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| ITU logo | INTERNATIONAL TELECOMMUNICATION UNION  **TELECOMMUNICATION STANDARDIZATION SECTOR**  STUDY PERIOD 2017-2020 | | | | SCV-TD152 | |
| **SCV** | |
| **Original: English** | |
|  | | All/2 | | | Virtual, 23 June 2021 | |
| **TD**  **(Ref.: SG2-LS197)** | | | | | | |
| **Source:** | | ITU-T Study Group 2 | | | | |
| **Title:** | | LS on SCV activity in SG2 | | | | |
| **Purpose:** | |  | | | | |
| **LIAISON STATEMENT** | | | | | | |
| **For action to:** | | | | SCV/CCV, ITU-T SG5, SG9, SG12, SG13, SG15, SG16, SG17, SG20 | | |
| **For comment to:** | | | |  | | |
| **For information to:** | | | | - | | |
| **Approval:** | | | | ITU-T Study Group 2 meeting (Virtual, 11 June 2021) | | |
| **Deadline:** | | | | - | | |
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| **Keywords:** | SCV; terms; definitions. |
| **Abstract:** | This is a Liaison Statement to SCV regarding current terms and definition activities within SG2. |

ITU-T SG2 thanks SCV/CCV and SGs for the alignment terms and definitions work.

SG2 follows the formal structure of definition to the Author's Guide for drafting ITU-T Recommendations (September, 2020), Annex B, Guidance on the development of definitions.

(extract from Annex B Authors Guide):

A formal definition is a concise, logical statement that comprises three essential elements:

1. The term (word or phrase) to be defined;
2. The class of object or concept to which the term belongs; and
3. The characteristics that distinguish it from all others of its class.

Definitions with more than one explanation should be separated with semicolons.

1. At the ITU-T Study Group 2 meeting (virtual, 31 May - 11 June 2021) the experts discussed the results of the last SCV/CCV/CCT meeting 7 April 2021. SG2 agreed to follow the CCT proposal to await a Council decision on the inclusive language matter.
2. At this SG2 meeting experts developed new definitions for the following terms:
   1. **work order**: A ticket that superior department assigns the task to subordinate department. The task includes network configuration, trouble, account, service and other operations related to network management and maintenance
   2. **energy saving strategy**: A plan of action intended to accomplish energy saving goal
3. SG2 considered four terms and definitions from **SG9**.
   1. **API Gateway [ITU-T J.1302 (J.CBCMS.part2)]**: In microservices architecture, applications and services are composed of smaller, exchangeable components, and these components need a way to find and communicate with one another. This is where API gateways come in. An API gateway sits between clients and services. It acts as a reverse proxy, routing requests from clients to services. It may also perform various cross-cutting tasks such as authentication, TLS termination, and rate limiting.
   2. **asynchronous rendering [ITU-T J.1631 (ex J.Cloud-VR-REQ)]**: the rendering on the VR terminal attempts to catch up with the actual rendering on the server or host PC.
   3. **full-view transmission [ITU-T J.1631 (ex J.Cloud-VR-REQ)]**: involves sending 360° images to terminals. When users turn their heads and images they see are switched according to their Field of View (FOV), and terminals perform just-in-time processing on images, such as bit stream parsing, video decoding, and image rendering.
   4. **field of view transmission [ITU-T J.1631 (ex J.Cloud-VR-REQ)]**: focuses on the high-quality transmission of images within the current FOV

It was agreed that only definition 3.2 complies with Annex B Authors Guide requirements, and definitions 3.1, 3.3 and 3.4 looks like some kind of description and need to be redefined or amended.

1. SG2 considered 29 terms and definitions from **SG16**:

It was proposed to amend its definition in the following way (revision marks mode).

Definitions highlighted in yellow do not match Annex B Authors Guide requirements, look like some kind of description and need to be redefined or amended

1. **Surface-defect detection [ITU-T F.AI-ISD (Q5/16)]**: 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)]:** 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)]**: 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)]:** something that exist as a human, an organization, a smart contract, or a device.
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 – please check Terms and definition ITU database for possible usage of existing term
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)]**: something that exist as a human, an organization, a smart contract, or a device.
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)]:** 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.

* **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.

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