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| **Contact:** | Junichiro TOBEMinistry of Internal Affairs and CommunicationsJapan | E-mail: itu-t@ml.soumu.go.jp |
| **Contact:** | Yukiko TERAYAMAMinistry of Internal Affairs and CommunicationsJapan | E-mail: itu-t@ml.soumu.go.jp  |
| **Contact:** | Satoshi MIYAJIKDDI CorporationJapan | Tel: +81-80-5060-9134Fax: +81-3-6678-0287Email: sa-miyaji@kddi.com  |
| **Contact:** | Hideki YAMAMOTOOKIJapan | Tel: +81-90-7342-2860Email: yamamoto436@oki.com  |

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| **Abstract:** | Regarding restructuring of the study groups of ITU-T for the next study period (2025-2028), this contribution proposes an integration of SG9 and SG16. |

**Introduction**

ITU-T SG9 is responsible for audiovisual content transmission over broadband cable networks, and SG16 is responsible for multimedia content transport and related digital services over IP networks. Based on the nature of these study groups’ mandates, SG9 and SG16 are conducting some study items having close relevancy between these two groups such as terminal devices, accessibility and AI-assisted media services.

In addition, both cable television industry and telecom network operators are getting interested in new digital services that will be provided over IP networks. For example, the emerging technology metaverse are now of interest to SG9 as well as SG16 [LS-from-SG9] [LS-from-SG16]. These tendencies may cause more overlaps in future.

Actually, there are a number of liaison communications between SG9 and SG16. However, in order to further improve work efficiency, it is important to consider an integration of SG9 and SG16 in the next study period to minimize the work overlaps.

**Discussion**

Table 1 indicates examples of the work areas having relevancy to SG9 and SG16 in this study period. Note that there will be also other potential work overlaps between these two groups in the future because they are interested in new digital services over IP networks.

**Table 1- Close relevant work areas between SG9 and SG16**

|  |  |  |
| --- | --- | --- |
| **Work area** | **SG9 Question** | **SG16 Question** |
| Terminal devices | Q6/9 | Q13/16 |
| Accessibility | Q11/9 | Q26/16 |
| AI utilization | Q3/9 | Q5/16 |

From a different point of view, Table 2 provides snapshots of the number of participants of each SG meeting in 2023. After COVID-19 happened, the number of remote participants were increasing and around half of remote participants participated in SG meetings in person. Based on this table, SG9 is the smallest SG in ITU-T and independently organizing a physical SG9 meeting seems not to be efficient. If SG9 and SG16 are integrated, an expected number of participants in person will be 229 (=30+199), which is approximately 15% increase of the number of attendees of SG16. If the overlapped experts are counted, the number may be reduced and this is almost the same level of SG15. This indicates that it is feasible to establish a new SG by merging SG9 and SG16.

**Table 2 – Participants in SG meeting in 2023**

|  |  |  |  |
| --- | --- | --- | --- |
| **SG** | **Meeting** | **Participants (in-person)** | **TD** |
| SG2 | 2023/11/8～11/17, Geneva | 152 (62) | SG2-TD253R1-PLEN |
| SG3 | 2023/3/1～3/10, Geneva | 175 (81) | SG3-TD80R1-PLEN |
| SG5 | 2023/11/13～11/22, Geneva | 201 (89) | SG5-TD1060R2-GEN |
| SG9 | 2023/5/9～5/18, Bangalore (India) | 69 (30) | SG9-TD210R1-GEN |
| SG11 | 2023/10/10～10/20, Geneva | 190 (78) | SG11-TD657-GEN |
| SG12 | 2023/1/18～1/26, Geneva | 191 (103) | SG12-TD277R1-GEN |
| SG13 | 2023/10/23～11/3, Geneva | 328 (129) | SG13-TD135R1-PLEN |
| SG15 | 2023/11/20～12/1, Geneva | 345 (211) | SG15-TD265R1-GEN |
| SG16 | 2023/7/10～7/21, Geneva | 416 (199) | SG16-TD190-PLEN |
| SG17 | 2023/2/21～3/3, Geneva | 325 (147) | SG17-TD677R1-PLEN |
| SG20 | 2023/1/30～2/10, Geneva | 331 (109) | SG20-TD398-GEN |

Note that table 2 provides just “snapshots” and will not always apply to other meetings.

It is expected that the integration will lead to further enhancement and acceleration of the work on advanced multimedia technologies such as metaverse, immersive content experiences, advanced terminal devices, etc., for which the needs for standardization are increasing. Appendix A shows an example of the structure of this proposed new SG. Although this is beyond the scope of TSAG and WTSA, this Appendix is intended to give a preliminary view to those Member States that may have a concern on their administrative structures on telecommunication industry and cable television industry. As exemplified in Appendix A, in addition to the current Working Parties (WPs) of SG16, by creating a new WP that dedicates to the Questions specific to cable television and integrated broadband cable networks of SG9, it is expected that those Member States where the agencies handling telecommunication and cable television are different can deal with the Questions more efficiently in the new proposed SG.

**Proposals**

Japan proposes the followings:

1. A new SG derived from the integration of SG9 and SG16, "Multimedia, broadband cable and related digital technologies" should be established in WTSA-24.
2. Revision of ITU-T Resolution 2 should also be considered in accordance with the integration.
3. TSAG is invited to send liaison statements to SG9, SG16 and other related stake holders on the latest situation of restructuring and necessary advice for preparation if any.

**References**

[LS-from-SG9] SG09-230509-GEN-388, *LS/o/r on collaboration on metaverse standardization work of SG9 (FG-MV-LS1) [to FG-MV].*

[LS-from-SG16] [TSAG-221212-TD-GEN-0106](https://www.itu.int/md/T22-TSAG-221212-TD-GEN-0106), *LS on the establishment of a new Focus Group on the "metaverse/immersive virtual universe" [to TSAG].*

**Appendix A**

**An example of the structure in the new proposed SG integrating SG9 and SG16**

(This appendix does not form an integral part of this Contribution.)

Taking into account for the future overlap elimination and countries regulations about telecommunication and cable television, an example for the new group structure in the new SG integrating SG9 and SG16 are shown below. The current all Questions in SG9 and SG16 are listed in the new group structure for the future consideration by new SG management.

Note: the bullet symbol “–” denotes Questions from SG16, and “” denotes Questions from SG9, respectively.

* **Plenary**
* Q1/16 Multimedia and digital services coordination
* Q10/9 Work programme, coordination and planning
* Q4/9 Guidelines for implementations and deployment of transmission
 of multichannel digital television signals over optical access networks and
 Hybrid Fibre-Coaxial (HFC)
* **WP A Infrastructure for multimedia systems**
* Q11/16 Multimedia systems, terminals, gateways and data conferencing
* Q6/9 Functional requirements for terminal devices of the integrated broadband cable
 network
* Q13/16 Content delivery, multimedia application platforms and end systems for
 IP-based television
* Q21/16 Multimedia framework, applications and services
* Q22/16 Multimedia aspects of distributed ledger technologies and e-services
* Q27/16 Vehicular multimedia communications, systems, networks, and application
* **WP B Multimedia digital services and human aspects**
* Q23/16 Digital culture-related systems and services
* Q24/16 Human factors for intelligent user interfaces and services
* Q26/16 Accessibility to multimedia systems and services
* Q11/9 Accessibility to cable systems and services
* Q28/16 Multimedia framework for digital health applications
* **WP C Audiovisual technologies and intelligent immersive applications**
* Q5/16 Artificial intelligence-enabled multimedia applications
* Q3/9 AI-enabled enhanced functions over integrated broadband cable network
* Q6/16 Visual, audio and signal coding
* Q8/16 Immersive live experience systems and services
* Q12/16 Intelligent visual systems and services
* **WP D Cable television technologies and services**
* Q1/9 Transmission and delivery control of television and sound programme signal
 for contribution, primary distribution and secondary distribution
* Q2/9 Methods and practices for conditional access and content protection
* Q5/9 Software components, application programming interfaces (APIs),
 frameworks and overall software architecture for advanced content distribution
 services within the scope of Study Group 9
* Q7/9 Transmission control and interfaces (MAC layer) for IP and/or packet-based
 data over integrated broadband cable networks
* Q8/9 The Internet protocol (IP) enabled multimedia applications and services for
 cable television networks enabled by converged platforms
* Q9/9 Requirements, methods, and interfaces of the advanced service platforms to
 enhance the delivery of audiovisual content, and other multimedia interactive
 services over integrated broadband cable networks

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