**3GPP TSG-SA4 Meeting #132 *S4-250808***

 ***In revision of***

 ***S4-250556***

**Fukuoaka, Japan , 19th - 23 May 2025**

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| *CR-Form-v12.3* |
| **CHANGE REQUEST** |
|  |
|  | **26.522** | **CR** | **0010** | **rev** | **3** | **Current version:** | **19.0.0** |  |
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| *For* [***HE******LP***](http://www.3gpp.org/3G_Specs/CRs.htm#_blank)*on using this form: comprehensive instructions can be found at* [*http://www.3gpp.org/Change-Requests*](http://www.3gpp.org/Change-Requests)*.* |
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| ***Proposed change affects:*** | UICC apps |  | ME | **x** | Radio Access Network |  | Core Network | **x** |

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| ***Title:***  | Definition of time to next burst |
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| ***Source to WG:*** | Huawei, Hisililcon |
| ***Source to TSG:*** | S4 |
|  |  |
| ***Work item code:*** | 5G\_RTP\_Ph2 |  | ***Date:*** | 2025-02-11 |
|  |  |  |  |  |
| ***Category:*** | **B** |  | ***Release:*** | Rel-19 |
|  | *Use one of the following categories:****F*** *(correction)****A*** *(mirror corresponding to a change in an earlier release)****B*** *(addition of feature),* ***C*** *(functional modification of feature)****D*** *(editorial modification)*Detailed explanations of the above categories canbe found in 3GPP [TR 21.900](http://www.3gpp.org/ftp/Specs/html-info/21900.htm). | *Use one of the following releases:Rel-8 (Release 8)Rel-9 (Release 9)Rel-10 (Release 10)Rel-11 (Release 11)…Rel-17 (Release 17)Rel-18 (Release 18)Rel-19 (Release 19) Rel-20 (Release 20)* |
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| ***Reason for change:*** | Align definition of time to next burst to SA2 definition. Defining the TTNB is in the objectives of the 5G\_RTP\_Ph2 and aligning with SA2 is better for consistency. |
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| ***Summary of change:*** | Align to SA2 definition in S2-2501110  that was agreed in SA2 |
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| ***Consequences if not approved:*** | More difficult to pogress normative related to time to next burst |
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| ***Clauses affected:*** | 3.1.  |
|  |  |
|  | **Y** | **N** |  |  |
| ***Other specs*** |  | **x** |  Other core specifications  | TS/TR ... CR ...  |
| ***affected:*** |  | **x** |  Test specifications | TS/TR ... CR ...  |
| ***(show related CRs)*** |  | **x** |  O&M Specifications | TS/TR ... CR ...  |
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| ***Other comments:*** |  |
|  |  |
| ***This CR's revision history:*** | R1 added the note indicating the usefulnes of the TTNB |

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| \*\*CHANGE\*\* |

## 3.1 Terms

For the purposes of the present document, the terms given in TR 21.905 [1] and the following apply. A term defined in the present document takes precedence over the definition of the same term, if any, in TR 21.905 [1].

**Age of content:** The time duration between the moment the content is created and the time it is presented.

**Estimated-at-time:** Time when the pose was estimated.

**Data Burst:** A data burst is a set of multiple PDUs generated and sent by the application such that there is an idle period between two data bursts. A Data Burst can be composed of one or multiple PDU Sets.

**Multimedia Session:** An association among a group of participants engaged in the communication via one or more RTP sessions, as defined in section 2.2.4 of IETF RFC 7656 [18].

**Orientation quaternion:** Quaternion used to represent the orientation of an object.

**PDU Set:** One or more PDUs carrying the payload of one unit of information generated at the application level (e.g. frame(s), video slice(s), metadata, etc.).

**PDU Set marking:** Marking the PDUs carrying a payload with the PDU Set Information.

**Rendered pose:** An XR pose sent from a server to a client that was used for rendering at the server.

**Roundtrip interaction delay:** The sum of the *age of content* and the *user interaction delay*.

**Scene Update Time:** Time when the scene manager starts processing.

**Split-render-output-time:** Time of completing a rendering.

**Split rendering server:** Server to perform remote rendering.

**Start-to-render-at-time:** Time of starting a rendering.

**Time to next data burst (TTNB)**: The time interval between the transmission of the last PDU in the current data burst and the first PDU of the next data burst

NOTE: final definition still pending on feedback from RAN-2 that will be taken into account.

**User interaction delay:** The time duration between the moment at which a user action is initiated and the time such an action is taken into account by the content creation engine.

**XR Pose:** A position and orientation in space relative to an XR Space.

**XR Service:** A service supporting XR use case as defined in clause 5 of [7].

**XR Space:** A frame of reference in which an application chooses to track the real world. An XR Space provides a relation of the user’s physical environment with other tracked entities.

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| \*\* END OF CHANGES \*\* |