

MoWIE for Network Aware Applications

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IETF 119

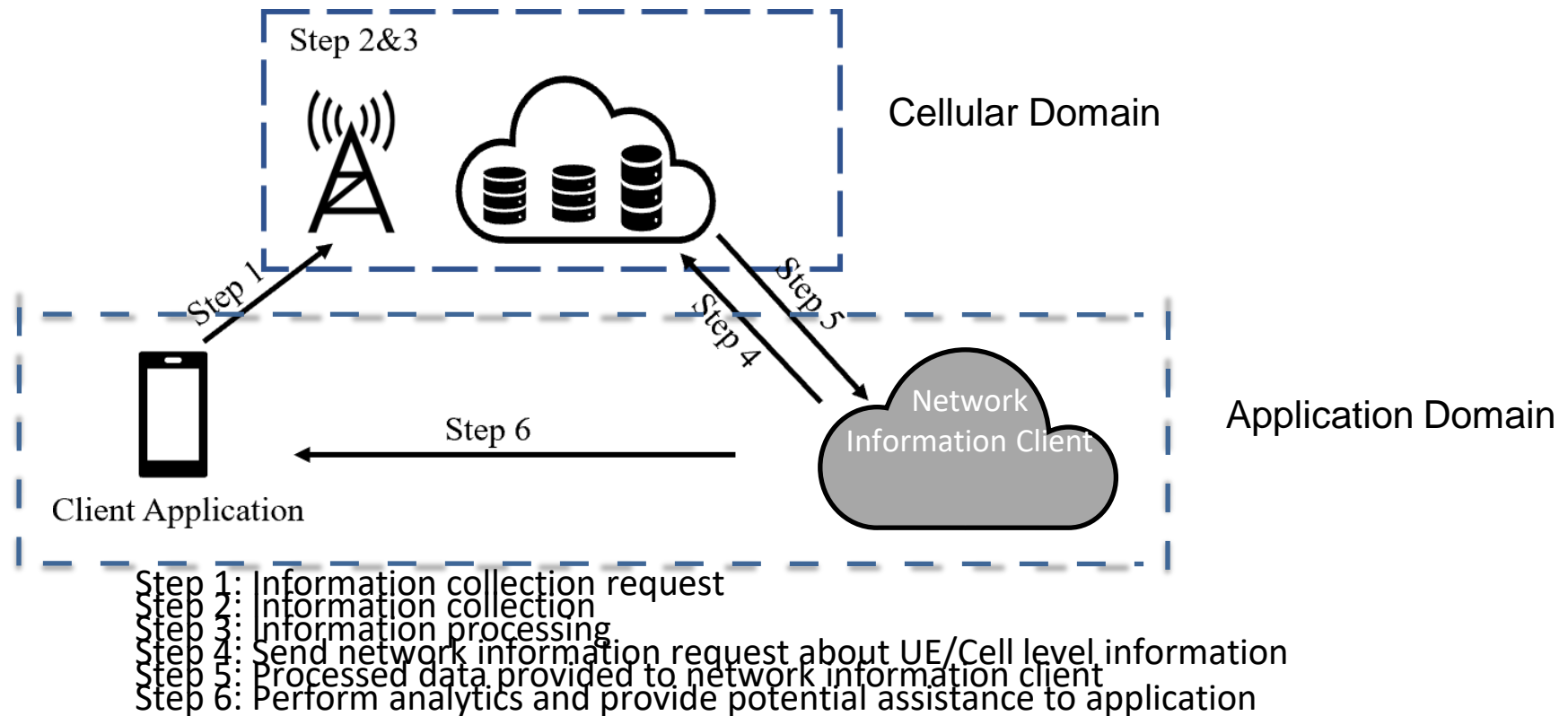
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<https://datatracker.ietf.org/doc/draft-mertus-scone-mowie-for-network-aware-app/>

Some content derived from IETF 115 / ALTOWG: MoWIE for Network Aware Application

High Level Idea and Workflow

MoWIE is to provide on-demand and cellular network information from the network to applications, enhancing policy con



Potential Cellular Network Information

Targeted at 3GPP 5G network architecture

Cell Level	UE Level
Downlink MAC data rate	Downlink MAC data rate
Channel status and quality indicator	
Packet Data Convergence Protocol buffer status	Modulation & coding scheme
Load	Number of packets occupied in PDCP
Number of downlink PRBs occupied	Downlink signal to interference & noise ratio
	Number of downlink PDCP Service Data Unit packets
	Number of lost PDCP SDU packets
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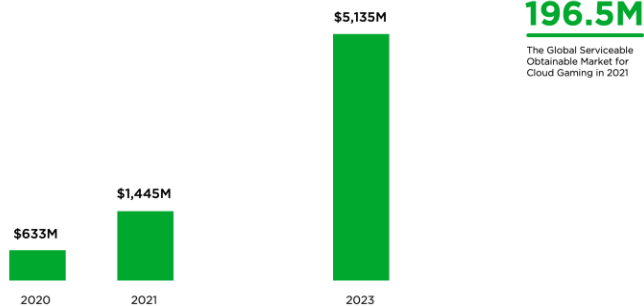
Use Cases

- Cloud gaming
- Cloud VR
- Live video content



Global Cloud Gaming Market Cap Forecast

Revenue Estimates for 2020, 2021, and 2023 (Base Scenario)



Source: ©Newzoo 2021 | Global Cloud Gaming Report March 2021 Update
newzoo.com/global-cloud-gaming-report

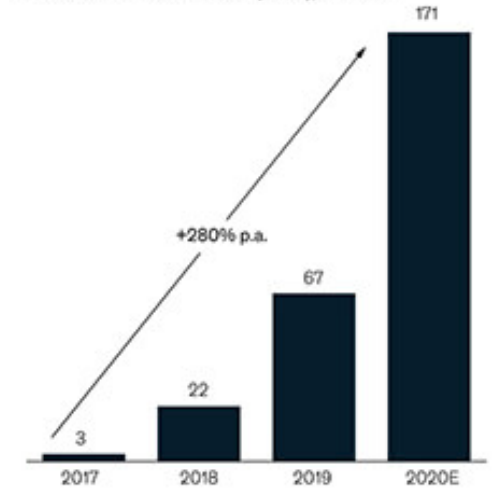
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The Global Serviceable Obtainable Market for Cloud Gaming in 2021

- Huge user base
- Rapid growth
- High network demand

China's live commerce reached an estimated \$171 billion in value in 2020.

Gross merchandise value (GMV), \$ billion¹



¹Total GMV generated by livestreaming in B2C; includes mainstream brands, influencer brands, and refunded items.
Source: Everbright Securities; iResearch; McKinsey analysis

McKinsey
& Company

Preliminary Application and Benefits

- MCS informed ABR
- Data rate informed ROI detection

Network Condition	Lag Reduction
Restricted Bandwidth	46%
High User Load	21%
Random	41.6%

Lack control group

Poor Network

ROI Method	QoE Score	Bandwidth Reduction
None	3.8	0%
10ms	3.8	5%
40-70ms	2.2	2.2%
Dynamic	3.6	9%

Good Network

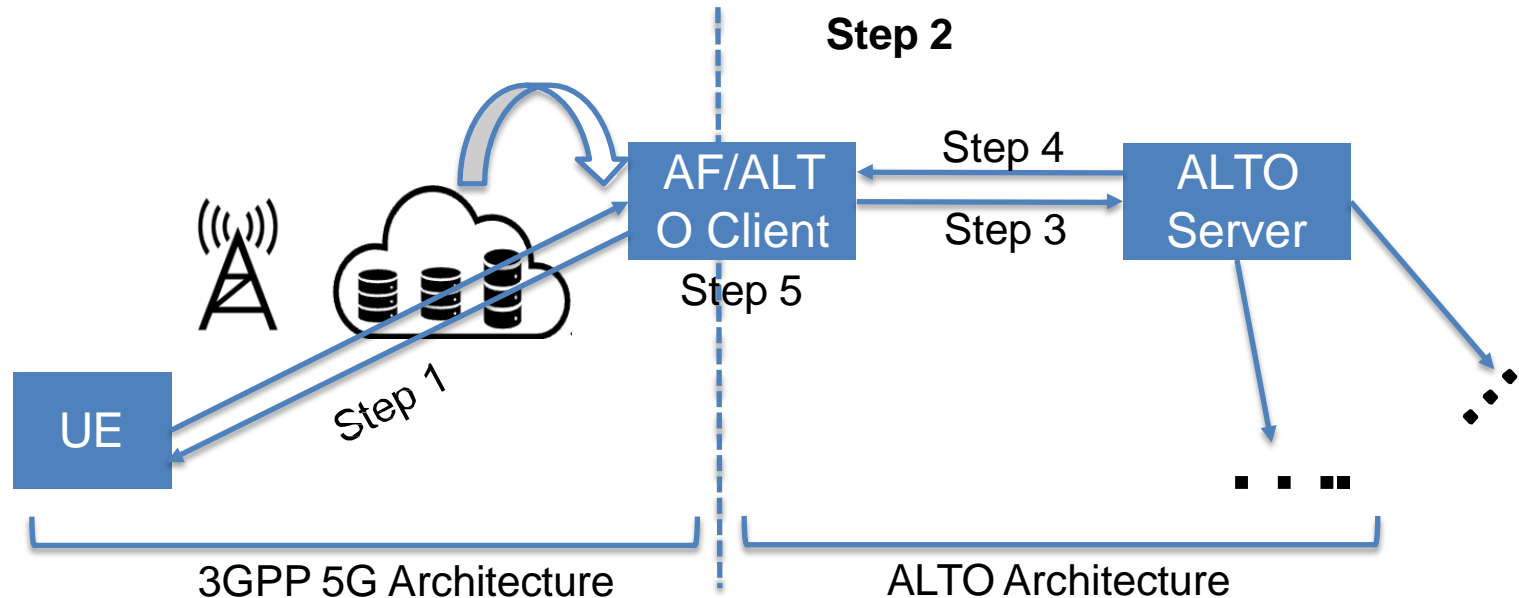
ROI Method	QoE Score	Bandwidth Reduction
None	4.8	0%
10ms	4.8	9%
40-70ms	4.6	38%
Dynamic	4.7	33%

Dynamic Network

ROI Method	QoE Score	Bandwidth Reduction
None	4.3	0%
10ms	4.3	7%
40-70ms	3.1	34%
Dynamic	4.3	25%

Signaling: Off-Path

Early potential off-path design



Step 1: PDU session establishment

Step 2: Send network information to AF/ALTO Client collected by cellular network

Step 3: ALTO server discovery

Step 4: Send ALTO information to AF/ALTO Client

Step 5: ALTO Client supports application adaptation using the exposed information
(note: the application server may be deployed separately)

Next Step: On-Path Signaling

- Benefits
 - Ease of association
 - Increased reliability from existing redundancy and failover mechanisms
- Potential designs
 - Integrate into QUIC signaling
 - Integrate into IP header options