IEEE P802.11  
Wireless LANs

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Corrections on Reference Traffic Profile for Scenario 2 in Simulation Scenarios Document | | | | |
| Date: March 09, 2015 | | | | |
| Authors and Contributors | | | | |
| Name | Company | Address | Phone | Email |
| Yingpei Lin | Huawei |  |  | linyingpei@huawei.com |
| Phillip Barber | Huawei |  |  | pbarber@broadbandmobiletech.com |
|  |  |  |  |  |
|  |  |  |  |  |

# Abstract

This document provides correction to Reference Traffic Profile for Scenario 2 in Simulation Scenarios Document IEEE 802.11-14/0980r6

# Problem 1

There Editor misapplied changes associated with Gaming traffic types in the table of Reference Traffic Profile for Scenario 2, Enterprise in Simulation Scenarios Document IEEE 802.11-14/0980r6. The columns of description, Application traffic (Forward / Backward) and Application Load (Mbps) (Forward / Backward) for T8 virtual desktop structure traffic were inappropriately filled with Gaming traffic info. The respective gaming traffic is not present in Scenario 2, Enterprise.

We need to correct it.

# Remedy 1

[Delete the contents of the columns of description column, Application traffic (Forward / Backward) and Application Load (Mbps) (Forward / Backward) for the T8 virtual desktop structure as: ]

**Reference traffic profile for Scenario 2**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Traffic Model #** | **Traffic model name** | **Description** | **Application traffic**  **(Forward / Backward)** | **Application Load (Mbps)**  **(Forward / Backward)** | **A-MPDU Size (B)**  **(Forward / Backward)** | **Baseline Power Save Mechansim** |
| T1 | Local file transfer | FTP/TCP transfer of large file within local network | FTP file transfer  / FTP TCP ACK | Full buffer /  0.1 | Max A-MPDU / 64 |  |
| T2 | Lightly compressed video |  |  |  |  |  |
| T3 | Internet streaming video/audio |  |  |  |  |  |
| T4 | 4k video streaming |  |  |  |  |  |
| T5 | Online game server | Moderate UDP traffic load with short large bursts periodically during game synchronization | UDP packets | 2.4Mbps |  |  |
| T6 | Management: Beacon |  |  |  |  |  |
| T7 | Management: Probe requests |  |  |  |  |  |
| T8 | Virtual desktop infrastructure | ~~Small UDP traffic load with short large bursts periodically during game synchronization~~ | ~~UDP packets~~ | ~~54 Kbps~~ |  |  |
| T9 | VoIP |  |  |  |  |  |