IEEE P802.11
Wireless LANs

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| Corrections on Reference Traffic Profile for Scenario 2 in Simulation Scenarios Document |
| Date: March 09, 2015 |
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# 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 |  |  |  |  |  |