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SERIES J: CABLE NETWORKS AND TRANSMISSION
OF TELEVISION, SOUND PROGRAMME AND OTHER
MULTIMEDIA SIGNALS

Artificial intelligence (AI) assisted cable networks – Data
models of the communicated data for the AI-assisted
cable network platform

**Functional requirements of E2E network
platforms to enhance the delivery of cloud-VR
services over integrated broadband cable
networks**

Recommendation ITU-T J.1631

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Functional requirements of E2E network platform to enhance the delivery of cloud-VR services over integrated broadband cable networks

Summary

Recommendation ITU-T J.1631 describes functional requirements of the end-to-end (E2E) network platform to deliver 360°/Virtual Reality (VR) video services from the video cloud to terminal devices over integrated broadband cable networks. Cloud VR is a new cloud computing technology for VR services. With fast and stable transport networks, VR contents are stored and rendered in the cloud. Audiovisual contents are encoded, compressed and transmitted to user terminals. This Recommendation specifies the network requirements of Cloud VR services.

NOTE – Integrated broadband cable networks can be referred to as a cable network, e.g., coaxial cable, optical fibre, hybrid fibre coaxial (HFC), etc., that also has capability to provide broadband services integrated with television services over the same network.

History

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Cloud-VR, network bandwidth, network delay jitter, network latency, network packet loss, requirements.

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Introduction

This Recommendation is Part 1 of a multipart deliverable covering the functional requirements of the end-to-end (E2E) network platform to deliver 360°/Virtual Reality (VR) video services from the video cloud to terminal devices over integrated broadband cable networks, as identified below:

Part 1: Functional Requirements

Part 2: High level system architecture