IEEE P802.11  
Wireless LANs

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| IEEE 802.11 Real Time Applications TIG  Dec 12, 2018, Conference Meeting Minutes | | | | |
| Date: 2018-11-30 | | | | |
| Author: | | | | |
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Abstract

This document contains the meeting minutes for the Real Time Applications TIG Nov 28 teleconference.

**IEEE 802.11 Real Time Applications TIG**

**Dec 12, 2018, Conference Call Meeting**

1. The IEEE 802.11 Real Time Applications (RTA) Technical Interest Group (TIG) meeting was called to order at 9:00pm ET by the Chair, Allan Jones (Activision).
2. Kate Meng (Tencent) was appointed as secretary of RTA TIG.
3. Agenda Doc. IEEE 802.11-18/2112r0.
4. Chair reviewed the IEEE-SA patent policy.
5. Chair asked if there is any response to his call for potentially essential patents. None.
6. Attendance:

* Allan Jones (Activision)
* Karthik Iyer (Activision)
* Kazuyuki Sakoda (Sony)
* Yunsong Yang (Huawei)
* Dave Cavalcanti (Intel)
* Glenn Hu (Tencent)
* Yasuhiko Inoue (NTT)
* Kate Meng (Tencent)
* Akira Kishida (NTT)
* Tom Xu (Tencent)
* Kazuto Yano (ATR)
* Fang Ping (Huawei)
* James Gross (r3coms)

1. Chair reviewed the operating rules for a TIG.
2. Chair reminded the participants about the objectives of the TIG and the following Working Group motion in July 2018:

“Approve formation of a Real Time Applications (RTA) TIG to investigate

* + Latency and stability issues observed with real time applications such as mobile and multiplayer games, robotics and industrial automation
  + Potential mechanisms to address the identified issues

The TIG is to complete a report on this topic at or before the March 2019 session.”

1. Karthik Iyer (Activision) responded his contribution 18/2098r1 is ready for presentation.
2. Karthik Iyer (Activision) presented his contribution 18/2098r1, “Packet Prioritization Issues Follow-up”.
3. **Summary:**

Add one echo server in LAN network to record RTT with interference of live video. Voice priority reduce latency **upstream but might cause some packet loss when using 2.4GHz.**

In the first simulation, the long latency is because of time sync problem between devices.

MU-MIMO is not tested.

Downstream traffic is not tagged.

**Questions:**

Q: In the first setup, the data was send to internet, in the second setup, the test was in intranet, I do see some improvement, but in reality, it should be the first setup. Right?

A: Yes. But the packet would lost priority after entering Internet.

Q: Do you think this approach is not practical in reality if the priority cannot preserve during transmission?

A: From the simulation, there is improvement. So it will help for LAN gaming. And for gaming connect to internet, it still will be helpful since most long latency problems because of the retransmission between STA and AP.

Q: What if many devices are tagged as VO?

A: It might cause competing and performance will get worse. Because if everyone is prioritized, then no one is prioritized.

1. Allan inform RTA TIG Jan meeting schedule.

Session1: Tue 2019-1-15 13:30-1530

Session2: Wed 2019-1-16 13:30-15:30

Session3: Thur 2019-1-17 13:30-15:30

1. Meeting adjourned at 09:40pm ET.