Resumable Uploads

draft-ietf-httpbis-resumable-upload
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Overview

1. Client indicates interest in a resumable upload when starting data transfer
2. Server creates upload resource
3. Server announces upload resource URI in interim and final responses
4. Client can use upload resource to resume upload in case of interruptions

→ Uploads become more resilient against failures

What changed since -07?

- Two draft versions, detailed feedback from Julian Reschke.
- Require servers to announce limits and clients to adhere to known limits.
- Rephrase requirements for concurrency handling, focusing on the outcome.
- Add section about 104 status code.
- Rephrase recommendation for sending information back to client.
- Clarify server handling when upload length is exceeded.
- Extend security considerations about upload resource URIs, representation metadata, and untrusted inputs.
- Allow clients to retry for appropriate 4XX responses.

Current draft status

- No open issues/pull requests 🎉

Implementations

Clients:

- URLSession (iOS, macOS etc.)
- tus-js-client (JavaScript, browsers, Node.js)

Servers:

- NIOResumableUpload (Swift)
- tusd (Go)
- tusdotnet (.NET)

Interoperability

Clients

Servers

	URLSession (iOS/macOS)	Tus-js-client (JavaScript)
NIOResumableUpload (Swift)	✅	❔
Tusd (Go)	✅	✅
Tusdotnet (.NET)	✅	✅

(from IETF 121 Hackathon)

Production deployments

- Tus is a similar upload protocol predating this draft
- Tus has been deployed in production for multiple years by Cloudflare, Vimeo, Transloadit, Supabase, Zulip etc.
- Experiences shaped this draft
- Resumable uploads are ready for production

What’s next?

- Draft is ready
- Can we start WGLC?