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International Telegraph and Telephone
Consultative Committee
(CCITT)
Period 1985-1988

COM XV No. _____

Original: English

Question(s): 4, 5 & Specialists Group

January 1987

STUDY GROUP XV - CONTRIBUTION NO. _____

SOURCE: UNITED STATES OF AMERICA

TITLE: FRAME STRUCTURE FOR m x 64 kbit/s VIDEO TELEPHONY

At the last CCITT Study Group XV meeting in October, 1986, frame structures for videophone service at m x 64 kbit/s were treated under Questions 4 and 5; however, the meeting reports indicate an inconsistency between Q.4 and Q.5.

Under Question 4, administrations are encouraged to submit contirbutions on the frame structure for m x 64 kbit/s videophone service. Under question 5, the frame structure in draft Recommednation Y.221 is given a wider application than originally intended in draft Recommendation G.72Y:

> "It was pointed out during the discussion that this frame structure will be the only one recommended by CCITT. Any terminal with a different frame structure would not be expected to interwork with audiovisual teleservices standardized by CCITT."

The Q.5 meeting report implies that Y.221 should be used for videophone services. Clearly, the decision is being made too early, before getting contributions from administrations and the Specialists Group on Coding for Video Telephony. There could also be requirements that differ from this format for other applications.

We recommend at a minimum, that Y.221 not be applied to videophone services. There are some important properties missing from Y.221 that will effect its application.

1. The frame structure should support synchronization of two 64 kbit/s channels. This makes it possible to use the 2B+D interface and use more than 64 kbit/s for the video.

2. The particular requirements posed by video coding algorithms, error correction codes, and encryption should be considered.

3. The frame structure should be byte-oriented to facilitate a microprocessor implementation.