



In-Network Computing Enablers for Extended Reality

draft-montpetit-coin-xr-01

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ICNRG Interim

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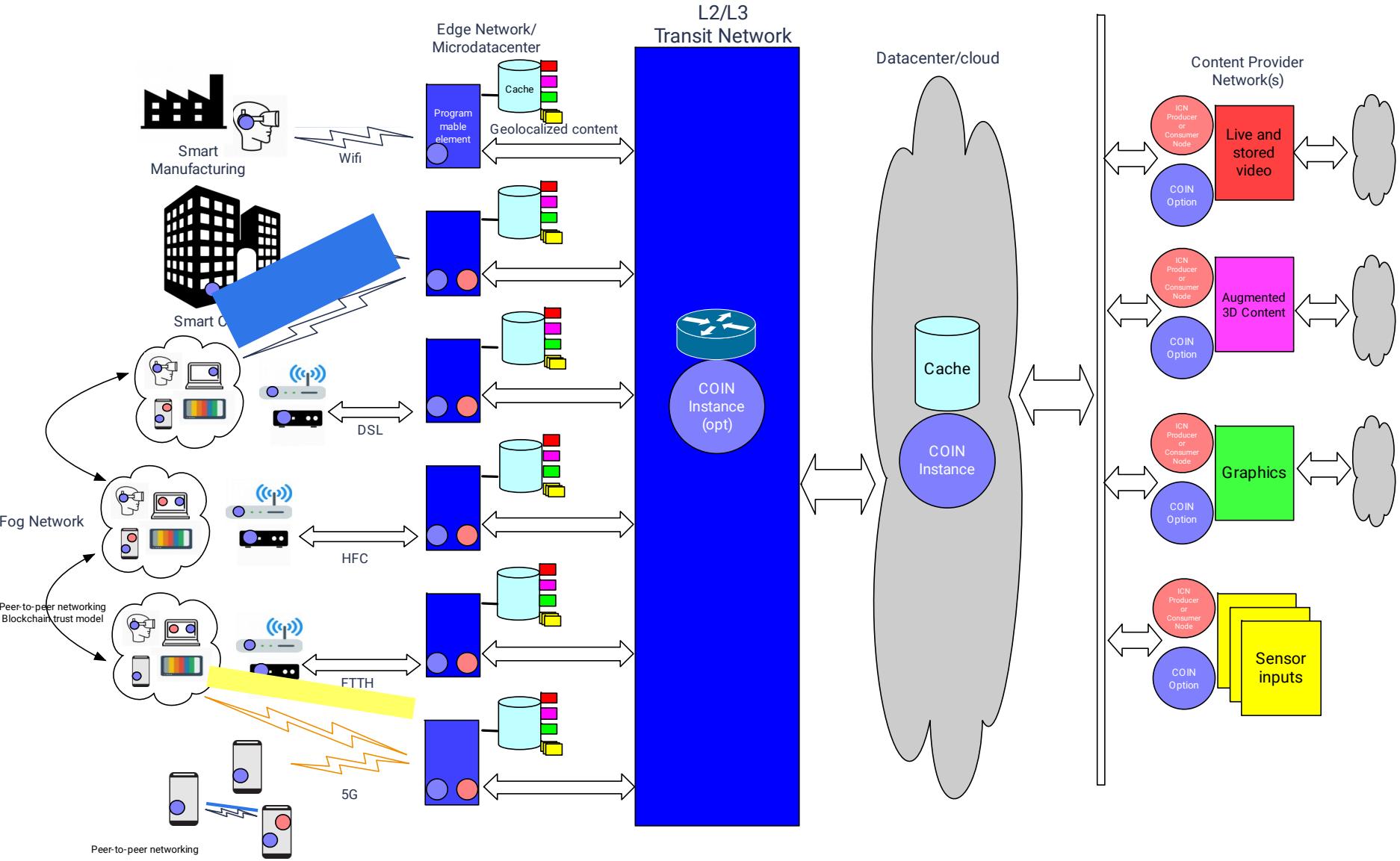
Draft Overview

- Review of the XR requirements
- What in-network computing brings to the networked XR challenge
- Open issues

The Network XR Challenge

- The Multisource Multidestination Problem
 - Combine, video, Haptics Tactile Internet
 - XR= AR/VR/MR and 360o video
- Shared experiences across the network
 - Interconnected, distributed and federated XR nodes for global immersive experiences
 - Principles:
 - Allow joint collaboration in XR
 - Multi-view XR
 - Add extra streams (IoT) to experiences
- Challenges:
 - Synchronization
 - Low delay/delay variation
 - **Loss sensitivity**
 - Optimized caching and rendering

Architecture



Link to ICNRG

- Closely related to the work already done in ICN/AR and in video over ICN
- ICN a natural architecture to provide the required XR services

Next Steps

Comments welcome! (And co-authors too)

Join us for the COIN side meeting

Friday Nov. 9 from 10am to 12pm Bangkok time (GMT+7) in room Boromphimarn 3 (
<https://datatracker.ietf.org/meeting/103/floor-plan>)

Remote access via the IETF Webex:

link: <https://ietf.webex.com/ietf/j.php?MTID=m4d74e60aecea8c08e8532decfa823a4a>

Meeting number: 642 054 101

Meeting password: y7evFtMt

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