**3GPP TSG-SA WG1 Meeting #95-e S1-213103**

**Electronic Meeting, 23 Aug –2 Sep 2021** *(revision of S1-21xxxx)*

**Source: China Mobile**

**pCR Title: pCR on consolidated requirements of FS\_TACMM**

**Draft Spec: 3GPP TR22.847**

**Agenda item: 7.12**

**Document for: Approval**

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*Abstract: This pCR provide the consolidated functional requirements of FS\_TACMM*

**1. Reason for Change**

In TR22.847, several functinal requirements have reached consensus in the former meeting, include the following ones:

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| --- | --- | --- |
| PR number | Description | Consolidate action |
| PR 5.7.6-1 | The 5G system shall support a mechanism to allow an authorized 3rd party to provide QoS policy for flows of multiple UEs associated with an application. The policy may contain e.g. the expected 5GS handling and the associated triggering event. | Create a new requirement:  [CPR-1] The 5G system shall support a mechanism to allow an authorized 3rd party to provide QoS policy for flows of multiple UEs associated with an application. The policy may contain e.g. the expected 5GS handling and the associated triggering event. |
| PR 5.7.6-2 | The 5G system shall support a mechanism to apply QoS policy for flows of multiple UEs associated with an application received from an authorized 3rd party. | Create a new requirement:  [CPR-2] The 5G system shall support a mechanism to apply QoS policy for flows of multiple UEs associated with an application received from an authorized 3rd party. |
| PR 5.7.6-1 | The 5G system shall support a mechanism to ensure users’ QoE of the multi-modal communication service involving one or multiple devices at either end of the communication. QoE refers to the difference of the physical interaction across the 5G network and the same manipulation carried out locally. | Create a new requirement:  [CPR-3] The 5G system shall support a mechanism to ensure users’ QoE of the multi-modal communication service involving one or multiple devices at either end of the communication. QoE refers to the difference of the physical interaction across the 5G network and the same manipulation carried out locally.  How does 3GPP determine this QoE? Could this requirement be replaced by the CPR-1 and CPR-2 which allow for an app to provide the QoS requirements and the 5G system to meet those? |
| PR 5.7.6-2 | The 5G system shall support a mechanism for a 3rd party application server to provide real-time feedback on the traffic characteristics and service requirements of the multiple streams of a multi-modal communication session. | Create a new requirement:  [CPR-4] The 5G system shall support a mechanism for a 3rd party application server to provide real-time feedback on the traffic characteristics and service requirements of the multiple streams of a multi-modal communication session.  What does it mean to provide real-time feedback on traffic characteristics?  And what service requirements are meant here? QoS? |
| PR 5.7.6-3 | The 5G system shall support a mechanism to assist the synchronisation between the multiple streams (e.g., haptic, audio and video) of a multi-modal communication session in order to avoid the negative impact on the user experience. | Create a new requirement:  [CPR-5] The 5G system shall support a mechanism to assist the synchronisation between the multiple streams (e.g., haptic, audio and video) of a multi-modal communication session in order to avoid the negative impact on the user experience.  Whatever the 5G system can do to assist should be based on receiving input from the app. This should be replaced with a requirement for the app to provide the input – along the lines of CPR-1. And a requirement for the 5G system to be able to act on that input – along the lines of CPR-2. |

And there are two more functional requirements are for FFS:

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| --- | --- | --- |
| PR number | Description | Consolidate action |
| PR 5.8.6-1 | 5G system shall be able to support the interaction with applications on UEs or data flows grouping information within one tactile and multi-modality communication service. | Create a new requirement:  [CPR-6] 5G system shall be able to support the interaction with applications on UEs or data flows grouping information within one tactile and multi-modality communication service.  What does it mean to support an interaction with an app on a UE or a data flow grouping? |
| PR 5.8.6-2 | 5G system shall be able to provide a dynamic mechanism to transfer different data flows with different latency to achieve a certain transmission time difference within one tactile and multi-modality communication service. | Merge into [CPR-1] as latency requirements can be carried by QoS policy:  [CPR-1] The 5G system shall support a mechanism to allow an authorized 3rd party to provide QoS policy for flows of multiple UEs associated with an application. The policy may contain e.g. the expected 5GS handling and the associated triggering event. |

**2. Proposal**

It is proposed to agree the following changes to 3GPP TR22.847.

\* \* \* First Change \* \* \* \*

6 Consolidated requirements

6.1 Functional requirements

[CPR-1] The 5G system shall support a mechanism to allow an authorized 3rd party to provide QoS policy for flows of multiple UEs associated with an application. The policy may contain e.g. the expected 5GS handling and the associated triggering event.

[CPR-2] The 5G system shall support a mechanism to apply QoS policy for flows of multiple UEs associated with an application received from an authorized 3rd party.

[CPR-3] The 5G system shall support a mechanism to ensure users’ QoE of the multi-modal communication service involving one or multiple devices at either end of the communication. QoE refers to the difference of the physical interaction across the 5G network and the same manipulation carried out locally.

[CPR-4] The 5G system shall support a mechanism for a 3rd party application server to provide real-time feedback on the traffic characteristics and service requirements of the multiple streams of a multi-modal communication session.

[CPR-5] The 5G system shall support a mechanism to assist the synchronisation between the multiple streams (e.g., haptic, audio and video) of a multi-modal communication session in order to avoid the negative impact on the user experience.

[CPR-6] 5G system shall be able to support the interaction with applications on UEs or data flows grouping information within one tactile and multi-modality communication service.

\* \* \* End of Change \* \* \* \*