Draft Recommendation ITU-T G.1051

Latency measurement and interactivity scoring under real application data traffic patterns

Summary

An important aspect of data transmission performance of networks are data transfer times and resulting answering delay in real-time, interactive scenarios. Latency and reactivity are becoming even more essential for new interactive and real-time applications as e.g. in Augmented Reality but also in Industry 4.0 or automotive use.

Latency and the resulting reactivity must be measured in a scenario that emulates the application and use-case to be evaluated. This requires first a data transfer profile (traffic pattern) that is considered as equivalent to the application so that the relevant latency and reactivity can be measured. Second, the resulting influence of latency to a certain application can be described by an interactivity scoring model. This model is not a general one, rather is individually scaled for each of the use cases like e.g. e-Gaming or real-time drone control and is focused on scoring transport with a simplified, parametrizable model approach, it does not target individual application behaviours.