

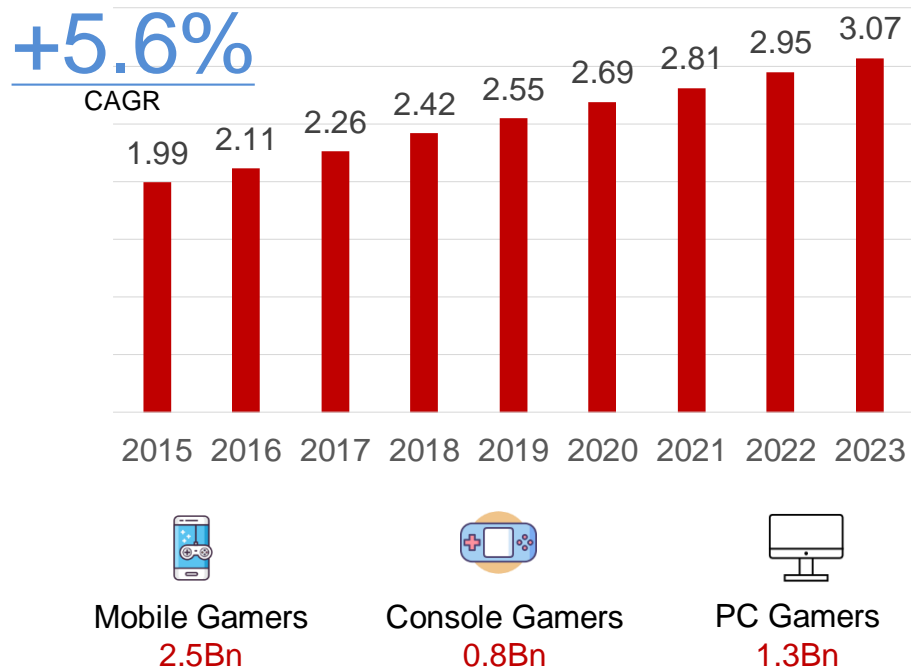
APN6 for Gaming Acceleration

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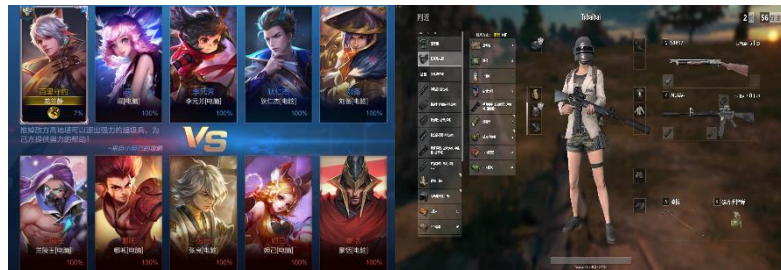
Background

Number of Global Gamers from 2015 to 2023



Source: 2020 Global Games Market Report from Newzoo

Low latency + High Reliability



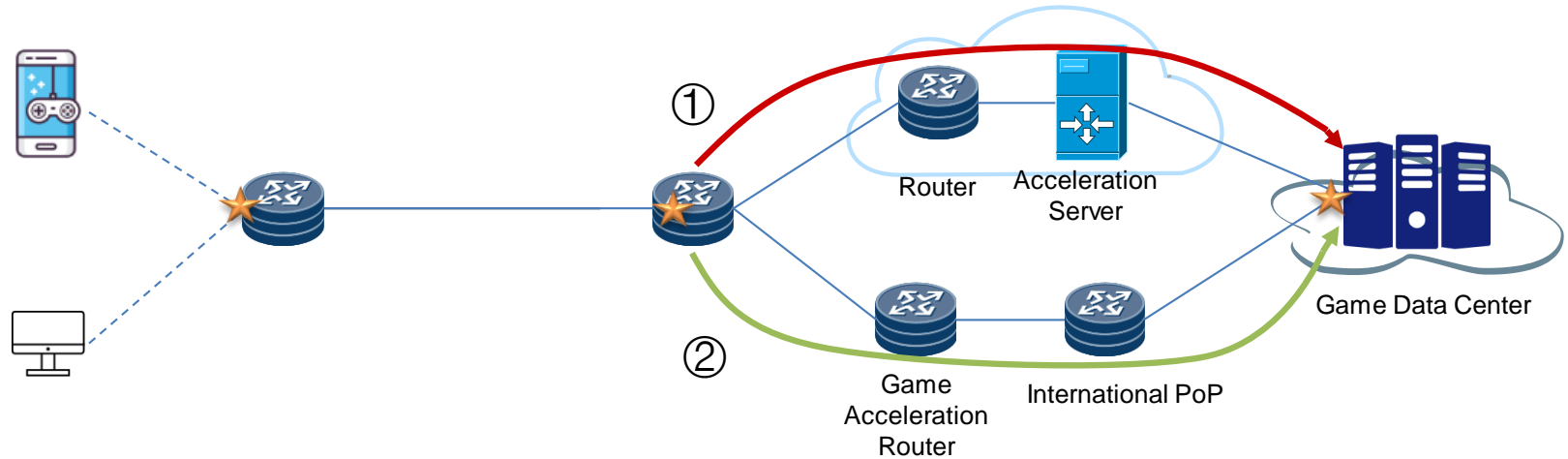
Mobile Games

PC games

Normal Games: latency $\leq 30\text{ms}$

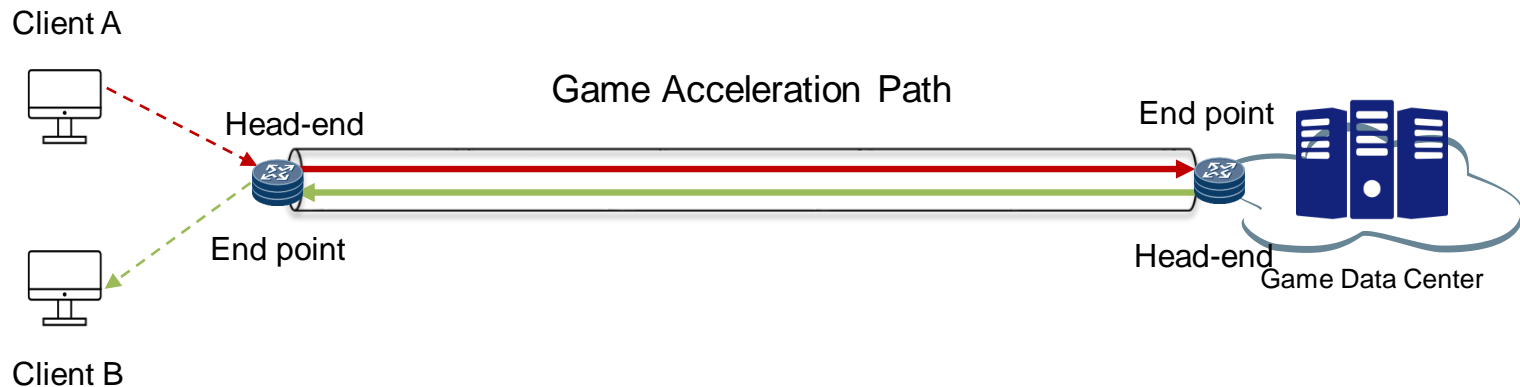
Competitive Games: latency $\leq 10\text{ms}$

APN for Steering into Dedicated Game Acceleration Channel



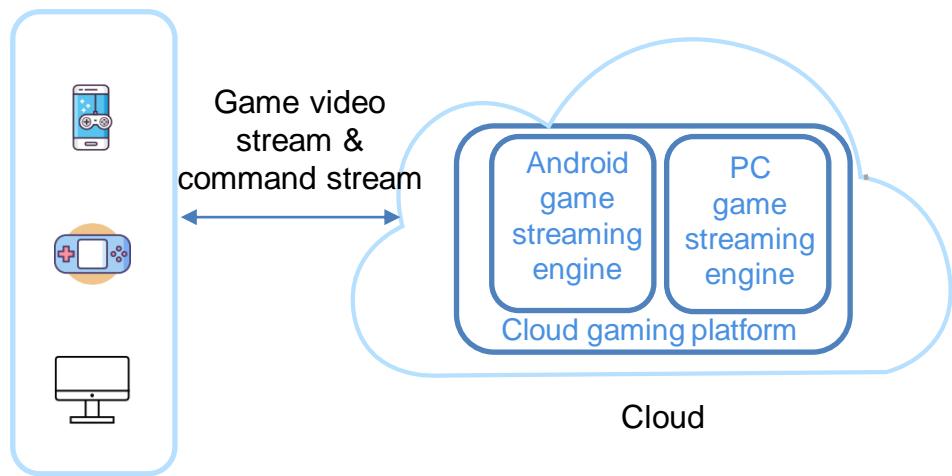
- Head-end node: to identify the data flow of games and steer it into a dedicated game acceleration path according to its SLA requirements;
- Midpoint: to forward game data stream along the path;
- End point: to receive the game data stream and steer it to the data center for processing the users control instruction or to the user for playing;

Fine-granularity Interactive Action Game Acceleration

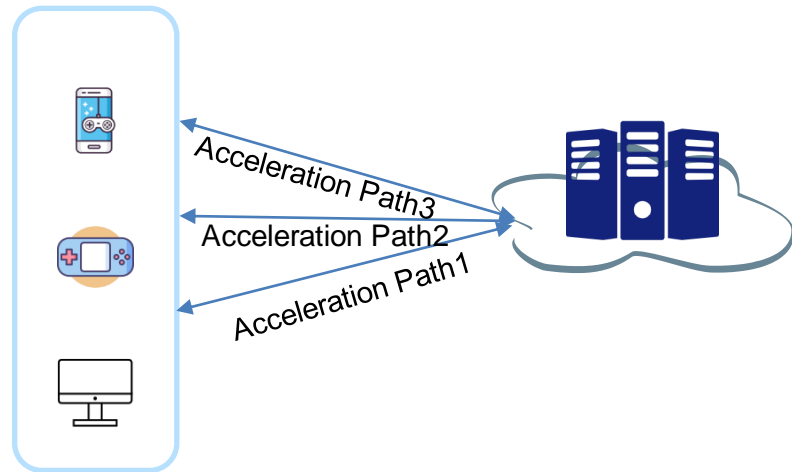


- Head-end node: to identify the data flow of an important scene in an action game sent by Client A, and steer it into a specific game acceleration path according to its SLA requirements;
- End point: to receive the game data stream and steer into the Game Data Center, while the game server processing the game data and encapsulates the information for identifying the game data stream of the important action scene at the head end node, which forwards it to a dedicated game acceleration path to the involved gamer Client B;

Game Acceleration Business Model



- ✓ To adopt on-demand edge computing deployment;



- ✓ To provide highly customized and flexible services for applications;

Thank You

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