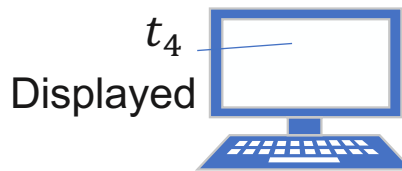


# User Desktop

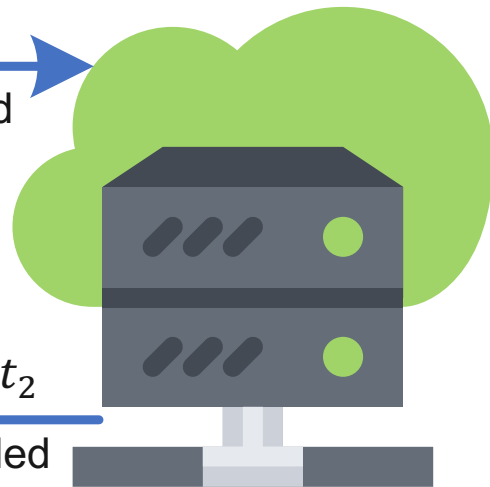


Input Devices



Display

# Cloud Gaming Server



$t_0$   
Input signal sent

$t_1$   
Arrived

$t_2$   
Rendered & Encoded

$t_3$   
Encoded frame arrived

$t_4$   
Displayed

**Motion-to-photon Latency**  $d_{MTP} = t_4 - t_0$