WebRTC on Mobile Edge Cloud

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Motivation

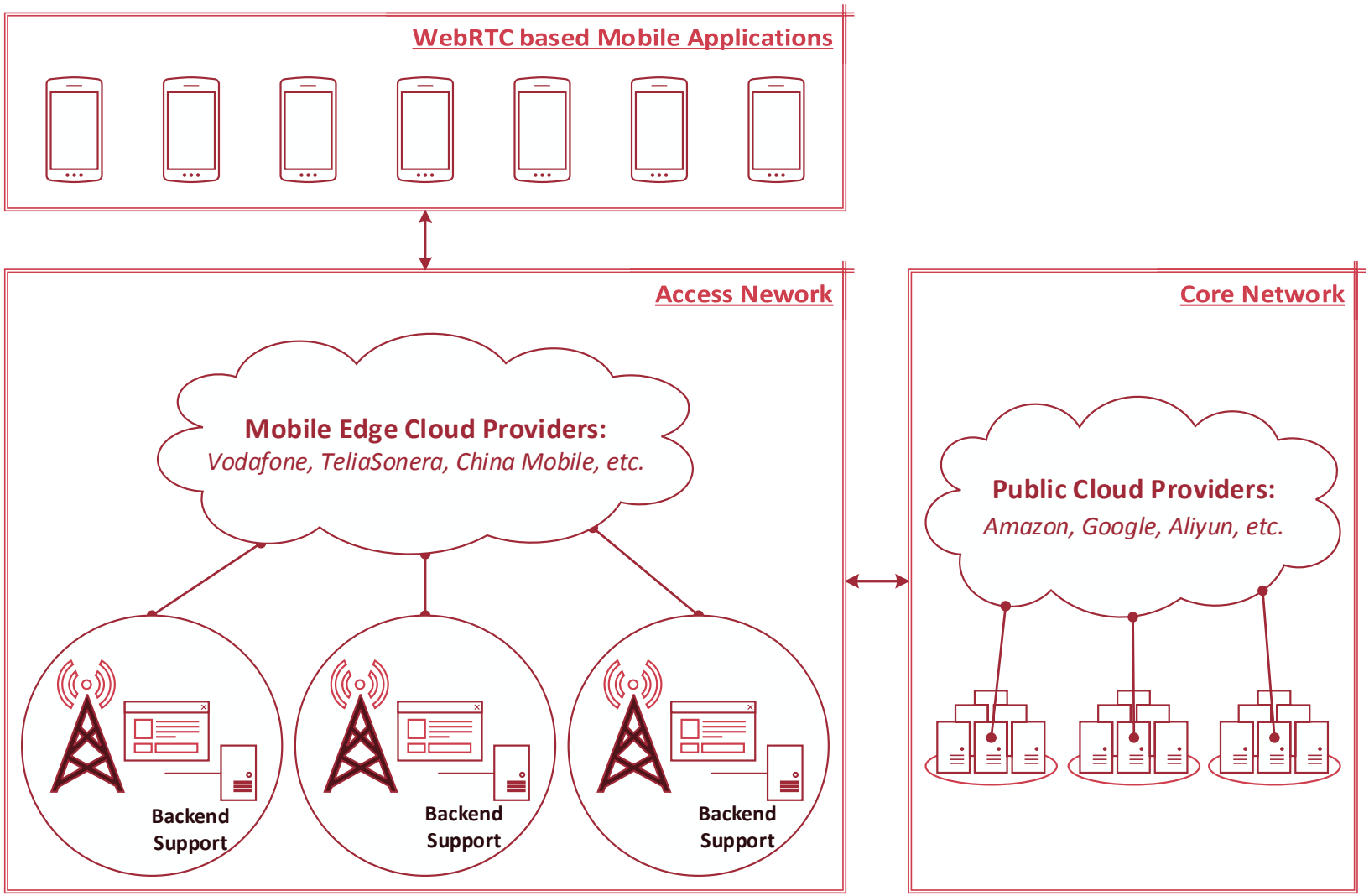
WebRTC

1. Open source plugin-free real-time communication in browsers
2. More than 1 billion unique cross platform endpoints
3. Peer-to-peer optimization as a service required

Mobile Edge Cloud

1. Deployed on access network layer
2. Low latency to mobile end-users
3. "Smart proxy" to process media stream prior to the forwarding

Concept


WebRTC based Mobile Applications
Access Nework
Core Network
Mobile Edge Cloud Providers:
Vodafone, TeliaSonera, China Mobile, etc.
Public Cloud Providers:
Amazon, Google, Aliyun, etc.
Backend Support
Backend Support
Backend Support

Summary

Exchange

real-time video, audio and data between browsers

Deploy

backend services on mobile edge cloud

Improve

user experience on WebRTC based mobile applications

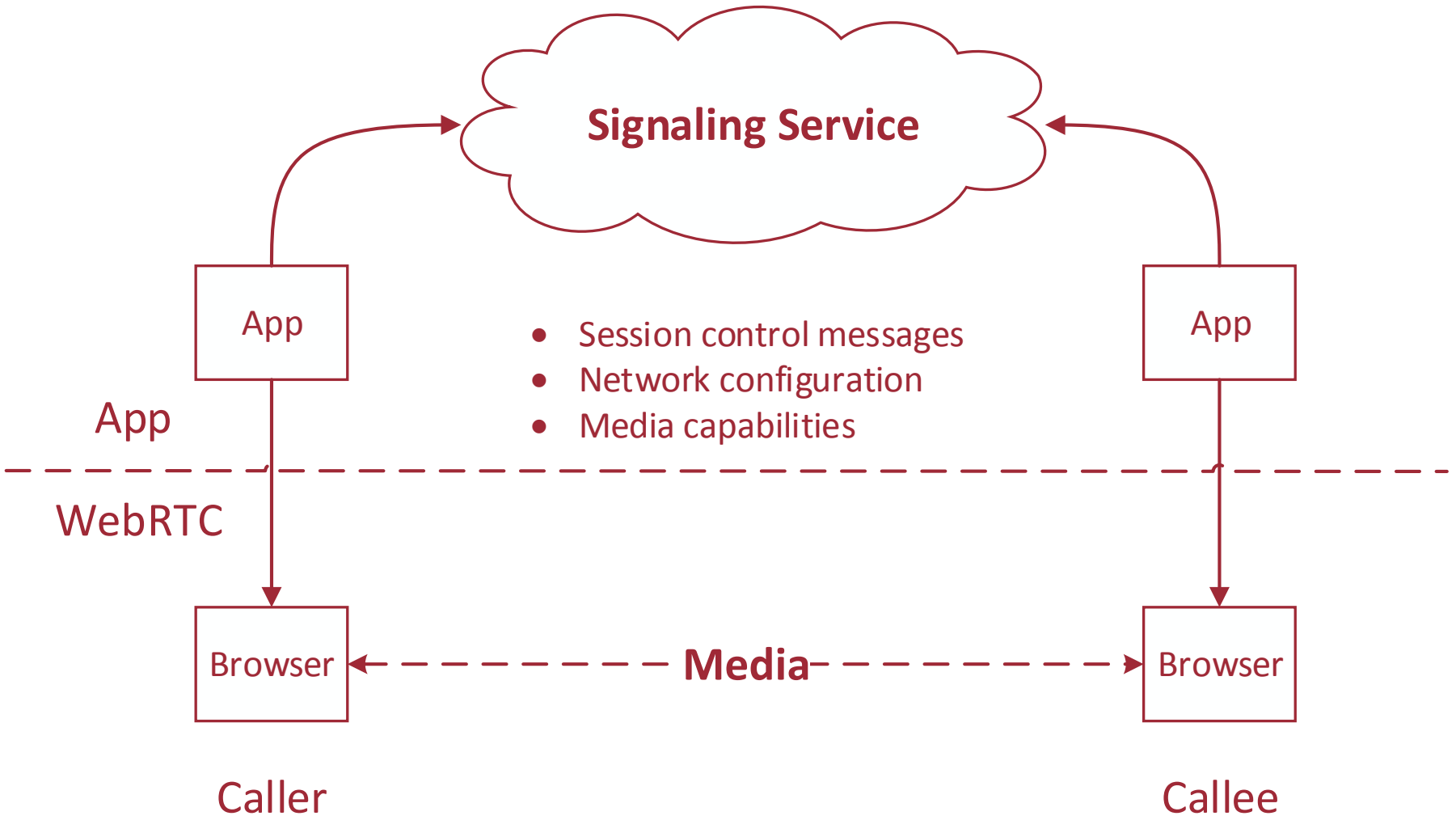
Reduce

bandwidth consumption for mobile network operators

Signaling Service (1/2)

1. Initiate a peer-to-peer connection
2. Exchange session description
3. Not specified by WebRTC

Signaling Service (2/2)



Firewall and NAT Traversal (1/2)

Firewall and NAT Traversal (2/2)

Demo

Demo

The End

Thank you!