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| ITU logo | INTERNATIONAL TELECOMMUNICATION UNION**TELECOMMUNICATIONSTANDARDIZATION SECTOR**STUDY PERIOD 2017-2020 | SCV-TD149 |
| **SCV** |
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| **TD****(Ref.: SG16-LS223)** |
| **Source:** | ITU-T Study Group 16 |
| **Title:** | LS/r on terms and definitions defined in new SG16 work items (SCV–LS31) [to SCV/CCV] |
| **Purpose:** |  |
| **LIAISON STATEMENT** |
| **For action to:** | ITU-T SCV, ITU-R CCV; All ITU-T Study Groups |
| **For comment to:** | – |
| **For information to:** | – |
| **Approval:** | ITU-T SG16 meeting (Online, 30 April 2021) |
| **Deadline:** | 10 January 2022 |
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| **Keywords:** | SCV; terms and definitions |
| **Abstract:** | This liaison statement contains the reply of ITU-SG16 on new terms and definitions. |

ITU-T SG16 thanks SCV/CCV and ITU-T SGs for the alignment of terms and definitions work.

At the ITU-T SG16 meeting (E-meeting, 19-30 April 2021), we have reviewed the liaison statement sent from SCV (your [SCV–LS31](https://www.itu.int/en/ITU-T/committees/scv/Documents/T17-SCV-LS-0031.docx), our [SG16-TD502/Gen](http://www.itu.int/md/meetingdoc.asp?lang=en&parent=T17-SG16-210419-TD-GEN-0502)) and we fully support and will follow the request to send to SCV and to SGs new terms and definitions before its approval.

Taking into account that you highlight the convenience that study groups send the terms to the CCT as soon as possible, ITU SG16 gathered new definitions from new work items for developing new ITU-T Recommendations and other deliverables mentioned between brackets and that we have endorsed in April 2021:

1. **Surface-defect detection [ITU-T F.AI-ISD (Q5/16)]**: surface-defect detection refers to the identification of defects on the surface of industrial products, including positioning, classification and measurement of different types of defects.
2. **Feature [ITU-T F.FDIS (Q5/16)]**: a bit stream extracted from the raw data for intelligent analysis tasks, it could be classified by different formats and levels of processing.
3. **Interactive Immersive Services (IIS) [ITU-T H.IIS-reqts: (Q8/16)]:** Immersive services which involve in collection, processing and transmission of interactive information (including video, audio, tactile/haptic, etc.) to support real-time interactions among immersive service users or objects.
4. **SR (Super-resolution) [ITU-T F.AI-RSRSreqs (Q5/16)]**: It is the recovery process of the high-resolution (HR) image/video containing high-frequency detail information from low-resolution (LR) images/video.
5. **RSRS (Real time resolution service) [ITU-T F.AI-RSRSreqs (Q5/16)]**: It is a real-time image/video processing in which input is LR image/video and output may be HR image/video. The output image/video can be approximately considered to be synchronized with the input.
6. **Traffic scenarios [ITU-T H.Sup.ITS-SD (Q27/16)]**: Roads of different types or some typical sections.
7. **Digital Asset transaction [ITU-T H.DLT-PAM (Q22/16)]**: Asset transfer form an account to another account.
8. **Evidence transaction** **[ITU-T H.DLT-PAM (Q22/16)]**: Evidence transaction refers to a transaction type that has no asset attributes, only supports evidence storage and obtain, and does not cause state changes.
9. **Entity [ITU-T H.DLT-PAM (Q22/16)]:** Entity refers to something that exist as a human, an organization, a smart contract, or a device. An entity uses DLT to solve the problem of its business or information systems.
10. **Decentralized Application** **[ITU-T H.DLT-FAM (Q22/16)]**: Applications or clients on a DLT that execute activities.
11. **Interoperability [ITU-T H.DLT-FAM (Q22/16)]**: The ability of two or more systems or applications to exchange and use information
12. **Cross-chain** **[ITU-T H.DLT-FAM (Q22/16)]**: Interoperability among several DLT systems.
13. **Cross-chain Interoperability [ITU-T H.DLT-TFI (Q27/16)]:** a) The ability of two or more DLT systems to exchange information and use each other's information. b) The ability of two or more DLT systems to operate with one another.
14. **Inter-Chain Interoperability** **[ITU-T H.DLT-TFI (Q27/16)]**: Interoperability between different DLT systems refers to the ability to exchange information between different DLT system instances and use the exchanged information, which can be called cross-chain or east-west interoperability.
15. **App-Chain Interoperability** **[ITU-T H.DLT-TFI (Q27/16)]**: Interoperability between application and DLT systems refers to the ability to exchange information between the application system instances and the dependent DLT system instances, and use the exchanged information.
16. **Off-Chain Interoperability** **[ITU-T H.DLT-TFI (Q27/16)]**: Interoperability between DLT and off-chain systems refers to the ability to exchange information between the off-chain system instances and DLT system instances, and use the exchanged information.
17. **Cross-system Interoperability** **[ITU-T H.DLT-TFI (Q27/16)]**: Information interaction between different systems implemented by information technical.
18. **Peer-to-peer network** **[ITU-T H.DLT-TFI (Q27/16)]**: A computer network comprised of nodes with equal control and operation capabilities.
19. **Consensus Agreement** **[ITU-T H.DLT-TFI (Q27/16)]**: Rules and procedures by which consensus among DLT nodes is reached.
20. **Entity [ITU-T H.DLT-TFI (Q27/16)]**: Entity refers to something that exist as a human, an organization, a smart contract, or a device. An entity uses DLT to solve the problem of its business or information systems.
21. **Transaction [ITU-T H.DLT-TFI (Q27/16)]**: An incident or an operation which lead the status of ledger changed, such as adding a record to the ledger, equivalent exchange based on currency, etc.
22. **Cross-device data** **[ITU-T F.DC-AWBE (Q23/16)]**: Image data taken by more than one mobile terminal.
23. **Zonal gateway** **[ITU-T F.VM-VMA (Q27/16)]**: ECU or system through which data is exchanged between any kind of ECUs or systems or interface for sensors, actuators, displays (network difference or signals) in a zone or functional area of the vehicle. Also may distribute power. Zone is a local vehicle specific portion of the vehicle. Act as gateway, switch and as smart junction box.
24. **Central gateway** **[ITU-T F.VM-VMA (Q27/16)]**: Central ECU or system through which data is exchanged between all the ECUs or systems or interface for sensors, actuators, displays (network difference or signals). This is the data bridge of the vehicle. Central gateway transmits and evaluates data between busses of various vehicle domains, such as engine management network, chassis network, power train network and diagnostic bus for maintenance.
25. **In-Vehicle Multimedia Applet** **[ITU-T H.VMMA-FCR (Q27/16)]**: VMMA is a new format of mobile application, a hybrid solution which relies on Web technologies (especially CSS and JavaScript) but also integrates with capabilities of Native Apps. In-Vehicle multimedia applet integrated voice interaction function, which running on the vehicle.
26. **intelligent surveillance camera [ITU-T F.IVS-ISC (Q12/16)]:** A kind of IPU (defined in ITU-T F.743.1) with a PIV module inside, which can process the captured images or video and execute particular analysis algorithm, recognize required information and output analysis result including alarm, video structure data, recognition results, etc.
27. **CUAV machine vision** **[ITU-T F.CUAV-MVAreqs (Q21/16)]:** It is a signal processing in which input is an image / video and output may be image / video or characteristics / features associated with that image / video to provide applications and flight control for civilian unmanned aerial vehicle (CUAV) such as guidance, obstacle judgment and avoidance, target recognition and tracking, inspection, etc.

In addition, ITU-T Q13/16 would like to share the following terms defined in draft revised Recommendation H.721 (V3), currently under study:

* **fragmented TLV packet**: The fixed-length packet that consists of the header and the body. The body is a fragmented stream that are made by the type-length-value (TLV) multiplexing scheme. The fragmented TLV packet length is 188 bytes. The header length is 3 or 4 bytes. The first byte of the header is 47HEX [ITU-T J.288]. This TLV multiplexes MMT data, time etc.
* **timestamped fragmented TLV (TFT):** A packet format of the fragmented TLV packet that adds a 32-bit field containing a counter value of a 27 MHz clock synchronized with the MPEG system clock to control a relative time entered into a decoder as TTS.

For your easier reference, the title of the SG16 Questions is provided in the Annex to this LS.

SG16 would like to invite you to consider proposed definitions and provide any comments if appropriate to harmonize terminology.

Annex – Title of SG16 Questions

| Number | Current Question title |
| --- | --- |
| Q01/16 | Multimedia and digital services coordination |
| Q05/16 | Artificial intelligence-enabled multimedia applications |
| Q06/16 | Visual, audio and signal coding |
| Q08/16 | Immersive live experience systems and services |
| Q11/16 | Multimedia systems, terminals, gateways and data conferencing |
| Q12/16 | Intelligent visual systems and services |
| Q13/16 | Content delivery, multimedia application platforms and end systems for IP-based TV services including digital signage |
| Q21/16 | Multimedia framework, applications and services |
| Q22/16 | Multimedia aspects of distributed ledger technologies and e-services |
| Q23/16 | Digital culture-related systems and services |
| Q24/16 | Human factors for intelligent user interfaces and services |
| Q26/16 | Accessibility to multimedia systems and services |
| Q27/16 | Vehicular multimedia communications, systems, networks, and applications |
| Q28/16 | Multimedia framework for digital health applications |

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