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| **Observations on evaluation of DL multi-streams per UE:*** Priority: Option 1 > Option 3
	+ HW, vivo, DCM, FUTUREWEI, InterDigital, QC
* Option 2: Apple, OPPO, Facebook, AT&T
* Ericsson, Nokia, Xiaomi: Not supportive of evaluating additional options (i.e., Option 1, 2, 3)
* Ericsson: Not easy to agree on traffic model. Definition of second stream is up to company
* CATT: No discussion on priority is needed as there are all optional.
* Apple, OPPO, Facebook: concerns on Option 1 - insertion of I-frame and P-frame is adaptive in reality.
* More discussion is need on detailed models and parameters: Intel, ZTE

**Modified FL proposal on evaluation of DL multi-sreams per UE for email approval*** In addition to single stream per UE in DL which is baseline, two streams can be optionally evaluated for DL
	+ Option 1: I-frame + P-frame
		- Option 1A: slice-based traffic model
		- Option 1B: Group-Of-Picture (GOP) based traffic model
	+ Option 2: video + audio/data
	+ Option 3: FOV + omnidirectional stream
	+ Companies should report detailed assumptions in their simulations on packet size distribution for each stream, packet arrival interval (or fps) for each stream, PDB for each stream, PER requirement for each stream, criteria for being satisfied.
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| **Observations on AR in UL:*** A clear majority are proposing either Option 1 or Option 2 as baseline. Between these two options,
	+ For evaluation of UE power consumption, comments from a clear majority of companies are that Option 1 should be the baseline as Option 2 cannot appropriately evaluate UE power consumption.
	+ For evaluation of capacity, there is no clear majority for which options between Option 1 and Option 2 should be baseline.
		- Option 1 is supported by 11 companies as baseline: vivo, MediaTek, DOCOMO, Apple, FUTUREWEI, InterDigital, Xiaomi, Qualcomm, LG, Intel, AT&T
		- Option 2 is supported by 10 companies as baseline: vivo, FUTUREWEI, Ericsson, OPPO, Nokia, Xiaomi, CATT, Samsung, Facebook, ZTE
	+ Apple and AT&T want to evaluate Option 3 as baseline.
	+ Evaluation of Option 4 is supported by Huawei, MediaTek, and DOCOMO.

**Modified FL proposal on AR in UL for email approval** * Option 1 (Baseline for power and capacity evaluations): Two streams as defined below
	+ Stream 1: pose/control
		- Traffic model and QoS parameters are same as for pose/control for UL CG/VR.
	+ Stream 2: A stream aggregating streams of scene, video, data, and audio.
		- Packet size: Truncated Gaussian distribution with the parameter values same as for DL
		- Periodicity: 60 fps
			* Jitter (optional): same model as for DL
		- Data rate: 10 Mbps (baseline), 20 Mbps (optional)
		- PDB: [60] ms (baseline), [10/15] ms (optional)
* Option 2 (Optional for power evaluation and baseline for capacity evaluation): Single stream as defined below
	+ Packet size: Truncated Gaussian distribution with the parameter values same as for DL
	+ Periodicity: 60 fps
		- Jitter (optional): same model as for DL
	+ Data rate: 10 Mbps (baseline), 20 Mbps (optional)
	+ PDB: [60] ms (baseline), [10/15] ms (optional)
* Option 3 (Optional): Three streams as defined below
	+ Stream 1: pose/control
		- Traffic model and QoS parameters are same as for pose/control for UL CG/VR.
	+ Stream 2: A stream aggregating streams of scene and video
		- Packet size: Truncated Gaussian distribution with the parameter values same as for DL
		- Periodicity: 60 fps
			* Jitter (optional): same model as for DL
		- Data rate: 10 Mbps (baseline), 20 Mbps (optional)
		- PDB: [60] ms (baseline), [10/15] ms (optional)
	+ Stream 3: A stream aggregating streams of audio and data
		- Periodicity: 10ms
		- Data rate: 0.756 Mbps/s or 1.12 Mbps
		- Packet size: determined by periodicity and data rate
		- PDB: 30 ms
* Option 4 (Optional): Three streams as defined below
	+ Stream 1: pose/control
		- Traffic model and QoS parameters are same as for pose/control for UL CG/VR.
	+ Stream 2: I-stream for video
	+ Stream 3: P-stream for video
	+ Note: For stream 2 and stream 3, the I/P-stream model for DL video can be reused for UL video.  Companies should report detailed assumptions in their simulations on packet size distribution for each stream, packet arrival interval (or fps) for each stream, PDB for each stream, PER requirement for each stream, criteria to be satisfied UE.
* Note: Above PDB values in [ ] for Stream 2 in Option 1 and 3, and Option 2 are to be further discussed and potentially confirmed in RAN1#105-e, where other values can be also discussed if needed.
* In case multiple steams are evaluated for UL AR, a UE is declared as satisfied only when each stream meets the requirement that X (%) of packets are successfully delivered within a given air interface PDB.
	+ X value for pose/control: follow X values for pose/control for CG/VR
	+ X value for other stream: follow X values for DL video stream.
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