Submission Title: [Resolution for comment #7]
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Re: [In response to TG3c Call for Proposals (IEEE P802.15-07-0586-02-003c)]
Abstract: [Resolution for comment #7]
Purpose: [To be considered in TG3C baseline document.]
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Comment #7 (1/3)

- Comment #7
  - (1) Will Dly-ACK do what is necessary for Blk-ACK or
  - (2) are there unique things that Blk-ACK needs to do.
  - (3) Also, can this concept be extended to include the AV PHY directional ACK.

- Resolution
  - (1) No, Dly-ACK cannot do what is necessary for Blk-ACK
  - (2) Yes, Blk-ACK has unique things (see the next slide)
  - (3) Need to discuss with AV-PHY
Categorization of Block ACK/NAK (2/3)

To efficiently support different applications such as stream transmission and low latency frame transmission, Block ACK/NAK usage can be categorized as following:

1. **Categorization 1 : Block ACK/NAK for stream transmission**
   - For stream transmission, block ACK/NAK will include ACK/NAK and UEP information for aggregated subframes (limited upto 8 subframes)

2. **Categorization 2 : Block ACK/NAK for low latency frame transmission**
   - For low latency frame transmission, bi-directional frames will contain compressed Block ACK/NAK bitmap (need to upto 256) for aggregated subframes
1. Blk ACK/NAK format for streaming with UEP
   - Blk ACK/NAK contains
     - 1 octet of ACK/NAK bitmap or MSB ACK bitmap (for UEP)
     - 1 octet of LSB ACK bitmap

2. Bi-directional frame format with Blk ACK/NAK for low latency frame transmission
   - Bi-directional frame includes compressed Blk ACK/NAK bitmap (upto 256)