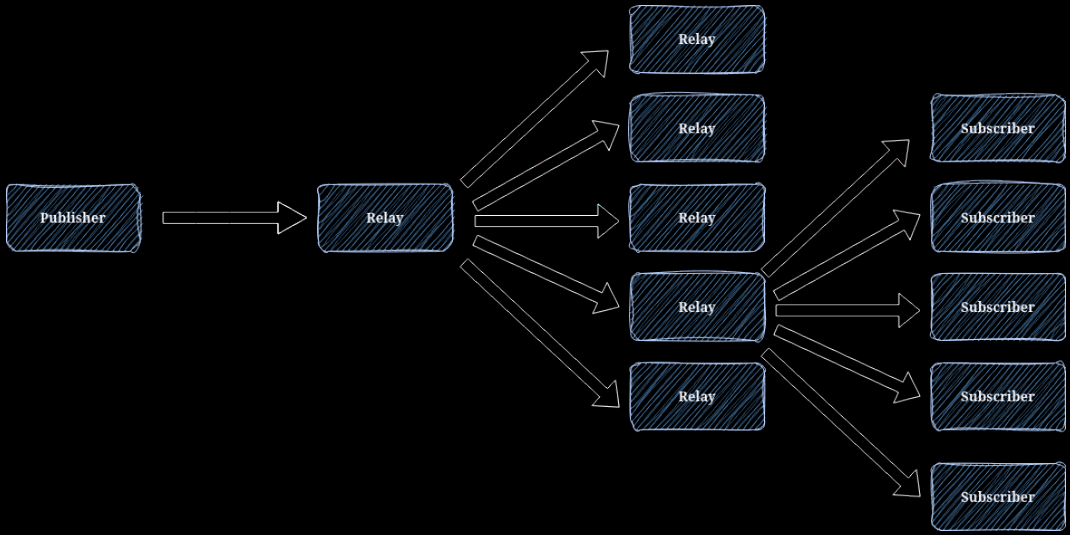
The simplest architecture diagram



Something a bit more complex



Objects, (Sub)Groups and Tracks

Implementation status

- Different implementations (sometimes different MoQT versions)
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  - https://github.com/englishm/moq-rs (Rust, pub/sub/relay)
  - https://github.com/facebookexperimental/moxygen (C++, relay)
  - https://github.com/facebookexperimental/moq-encoder-player (JS, pub/sub)
  - https://github.com/Quicr/libquicr (C++, relay/pub/sub)
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  - https://github.com/moqtail/moqtail (Rust/TS, pub/sub)
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  - ...
- More info available on MoQT wiki
  - https://github.com/moq-wg/moq-transport/wiki/Interop

There’s a new kid in town!

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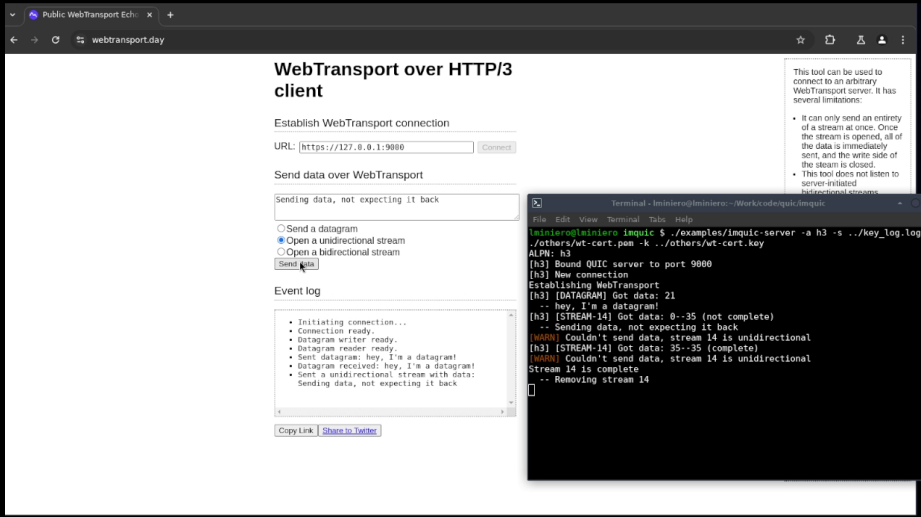
  - Methods to proactively do things
  - Callbacks to intercept events (e.g., connection, incoming data, etc.)
  - Custom APIs for natively implemented protocols
- Not really ready for production, yet
  - Mostly a testbed/sandbox to experiment with new protocols
  - QUIC stack in particular needs a bit of love (or replacing?)

A couple of WebTransport demos



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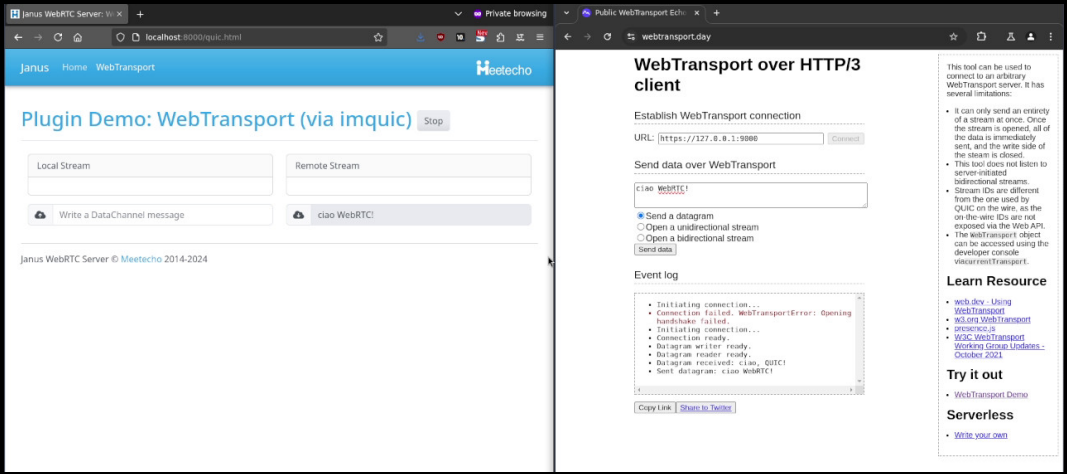

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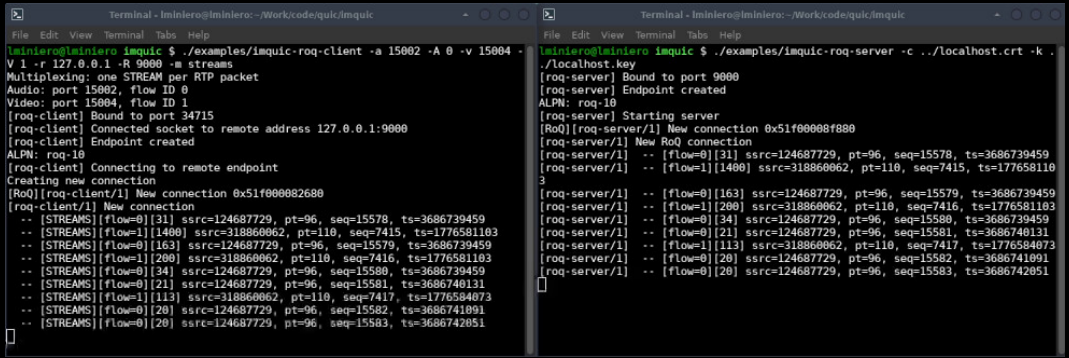
- A few interop tests for validation
  - Mathis' RoQ demos (IETF Hackathon 120)

A basic client/server demo



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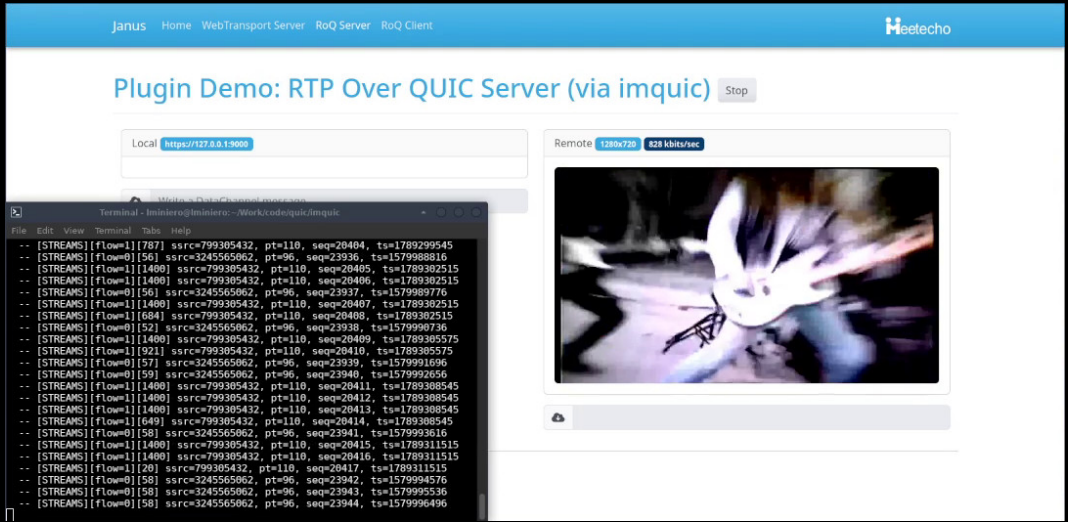

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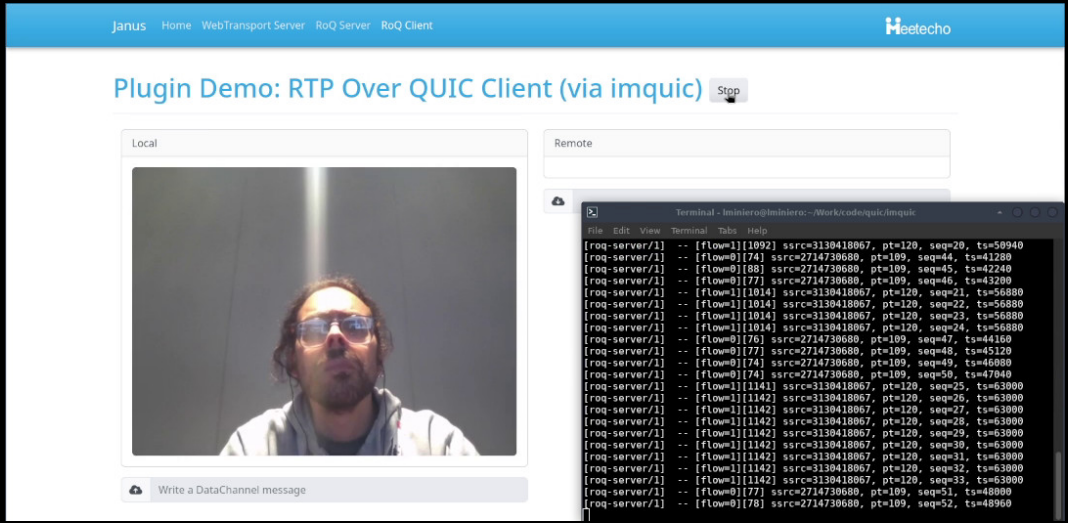

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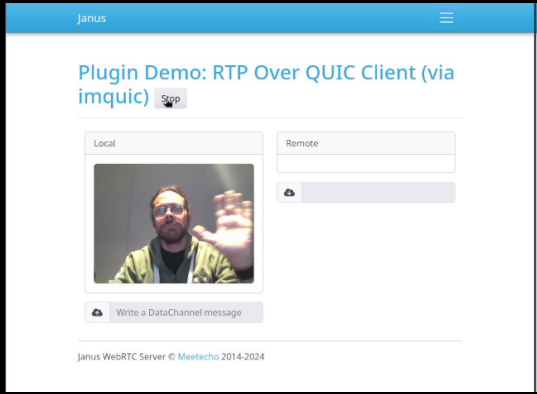

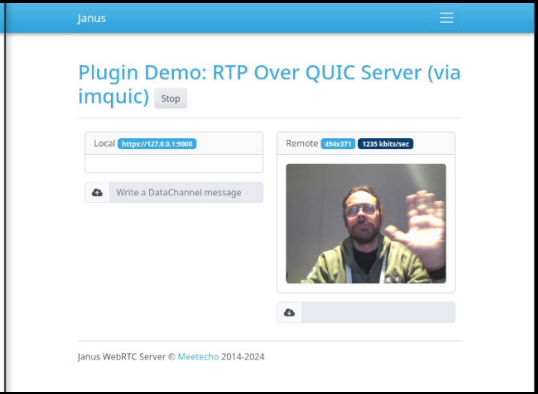

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  - **`imquic-moq-sub`**: basic MoQT subscriber (different formats)
  - **`imquic-moq-relay`**: proof-of-concept relay
  - **`imquic-moq-test`**: a **`moq-test`**[1] implementation
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  - **Janus plugin** (WIP): gatewaying of MoQT pub/sub to WebRTC (using LOC)
- Many interop tests with different implementations
  - Regular tests during IETF Hackathon sessions
  - Active **`#moq`** channel on **`quicdev`** Slack

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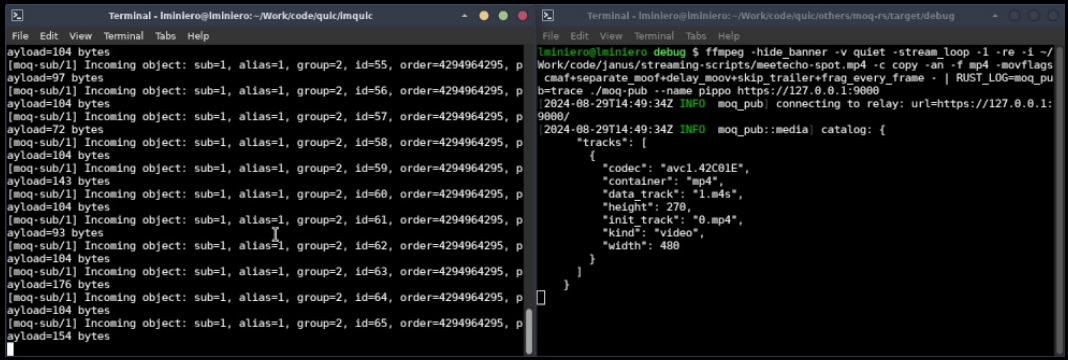
moq-rs + imquic



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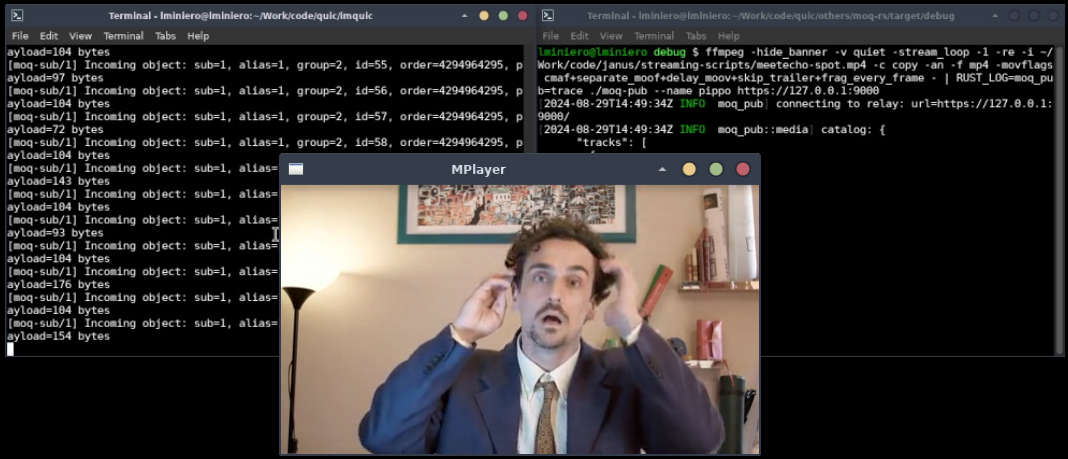

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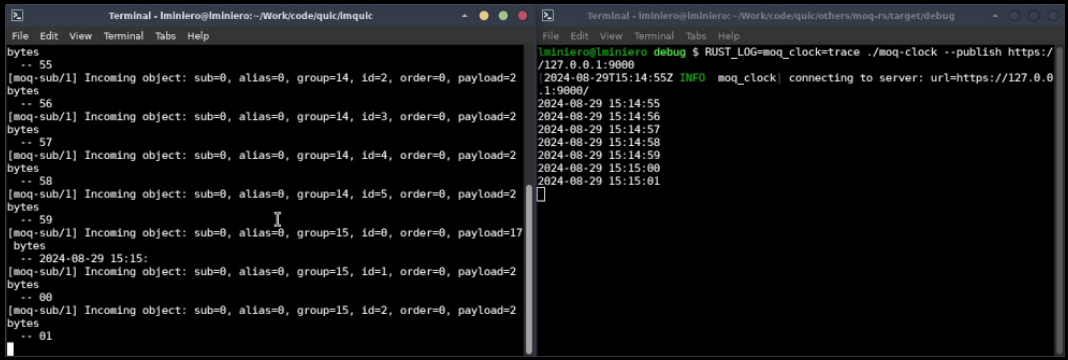

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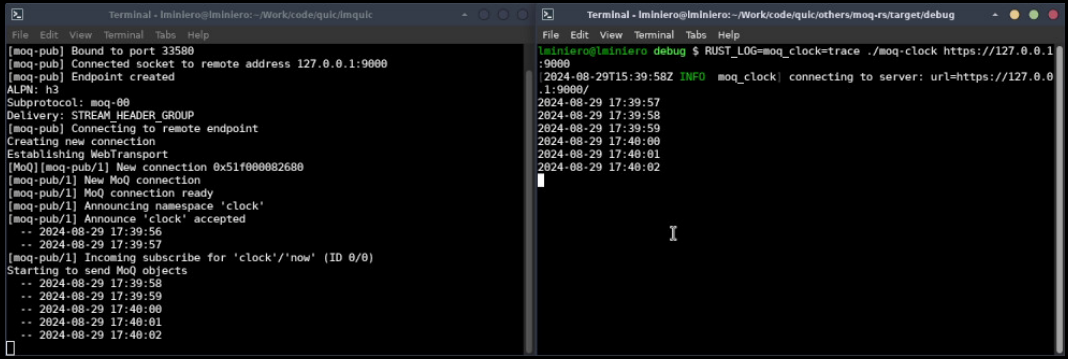
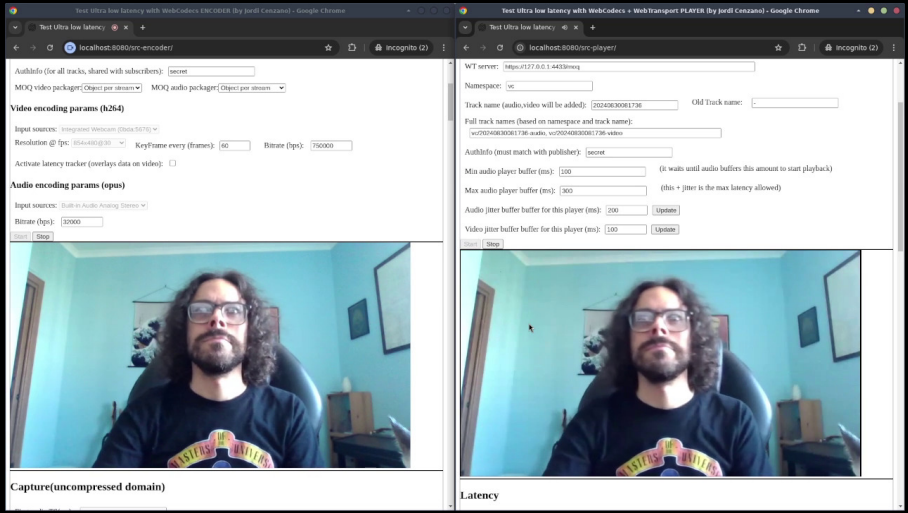


moxygen + moq-encoder-player (Meta)



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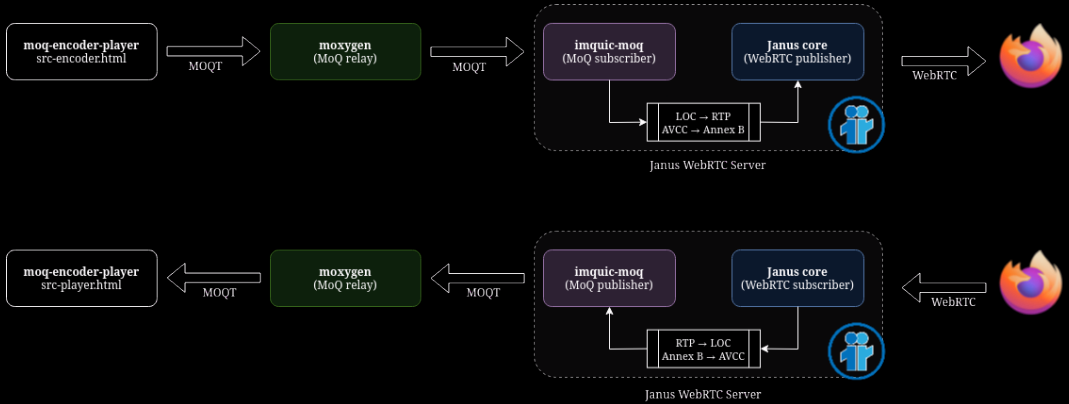

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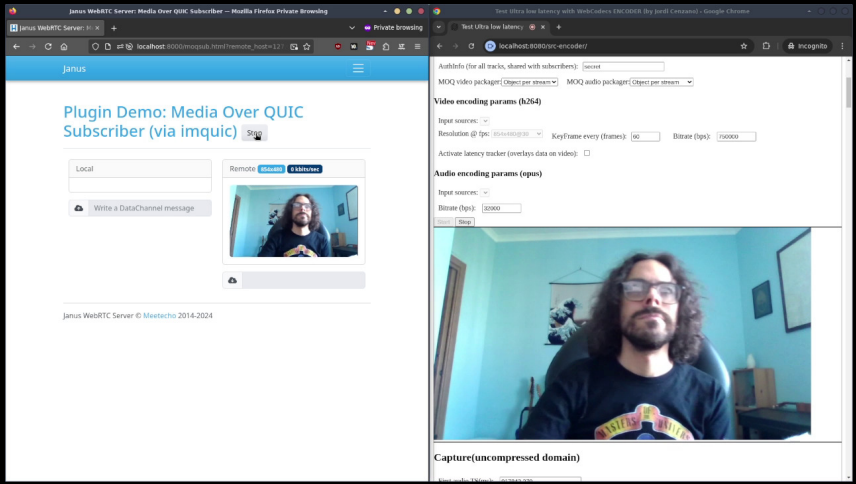

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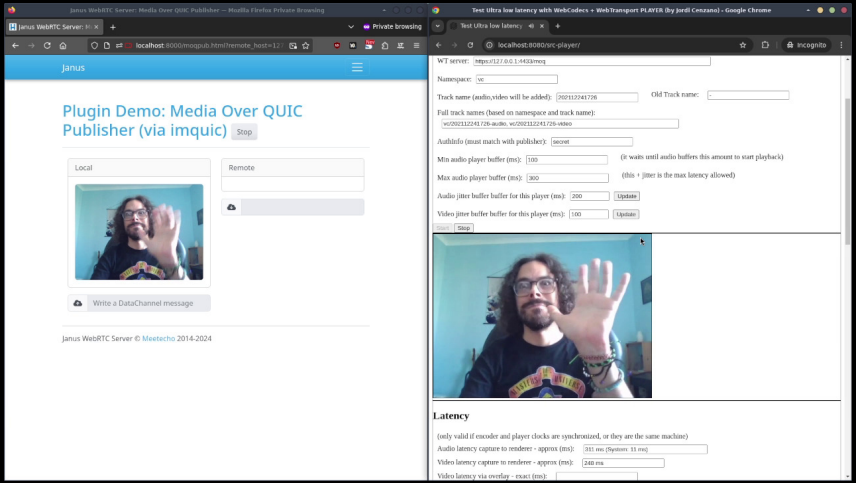

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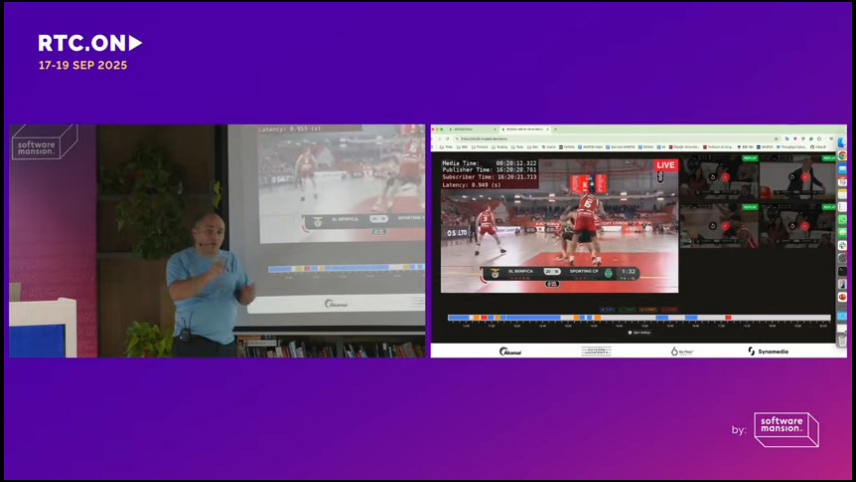
A demo like this, but with SSC Napoli =



https://www.youtube.com/watch?v=l4dwczI5Bis

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- A **LOT** still to do
  - QUIC stack itself needs some (maybe too many?) enhancements (e.g., CC)
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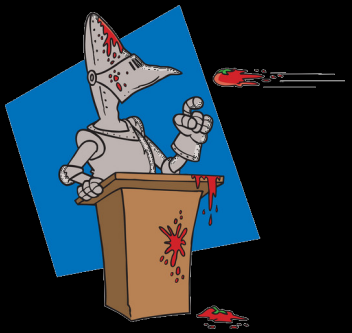
- Testing testing testing!
  - Interop (for everything, from QUIC to MoQT) helps, but is not enough
  - Play with it, have fun, and break things!

Thanks! Questions? Comments?



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