**3GPP TSG- Meeting #**

**, , - revision of S4aI240154**

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| *CR-Form-v12.3* | | | | | | | | |
| **CHANGE REQUEST** | | | | | | | | |
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|  |  | **CR** |  | **rev** |  | **Current version:** |  |  |
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| *For* [***HE******LP***](http://www.3gpp.org/3G_Specs/CRs.htm#_blank)*on using this form: comprehensive instructions can be found at* [*http://www.3gpp.org/Change-Requests*](http://www.3gpp.org/Change-Requests)*.* | | | | | | | | |
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| ***Proposed change affects:*** | UICC apps |  | ME |  | Radio Access Network |  | Core Network |  |

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| ***Title:*** | [FS\_AMD] Inband Signaling of QoS for 5G Media Streaming | | | | | | | | | |
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| ***Source to WG:*** |  | | | | | | | | | |
| ***Source to TSG:*** |  | | | | | | | | | |
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| ***Work item code:*** |  | | | | |  | ***Date:*** | | |  |
|  |  | | | |  | |  | | |  |
| ***Category:*** |  |  | | | | | ***Release:*** | | |  |
|  | *Use one of the following categories:* ***F*** *(correction)* ***A*** *(mirror corresponding to a change in an earlier release)* ***B*** *(addition of feature),* ***C*** *(functional modification of feature)* ***D*** *(editorial modification)*  Detailed explanations of the above categories can be found in 3GPP [TR 21.900](http://www.3gpp.org/ftp/Specs/html-info/21900.htm). | | | | | | | | *Use one of the following releases: Rel-8 (Release 8) Rel-9 (Release 9) Rel-10 (Release 10) Rel-11 (Release 11) … Rel-17 (Release 17) Rel-18 (Release 18) Rel-19 (Release 19)  Rel-20 (Release 20)* | |
|  |  | | | | | | | | | |
| ***Reason for change:*** | | Inband QoS signaling is a means to quickly adapt to needs of the network without having to rely on reactiveness by the client or on throttling of traffic in the network.  As an example, at recent IETF meetings, the issue of Secure Communication of Network Properties (SCONE-PRO) had been discussed. It was highlighted in several inputs that bandwidth is and remains a scarce resource, and that video is and will stay the dominant from of media on the Internet. Despite continuous capacity investments, it is hard to keep up with demand needed for video delivery.  The Secure Communication of Network Properties (SCONEPRO) Working Group's primary objective is to specify a 'maximum achievable throughput' property for QUIC-based streaming video and an on-path protocol for securely communicating this property from a network device to a client endpoint.  As 5G Media Streaming provides functionalities that are similar and aligned to the objectives of the IETF work, this key issue will address aspects that investigate how the requirements from SCONE-PRO are met by 5G Media streaming, to what extent SCONE-PRO can be combined with 5G Media Streaming and extensions to 5G Media Streaming would be suitable to address combination with SCONE-PRO. | | | | | | | | |
|  | |  | | | | | | | | |
| ***Summary of change:*** | | Addresses the work item objectives for this key issue   * Documents the key issue in more detail, in particular how they relate to the 3GPP Media Delivery architecture and/or the MBS User Service architecture * Studies collaboration scenarios between the Application Service Provider and the 5G System and for each of the key topics. * Based on existing architectures, provides one or more deployment architectures that address the key topics and the collaboration models. * Maps the key topics to basic functions and develop high-level call flows. * Identifies the issues that need to be solved. * Provides candidate solutions including call flows, protocols and APIs for each of the identified issues.   Identifies gaps and recommend potential normative work for stage-2 and stage-3, including which existing specifications would be impacted and/or if any new specifications would preferably be developed. | | | | | | | | |
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| ***Consequences if not approved:*** | |  | | | | | | | | |
|  | |  | | | | | | | | |
| ***Clauses affected:*** | | 2, 3.1, 5.25 (new), 6.25 (new) | | | | | | | | |
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|  | | **Y** | **N** |  | | | |  | | |
| ***Other specs*** | |  | **X** | Other core specifications | | | | TS/TR ... CR ... | | |
| ***affected:*** | |  | **X** | Test specifications | | | | TS/TR ... CR ... | | |
| ***(show related CRs)*** | |  | **X** | O&M Specifications | | | | TS/TR ... CR ... | | |
|  | |  | | | | | | | | |
| ***Other comments:*** | |  | | | | | | | | |
|  | |  | | | | | | | | |
| ***This CR's revision history:*** | | This document merges S4-242047 | | | | | | | | |

## ===== CHANGE =====

## 2 References

[CTA-5006] CTA-5006: "Web Application Video Ecosystem - Common Media Server Data".

[SCONE-PRO] Secure Communication of Network Properties (sconepro), <https://datatracker.ietf.org/group/sconepro/about/>.

[SCONE] Standard Communication with Network Elements (scone), https://datatracker.ietf.org/wg/scone/about/

## ===== CHANGE =====

## 3.1 Abbreviations

TBF Token Bucket Filter

## ===== CHANGE (deltas against CR0024) =====

## 5.17 Common server-and network-assisted streaming

### 5.17.1 Description

#### 5.17.1.1 Introduction

The clause describes common server- and network-assisted streaming scenarios that leverage content steering mechanisms for efficient content delivery. These scenarios address both internal and external collaboration models, emphasizing optimized delivery paths, latency reduction, and bandwidth efficiency. The references include ETSI TS 103 998 [111] for content steering in DASH environments, ensuring alignment with industry standards.

#### 5.17.1.2 Common Media Server Data (CMSD)

Common Media Server Data (CMSD) [CTA-5006] provides parameters to enhance media streaming performance. CMSD uses key–value pairs to allow the flow of information about the state of the origin and the intermediary clients. A client may be an intermediary server or a player. Table 5.17.1.2-1 provides an overview of the supported headers and the keys in CMSD.

Table 5.17.1.2-1: Overview of the supported headers and the keys in CMSD

|  |  |  |
| --- | --- | --- |
| Header | Key | Description |
| CMSD-Static | codec, resolution, duration, encodedBitrate | Static information about the media object. |
| CMSD-Dynamic | currentBitrate, bufferLevel, playbackPosition, throughputEstimate | Dynamic information that can change during the session. |
| CMSD-Cache | cacheStatus, cacheHitRatio, cacheExpiration | Information about the cache status of the media object. |
| CMSD-Error | errorCode, errorDescription | Reports errors encountered during the media session. |
| CMSD-Quality | videoQuality, audioQuality, qualityAdjustments | Quality metrics such as video and audio quality. |
| CMSD-User | userID, sessionID, userPreferences | User-specific data to tailor the media experience. |
| CMSD-Session | sessionStartTime, sessionDuration, sessionID | Session-related information. |
| CMSD-Event | playbackStart, pause, resume, stop | Events related to the media session. |
| CMSD-Performance | serverResponseTime, networkLatency, throughput | Performance metrics. |
| CMSD-Content | contentID, contentType, contentDuration | Information about the content being delivered. |

## ===== CHANGE (updates against latest submssion) =====

## 5.25 In-band Signaling of QoS for 5G Media Streaming

### 5.25.1 Description

#### 5.25.1.1 General

Video traffic is 70% of the overall traffic volume on the Internet and is expected to grow to 80% by 2028. Across developed and emerging markets video traffic forms 50-80% of traffic volume on mobile networks. New formats like short form videos have seen tremendous growth in recent years. These growth trends are likely to increase with new populations coming online on mobile-first markets.

Local access network conditions may constrain the maximum throughput for a given client, or be so volatile as to rapidly change the maximum throughput throughout the course of a session. In addition, despite capacity augmentation work such as deployment of new generations or new bands of spectrum, capacity augmentation efforts are not keeping pace with growth in demand. Hence, network operators have found it faster and less expensive to invest in shaping (also called throttling) of video traffic on a per-flow basis, which negatively affects video stream quality. However, network operators cannot explicitly measure the degradation to end user quality of experience (QoE) caused by traffic shaping, making this approach open loop.

Video traffic usually employs Adaptive Bit Rate (ABR) schemes to dynamically adjust the video quality (and thus the data rate) in response to changing network conditions. Ideally, when a network operator performs traffic shaping, the ABR scheme should adapt the video quality in use to reflect the data rate allowed by shaping, and converge on a bitrate allowed by the shaper. In practice this convergence is extremely difficult to achieve while maintaining a good user experience. Application providers are even designing algorithms to detect the presence of such traffic shapers and estimate the targeted shaping rate, however, these algorithms are likely to be both inaccurate and complex.

Instead, it would be beneficial, for both the application provider and network operator, to signal network attributes to the application/media player to self-adapt its video traffic to conform to the specified characteristics. The application provider has the ability to measure end user QoE and therefore can self-adapt with QoE feedback.

Existing technologies and standardsization efforts in the context of support inband signaling are provided below and discussed in more details.

#### 5.25.1.2 Secure Communication of Network Properties (SCONE-PRO)

At recent IETF meetings, the issue of Secure Communication of Network Properties (SCONE-PRO) [SCONE-PRO] had been discussed. It was highlighted in several inputs that bandwidth is and remains a scarce resource, and that video is and will stay the dominant from of media on the Internet. Despite continuous capacity investments, it is hard to keep up with demand needed for video delivery. In the following, a few key issues are highlighted that motivate the work with references to the material:

- ABR Video Shaping: <https://datatracker.ietf.org/meeting/119/materials/slides-119-sconepro-how-networks-shape-traffic-02>. This presentation introduces ABR video shaping, for which nowadays deep packet inspection and heuristics methods are used to throttle the video flow with a shaper or policer. It also addresses the downsides of policing and shaping and points to the lack of interoperability.

- How YouTube™ coordinates with some MNOs: <https://datatracker.ietf.org/meeting/119/materials/slides-119-sconepro-youtube-plan-aware-streaming-01>. This presentation provides insights how YouTube coordinates with some MNOs. An API exists documenting the maximum media rate, provided out-of-band from operator to service provider, and updates to this value be provided. The max bitrate is not exceeded by the format, but at the same time no policing/shaping is applied. The resulting reduced rates reduce costs and improve user experience.

- SCONE-PRO Problem Statement: <https://datatracker.ietf.org/meeting/120/materials/slides-120-sconepro-problem-statement-00>. The presentation also again highlights traffic shaping issues, including

- ABR schemes are not perfect and don’t converge quickly, causing poor user experience and stalling as it “ping pong” between qualities.

- Congestion Controllers are better suited to simple queueing and often make the “ping ponging” worse.

- The bandwidth estimation of Congestion Controllers (and ABR algorithms) often overshoot significantly due to the burst allowance of the Token Bucket Filter (TBF).

- The limit imposed by the TBF is artificial – it can support instantaneously more bandwidth, leading to periods of underutilization and difficulty for radio equipment to optimize spectrum usage.

The document further indicates that there are benefits that the video content provider receives maximum instantaneous throughput property from the network, while the shaper is removed or “dialed back”. This would result to move from a congestion-limited approach to an application-limited approach.

- An initial draft charter was provided in <https://datatracker.ietf.org/meeting/120/materials/slides-120-sconepro-draft-charter-v1-july-20-00>

- Video traffic is 70% of the overall traffic volume on the Internet and is expected to grow to 80% by 2028. Across developed and emerging markets video traffic forms 50-80% of traffic volume on mobile networks. New formats like short form videos have seen tremendous growth in recent years. These growth trends are likely to increase with new populations coming online on mobile-first markets.

- Local access network conditions may constrain the maximum throughput for a given client, or be so volatile as to rapidly change the maximum throughput throughout the course of a session. In addition, despite capacity augmentation work such as deployment of new generations or new bands of spectrum, capacity augmentation efforts are not keeping pace with growth in demand. These network operators have found it faster and less expensive to invest in shaping (also called throttling) of video traffic on a per-flow basis, which negatively affects video stream quality. This is done for both network management and business motivations. Network operators cannot explicitly measure the degradation to end user quality of experience (QoE) caused by traffic shaping, making this approach open loop.

- Video traffic usually employs adaptive bit rate (ABR) schemes to dynamically adjust the video quality (and thus the data rate) in response to changing network conditions. Ideally, when a network operator performs traffic shaping, the ABR scheme should adapt the video quality in use to reflect the data rate allowed by shaping, and converge on a bitrate allowed by the shaper. In practice this convergence is extremely difficult to achieve while maintaining a good user experience. Application providers are even designing algorithms to detect the presence of such traffic shapers and estimate the targeted shaping rate, however, these algorithms are likely to be both inaccurate and complex. Instead, it would be beneficial, for both the application provider and network operator, to signal network attributes to the application to self-adapt its video traffic to conform to the specified characteristics. The application provider has the ability to measure end user QoE and therefore can self-adapt with QoE feedback.

- The Secure Communication of Network Properties (SCONEPRO) Working Group's primary objective is to specify a 'maximum achievable throughput' property for QUIC-based streaming video and an on-path protocol for securely communicating this property from a network device to a client endpoint.

- Core solution characteristics are documented including:

- *Flow associativity.* The network communicates applicable properties as they relate to specific QUIC connections. This ensures that applications can authorize and apply actions on a per-QUIC connection basis.

- *Single communication channel for both client initiation and network properties.* The communication channel is initiated by a client device, just as the end-to-end application flows are also typically initiated by a client. The same communication channel is used to provide network properties to the client.

- *Network properties sent from the network.* The network provides the properties to the client. The client might communicate with the network but won't be providing network properties.

- *On-path establishment.* That is, no off-path element is needed to establish the communication channel between the entity communicating the properties and the client.

- *Optionality.* The communication channel is strictly optional for the functioning of application flows. A client's application flow must function even if the client does not establish the channel.

- *Properties are not directives.* A client is not mandated to act on properties received from the network, and the network is not mandated to act in conformance with the properties.

[As 5G Media Streaming provides functionalities that are similar and aligned to the objectives of the IETF work, this key issue will address aspects that investigate how the requirements from SCONE-PRO are met by 5G Media streaming, to what extent SCONE-PRO can be combined with 5G Media Streaming and extensions to 5G Media Streaming would be suitable to address combination with SCONE-PRO.

#### 5.25.1.3 Standard Communication with Network Elements (SCONE)

SCONE-PRO BoF sessions at IETF meetings led to the creation of the SCONE Working Group in the IETF Web and Internet Transport area with the first Working Group meeting taking place in November 2024 at IETF 121. The SCONE WG charter [SCONE] maintains some of the objectives of the SCONE-PRO BoF sessions in order to support rate-adaptive applications in delivering optimal user experience based on available network conditions for a given network UDP 4-tuple. In particular, as per [SCONE], the following objectives are in scope:

1. Establish a mechanism for network elements capable of rate-limiting a UDP 4-tuple to communicate an upper bound on achievable bitrate, termed "throughput advice", to the sender of packets matching the UDP 4-tuple.

2. Allow an application through the mechanism to receive notifications containing throughput advice for both upstream and downstream traffic from any network elements capable of dropping or delaying packets on the path of a UDP 4-tuple.

3. Enable the throughput advice as a guideline to enhance user experience given maximum bit rate manageable by a single network element for that user's current connection. The throughput advice is not a strict indicator of network congestion as is intended for adaptive bitrate applications and is not a replacement for congestion control algorithms.

4. Enable potential dynamic updates to the throughput advice by the network elements.

5. Determine whether it is necessary for an endpoint to explicitly signal its capability of receiving throughput advice, and whether it is necessary for an endpoint to confirm its receipt of throughput advice.

The SCONE Working Group will focus initially on a solution for QUIC transport with a milestone to submit a standards track protocol communicating "throughput advice" from network elements to the endpoint to the IESG for publication by November 2025.

### 5.25.2 Collaboration scenarios

This aspect is for further study.

### 5.25.3 Architecture mappings

This aspect is for further study.

### 5.25.4 High-level call flow

This aspect is for further study.

### 5.25.5 Gap analysis and requirements

This aspect is for further study.

### 5.25.6 Candidate solutions

This aspect is for further study.

### 5.25.7 Summary and conclusions

Support for SCONE, SCONE-PRO and CMSD in the context of inband QoS signalling is for further study.