FS-HapticMedia Minutes during SA4#129

## 15.11.1 Offline session Aug 22nd

Mrs Gaëlle Martin-Cocher (InterDigital, Rapporteur FS\_HapticsMedia) opens the FS-HapticsMedia offline call at 12:00 CEST time.

All e-mail discussions during the meeting can be tracked here:

[LISTSERV - 3GPP\_TSG\_SA\_WG4 Archives - LIST.ETSI.ORG](https://list.etsi.org/scripts/wa.exe?A0=3GPP_TSG_SA_WG4)

## 15.11.2 Documents to be discussed.

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| **TDoc** | **Type** | **Title** | **Status after offline** |
| [S4-241403-r1\_QCOM\_IDC](https://www.3gpp.org/ftp/tsg_sa/WG4_CODEC/TSGS4_129-e/Inbox/Drafts/Plenary/S4-241403_r1_QCOM_IDC.docx) | SID revised | revised SID-HapticsMed | Revised to S4-241765 (goes to plenary) |
| [S4-241404](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241404.zip) | other | Timeplan HapticsMed | Revised to S4-241766 (goes to plenary) |
| [S4-241504](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241504.zip) | pCR | HapticMed\_UseCase\_Immersive multi-modal XR and metaverse | Revised to S4-241770 (goes to plenary) |
| [S4-241505](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241505.zip) | pCR | HapticMed\_UseCase\_Haptic-enhanced Communication | Revised to S4-241771 (goes to plenary) |
| [S4-241507](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241507.zip) | pCR | HapticMed\_Haptic\_Input\_Formats | Revised to S4-241769 (goes to plenary) |
| [S4-241594](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241594.zip) | pCR | Pseudo-CR on immersive VR games use case for Haptics | Is noted. S4-241510 which was merged in 1594r2 needs to be disposed of. |
| [S4-241595](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241595.zip) | pCR | Pseudo-CR on Haptics device types | revised to1761. (goes to plenary) |

## 15.11.4 Document review

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| [S4-241403-r1\_QCOM\_IDC](https://www.3gpp.org/ftp/tsg_sa/WG4_CODEC/TSGS4_129-e/Inbox/Drafts/Plenary/S4-241403_r1_QCOM_IDC.docx) | revised SID-HapticsMed | InterDigital, Europe, Ltd | Gaëlle Martin-Cocher |

**Online Discussion**:

* Thomas: Concerns relates to the impact of “tactile communication” with ultra-low latency and high reliability requirements that may warrant a dedicated architecture.
* Gilles: If by adding haptics to 3GPP services, new services are enabled, this would be a positive development.
* Consensus that there is no intention to develop a dedicated architecture and most use cases will be focused on media streaming and Real time communication.
* Online edits agreeable

**Decision**: the document with online edits will be proposed as a revision of 241403R1. The document is **revised** to S4-241765. S4-241765 is sent to plenary for agenda 15.11.

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| [S4-241404](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241404.zip) | Timeplan HapticsMed | InterDigital, Europe, Ltd | Gaëlle Martin-Cocher |

**Revisions**: R1 (telcos under RTC SWG, added sentence related to normative work).

**Presenter**: Gaëlle Martin-Cocher

**Online Discussion**:

* To be updated in accordance with revised SID.

**Decision**: [S4-241404](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241404.zip) is **revised** to S4-241766, goes to plenary for agenda 15.11

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| [S4-241504](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241504.zip) | HapticMed\_UseCase\_Immersive multi-modal XR and metaverse | InterDigital, Europe, Ltd |  |

**Online Discussion**:

* Concerns revolved around the extend of the work in the study and if the entirety of the use case will be covered.
  + It was clarified that the use case illustrates the listed characterstics for haptic media.
  + Agreement to add a sentence in the introduction section 5.1 to clarify the use of the “use-case” for the purpose of identifying the needs, characteristics of using hpatics media signals in 5GMS streaming and communication services/architecture.
* Request to void the “requirements” section, which is agreable by the source.
* There was a request for simpler use-cases. Call for contribution on this.

**Decision**: [S4-241504](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241504.zip) with the two agreeable changes proposed above is **revised** to 1770 (goes to plenary).

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| [S4-241505](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241505.zip) | HapticMed\_UseCase\_Immersive multi-modal XR and metaverse | InterDigital, Europe, Ltd |  |

**Online Discussion**: Void the requirement section.

**Decision**: 1505 is **revised** to S4-241771 (goes to plenary).

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| [S4-241507](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241507.zip) | HapticMed\_Haptic\_Input\_Formats | InterDigital, Europe, Ltd, Tencent |  |

**Mailing list discussion:**

* request for JSON/XML/PCM example. Propose to add such example in a later contribution, or editor notes.

**Online Discussion**:

* Concerns revolved around the distinction between haptic and tactile. It was clarified that a haptic signal can be converted into 3 different representations a) tactile, b) proprioception and c) kinaesthetic.
* Request to provide more information on the input format, (e.g. property, possibly via json example). And identifying the market relevance of the format.
* Revision is expected for next meeting.
* Agreable to Keep introduction text section 6.1 and 6.2.1

**Decision**: [S4-241507](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241507.zip) is **revised to** S4-241769. (goes to plenary)

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| [S4-241594](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241594.zip) | Pseudo-CR on immersive VR games use case for Haptics | Tencent |  |

**Revisions**: [S4-241594 Immersive VR Gaming UC for haptics-rev2.docx](https://www.3gpp.org/ftp/tsg_sa/WG4_CODEC/TSGS4_129-e/Inbox/Drafts/Plenary/S4-241594%20Immersive%20VR%20Gaming%20UC%20for%20haptics-rev2.docx) contains the merge of 1510

**Presenter**: Gilles

**Online Discussion**:

* are synchronisation/multimodality in scope? Is immersive VR game part of the study?

**Decision**: 1594 r02 is **noted**. [S4-241510](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241510.zip) which was merged in 1594r2 needs to be disposed of.

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| S4-241595 | Pseudo-CR on Haptics device types | Tencent |  |

**Revisions**: [S4-241595 Haptics Device types-rev3.docx](https://www.3gpp.org/ftp/tsg_sa/WG4_CODEC/TSGS4_129-e/Inbox/Drafts/Plenary/S4-241595%20Haptics%20Device%20types-rev3.docx)

**Presenter**: Gilles

**Online Discussion**:

* Clarification on tactile services, versus haptics data.
* Clarification that device can render or capture haptics.
* Online edits to change “localized to spatialized”, change “tactile” to “haptics (e.g. tactile, kinaesthetic, proprioception) and remove “robotic” in the example.

**Decision**: r3 with online edits is agreable. [S4-241594](https://www.3gpp.org/ftp/TSG_SA/WG4_CODEC/TSGS4_129-e/Docs/S4-241594.zip) is **revised** to 1761. (goes to plenary)