

# Video Coding for 6G Applications

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# Video Coding for 6G Applications

○ &D Capability of ITRI on 6G Video Applications

○ 6G Machine to Machine Video Communication

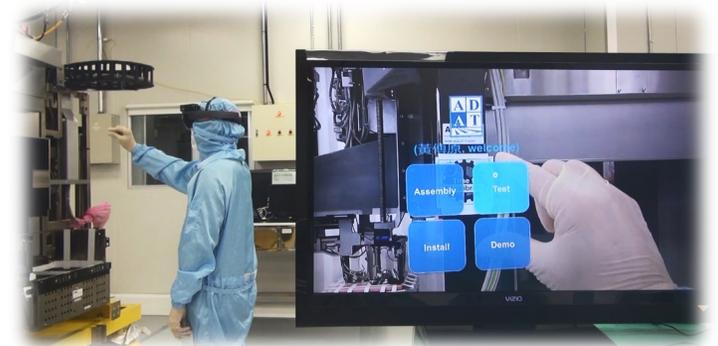
○ Immersive XR and Hologram



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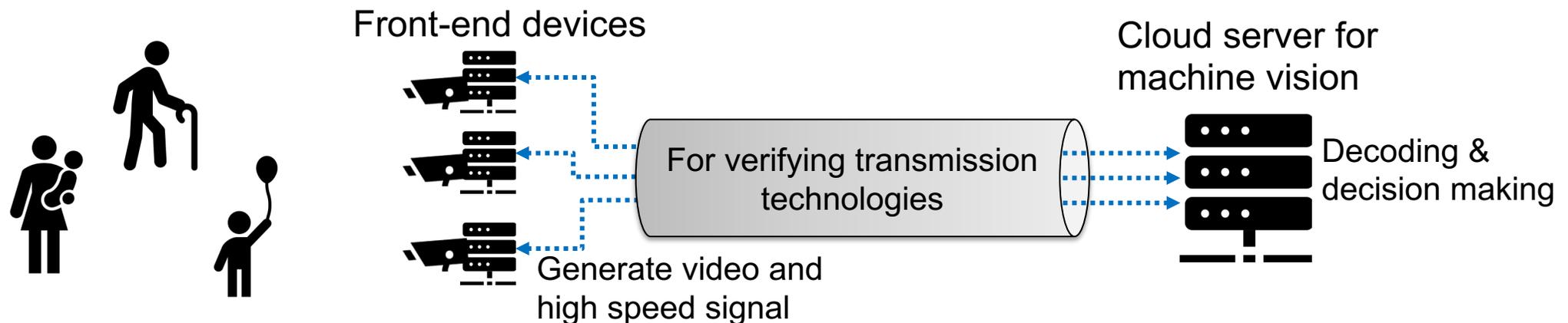
# R&D Capability of ITRI on 6G Video Applications

- ITRI ICL is a professional and experienced R&D team on multimedia applications for B5G/6G
  - ✓ We have been developing video coding, transmission and processing technologies for decades.
  - ✓ We are familiar with B5G/6G multimedia applications and also experienced in field verification for various usage scenarios.
  - ✓ We have been participating in MPEG/JVET video coding standardization activities and contributing important technical proposals for more than ten years.



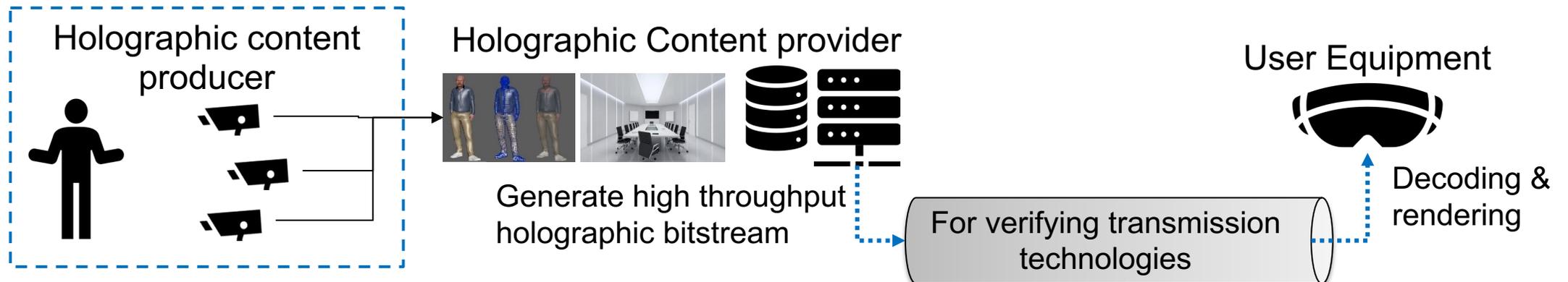
# 6G Machine to Machine Video Communication

- M2M video communication requires rapid response, massive linkage, ultra-high reliability and privacy protection
  - Traditional technologies are designed for human consumption, which are insufficient for communication between machines
  - It is needed to develop new coding and transmission technology / stand for connected machines
- ITRI can contribute to the project by developing prototypes and conducting field verification for 6G M2M video communication applications



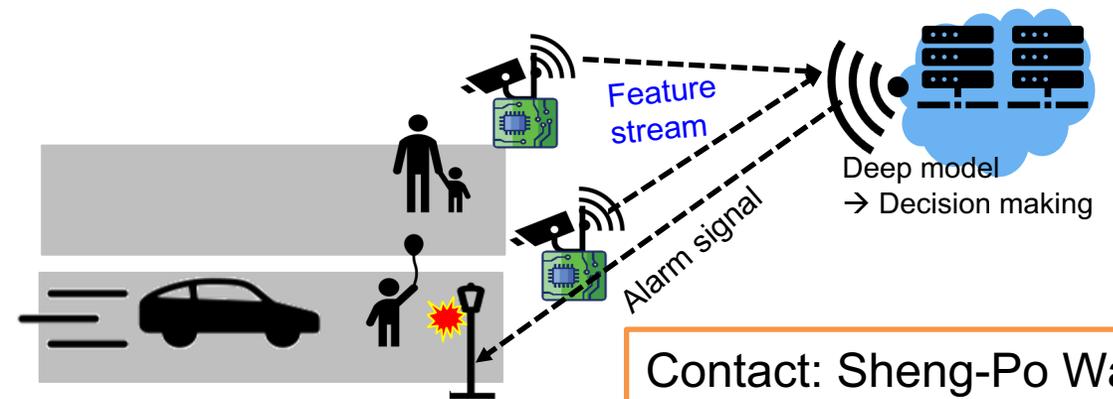
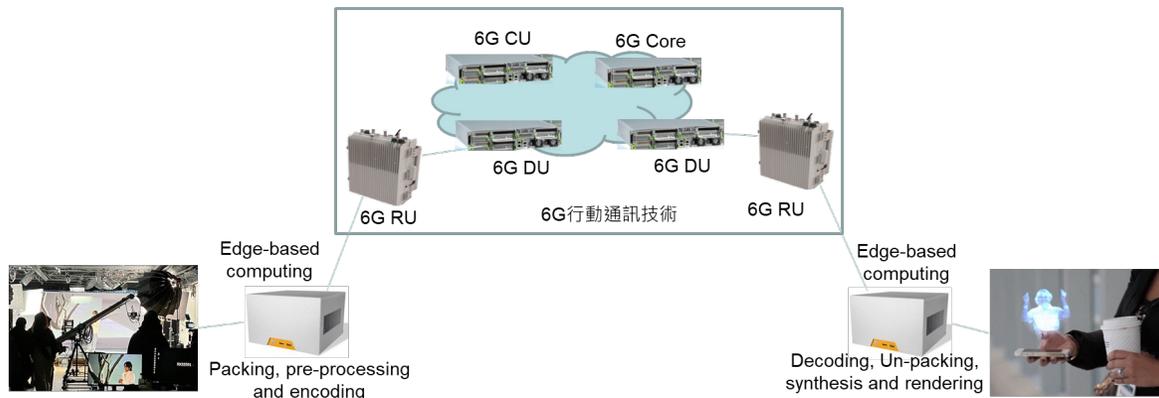
# Immersive XR and Hologram

- Immersive XR and Hologram applications not only require large bandwidth to deliver content, but also consume high computing power to render the image on UE.
- Ultra-low latency is also needed for providing vivid user experience.
- Based on our rich experiences and expertise on video streaming and XR applications, we are confident to carry out prototypes for novel 6G use cases
- ITRI can be a hub for collaboration between companies in Taiwan and Europe to develop innovative 3D holographic and immersive XR prototyping system



# Topics of Interest for SNS 2024

- Stream B:
  - Develop video coding and transmission technology for machine to machine video communication.
- Stream C:
  - Establish holographic applicational prototyping system as the testbed for verifying 6G communication technologies
  - Establish test environment for machine-oriented video communication applications



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