The Industry's First 5G MEC Open-source Platform EdgeGallery Goes Live

[Beijing, China, August 6, 2020] Today, the industry's first 5G MEC open-source platform EdgeGallery officially announced that it will be available on Gitee. EdgeGallery focuses on 5G MEC scenarios. Through open-source collaboration, it builds a basic framework for MEC edge resources, applications, security, management, and de facto standards for network openness services, and implements interconnection with the public cloud. It also builds a centralized MEC application ecosystem based on compatibility with differentiated heterogeneous edge infrastructure. Ultimately, EdgeGallery is a tool to unleash the potential of 5G and enable thousands of industries.

EdgeGallery official release

5G will increase network traffic tenfold, and more than 80% of it will be at the edge of the network. As such, MEC is a key technology for 5G. It integrates platform capabilities such as network, computing, security, and operation to enable cloud-edge collaboration and service innovation. This represents immense economic benefits for operators. The open source will optimize the construction of a manageable, controllable, and operable 5G MEC.

The EdgeGallery project has eight founding members, including China Academy of Information and Communications Technology (CAICT), China Mobile, China Unicom, Huawei, Tencent, Purple Mountain Laboratory for Network Communication and Security, 99Cloud, and DBAPPSecurity. The project aims to build a 5G MEC public platform featuring "connection + computing", standardizes the openness of network capabilities (especially on 5G networks), and generalizes lifecycle processes, such as MEC application development, test, migration, and running.

The EdgeGallery open source community was initiated in April 2020, holding its first board meeting on July 30th. The meeting approved the Community Governance Charter of EdgeGallery and elected Ren Xudong as chairman of the board of directors (BOD). The BOD appointed Ma Junfeng, Principal Researcher of the CAICT, as the secretary-general, and Geng Liang, Director of the Edge Computing Research Department, China Mobile Research Institute, Chen Dan, MEC Project Manager of China Unicom, and Yang Bangwen, Marketing Director of Huawei Cloud Network Open Source Team, as the deputy secretaries-general.

EdgeGallery is not only a MEP platform, but also an end-to-end solution for future applications and developers. It will provide one-stop services for application developers and edge O&M personnel. The EdgeGallery community

is devoting to enable developers to use 5G network capabilities more conveniently and make 5G capabilities available at the edge, make edge services trustworthy and manageable based on native platform architecture at the edge, and build a diversified and open edge ecosystem through codeless integration, online IDE tools, and centralized application entry, making applications easy to onboard and business replicable. These actions will lead to a prosperous 5G ToB ecosystem, bringing economic benefits to enterprises and the society.

The EdgeGallery open-source code uses the commercial-friendly Apache License 2.0. The first batch of its seed code has been released on Gitee. EdgeGallery has integrated over 30 applications from dozens of application partners in the industry. These cover many scenarios, including smart campus, industrial manufacturing, transportation logistics, and game competition. These applications have been displayed in EdgeGallery App Store.

The EdgeGallery community has set up two automation test centers in Shenzhen and Xi'an, and will set up five scenario-based test and verification centers in Beijing, Nanjing, Shanghai, and Dongguan at the end of this year. Currently, there are 8 senior members and 14 regular members in the EdgeGallery community. The open-source code is hosted at gitee.com/edgegallery. For more information about EdgeGallery, please visit www.edgegallery.org/en.