



# Introduction to Mobile Edge Computing

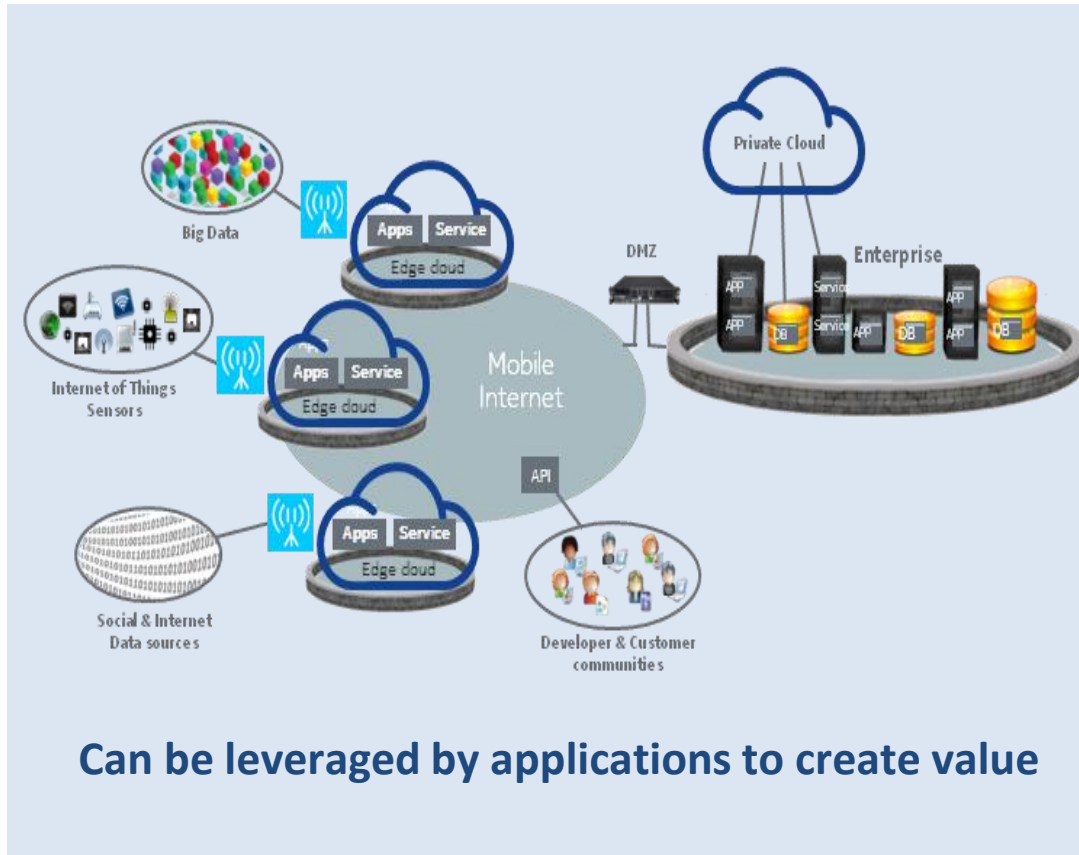
Presented by Alex Reznik (ETSI ISG MEC and InterDigital)

- Growth in mobile traffic driven by smart devices, HD video/audio, enterprise business process extension, vertical industries, IoT, wireless sensors, etc.
- Demand of end users for personalised services, better performance and user experience
- Demand of businesses for enhanced and secured interaction with consumers
- Enablement of connectivity between sensors, machines and other devices
- Convergence of IT and Telco networks



# Mobile Edge Computing

An environment for Innovation and value creation



Offers application and content providers **cloud-computing capabilities** and an **IT service environment at the edge of the mobile network**

This environment is characterized by:

- **Proximity**
- **Ultra-low latency**
- **High bandwidth**
- **Real-time access to radio network information**
- **Location awareness**

# Why Mobile Edge Computing?



- Unparalleled Quality of Experience
- Contextualized services, tailored to individual needs and preferences
- Efficient utilization of the Radio and the network resources
- Innovative applications and services towards mobile subscribers, enterprises and vertical segments



# Mobile Edge Computing Business Benefits



A new value chain and an energized ecosystem, based on Innovation and business value

Mobile operators, application developers, content providers, OTT players, network equipment vendors, IT and middleware providers can benefit from greater cooperation

Flexibility and agility

Operators can open their Radio Access Network (RAN) edge to authorized third-parties, allowing them to flexibly and rapidly deploy innovative applications and services

New Market Segments

New innovative applications and services towards mobile subscribers, enterprises and vertical segments

**Translates local context, agility, rapid response time and speed into value**

# Mobile Edge Computing Service Scenario Categories



Consumer-oriented  
Services

Internet of Thing (IoT)  
Services

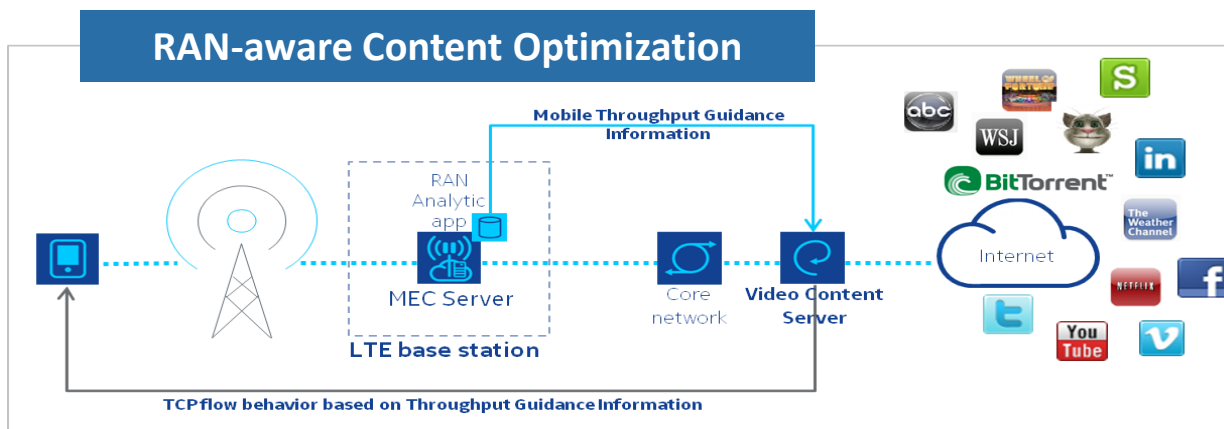
Operator Services

Third-party Services

Network-performance  
Services

# Network-performance Service Scenarios

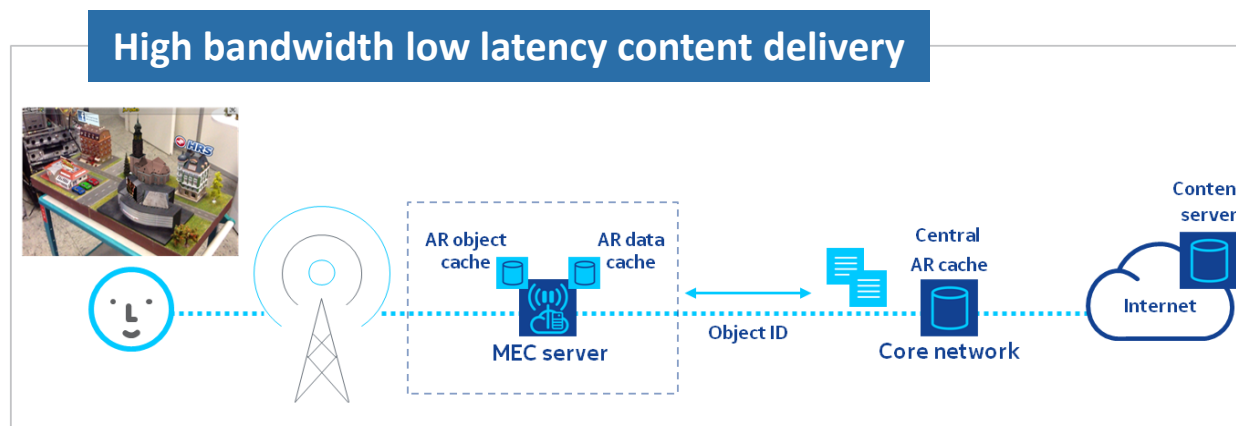
## Intelligent Video Acceleration



- A Radio Analytics application provides the video server with an indication on the throughput estimated to be available at the radio downlink interface
- The information can be used to assist TCP congestion control decisions and also to ensure that the application-level coding matches the estimated capacity at the radio downlink.
- Enables improved video quality and throughput

# Consumer-oriented Service Scenarios

## Augmented Reality

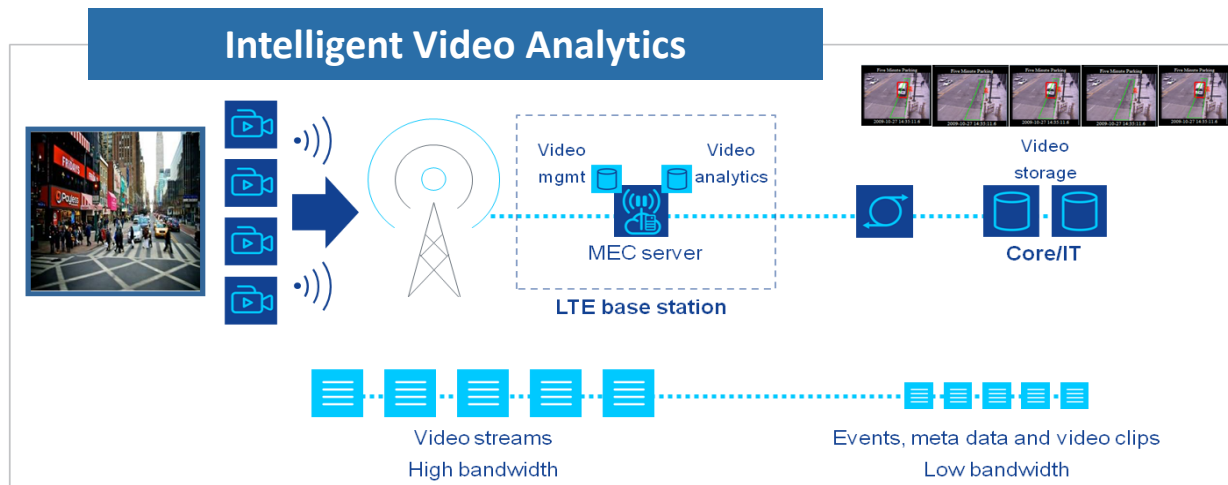


- The MEC application analyses the output from a device's camera and the precise location; objects viewed on the the device camera are overlaid with local augmented reality content.
- Enables unique experience of a visitor to a museum or other (indoors or outdoors) points of interest
- Ensures low latency and high rate of data processing



# IoT Service Scenarios

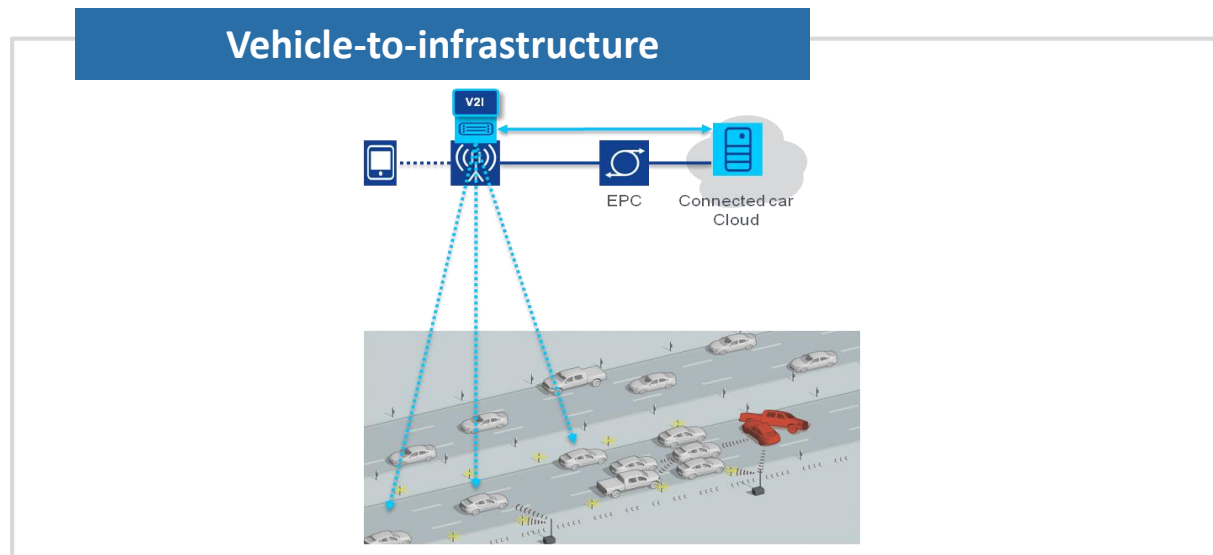
## Video Analytics



- Distributed live video streams analytics at the mobile edge
- Events are triggered automatically (e.g. movement, missing objects, crowd, etc.); enables fast detection and action triggering
- Optimizes backhaul and transport capacity
- Applicable to public safety, smart cities

# Third-party Service Scenarios

## Connected Vehicles



- Existing cloud services are extended into the highly distributed mobile base station environment, leveraging the existing LTE connectivity.
- The MEC application operates as a roadside unit for vehicle-to-infrastructure (V2I).
- Road hazards can be recognized and warnings can be sent to nearby cars with extremely low latency.
- Enables a nearby car to receive data in a matter of milliseconds, and the driver to react instantly.

# Mobile Edge Computing (MEC) Technology

A key technology for enabling the transformation to 5G



**ngmn**  
the engine of broadband  
wireless innovation

## 5G Use Cases Families and Related Examples

<b>Broadband access everywhere</b> 50+ MBPS EVERYWHERE 	<b>Broadband access in dense areas</b> PERVERSIVE VIDEO 	<b>Higher user mobility</b> HIGH SPEED TRAIN 	<b>Massive Internet of Things</b> SENSOR NETWORKS 
<b>Extreme real-time communications</b> TACTILE INTERNET 	<b>Lifeline communications</b> NATURAL DISASTER 	<b>Ultra-reliable communications</b> E-HEALTH SERVICES 	<b>Broadcast-like services</b> BROADCAST SERVICES 

Complements SDN and NFV and *advances* the transformation of the mobile-broadband network into a programmable world

**Programmability**

Ensures highly *efficient* network operation and service delivery, and *ultimate* personal experience

**TCO and QoE**

Enables a myriad of *new* use cases across multiple sectors

Enables a *new* value-chain, *fresh* business opportunities

**Business segments**



## Mobile Edge Computing

Help satisfying the demanding requirements for the 5G era in terms of expected throughput, latency, scalability and automation.



**Founding  
members**

**Creates an open  
and standardized  
IT service  
environment**

**Hosts third-party  
applications that can  
serve the vast  
majority of the  
population**

**Compliance with  
regulatory and legal  
requirements**

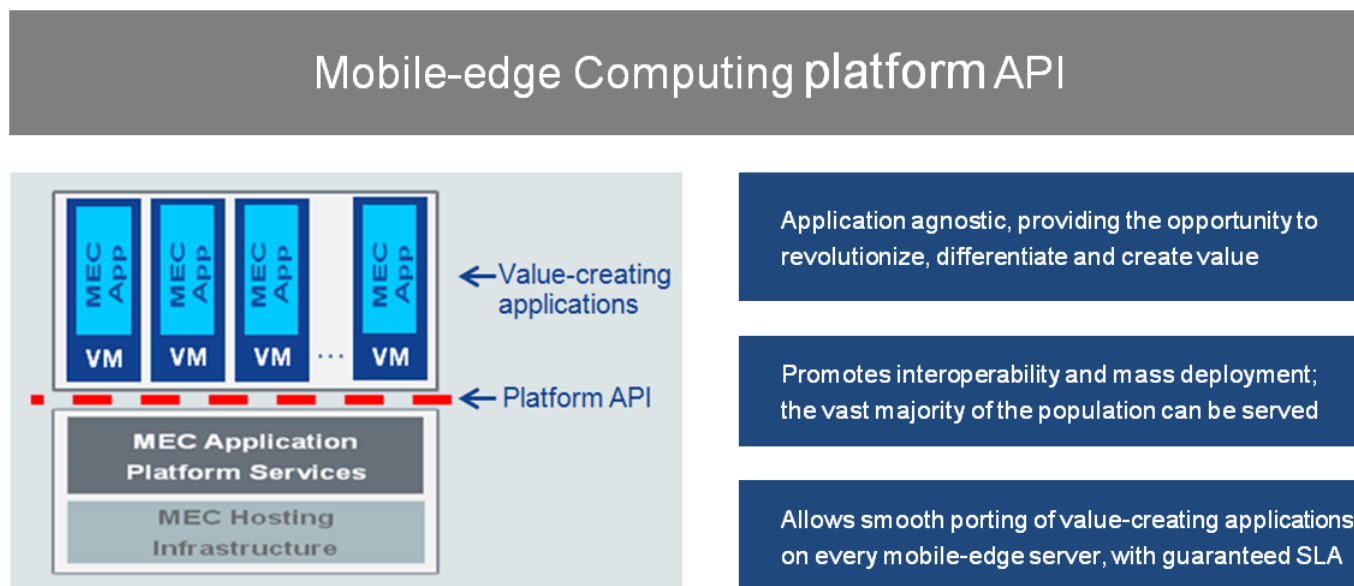
**Formed under the  
auspices of the  
ETSI ISG**

**Exposes real-time  
radio network and  
context  
information**

**Enables a new  
value-chain, fresh  
business segments**

**Stimulates  
innovation**

The ISG MEC work to produce normative Group Specifications that will allow the efficient and seamless integration of applications from vendors, service providers, and third-parties across multi-vendor MEC platforms.



The MEC architectural blueprint and the scope of the work of the first release are described in the [MEC Introductory Technical White Paper](#).



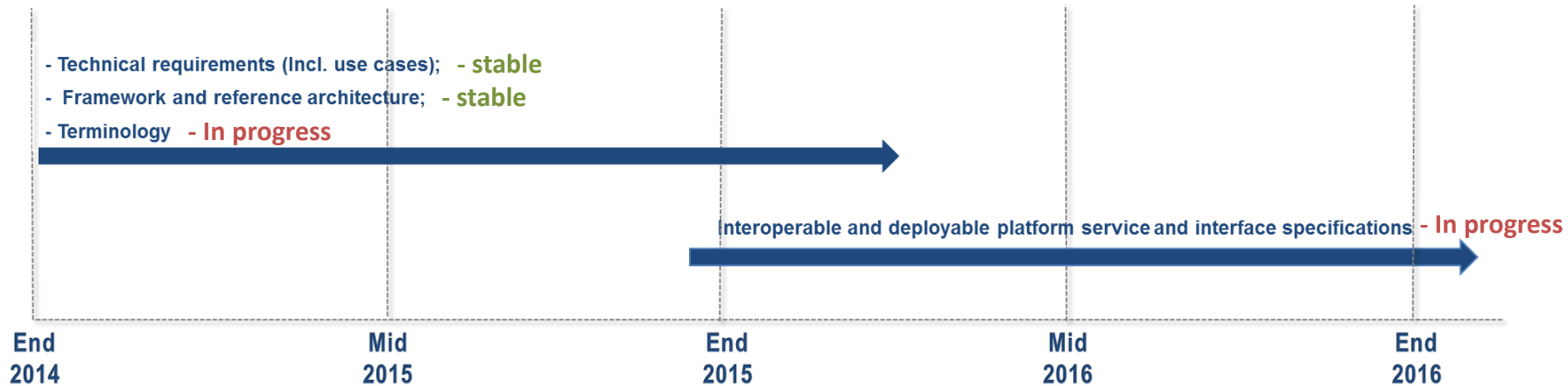
The ISG MEC is responsible for producing the technical specifications

An industry-enabling Working Group (IEG WG) is tasked with advancing Mobile-edge Computing in the industry and accelerating the adoption of the concept and the specifications.

The dissemination of the ISG MEC deliverables will foster the development of favorable market conditions which can create sustainable business for all players in the value chain, and facilitate global market growth.

# ETSI ISG MEC: Expected Deliverables

## Technical specifications

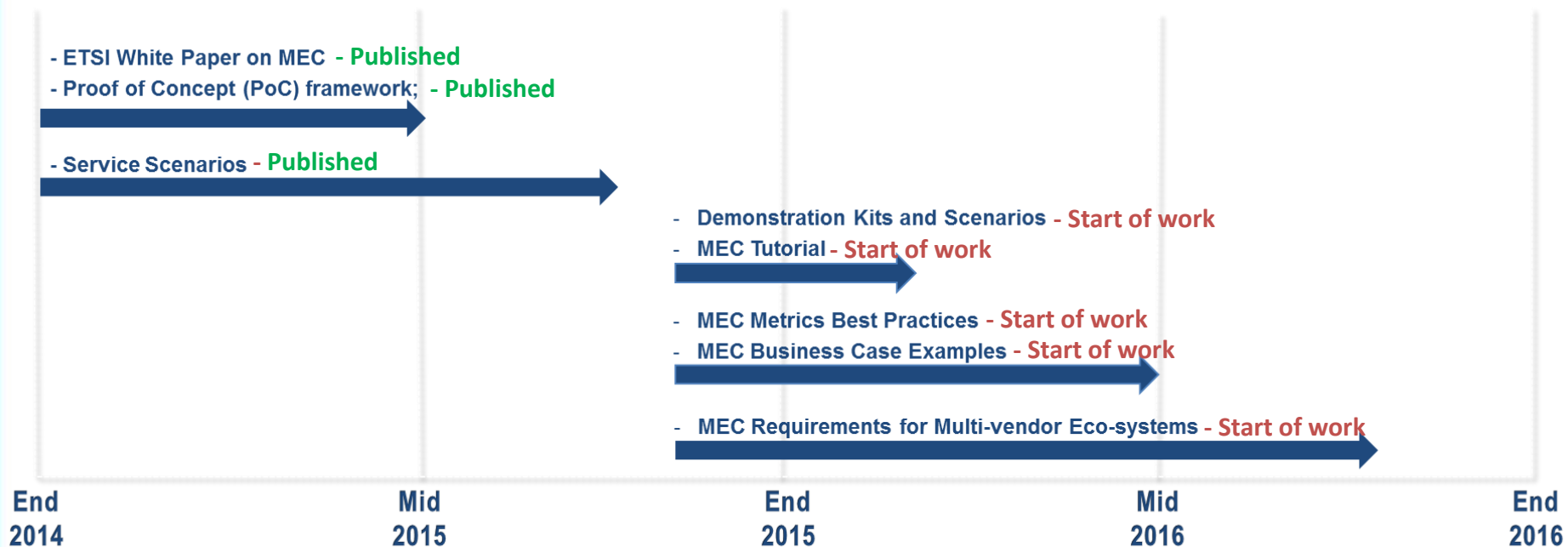


**Note:** The Technical requirements draft GS is available via the [MEC Open Area](#). Feedback and comments are welcomed.



# ETSI ISG MEC: Expected Deliverables

## Industry Enabling specifications



- ETSI ISG MEC has called for PoCs to demonstrate the viability of MEC implementations
- MEC PoCs are multi-party projects including at least one service provider, one infrastructure provider and one application/content provider.
- MEC PoCs address at least one of the PoC Topics listed on the ETSI MEC WIKI page:  
<http://mecwiki.etsi.org/>
- The results and lessons learnt by the MEC PoCs are fed back to the ISG MEC specification activities



- Mobile Edge Computing can complement SDN and NFV and advance the transformation of the mobile-broadband network into a programmable world, ensuring
  - 1) highly efficient network operation and service delivery,
  - 2) ultimate personal experience, and
  - 3) new business opportunities.
- Mobile Edge Computing will evolve into one of the key technologies for enabling the transformation to 5G architecture, helping to satisfy the demanding requirements for the 5G era in terms of expected throughput, latency, scalability and automation.
- The different players in the value chain are welcome to join the ISG effort, contribute to the development of the specifications and demonstrate MEC Proofs of Concepts (PoCs).



# ETSI ISG MEC

## Call for active participation

# Call for active participation



- The ETSI ISG allows ISG Members (ETSI Members) and ISG Participants (ETSI non-members) to participate and contribute to this innovative foundation of MEC.
- The ISG MEC Members/Participants Agreements can be found at the ISG MEC portal (<http://portal.etsi.org/mec>).
- The different players in the value chain are invited to actively participate and contribute to the development of the Mobile Edge Computing specifications.
- The Industry players are also invited to take part in the PoC activities.



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Thank you!