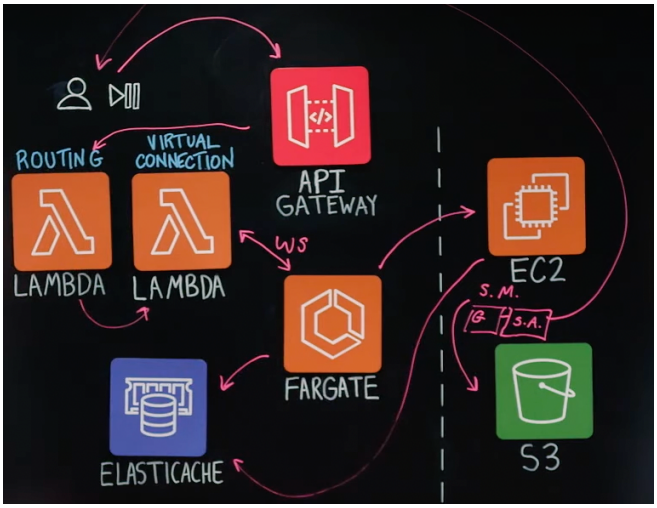
Company Name: **PureWeb**
Video Link: https://www.youtube.com/watch?v=hrhBOOrR5v0&list=PLhr1KZpdzukdeX8mQ2qO73bg6UKQHYsHb&index=9

Solution: **PureWeb: Building a Global 3D Streaming Platform For Limitless Experiences**

PureWeb intelligently routes **streaming requests** from any device, anywhere on the planet, with decisioning based **on network latency, and system preference and load**. PureWeb's architecture leverages both **serverless** and **provisioned compute** to deliver 3D streaming for **limitless experiences**.



Users clicks on **the launch or play button** in the device which direct to REST **API gateway** which includes the details about the game/programs/model instructions. Lambda triggers to the regional routing based **on network latency, and system preference and load**. Virtual connection Lambda connected to **FARGATE** cluster (Brain), a web-socket connection which allocated the EC2 instances for the computational work. EC2 are registered in **Elastic-cache**(In-memory cache) which notify the fargate which are available. **Service Manger** and couple of **microservices** in between the instance running. SM maintain the running of EC2 instances and register to elastic-cache. Service Manager bring the game/Models from **S3** to EC2 for processing as per the request. Another microservices brings the content to the users.

AWS SERVICES mentioned:

- **API GATEWAY:** Create, maintain, and secure APIs at any scale. https://aws.amazon.com/api-gateway/
- **AWS Lambda**: Run code without thinking about servers or clusters. https://aws.amazon.com/lambda/
- **Fargate**: Serverless compute for containers. https://aws.amazon.com/fargate/
- **ElastiCache**: Unlock microsecond latency and scale with in-memory caching. https://aws.amazon.com/elasticache/
- **Amazon S3:** Object storage built to retrieve any amount of data from anywhere. https://aws.amazon.com/s3/
- **Amazon EC2:** Secure and resizable compute capacity to support virtually any workload. https://aws.amazon.com/pm/ec2/