Mobile Edge Computing

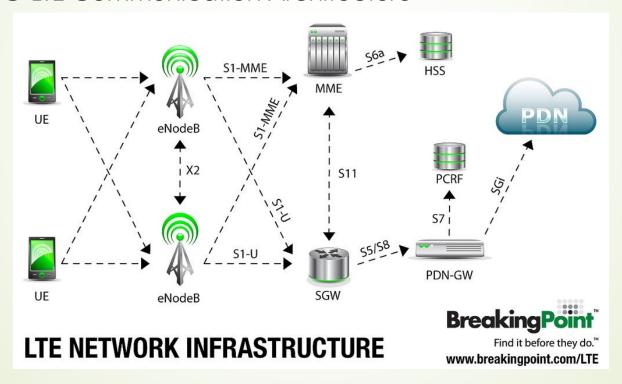
Wei-Yu Chen

Outline

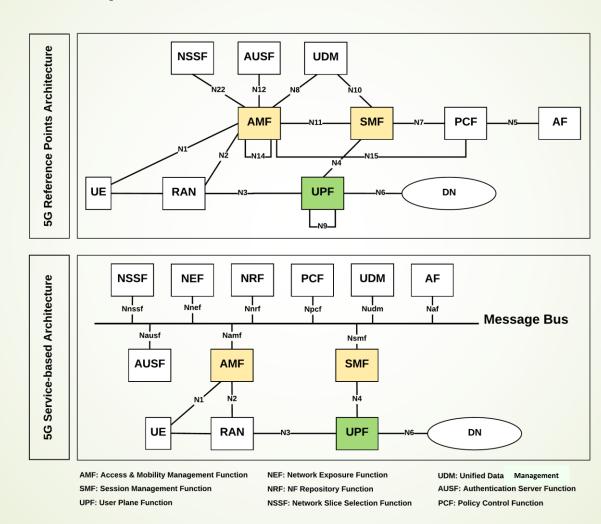
- Background
- 5G Proposed Architecture
- 5G Communication Components

Background

■ 4G-LTE Communication Architecture



5G Proposed Architecture



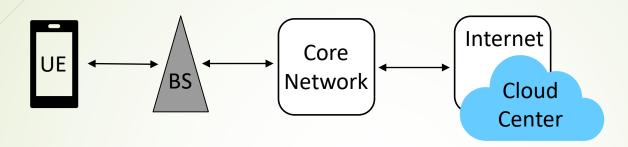
5G Communication Components

- Software Defined Network(SDN)
- Network Function Virtualization(NFV)
- Mobile Edge Computing (MEC)

Mobile Edge Computing

- Defined by ETSI (European Telecommunications Standards Institute)
- Service Based Architecture (SBA)
 - Modern cloud principle
- Cloud to Edge
 - Centralized to distributed

Mobile Cloud Computing

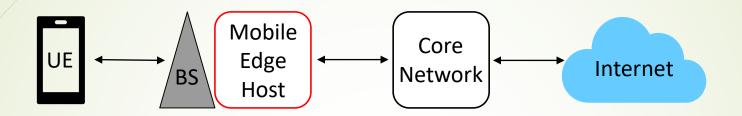


- Provide shared pool on resources
 - Processor, software, storage
 - Amazon EC2, Microsoft Azure
- Centralized
- Long distance results in latency

Mobile Edge Computing

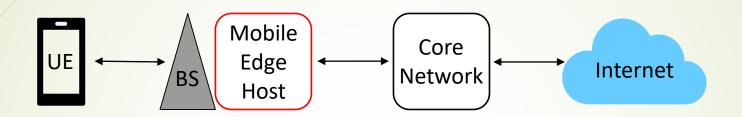
- Distributed Cloud System
 - Small local servers
 - Computing augmented Base Stations
 - Computing resources installed in RAN
- Fog

Mobile Edge Host



- Computing equipment
- Managed by network operator
- Resource virtualized
 - Accessed by API on UE

Mobile Edge Host



- Traffic monitoring
- Content caching
- Local information aggregation
- User location services

Improvements

- Optimization of mobile resources by hosting compute-intensive applications at the network edge.
- Pre-processing of large data before sending it to the cloud.
- Context-aware services with the help of RAN information such as cell load,
 user location, and allocated bandwidth.

Challenges

- Resource management The computing and storage resources in individual MEC platform are expected to be limited.
- Interoperability MEC infrastructures owned by different network providers should be able to each other as well.
- Mobility support The coverage range of each individual cell is limited in a small cell network. Seamless handoff and migration are necessary.