

Mobile Edge Computing

- Concept in 5G
- Brings cloud closer to network edge
- Traffic redirecting and low latency.
- Provides services to enhance apps with context

information.

• Facilitates running apps at the right location and time.

→ Edge and Cloud

- Edge computing devices depend on network access to the cloud to receive machine learning stuff.
- They need to send sensor and data to cloud.
- Strong bandwidth requirements → 5G to 6G
- Low latency
- Massive amount of nodes.

→ MEC: Mobile Edge Apps

- Run as VNFs
- consume and provide edge services
- have rules about DNS and resources
- annotated by mobility info
- may be relocated to other mobile edge host.

→ MEC: Mobile Edge Platform

- environment for apps discover, consume and offer edge services
- configures DNS
- provides mobile edge services
- provides access to persistent storage
- controls data-plane in SDN.

→ MEC: Mobile Edge Orchestrator

- maintains overall view of system and mobile edge hosts (resources, services, topology)
- on-boards app packages
- triggers app start and termination
- triggers app relocation

Note: MEC is envisioned as promising needs to deliver better Quality of Experience for immersive AR apps.

Key enabler for IoT and mission critical vertical solutions.

Enables app > to be deployed and run in virtualized env.

Enables autonomous networks and systems.

6G

Self-organization

P2P relationships

Ubiquitous 3D coverage (space, terrestrial, undersea)

Thing-to-thing communication (Intelligent IoT).