**3GPP TSG-SA WG4 Meeting #130 *S4-241874***

**Orlando US, 18th Nov – 22th Nov, 2024 *Merge with S4-241948***

**Source: HUAWEI, Samsung Electronics Co., Ltd.**

**Title: [FS\_AVATAR] pCR on IMS architecture mapping**

**Spec: 3GPP TR 26.813 v0.7.0**

**Agenda item: 9.7**

**Document for: Discussion and agreement**

**1. Introduction**

During the previous 129-e meeting discussion, it was asked to suspend the study of IMS mapping for avatar communication until the conclusion from SA2 is available. Since the conclusion of the architecture from SA2 NG\_RTC\_Ph2 has been reached in S2-2411010 as agreed in last SA2#166 meeting, this contribution proposes to update IMS architecture mapping for avatar communication.

According to the comments received during SA4#130, it’s proposed to merge with the content of S4-241948 regarding the architecture mapping part. Also an editor’s note is given to ensure consistent alignment with SA2’s ongoing work.

**2. Reason for Change**

Update IMS architecture mapping for avatar communication to align with the SA2 conclusion.

**3. Proposal**

It is proposed to agree on the following changes to the latest TR 26.813 v0.7.0 (and also update the corresponding clause 6.3.1 in the latest PD document v0.5.0 in sync).

\* \* \* 1st Change \* \* \* \*

## 8.6 Mapping to IMS-based Services

### 8.6.1 Architecture Mapping

 

**Figure 8.6.1-1: Mapping Avatar Functions to IMS DC Architecture**

Figure 8.6.1-1 shows the mapping of avatar functions to the IMS DC architecture [ref], specifically the possible avatar functions which may be supported by the MF. Note that whilst not shown in figure 8.6.1-1, the Animation Data Generation, Avatar Animation and Base Avatar Generation functions may also be part of the UE.

Base Avatars generated by the UE or the MF may be stored into the UE or the BAR. The MF may also temporarily store relevant Base Avatars in its Base Avatar Cache to be provided to the relevant UE.

Depending on the possible configurations as shown in Figure 12 in clause 7, a specific avatar workflow is decided through the negotiation between the UE and the network, ultimately deciding on the need for certain avatar functions in each entity.

**BAR (Base Avatar Repository):**

- Avatar Storage: Store base Avatar Representation and its associated Avatar ID..

NOTE: One or more Base Avatars may be stored for a user, and each Base Avatar is identified with an Avatar ID.

**MF:**

- Base Avatar Generation: the MF may generate base avatar by the user input and stores the base avatar to BAR. For 3D avatar, the base avatar may be a 3D model or an INR model. For 2D avatar, the base avatar is comprised of a DNN model and a base image/video.

- Animation Data Generation: the MF generates animation data using conventional or AI/ML technologies based on the media received from the user.

- Avatar Animation: the MF generates or downloads the base avatar, and animates the base avatar using the received animation data.

**DC AS:**

- Support the subscription of avatar communication service and session control for avatar communication service.

- Scene Management: supports the scene description document management. For 2D avatar, the scene description is not needed.

Through such functions, the network may assist the UE with media processing related to the creation of avatar and animation data, as well the consumption of avatar data, in particular scene management/composition, and rendering.

For the support of avatar services based on the IMS DC architecture, media negotiation between the UE and network should include aspects related to:

* UE capability
* Network capability

The following media interface are used for avatar in the IMS-DC Architecture.

- MDC4: Reference point of Avatar representation downloading between MF and BAR.

**Editor’s note:** this section need to be revisited after SA2 finalizes their relevant work to ensure the consistency of the avatar functions mapping to the IMS DC architecture.

\* \* \* End of Changes \* \* \* \*