

# **Use Cases for Session Mobility in Multimedia Applications**

draft-komiya-mmusic-session-mobility-usecases-00.txt

**Matsushita Electric (Panasonic):**

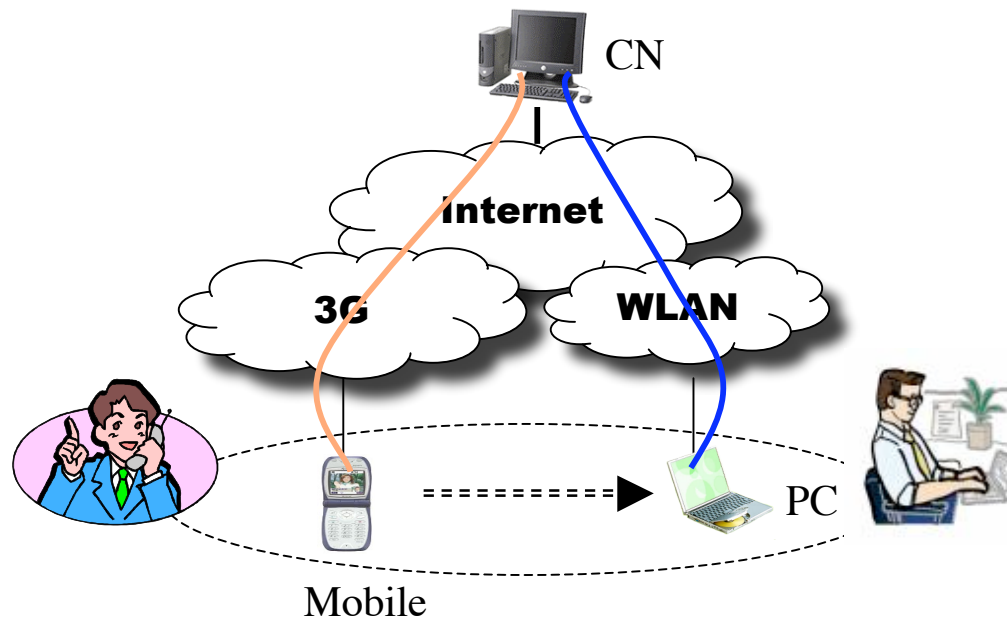
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# Session Mobility

- The capability that allows a user to transfer an ongoing communication session from one device to another device



# Background

■ Requirements for Seamless Session Mobility was proposed in IETF 64<sup>th</sup>.

- Comments from WG

- Variation and Reality of use case

■ This draft lists use cases of session mobility to illustrate the merit of session mobility.

- Categorize use cases

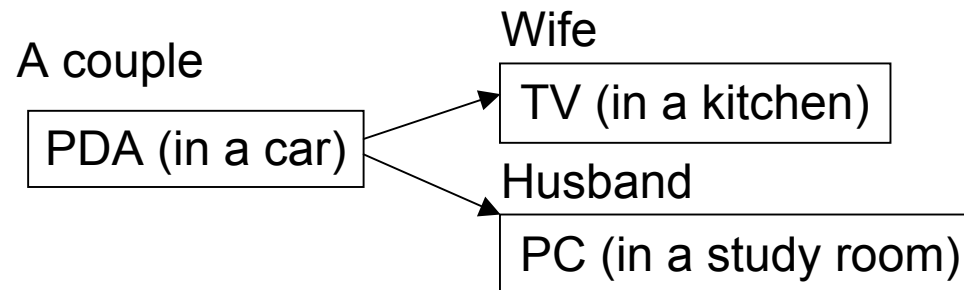
- Identify issues

# Use Cases for Session Mobility (1/2)

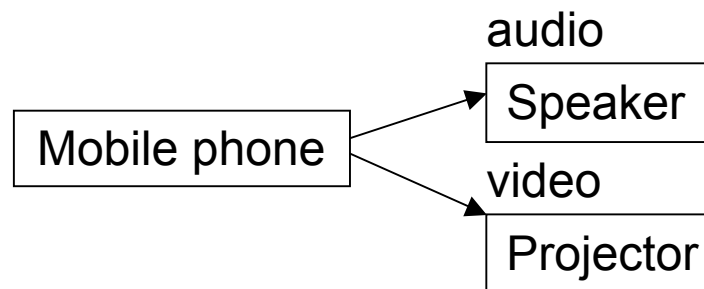
- Maintaining sessions continuously for mobile users
  - Leaving for work (IP-TV → Mobile terminal)
- Achieving better quality of service
  - Voice quality (Cell phone → Fixed phone)
  - Screen size (Mobile phone → Plasma TV)
- Avoiding a loss of session
  - Battery (Mobile phone → Fixed phone)
- Lowering the communication cost
  - Network cost (Cell phone → Fixed phone)

## Use Cases for Session Mobility (2/2)

- Transferring a whole session from one device to multiple devices



- Transfer with the Split of Audio and Video



# Potential Issues of the Use Cases

## ■ Transfer Delay

- time for application setup
- time for media buffering

→ Instant media transfer

## ■ Media Disruption

- frame loss / packet loss

→ Minimum media disruption

## ■ Different Device Capabilities

- display size, buffer capacity, media codec...

→ Media adaptation

# Next Steps

- ◆ Update the requirements for seamless session mobility
- ◆ Submit a solution for seamless session mobility

*Looking for you comments!*