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| **TSAG** |
| **Original: English** |
| **Question(s):** | | N/A | | | E-Meeting, 25-29 October 2021 |
| **TD (Ref.:** [SG12-LS140](http://handle.itu.int/11.1002/ls/sp16-sg12-oLS-00140.docx)) | | | | | |
| **Source:** | | ITU-T Study Group 12 | | | |
| **Title:** | | LS/r on information about consent of ITU-T Recommendation J.1631 on QoS aspects in Q9/9 (reply to SG9-LS123) [from ITU-T SG12] | | | |
| **Purpose:** | | Action | | | |
| **LIAISON STATEMENT** | | | | | |
| **For action to:** | | | SG9, TSAG | | |
| **For comment to:** | | | - | | |
| **For information to:** | | | SG13, SG16 | | |
| **Approval:** | | | SG12 meeting (13 May 2021) | | |
| **Deadline:** | | | 1 October 2021 | | |
| **Contact:** | | | Kazuhisa Yamagishi NTT Japan | Tel: +81-422-59-4397 Email: [kazuhisa.yamagishi.vf@hco.ntt.co.jp](mailto:kazuhisa.yamagishi.vf@hco.ntt.co.jp) | |
| **Contact:** | | | Rachel Huang Huawei Technologies China | Email: [rachel.huang@huawei.com](mailto:rachel.huang@huawei.com) | |

This liaison statement answers [SG9-LS123](https://www.itu.int/ifa/t/2017/ls/sg9/sp16-sg9-oLS-00123.zip).

A new liaison statement has been received from SG12.

This liaison statement follows and the original file can be downloaded from the ITU ftp server at <http://handle.itu.int/11.1002/ls/sp16-sg12-oLS-00140.docx>.

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| **STUDY GROUP 12** |
| **Original: English** |
| **Question(s):** | | 13/12 | | E-meeting, 4-13 May 2021 |
| **Ref.: SG12-TD1484R1** | | | | |
| **Source:** | | ITU-T Study Group 12 | | |
| **Title:** | | LS/r on information about consent of ITU-T Recommendation J.1631 on QoS aspects in Q9/9 (reply to SG9-LS123) | | |
| **LIAISON STATEMENT** | | | | |
| **For action to:** | | | TSAG, ITU-T SG9 | |
| **For comment to:** | | | - | |
| **For information to:** | | | ITU-T SG13, SG16 | |
| **Approval:** | | | SG12 meeting(13 May 2021) | |
| **Deadline:** | | | 1 October 2021 | |
| **Contact:** | | | Kazuhisa Yamagishi NTT Japan | Tel: +81-422-59-4397  Email: [kazuhisa.yamagishi.vf@hco.ntt.co.jp](mailto:kazuhisa.yamagishi.vf@hco.ntt.co.jp) |
| **Contact:** | | | Rachel Huang Huawei Technologies China | Email: [rachel.huang@huawei.com](mailto:rachel.huang@huawei.com) |

We would like to thank you for sending us your Liaison Statement (**Ref: SG9LS123**) on information about work item and consent of ITU-T Recommendation J.1631 on QoS aspects in Q9/9.

We have reviewed carefully this Liaison Statement and its attachment with the content of the new Recommendation ITU-T J.1631 “Requirements of E2E Network Platform for Cloud-VR Services” consented during your last meeting on 28 April 2021 and have the following observations:

1. We would like to remind you of the mandate of ITU-T Study Groupe 12, which is responsible for Recommendations on performance, quality of service (QoS) and quality of experience (QoE) for the full spectrum of terminals, networks, services and applications ranging from speech over fixed circuit-based networks to multimedia applications over networks that are mobile and packet based. Included in this scope are the operational aspects of performance, QoS and QoE; the end-to-end quality aspects of interoperability; and the development of multimedia quality assessment methodologies, both subjective and objective.

Study Group 12 is also the ITU-T Lead study group on quality of service and quality of experience.

1. Amongst the questions studied by Study Group 12, we would like to bring to your attention Question 13/12, entitled “Quality of experience (QoE), quality of service (QoS) and performance requirements and assessment methods for multimedia applications” and invite you to have a look at the related terms of reference, ITU-T recommendations under the responsibility of Q.13/12 and its current study items.
2. It is not appropriate to have work items in other study groups whose scope is overlapping with the mandate of SG12 noted above. We believe that this is clearly the case with some of the study items of Q.9/9 (i.e., J.1631 (ex J.cloud-vr-req) and J.cloud-game-req).
3. In our understanding, Q.9/9’s main focus is **the requirements, architectures, methods, and interfaces to leverage the platform side technology to enhance the existing cable television systems.** Therefore, the main focus is limited to **the existing cable television**. We note that Draft J.1631 (ex J.cloud-vr-req) does not mention cable television and does not describe any requirements specific to cable television.
4. Furthermore, after a study of several years undertaken by experts from several companies under questions 7 and 13 of Study Group 12, the recent achievements of Question 13/12 are as follows:

ITU-T Recommendation P.919 “Subjective test methodologies for 360º video on head-mounted displays”,

ITU-T Recommendation G.1035 “Influencing factors on quality of experience for virtual reality services”,

ITU-T Recommendation G.1032 “Influence factors on gaming quality of experience”, and

ITU-T Recommendation G.1072 “Opinion model predicting gaming quality of experience for cloud gaming services”.

1. Draft ITU-T Recommendation J.1631 currently under AAP contains no demonstration of how the QoS requirements in Section 7 are obtained.
2. The work item (J.cloud-game-req: “Requirements of E2E Network Platform for Cloud Gaming Services”) which has been initiated by Q.9/9 is likely to have the same overlap with SG12.
3. We would like to make you aware of Recommendation ITU-T Y.3109 "QoS assurance-related requirements and framework for virtual reality delivery using mobile edge computing supported by IMT-2020" (under the responsibility of SG13), approved in April 2021 after resolution of Last Call comments concerning QoS requirements.

We invite you to consider withdrawing these study items from your work plan and transfer them to SG12, as well as to avoid initiating any further similar work item in the future. The respective editors and contributors will be warmly welcomed by the rapporteurs and experts of SG12. Any interested party can also join Q.13/12 and contribute to the topics currently under study, and we also welcome your experts to participate remotely at our meetings.

SG12 will keep you informed of any future progress of study items addressing QoS and QoE aspects of Cloud VR and Game services.

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