



**I E T F**

# Media Operations Use Case for an Augmented Reality Application on Edge Computing Infrastructure

draft-ietf-mops-ar-use-case-04

Renan Krishna, Akbar Rahman

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# Draft's Table of Contents

*The Abstract and the Introduction have been updated to define the scope of the document and specify the intended audience.*

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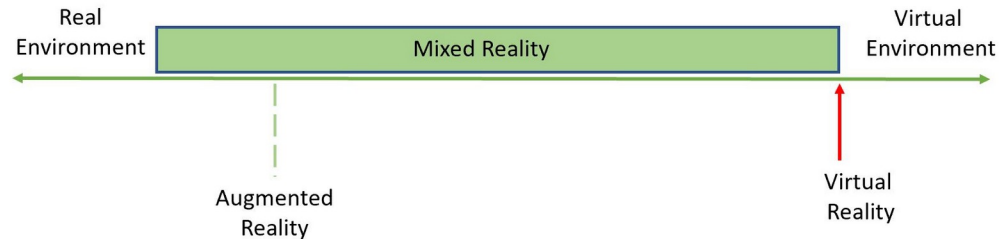
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# Feedback on the Mailing List

- Many Thanks to Spencer Dawkins, Rohit Abhishek, Jake Holland, Kiran Makhijani and Ali Begen for providing feedback and comments on the mailing list.

# Propose Replacing AR with XR (Extended Reality)

- Extended Reality (XR) is a term that includes Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR) [XR].
- AR combines the real and virtual, is interactive and is aligned to the physical world of the user [AUGMENTED\_2].
- On the other hand, VR places the user inside a virtual environment generated by a computer [AUGMENTED].
- MR merges the real and virtual world along a continuum that connects completely real environment at one end to a completely virtual environment at the other end. In this continuum, all combinations of the real and



# Defining the scope of the draft and the intended audience

- It was pointed out by the reviewers that the scope and the intended audience needs to be defined first. Depending on the choices made, the draft can take different paths.
- **Proposed Scope:** *“This document explores the issues involved in the use of Edge Computing resources to operationalize media use cases that involve Extended Reality (XR) applications. In particular, we discuss those applications that run on devices having different form factors and need Edge computing resources to mitigate the effect of problems such as a need to support interactive communication requiring low latency, limited battery power, and heat dissipation from those devices.”*
- **Proposed Intended Audience:** *“The intended audience for this document are network operators who are interested in providing edge computing resources to operationalize the requirements of such applications.”*

# Next Steps

- The WG is invited to discuss the proposed scope of the draft and its intended audience.
- Reviewers and contributors are invited to improve the draft. The Github repo is here (Many Thanks to Kyle Rose) :

<https://github.com/ietf-wg-mops/draft-ietf-mops-ar-use-case>

# Informative references

[AUGMENTED] Schmalstieg, D. and T. Hollerer, "Augmented Reality", Addison Wesley, 2016.

[AUGMENTED\_2] Azuma, R. T., "A Survey of Augmented Reality.", Presence:Teleoperators and Virtual Environments 6.4, pp. 355-385., 1997.

[XR] 3GPP, "3GPP TR 26.928: Extended Reality (XR) in 5G.",  
<https://portal.3gpp.org/desktopmodules/Specifications/SpecificationDetails.aspx?specificationId=3534>, 2020.